

Info for Bastion Senuhe

Places & Names

Ogre's Bluff –

- *Alderman William Ronald Silveste* was a lauded strategist in the effort against the orcs, and while he rarely if ever took part in actual battles, he worked closely with the Constable to arrange for the defense of the town, plan sorties and keep supplies readily available both for the townfolk and the soldiers. From what little interaction Bastion had with him, he would also know Alderman Silvestre as someone who is very aware of status of gaining influence.
- *Jasmine Silversrte* – The daughter of the alderman. She always seemed like a stuck-up girl who never talked to anyone, except sometimes to herself.
- *Constable Grover Dellagon* – An officer in the militia, he is known for his ruthless following of the law and his hatred of anything orcish (orcs killed his family). He was a taskmaster that never played favorites, but was equally mean and unfair to everyone.
- *Wilson Beddows* – Proprietor of the Golden Plough Inn, and co-quartermaster for the militia along with Margun Stonewater of the general store.
- *Relaford, Valentine and Martin* – The three town guards, Relaford is the senior of them, being over 30. The other two are in the early twenties.
- *Brody Bauble* – Proprietor of a pawn shop out of his living room. He is probably one of the most well-traveled people in Gothanius (at least in his youth) and speaks fluent dwarven.

Archet – This trading post of the woodsmen of the western borderlands might be a place Bastion came to after returning from the barbarians just to get some info about what is going on in Gothanius. They have no love of the alderman or of the constable, but hate orcs as well. Bastion might have come to know a few of the woodsmen during his time scouting for the militia. HE might have learned of the party's trip to the Circle of Thorns from *Siram Kandaulo*, who is currently considered the de facto leader of Archet.

- *Turluk Tanson* – This weasally kid (now an awkward adult) was an orphan that worked as a page and squire for the militia of Ogre's Bluff, but had lived around Archet before that. Bastion would know him as the type to watch your pouches about, and he was often eavesdropping and selling info. Roland and Ratchis ran into him on the 21st of Sek, so he might be a source for the party's whereabouts. He would also know some about the *Company of the Impervious Ward*.

Three-Trees – This alder-village is closest to Twelve Trolls, and actually has a garrison of 24 light infantry (some of which act as cavalry as well) that are used to patrol the area between the various villages, and keep tabs on the goings on in the Ogre Scar.

- *Alderman Forest Arton* – A respected ranger and leader of Three-Trees, he personally led his men into battle. Bastion would have met him several times, but probably spoke with his sergeant, *Aron Crost*, more often.

Summit – Bastion would likely have been in Summit fairly often before and after an exploratory missions to blaze trails for attacks on orcs.

- *Maxel Smith* – Maxel would have just been finishing his apprenticeship as a smith when Bastion knew him. He was a regular in the Gothanian army, helping to train militiamen, and acting as a lower officer when the militias were organized. Bastion would be surprised that with his skills and good reputation that Maxel would not have gained a higher position, perhaps at the castle, by now.
- “*Tall*” *Gib* – Currently the keeper of the Sun’s Summit Inn (which was just first being built when Bastion was last there), Gib was known in the militia as a deft warrior. Again, Bastion would be surprised to know what he was doing now.

Twelve Trolls – It is wholly possible that Bastion never made it to Twelve Trolls.

Gerard Pritchett – Officially the Royal Huntsman, Gerard has a commanding rank in the combined militias of Gothanium. The talk was that he was given his post despite his youth because he is the queen’s younger brother. Many people also complained that he took too much advice from Seerin No-Road, a ranger from Earthport that knows the Cold Kelzain Marshes (where a lot of the orcs fled to after the war) better than anyone else. Bastion would have seen Gerard a few times, and perhaps talked to him once.

Daniel Ortagun – Bastion met the steward briefly soon before whatever incident that happened that forced him to leave.

The Clan of Thorad-Klen – I have not detailed this clan aside from what exists in the APG, so we can develop something together based on that if you like. However, one detail that we will go with is that a watch-mage named *Richard the Red* came to visit while Bastion was there, and it appeared that he had been there several times before and was allowed to explore some of the deeper chambers and look through the libraries of the dwarven stuff collected there over the year (the barbarians can’t read), and he seemed to spend a lot of time with the tribe Master Chanter (i.e. bard).