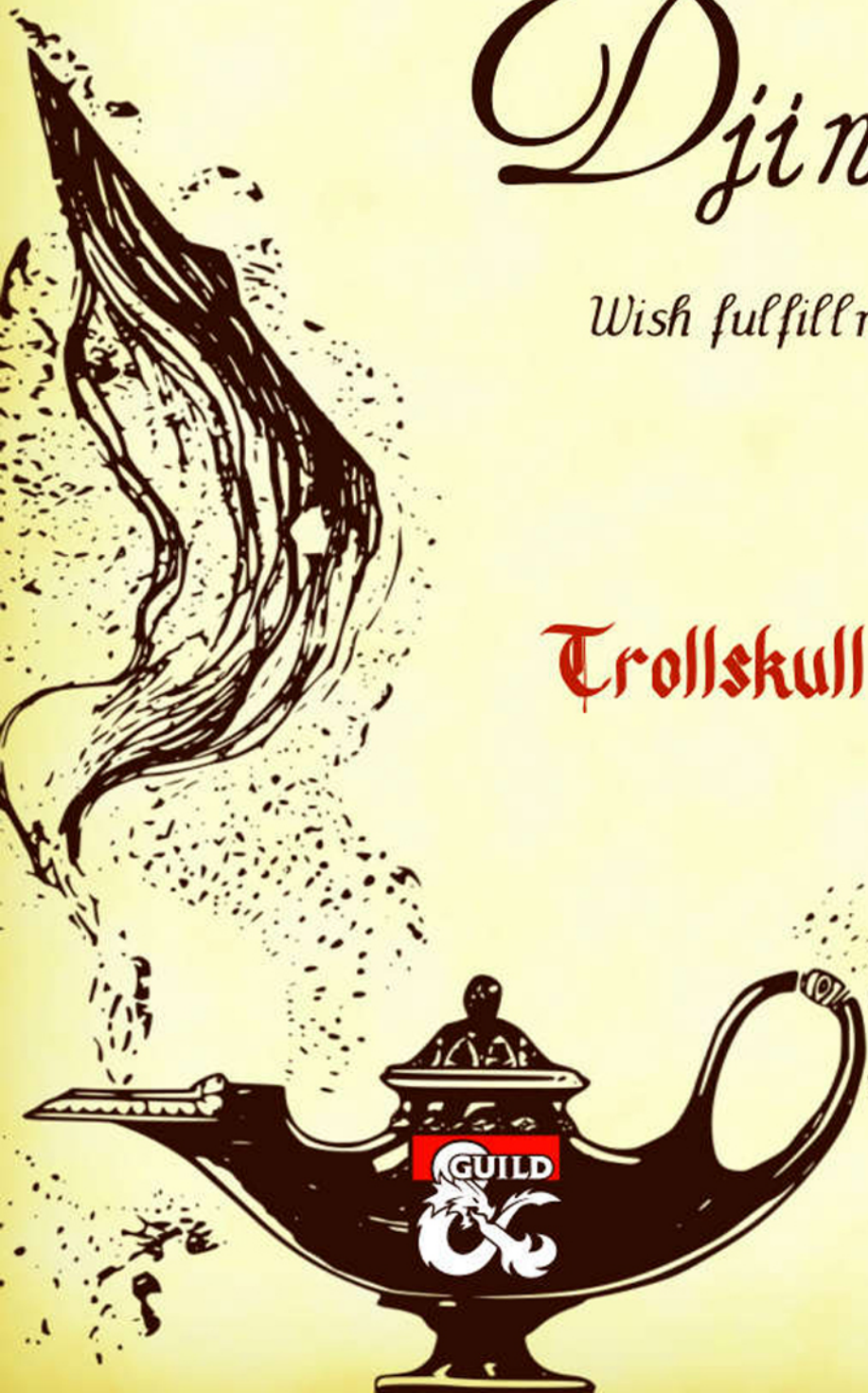


Dungeons and Djinn

Wish fulfillment for the busy DM

Trollskull Manor NPCs



TROLLSKULL MANOR: NPCs

So your party has fixed up the manor. They've repaired the barstools, fixed the broken windows, negotiated contracts with the different guilds, and either made peace with Lif or gotten rid of him entirely. And now they sit back, relax, and wait for guests to come in.

Every tavern has its regulars, and Trollskull Manor is no different after a few weeks. This handout is designed to be a resource for those regulars, providing enough NPCs for your tavern needs. Don't forget to think about how these characters interact; some descriptions include developments, but it's up to you if one NPC likes, dislikes, or falls in love with another.

Allen Todd

human, male

Allen Todd is a grizzled old guardcaptain. His gruff mannerisms bely an uncertainty with his place in a changing Waterdeep. If the characters break the law regularly, he may become obsessed with proving that they committed the crime that he's certain they're guilty of.

Aske Zorane

dragonborn, genderqueer

Aske has coppery scales and a short temper. They are nearly impossible to outdrink and know it, frequently starting drinking contests if an unsuspecting character asks. *Optional: if you use a checks-based system for drinking contests, give Aske a bonus.*

Benoss

half-dragon, male

Benoss is a silver half-dragon who wears a pair of small spectacles on his nose. Nobody can quite work out what it is that he does for a living, except that it's clearly very stressful and has something to do with math. Sometimes, Benoss will take business meetings at the tavern, bringing in a variety of interesting new clients.

Chadwin Morysis

half-elf, male

Chadwin is a pretentious gentleman who likes to think of himself as "deep" and "profound", but lacks most of the intelligence and all of the self-knowledge to actually embody those characteristics. Observant characters might notice that he has a habit of pushing the boundaries of female patrons.

Crinkle

kenku, female

Crinkle is a younger kenku with an extraordinary zest for life. She quickly earns a reputation amongst the tavern patrons for remixing her mimicked sounds to form comedic sound effects, especially when someone drops a tankard or tells a joke.

Ellen Myrkwin

halfling, female

Ellen is a spry elderly woman who uses a cane to get around on what she describes as her "bad days". Despite this, she is fiercely energetic and spends much of her time critiquing whatever hot political issue is a topic of discussion these days.

Hagra Halfshod

half-orc, female

Hagra lost a leg as a child in a carting accident, hence her tongue-in-cheek moniker. Now, she uses either a prosthetic leg or, if it's chafing, a crutch. She's cheery and refuses to be fussed over, but if the characters befriend her she discloses that she is sometimes picked on by the more powerful. One of these bullies is a Lord's Alliance member.

Heth, Kusdet, and Irlai

half-orcs of indeterminate gender

Heth, Kusdet, and Irlai are a very punk group of friends who are in training at the Musician's guild. Facing uncertainty from their peers about their half-orc heritage, they escape to the tavern to blow off steam. If the characters are willing, they're happy to play their original music for the other patrons.

Iain Soren

human, male

Iain is a reserved and scholarly man who is fond of ordering a beer and then becoming engrossed in his book and ignoring it until it goes warm. Some whisper that he's a mage, but if that was so, why wouldn't he just re-chill his drink instead of asking, very politely, if he could order another one?

Laethreg the Tall

human, male

Laethreg works as a woodcarver by day and makes good money doing so, but it's not clear where that money goes. There's a wildness about him that might remind a character (correctly) of the Uthgardt tribes, but he refuses to speak of his past.

Lapis

elf, female

While her real name is Lahandra Irilion, this bohemian elf insists on being called by her nickname of Lapis. She rarely visits the tavern late at night, usually spending her days writing poetry by the window. If she is seen at the tavern past a certain hour, it's liable to be a wild night.

Makana Brownmaster

dwarf, female

Makana, or "Mack", as she prefers to be called, is approaching late middle age. She takes a liking to nearly anyone, but especially those who she perceives to be more vulnerable than others. If the characters continue to earn her respect, she may bring her wife to visit the tavern for a date night.

Meredin Barrelweather

halfling, male

Meredin Barrelweather is a rotund and aging halfling whose verbosity is only matched by his girth. He will tell anyone who will listen about the halcyon days of his youth, sometimes more than once.

Mick

deep gnome, male

Mick is a shy svirfneblin who only gives his name as Mick and rarely interacts with anybody except to order another drink. However, it is possible to earn his trust. Little will change in Mick's behavior if this happens, except that he will periodically beckon the trusted character over to show them a new and exciting mushroom or piece of moss, carefully wrapped in a scrap of cloth and tucked inside his tunic.

Rania Favarion

wood elf, female

Rania is a free-spirited lover of nature who comes to Waterdeep occasionally to purchase supplies for her garden. She takes a liking to the tavern and visits every time she comes to town, sometimes leaving iridescent snails on the table near her empty glass.

Salrakis and Thexire

tieflings, male and female

Salrakis and Thexire are a pair of rebellious teenagers pretending to be old enough to drink. If the characters are willing to turn a blind eye, the tavern becomes a favorite haunt of theirs. After a few months, the characters hear rumors that they're starting to get caught up in some shady business with the Zhentarim.

Captain Sarya el Pashar

human, female

The Captain is a Calishite woman and the former captain of a pirate ship known to trade in slaves, which earns her some significant ire in Waterdeep and keeps her out of better known inns. Clever characters may realize that this story has much more to it than others know.

Tiffany Elderwood

human, female

Tiffany is a student of magic in Waterdeep and horribly homesick. She grew up in a small island fishing commune and has never been to a big city before, but her talent was undeniable. She likes the tavern because its smell reminds her a little bit of home.

Victor

cat, male

Victor is a stray who takes a liking to the tavern (if you're using the business competition sideplot, perhaps because of all the rats!) A one-eyed tomcat, he will acknowledge the guests with a slow blink of his good eye. Rumor has it that if you can get Victor to purr, it's good luck - perhaps represented as inspiration or advantage on a player's next roll.

Zamila and Aviwe M'bete

Zamila and Aviwe are Chultan traders who came to Waterdeep for a job and ended up never going home. Married twenty-three years, they rarely have more than a drink each and spend most of the time talking softly with each other in a corner. A character who asks politely may be treated to one of their stories from their time as traders.

CAN'T I USE THESE NPCs IN ANY TAVERN?

Of course! These characters are written as seen from the eyes of a barkeep who watches the petty dramas of city life unfold before their eyes, but that doesn't mean that one or more of them can't make an appearance in the Yawning Portal - or a small, remote mountain tavern far from civilization, for that matter.

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