


INANIMIS' INTERESTING NPCs

Part 2



**12 Original characters
with Interesting Backgrounds**



INTERESTING NPCs

PART 2

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 [here](#). You can check more of my work by clicking [here](#) or on any *Inanimis* logo.

KINGS & QUEENS

You have probably figured out how your own King/Queen behaves in your Campaign or maybe you just said "Hey, there's a King/Queen that runs things, I just didn't get to shape his personality and now my players made a detour and I have to come up with a memorable King/Queen". The royalty of a country is very important. Their characters may shape relationships, cities, monuments or even the landscape.

THE RED KING BOLIVAR

King Bolivar looks like your average human King. Kind of fat with a full mustache and beard, always dressed extremely fancy and with a look of boredom the likes which you have never seen. People call him The Red King. Not because he executes people, neither because he won a bloodied battle. He is *really* vulnerable to one thing. *Wine*. His cheeks are always red with drunkenness, his breath always stinks of alcohol and his orders are always clouded with a stench of Chateau Rouge. But King Bolivar is not a drunkard just because he likes the taste. He used to be an active king. He used to stroll the streets of his Kingdom, to meet and greet people, to help his citizens as best he could. He was a blessing to his land. And yet a curse fell upon him and his wife. He could not bear children. A King without an heir is unheard of. He would go down in history, not because of what he did. But because of what he *couldn't* do. Thus the tale of the Red King will one day come to an end. Until then, there's wine.

MAD QUEEN BOLETARIA

Boletaria was the third child of a human King. From an early age she exhibited signs of high intelligence. She would play chess against the teachers of the kingdom and would prove to be a tough opponent. When she reached the age of 10 she became virtually unbeatable. But Boletaria wasn't simply smart. She had a dangerous side, a bloodthirsty side to her. At the age of 15 she would order guards to bring her random citizens and torture them. She also ordered them to keep her habit a secret from the king. The guards would normally disobey her and inform her parents. But they saw what she did to her victims. So they kept silent.

Being a thirdborn she didn't have a shot at the throne. She never wanted the crown in the first place but on her 18th birthday that changed. Her older brother, the firstborn, Rugrid made fun of her for not being the destined Leader of the country. Boletaria was furious. She poisoned all those that came to her birthday party and declared herself Queen. She is ruthless and cruel, rarely just and mostly mad. Once per year, on the month of her birth, for 30 days she hosts a chess tournament. It's her against anyone that dares challenge the Mad Queen. The victor will marry her and be a King. The losers are executed on the spot. For 10 years, there has been no King.

THE PALE KING ASHGATH

The Elven King Ashgath is said to be one thousand years old but he looks as if he hasn't aged a day since his first two hundred years, when he first took the crown. Most elves live up to seven centuries. Ashgath has exhibited abnormal constitution and... youth. His skin is the first thing you notice when you meet him. It's white as snow. His eyes are pale blue and his mouth is but a faint line on his face. He is a just and fair leader. He has taken no Queen throughout his life. He leads a life of great solitude. He lives in one of the greatest palaces the world has ever seen, with more than two thousand rooms and over ten stories tall. But he lives there alone. He does not allow any one to step on the grounds of the palace. Not even servants. When he is needed, he is summoned by a great bell that stands outside the palace doors. But what lies behind Ashgath's sad, pale eyes? Ashgath is immortal. When he was young, a stranger tricked him into drawing a card from the Deck of Many Things. He drew the Moon card. It granted him two wishes. His first wish was to become immortal. He still keeps his second wish to this day.

THE VORACIOUS QUEEN HELGE

Helge is Dwarven Queen. She lives in a deep mountain and is known for one thing. Her appetite. The legends say that over the course of the day she eats twelve times and sleeps for twelve hours. She is a cruel queen and it is said that her menu does not only contain animals. Prisoners tend to go missing when the food supply is low. If you manage to ignore the fact that she is probably chewing something while talking to you, she is pretty reasonable and easy to talk to. Unless agitated. Helge might be the personification of gluttony but she is a great leader and also a General. She has protected her mountain more times than most citizens can remember. She is a force to be reckoned with.



LEADERS & GUILD MASTERS

Your players might venture deep in a forest or far to the desert or maybe get lost at sea or even in a city. These are some leaders that you may or may not want to stumble upon while adventuring.

BLOOD GOD JORAXX

A Half-Orc leading an army of Orcs is unheard of. The Orcs would never let a halfbreed lead them to battle. But that is not the case with Joraxx and the tribe Utgash. Utgash was commanded by Grozo, an Orcish barbarian. Joraxx was just a prisoner at that time, picked up after raiding a village. But Joraxx managed to escape from his captivity and slay many of the guards. He could run. But he didn't. Instead he bathed in the blood of the fallen guards and walked up to Grozo screaming *"I am the Blood God Joraxx! Face me Grozo and meet your destiny!"*. Grozo fought that day and Grozo fell. Joraxx was then believed to be a God and was worshipped by the Orcs. He charges first in any battle and by some miracle always emerges victorious. He may be ruthless and cruel but he is smarter than Grozo and more of a strategist. Players might meet Blood God Joraxx while he is raiding, or camping in a forest.

DRAGON MISTRESS KAYLA

Kayla is a female gnome. She is the leader of a tribe of half-elves, half-orcs, tieflings and goblins. She recruits people that have experienced racism of any kind. Kayla is a master illusionist, able to lie her way out of virtually anything. Her and her band of misfits travel the land and force villages to pay them ransom so that they won't attack them. There's a rumour circulating that Kayla is the master of two adult dragons. Most people say that this is all horseshit but awful cries can be heard in the distance just before she arrives. In reality Kayla uses illusions to create the sound and image of dragons. Most people say that there aren't any dragons... but they aren't going to risk it and find out. She doesn't *really* kill anyone. She mostly beats up people that prove to be trouble to her and her plans. Kayla is respected and feared.

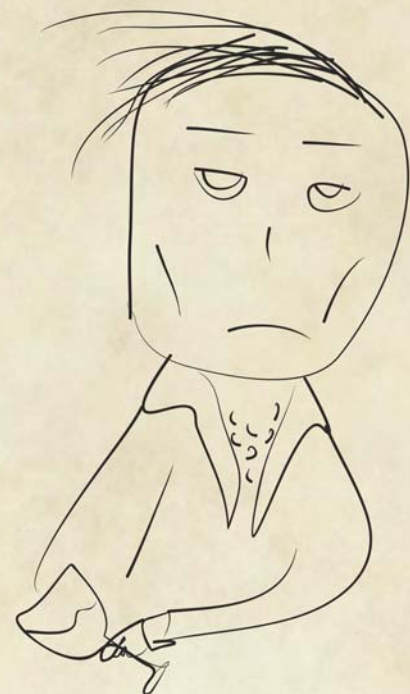
CAPO GIOVANNI

Giovanni is a simple human that enjoys wine, smoking and the death of those that betrayed him. He is the leader of the Symphony of Knives, a thieves guild that dominates the underworld (and not only) of the city. Giovanni has managed to unite various gangs under the banner of the Symphony of Knives, forcing them to pay taxes in exchange for protection from guards. Giovanni, or Capo Giovanni as he prefers to be called, has made a deal with the mayor of the city. The thieves will *not* trespass the high districts and in return the guards will not get involved in the matters of those protected by the Symphony. Thus, Capo Giovanni has managed to establish a peace that is treasured by both the rich and the thieves. Those that break that peace are captured and brought in front of the Capo. No one hears from them again.

SLAVE MASTER DOMENICA

Domenica is a tiefling that spent most of her adult life as a slave. But Domenica was a smart woman. She managed to win the favour of her former elven master and in a cold winter night she stabbed him more times than she could count. She kept handing orders using her master's name for more than two months before she was discovered. The guards decided to let her run the place since the house had seen great improvement under her guidance. Ironically, she was a far crueler master than the previous one was. She halved the rations needed for the slaves while almost doubling the work they did. She has a great eye for new slaves and could haggle any merchant. She has amassed a great fortune and great influence. If you want something done... talk to Domenica. She will find a way.

Capo Giovanni



NATURE'S GUARDIANS

Sometimes your travels may take you to places you never thought you'd go. These are the people that you can meet in extreme and not-so extreme environments.

FREILDA THE SHAMAN

Freilda is a Firbolg. She is a sworn protector of the forest her people inhabit. She has been a leader for the past 200 years. At the beginning of her leadership, orcs and goliaths used to raid the forests and hunt animals. After 20 years of Freilda trying to have peace with the orcs and the goliaths she felt that her position as a leader of her people was in danger. She gathered a force of thousands of Firbolgs and hunted down the intruders. More than ten thousand barbarian heads were mounted on spears to mark the borders of the forest. No orc nor goliath will ever be welcome in that forest again. But Freilda is a smart leader. She set up deals with nearby cities, selling wood and meat in amounts that would not harm the forest and thus the Firbolg community not only survived, but greatly prospered.

JENGA THE HOUND-MASTER

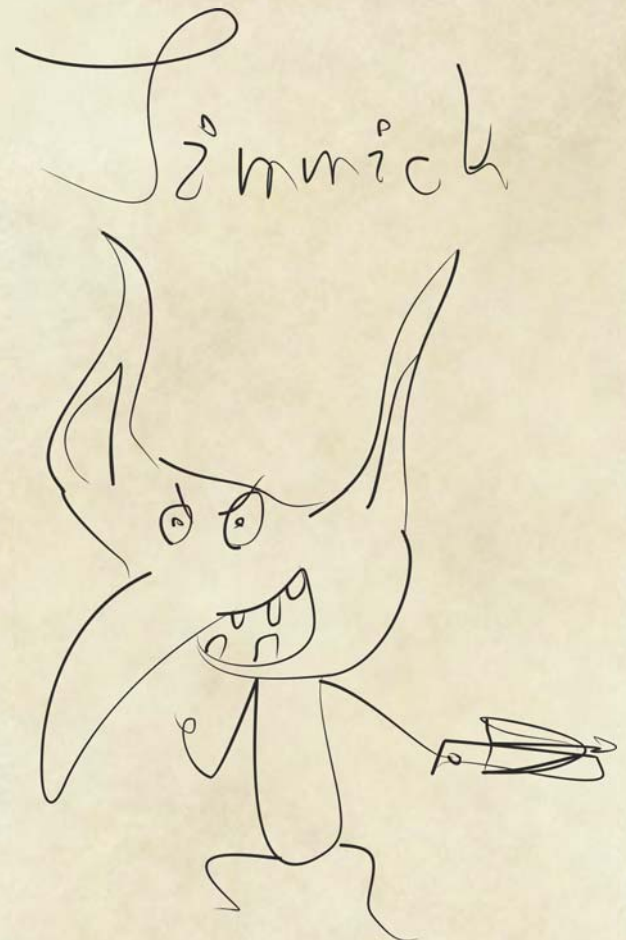
Jenga is a drow elf that lives inside a massive cave complex in a forest. The caves span more than two miles under the earth, with thousands of possible routes, most of them leading to certain death, or simply dead-ends. He has learnt to navigate them with extreme ease over the past decade. He hunts with his five Death Dogs. Jenga had escaped the Underdark and wanted to live a life in a city. He tried to pass himself as an elf, but his Underdark features soon betrayed him and he was chased away. Forced to live in a wasteland for a couple of years, he ran into a pack of six Death Dogs, one of them almost twice as big as the rest. He fought with the bigger one to the death and when he beat it, the others recognized Jenga as their new leader. He developed a system, in which he would communicate his bidding to the Death Dogs through whistling. Jenga is dangerous. But Jenga knows his way around the caves.

BABA-YAGA

Baba-Yaga is a weird creature. She appears like an old female human but her age defines humanity's standards. Her name can be found in legends that date centuries ago. It is said that she is a fae, or a hag or maybe an elf. No one knows for sure. Except from Baba-Yaga of course. And Baba-Yaga knows a lot of things. In fact, she is a fortune teller. She has answers in any single one of your questions. The rules are simple. Only one question per creature. The creature must not be forced to ask the question. The answer costs a memory from the creature asking, that Baba-Yaga will choose. There have been those that have tried to trick Baba-Yaga. They say that when she kills someone, their whole existence is erased. People forget that such a person ever existed. She is a powerful sorcerer but a fair trader of secrets.

ROTTEN-NAIL JIMMICK

Jimmick is a goblin and he is the leader of a goblin clan that protect the secrets of a snowy mountain. Why or how he does that is a mystery to most. Why would a bunch of goblins protect secrets? Why not trade them for ten gold pieces? Whatever their reason, they have been defending the mountain for a very long time. No travellers are allowed, as a sign will warn any trespassers. Jimmick employs tactics that are rare for a goblin. He uses magical traps and ambushing techniques to trick wanderers to their deaths. He also has the help of a Frost Giant. Jimmick in reality is a protector. He protects the eggs of an adult white dragon that saved his life by accident when the dragon killed a bunch of orcs that were hunting Jimmick and his clan. After the dragon left, he searched the mountain for shelter. He found a temple at the top of the mountain that contained one dragon egg. He swore to guard it with his life until the dragon returned for it.



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](#).

P.S. The art was made by me. In my spare time, I am Da Vinci. This is part 2. You can find part 1 by clicking [here](#). I wanna keep these short because I want to emphasize on the quality of an interesting NPC and not the quantity. I will release more of these later in the future. 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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