

Summary

NPC Name	District	PC	Description
Judge Henry Valcourt	Central	Lissandra	Lower noble in debt
Connor Hanley	The Strand	Lissandra	Ex-boyfriend & con
Conrad Keppler	North Shore	Ella	Noblemen & scholar
Bee	Stray River	Ella	Alchemist friend
Julia Perethor	Pine Island	Avvakir	Tinkerer and Ex
Thwak Jrak	Nettles	Avvakir	Outcast
Cador	Parity Lake	Angharad	Soot-covered orphan
Rhys	The Ayres	Angharad	Disillusioned noble
Pazamu	Cloudwood	Angharad	Shaman and scholar

Judge Henry Valcourt



Henry and Lisandra met at several of Eustace's spiritual parlours where she would hold seances for his acquaintances and rub elbows with the wealthy. Judge Valcourt originally contracted Lisandra to assist his wife Armadine with the grief of losing her sister recently so that she could 'return to her duties as a wife'. She found him a selfish and tactless man, which did him no favours after Lisandra caught him engaging indecently with a wife of another nobleman. Henry attempted to pay her into silence, and she nearly accepted, as it was no spare change he offered. But in the end she said she would hold his secret in return for a favour one day, down the line, and his consent to allow his wife to spend the summer in her family's summer home to spend time in a place that held significance to both Armadine and her sister since childhood. Considering his wife's family held the majority of their wealth, Judge Valcourt agreed to loosen the reigns on his wife and fulfill a favour when she asked for it.

Conner Hanley



A Flint native also made orphan during the war and ended up in Otis' crew, a couple years older than Lisandra, then known as Lyrie (27 years old). He grew up picking pockets and running cons alongside her. The pair were close, but had a competitive rapport, always trying to outdo each other with their 'earnings'. Lyrie was also his first love, and he was often the one who comforted her through nights where spirits wouldn't let her rest. They shared a romance in their teenage years, but their relationship grew tense when Lyrie invented Lisandra and began a new con rubbing elbows with noblemen. On her last con before joining the RHC, the pair had fought.

Though he lives in the Nettles with the rest of the crew, Connor spends most of his time in the Strand. He works casually in the Stands loading the docks when able,

running rigged games in pubs or resorting to the old pick-pocketing ways to get money for the rest of the crew back in the Nettles. He's also the primary caretaker of Otis in his old age since Lyrie 'left' and became 'Lisandra'. He knows she sends part of her stipend to Otis to still do her part, but she stopped visiting when she joined the RHC and he resentfully believes she 'left her family for greener pastures'.

Conrad Keppler



Relationship: Ella's scholarship patron

Description: an older human nobleman, academic, and self-made businessman.

Conrad Keppler is a civil engineer, canny investor, and dabbler in the arcane. While he has a keen mind, his engineering skills are largely theoretical and his magical ability is nonexistent, but he is a firm proponent of "progress" and enabling the success of others. His knack for investing in profitable ventures (and individuals) has garnered him wealth and influence beyond his title, and he uses them to further support his interests. He has played a role in several of Flint's infrastructure development projects

and offers university scholarships in his fields of interest (engineering, science, and magic).

While not exactly a philanthropist (he cares more for the advancement of knowledge and society than individuals), he believes in recruiting talent wherever it may be found ("ability should not be constrained by circumstance") and lacks the disdain for the lower classes that some nobles possess. Not a politically ambitious man, he leaves it to his wife, Cecilia, to maintain ties with polite society. His manor in North Shore boasts an extensive library, and it is here that he can usually be found: either pursuing his own interests or meeting with business associates and academic contacts from Flint and beyond.

Beatrix "Bee" Byrd



Location: Relationship: Fellow graduate of Pardwight University; friend

Description: female human alchemist and purveyor of fine ice cream.

Bee runs Flint's first ice cream parlour (the mechanics behind it are a closely-kept secret) in the Stray River district, and can generally be found on premises experimenting with new ice cream flavours or drawing her customers into discussions on various topics. An exuberant young woman, her personality is as colourful as her rainbow hair, and she frequently smells like her latest flavour experiment. Despite her fanciful exterior, Bee is extremely intelligent and

knowledgeable in a variety of fields, including history, philosophy, magic, and alchemy. She loves talking to anyone about anything but can be a tad overbearing at times. Her friendly demeanour has garnered her many friends, and word of her business has begun to spread beyond the city.

Julia Perethor



Julia owns a store on the pine island, making and appraising goods of mechanical nature. She loves to tinker and can sometimes miss customers that enter as she continues to modify and observe creations.

She is very friendly, but can be easily distracted by any mechanical devices as she will try to find out how they work and follow with asking for payment for an appraisal "5 silver and i'll tell you how much it is worth" or something along those lines. She is very confident in her creations and her appraisals and will argue till she wins or the other person leaves with anyone who says she is wrong.

When not distracted with her tinkering, she is a very nice person, great to have a drink with and likes to gamble, which is how Avvakir and Julia met. Having lost a game of poker to her, they struck up a conversation, which of course led to a conversation

about devices and her fascination about them, while most of the technical side went in one ear and out the other, Avvakir saw an opportunity to sell random devices that he had no idea what they were or where they came from, so he brought them to her store where he sold them, and has done ever since.

They have been in a close relationship before, but it didn't last long, as Avvakir was still mourning his last husband and didn't want her to feel like a rebound, so with no hurt feelings they stayed friends and business partners.

Thwak Jrak



Thwak Jrak is an outcast in the Nettles, he makes his living by doing the jobs no-one else would want to do and also using his speed and sneakiness to do others. Maining working in the shadows, his actions aren't exactly "legal" but he's never been caught, so who's to say he broke any laws.

He and Avvakir met on chance as Avvakir was searching for a suspect, being so small and quiet, Avvakir almost walked into Thwak, with a quick climb and a dagger to the throat, Avvakir was caught by surprise with a goblin whispering in his ear to be more careful otherwise something...bad might happen. Avvakir paid no attention to the threat and asked the little goblin if he had seen his suspect.

With a payment, and a few quiet steps, Thwak was gone. Within 15 minutes, the man he was looking for came to Avvakir and turned himself in.

Ever since, if there is a suspect in The Nettles, he finds Thwak, pays him, and most of the time, procures the suspect.

Cador



Cador when you see him for the first time, most people notice the soot covering his body, then the scars and burn marks covering his hands and forearms. He has been working in one of the gun manufacturers since he was 10, so the last 3 years. When the factories started to lock the doors mid shift, and freezing pay, Cador stole some of the metal and fire powder to sell on the side to pay for the other children at the orphanage to eat. He hasn't been caught yet, but who knows how long it can keep going on for..

Rhys



Rhys is of a minor noble house, though he has never told Angharad which house it is, has fairly strong anti industrial opinions, but it goes against his own family opinions, angharad has worked out, but its not his place to comment.

WHen Rhys heard about the ship that the PCs had been on and that it had all gone to shit, once the initial worry was done, he was elated. Probably a sympathiser for the Duchess' idea of weaning off the military industry. He insists he owes Angharad a favor for the time that Angharad dragged him from a bar when he was besotted and upset about a woman, and from then on has kept trying to set up Angharad on dates with minor nobility, acting as if that him being a Cipith is irrelevant.

Pazamu



An orc shaman from Ber, who now resides in the Cloudwood. Often preferring the company of silence, he seldom shares details of his past. From what he has shared, he has travelled to Flint to learn the secrets of the skyseers. He harbours a strong fascination for magical oddities. Over the years, he has gathered a small collection of trinkets, artifacts, and scrolls. He considers himself a scholar, learning from nature and its keepers, rather than the books of felled trees. Although he is drawn to the more unholy artifacts and the dark magic of Flint's past, he uses his magic to heal and protect.

When the stars are right, Pazamu seeks out Angharad to share a pipe. In a Cloudwood clearing, they lay on their backs watching the sky above. Between pointing out stars, he shares his fascination with the most recent magical curiosity that has captivated him. Comfortable with silence and a good listener, he rarely asks intrusive questions.