

NPC Creation Kit

A Ruins of Intrigue free web enhancement by Mike Mearls.

Requires use of Monte Cook's Arcana Evolved, published by Malhavoc Press.

Requires use of the Dungeons & Dragons® Third Edition Core Books, published by Wizards of the Coast, Inc. This book utilizes updated material from the v. 3.5 revision.



Ruins of Intrigue provides a sprawling venue for adventure. From the deadly environs of the Forest of Towers to the political maneuvering of the Safe Quarter, the characters face a wide array of threats. When running an adventure in the ruins of Serathis, you can never exactly predict where the characters might end up next. This NPC creation kit is designed to make it faster and easier to create the various folk the PCs meet. It covers the following portions of an NPC's background and abilities:

- **Name and Background:** If you need an NPC in an instant, the tables here allow you to quickly create a character to portray. Unless the PCs plan on fighting an NPC, this is likely all the information you need.
- **Basic Abilities:** Generate an NPC's level and class.
- **Personality:** The NPC's defining characteristics and traits.

When using the kit you still need to take care of generating and assigning ability scores, selecting spells and combat rituals (if any), and picking out feats and skills. Of course, for many NPCs, such a level of detail is not required.

Note that the tables below are designed for use in Serathis. They don't necessarily reflect the normal distribution of races, classes, and so forth elsewhere in the Lands of the Diamond Throne.

This free web enhancement is designed to work with *Ruins of Intrigue* from Malhavoc Press, usable in any *Arcana Evolved* or d20 System fantasy campaign. Find out more about the book at <www.montecook.com/Ruins>.

The layout of this article begins on page 2. There is no page 1.

NPC RACE AND GENDER

Pick a race or roll on the Races table below, then select or randomly determine the NPC's gender. (Do not roll on the Gender table if you generated a mojhh.) Note that humans, due to their inherent nature as risk takers and explorers, are the most common folk in Serathis.

d%	Race
1 – 15	Giant
16 – 30	Sibeccai
31 – 40	Faen (select type)
41 – 70	Human
71 – 80	Litorian
81 – 85	Verrick
86 – 95	Dracha
96 – 100	Mojh
d10	Gender
1 – 5	Female
6 – 10	Male

NPC NAME

Use the following tables to generate a name for your NPC. Select the appropriate table based on the NPC's race and gender. When you create a name, try saying it aloud a few times to make sure it sounds good.

DRACHA

Dracha use the same types of names for both males and females. A dracha name typically has three syllables. Roll 1d20 three times, once for each column, and connect the syllables in order of their generation with apostrophes. The first column always provides the first part of the name, the second column the middle part, and the third column the last part.

d20	First Syllable	Second Syllable	Third Syllable
1	B	nara	b
2	C	tala	c
3	D	par	d
4	F	dana	f
5	G	rada	g
6	H	erde	h
7	J	velr	j
8	K	wekr	k
9	L	tenh	l
10	M	reth	m
11	N	kirla	n
12	P	tivd	p
13	R	silh	r
14	S	xoph	s
15	T	corti	t
16	V	boln	v
17	W	mott	w
18	X	tusk	x
19	Y	vungu	y
20	Z	cuthu	z

GIANTS

The giants use separate columns for the first half of male and female names. Both genders use the same table to generate the second half of their names. Roll 1d12 and 1d20 to generate the first and second half of a giant's name, respectively. Connect the first and second portions with a hyphen to form the entire name.

d12/d20	Female First Portion	Male First Portion	Second Portion
1	Aoe	Ci	Arren
2	Ua	De	Beldrat
3	Au	Ha	Carris
4	Eia	Ro	Delthon
5	Uia	Li	Follen
6	Eu	Tu	Grandak
7	Iea	Sa	Haraz
8	Io	Vo	Jethen
9	Ia	Ra	Krollek
10	Oe	Vi	Leman
11	Oa	Xa	Perren
12	Oia	Na	Marask
13	—	—	Nebenar
14	—	—	Quorren
15	—	—	Restenfel
16	—	—	Sorris
17	—	—	Tynthar
18	—	—	Vendrek
19	—	—	Wendelar
20	—	—	Zevvik

FAEN

For faen first names, roll 1d20 twice: once for the name's first portion and a second time for its second. The table covers second halves for both male and female first names. For a faen's last name, roll 1d10 twice, checking the surname columns for both the first and second half of the last name. Both genders use the same surname columns. If a name results with consecutive identical vowels, change the second one to an "a" or "e."

d20/d10	First Half	Female Second Half	Male Second Half	Surname First Portion	Surname Second Portion
1	Bri	ara	arn	Sky	tree
2	Ce	ali	ald	Fire	horn
3	Du	ada	aran	Stone	crown
4	Fi	alu	aged	Gold	star
5	Ge	ana	elden	River	sun
6	Ho	erli	ert	Wind	leaf
7	Je	indi	ern	Spring	guard
8	Ke	irra	eth	New	ship
9	La	ila	in	Ever	keeper
10	Me	inda	ish	Crown	hold
11	No	elle	ird	—	—
12	Pi	edi	ix	—	—
13	Ry	era	oln	—	—
14	Se	elo	oth	—	—
15	To	olla	ord	—	—
16	Ve	ondra	on	—	—
17	Wy	ona	uln	—	—
18	Xe	oli	urn	—	—
19	Yo	eri	uren	—	—
20	Ze	eva	urb	—	—

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HUMANS

For human NPCs, roll 1d20 and 1d10. The d20 generates the name's first syllable. The d10 roll determines the second syllable based on the NPC's gender. For surnames, generate a second name and add –son, –dottir, or a similar ending.

d20/d10	First Syllable	Female Second Syllable	Male Second Syllable
1	Ar	la	red
2	Be	ra	mon
3	Ca	si	gar
4	De	lle	tren
5	Fo	lli	nek
6	Ga	dy	var
7	Ho	vara	nel
8	Il	dli	rik
9	Jo	rina	dred
10	Ka	rienne	vin
11	Le	—	—
12	Mo	—	—
13	Na	—	—
14	Ol	—	—
15	Pe	—	—
16	Ra	—	—
17	Se	—	—
18	Te	—	—
19	Va	—	—
20	Wo	—	—

LITORIANS

Litorian names are broken into male and female categories. Roll 1d12 twice to determine the first and second half of a litorian's name.

d12	Female First Half	Female Second Half	Male First Half	Male Second Half
1	Ba	ntra	Chra	av
2	Ce	rret	Chro	arak
3	Di	rel	Dar	eth
4	Fo	tena	Deth	gar
5	Ha	rril	Tev	lath
6	Je	sha	Hoth	stor
7	Le	rra	Jer	oph
8	Mo	rara	Kel	lak
9	Pe	tha	Men	esh
10	Re	era	Nar	ethar
11	Se	li	Pen	thon
12	Va	na	Ser	grav

MOJH

To generate a mojh NPC's name, roll 1d20 twice to create the first and second halves of the name.

d20	First Half	Second Half
1	Kar	goth
2	Tel	wrath
3	Gref	strak
4	Sar	eran
5	Nek	thar
6	Pol	trag
7	Nev	varth
8	Vak	ethar
9	Cren	starn
10	Pel	harm
11	War	drar
12	Vuth	stan
13	Slar	rag
14	Zar	trak
15	Kel	bar
16	Cael	reth
17	Shrak	lar
18	Yeth	nork
19	Sern	kath
20	Darh	slen

SIBECCAI

To generate a sibeccai name, use the human or mojh table to create the NPC's first name. Then generate the sibeccai's title using the following table.

d20	Title
1	the Wise
2	the Hunter
3	the Seeker
4	the Resolute
5	the Defiant
6	the Brave
7	the Skilled
8	the Quick
9	the Faithful
10	the Strong
11	the Clever
12	the Wanderer
13	the Daring
14	the Mender
15	the Patient
16	the Wild
17	the Perceptive
18	the Mystic
19	the Unconquered
20	the Tireless

VERRIK

Verrik male and female names both derive from the same columns in the table below. Roll twice to determine the first and second portions of a verrik's name.

d20	First Portion	Second Portion
1	Daj	ara
2	Qid	zed
3	Xer	kar
4	Av	geth
5	Sif	ada
6	Mor	dedr
7	Per	san
8	Gef	thra
9	Ben	zeth
10	Qun	quar
11	Ved	sal
12	Zew	preth
13	Qad	erra
14	Xev	entha
15	Kel	pellas
16	Veth	perek
17	Quon	vesh
18	Qual	lon
19	Nlad	pad
20	Ul	volen

NPC CLASS AND LEVEL

To determine an NPC's class and level, pick an appropriate table and roll twice, once for class and once for level. Otherwise, roll 1d3 to select a table randomly. The tables assume that randomly generated NPCs tend to be on the low end of the level scale.

COMMON FOLK

d20	Class	Level
1	Commoner	1
2	Commoner	1
3	Commoner	1
4	Commoner	1
5	Commoner	1
6	Expert	2
7	Expert	2
8	Expert	2
9	Aristocrat	3
10	Warrior	4

**ADVENTURER**

d20	Class	Level
1	Expert	1
2	Evolved	1
3	Akashic	1
4	Akashic	1
5	Champion (select type)	1
6	Greenbond	2
7	Mage blade	2
8	Magister	2
9	Magister	2
10	Oathsworn	3
11	Ritual warrior	3
12	Runethane	3
13	Totem warrior	3
14	Unfettered	4
15	Warmain	4
16	Warmain	4
17	Warrior	4
18	Warrior	5
19	Witch (select type)	5
20	Multiclassed (roll twice again)	6

NOBLE/SKILLED ARTISAN

d20	Class	Level
1	Aristocrat	1
2	Aristocrat	1
3	Aristocrat	1
4	Expert	1
5	Expert	1
6	Expert	2
7	Expert	2
8	Expert	2
9	Warrior	3
10	Warrior	4

NPC TRAITS

Now it's time to determine some defining traits to emphasize in your NPC while playing through the encounter.

PERSONALITY TRAITS

Roll 1d12 and 1d6 to determine an NPC's primary defining personality trait. You can roll multiple times to create more than one trait for an NPC.

d12	d6 (1 – 3)	d6 (4 – 6)
1	Optimistic	Pessimistic
2	Judgmental	Decadent
3	Excitable	Calm
4	Cheerful	Morose
5	Ignorant	Knowledgeable
6	Helpful	Arrogant
7	Cowardly	Bold
8	Deceitful	Honest
9	Loud	Shy
10	Aggressive	Passive
11	Pushy	Spineless
12	Talkative	Quiet

PHYSICAL TRAITS

Next, roll 1d10 and 1d6 to determine an NPC's defining primary physical trait.

d10	d6 (1 – 3)	d6 (4 – 6)
1	Tall	Short
2	Fat	Thin
3	Tough	Sickly
4	Scarred	Tattooed
5	Old	Young
6	Messy	Neat
7	Well dressed	Slovenly
8	Clean	Filthy
9	Attractive	Ugly
10	Tanned	Wan

NPC LOYALTIES

The presence of the giants and the dragons within the ruined city of Serathis is perhaps the most important local issue, one that has bearing on how the NPC you're creating reacts to party that contains dracha, mojh, giants, or sibeccai. It should also color how the NPC acts and what he talks about. Note that this table doesn't represent Serathis as a whole. The results are skewed slightly toward smaller factions and fanaticism to help encourage interesting NPCs. For more moderate results, treat the "spy" result as "neutral" and both forms of fanatic as a supporter of the appropriate faction.

The NPC's loyalties should help determine at least part of his personality and background. A giant who supports the dragon could be a spy, an embittered outcast, or a criminal. Don't be afraid to write in your own details based on the results this kit produces.

Special: Shift a dracha's attitude two categories down on the table. Shift a mojh's one category down. Shift a giant's two categories up, and shift a sibeccai's one category up. For example, when determining a sibeccai's loyalties, say you roll an 87. Normally this result is "Draconic Loyalist," but since the NPC is a sibeccai, shift the result one category up the table to "Draconic Supporter." If the NPC was a dracha, you would shift two categories up. In this case, you can't go beyond "Draconic Fanatic," so the dracha's attitude remains at that level.

Optionally, you can shift the result one category up if the area where the NPC is found features a great proportion of giantish support, or one category down in areas where the dragon's loyalists hold sway.

d%	Loyalty
1–5	Giantish fanatic
6–15	Giantish loyalist
16–25	Giantish supporter
26–49	Neutral
50–55	Spy
56–75	Neutral
76–85	Draconic supporter
86–95	Draconic loyalist
96–100	Draconic fanatic

FANATIC

This NPC risks his life for his faction. Driven by either intense love for it or intense hatred of the opposition, he does everything in his power to advance the cause. He willingly risks his life to help promote its interests. If Serathis held an election between the giants and the dragon, the fanatic would draw up plans for a revolt if his side did not win.

LOYALIST

The NPC actively supports the appropriate faction. He takes steps to protect his faction's interest, such as reporting suspicious activities. However, he does not risk his life for the cause. If Serathis held an election between the giants and the dragon, the loyalist would go door to door to drum up support for his candidate.

NEUTRAL

Most Serathans fall into this category. The NPC sees both factions as different sides of the same coin. He would prefer if they kept out of his personal life and did as much as possible to stay out of the common folk's way. If Serathis had an election, he would stay home unless one side did something to anger or encourage him.

SPY

The spy's loyalties lie with a smaller faction within the city. He works to directly benefit this faction's cause and risks his life to further its ends. Use the following table or pick an important NPC who is not aligned with the dragon or the giants. The page references refer to the appropriate sections in *Ruins of Intrigue*.

d10	Faction/NPC	Page
1	Agents of Chaos	34
2	Blood Hook Gang	49
3	Crusaders	51
4	Dark Wardens	78
5	The Huntsmen	81
6	Lord Valdren	43
7	The Master	75
8	Merchant's Guild	53
9	Tower of Boundless Knowledge	40
10	Yalanara	61

SUPPORTER

While this NPC favors one side over the other, he does not allow his personal interests to suffer because of his loyalties. His preference is probably driven by practical factors, such as the promise of better profits, more work, or superior living conditions, should his side prove dominant. If Serathis held an election, he would vote for his favored side but he wouldn't do anything else.



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<www.montecook.com>

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ABOUT THE ILLUSTRATORS

From the time he first picked up a comic book, cover artist Jean Pierre Targete knew what he wanted to become. J. P. grew up in Miami, FL, where he began drawing at the age of five. He later attended New York City's School of Visual Arts. For the last 14 years he has created covers for Avon, Berkley/Ace Ballantine, Bantam, Tor, and a host of other publishers. In 2000 his cover painting "Circle at Center" for the book by Douglas Niles won a Chesley Award for best paperback cover. J. P. works and lives in Southern California. Check out his art book Illumina: The Art of J. P. Targete, published by Paper Tiger, and visit his website at <www.targeteart.com>.

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Coming soon, look for Wolfgang Baur's The Book of Roguish Luck, a sourcebook for characters who prefer stealth and guile. Also coming soon is Transcendence, an Arcana Evolved player's companion by Mike Mearls. Current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>



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