

NPCs

Recurring NPCs

NPC	NOTES
Katrina	<p>Context: <i>Companion.</i> Brother of Rantle (in Gate Pass). She's fallen in with the Ragesians and has been sent to spy on Lyceum, but she isn't particularly interested in promoting the Ragesian agenda. Meets the heroes in <i>Swamp Event 1: First Night</i>.</p> <p>Goal: Insinuate herself with the heroes, promote their feats, and gain fame by association.</p> <p>Notable Trait: Beautiful, with fiery red hair. Smart and pretty, knows it, used to others giving her what she wants. Sees men as playthings, teases them and calls them "boy," then flirts and charms them back into her fold. Arrogant and self-centered, full of bravado, but somehow charming.</p>
Magistrate Lorb Vortberd	<p>Context: <i>City Leader.</i> The dwarf magistrate of the town and member of the Council. (A magistrate is like a combination of mayor and sheriff.) He runs the city, but answers to the Council. Rumored to have been a pirate once. Normally long-tempered and easy going, but the refugee problem has created crime and unrest, and he's out of his depth and having trouble dealing with it. (Note: he's called Lorb Votberd in the 3.5e version.)</p> <p>Goal: A peaceful and prosperous Seaquen.</p> <p>Notable Trait: Open disdain for refugees, which he sees as causing Seaquen's problems; sees conspiracies and destabilizing influences around every corner. Play it straight with a hint of comic edge.</p>
Simeon Gohanach	<p>Context: <i>Lyceum.</i> Headmaster of Lyceum. Many in town feel he doesn't know how to handle the refugees, but he's viewed as knowing how to manage a war.</p> <p>Goal: A better world, with the knowledge and ability of Lyceum leading the way.</p> <p>Notable Trait: Casual and folksy attitude disguises intense political acumen.</p>
Kiernan Stekart	<p>Context: <i>Lyceum.</i> Dwarven head of Lyceum's new War Department. He has the respect of his students and specializes in defensive magic. He has exceptional tactical and strategic acumen.</p> <p>Goal: Prosecute a successful war against Ragesia.</p> <p>Notable Trait: Quiet and no-nonsense. A sort of introverted war nerd.</p>
Banahman Vett	<p>Context: <i>Lyceum.</i> Half-elf instructor at Lyceum, specializing in exotic creatures. Not a key player in town politics, but the players might meet him in connection with the <i>Attercops and Cypress Trees</i> episode, which involves a stranded shipment of exotic creatures he ordered.</p> <p>Goal: Focus on his research.</p> <p>Notable Trait: Supercilious and miserly.</p>
Dougan Rambausen	<p>Context: <i>Lyceum.</i> Dwarven instructor at Lyceum, specializing in artifacts. The intended recipient of the Dianorm that the heroes received from Erdan Menash in adventure #1 (The Scouring of Gate Pass).</p> <p>Goal: Support Simeon.</p> <p>Notable Trait: Loud and boisterous, he enjoys circumventing needless rules and bureaucracy. He finds humor in almost everything.</p>

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Lee Sidoneth	<p>Context: <i>Lyceum</i>. Instructor at Lyceum, specializing in hydromancy, and in charge of the security of Seaquen’s harbor. Trusted mentor of Torrent. Secretly the primary villain of this adventure, he’s working with Ragesia to destroy Seaquen. Co-conspirators include Inquisitor Damius, Brutus, Setalis, Paradim Dogwood, and Giorgio.</p> <p>Goal: Prevent suffering by sacrificing Seaquen so that the war with Ragesia ends before it starts.</p> <p>Notable Trait: Friendly and likeable. Zen-like appearance and attitude. Full of pithy sayings about wind and sea.</p>
Sheena Larkins	<p>Context: <i>Wayfarer</i>. Guildmistress of the Wayfarers, a politically-neutral organization. The Wayfarers have a teleporting ship, but it’s trapped in Seaquen’s harbor by the Burning Sky effect. They are offering free shows to the inhabitants of Seaquen.</p> <p>Goal: Help the war effort without appearing to take sides.</p> <p>Notable Trait: Middle-aged and somewhat overweight. She likes to be underestimated and acts accordingly.</p>
Giorgio	<p>Context: <i>Wayfarer</i>. Official emissary to Seaquen for the Wayfarers. He’s participating in research into the Burning Sky, but purposefully sowing doubt in an effort to slow things down. Lee Sidoneth has hired him as an assassin. In Act IV, he attempts to teleport the Wayfarer’s ship and kill everyone on board, including the leadership of Seaquen and the heroes.</p> <p>Goal: Revenge on Sheena for a thousand perceived slights—and the money Lee has offered.</p> <p>Notable Trait: A flamboyant, pompous, swaggering braggart (but not incompetent or stupid). Amusing, not annoying. Ham it up.</p>
Commander Xavious Foebane	<p>Context: <i>Dassen Refugee</i>. An aged and respected dwarven warlord from Dassen. He’s recruiting a militia from the refugees, but so far it’s a ragtag group without much discipline. Xavious is a grand strategist and thinks there’s more to Leska’s interest in Gate Pass than just a strategic goal. He’s putting together a sophisticated model of the war.</p> <p>Goal: Doesn’t like Ragesia and wants to pick a fight.</p> <p>Notable Trait: Speaks in a gravelly voice. Confident in his opinions and peppers his conversation with pithy war stories, especially when he wants to make a point. Doesn’t downplay down the brutality of war, but his stories somehow make it seem exciting and fun. “The blast hit so hard, it blew half the battalion’s heads clean off! They were rolling by like hailstones. Hah! Goes to show, when you dig a trench, <i>ya dig it deep!</i>”</p>
Pickens Frankart	<p>Context: <i>Dassen Refugee</i>. Believes Lyceum is trying to keep refugees homeless so they can be easily controlled. Has a substantial following and genuinely means the refugees well—he helps them make new homes (might be a good hook to <i>Shrieking Delve</i> episode) and protects them from thieves. Is being used by “friends” Cernaban Gremman and Makung Shaftobem as a diversion and propaganda tool to further their agendas. Tends to clash with Laurabec Adelsberg.</p> <p>Goal: Help the refugees and expose Lyceum’s “evil.”</p> <p>Notable Trait: A huge, smiling bald man. Vocal, opinionated, and prone to believing conspiracy theories. Convinced of his beliefs and does not respond well to reason or logic. Charming.</p>
Laurabec Adelsberg	<p>Context: <i>Sindaire Refugee</i>. A half-elf paladin; tall, slender woman with short brown hair and green eyes. A celebrity due to the giant eagle she rides. Member of the Order of the Aquiline Cross. Crystin (from Adventure #2, <i>The Indomitable Fire Forest of Innenotdar</i>) ends up working with her. Tends to clash with Pickens Frankart.</p> <p>Goal: Maintain harmony among refugees by creating a pantheistic temple.</p> <p>Notable Trait: Passionate and sincere. Focused on helping refugees.</p>

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Cernaban Gremman	<p>Context: <i>Sindaire Refugee</i>. Crime lord. A portly halfling who arrived with three ships and forty loyal thugs and bodyguards. Owns a secretive brothel linked to the disappearance of several refugee women, although he is not directly responsible for their abduction. Working with Paradim Dogwood to craft some of the brothel's women into special attractions. Later, and off-camera, uses Haddin (from Adventure #2, <i>The Indomitable Fire Forest of Innenotdar</i>) to dominate the women into compliance. Together with Makung Shaftobem, the founder of the White Wyrms crime syndicate that is spying for (and heavily funded by) Ragesia.</p> <p>Goal: Wealth and power.</p> <p>Notable Trait: A smiling, dangerous mobster.</p>
Makung Shaftobem	<p>Context: <i>Ostalin Refugee</i>. Naval warrior. Male half-elf fighter who fled Khagan Onamdammín's paranoia with 50 of his men and three ships. Working with Cernaban to create White Wyrms crime syndicate that is spying for (and heavily funded by) Ragesia. Working with Paradim Dogwood to create a clutch of hippogriffs for his men to fly on, and has sent several of his wizards and warlocks to help him. Headstrong; sends his men and ships after the Shahalesti fleet during the <i>Reactions in Seaquen</i> episode in Act IV.</p> <p>Goal: Become admiral of a pirate fleet.</p> <p>Notable Trait: A canny (if not smart) thug who understands violence and leading men who love it.</p>
Brutus / Nelebekus	<p>Context: <i>Ragesian</i>. Half-orc, brother to Setalis. Intends to betray Seaquen to Ragesia, and is collaborating with his brother and Lee Sidoneth to do so. Disguises himself (non-magically) as a half-elf named Nelebekus. As Nelebekus, he ordered the <i>Tidreaver's Tears</i> globes from the witches H'Andrea (encountered in <i>Swamp Event 1: First Night</i>). He also meets contacts at the Royale in this disguise. The heroes encounter him and Setalis at Lee Sidoneth's house during the <i>Lee Sidoneth</i> episode in Act II. (See <i>The Royale</i> in Act II for information about what to do if he's recognized as Nelebekus.) The heroes face Brutus and Setalis during <i>The Spectacular Trial of Toteth Topec</i> in Act IV, where they are killed.</p> <p>Goal: Serve the homeland.</p> <p>Notable Trait: Gruff, aggressive, seeks to establish dominance.</p>
Setalis	<p>Context: <i>Ragesian</i>. Half-orc, brother to Brutus. Intends to betray Seaquen to Ragesia, and is collaborating with his brother and Lee Sidoneth to do so. The heroes face Setalis and Brutus during <i>The Spectacular Trial of Toteth Topec</i> in Act IV, where they are killed.</p> <p>Goal: Do his brother's bidding.</p> <p>Notable Trait: Gruff and aggressive, but really just imitating his brother.</p>
Paradim Dogwood	<p>Context: <i>Seaquen citizen</i>. Human wizard specializing in polymorph and transmutation. Owns a shop on the south harbor named Majestic Creations, where he uses biomancy to perform body-altering magic. He is involved in many shady activities: creating hippogriffs for Makung Shaftobem; changing women into special attractions for the brothel owned by Cernaban Gremman; and creating Shahalesti eladrin duplicates for Lee Sidoneth (see <i>The Plan</i> in Act IV).</p> <p>Goal: Live free of constraints; pursue the art for its own sake, and by whatever means necessary.</p> <p>Notable Trait: Body adorned with unnatural protrusions and alterations, from teeth on his cheeks and tentacles on his arms to a half-formed eye on the back of his hand that glows whenever it senses magic.</p>

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Jezska (“Jess”)	<p>Context: <i>Ragesian</i>. A lesser assassin devil summoned at great cost by the Ragesians to find the party and retrieve the case from Adventure #1 (<i>The Scouring of Gate Pass</i>). She is helping the White Wyrms terrorists in exchange for their help finding the heroes. She has also contributed to the anti-Lyceum sentiment in town. The heroes defeat her during <i>Someone Is Looking for You</i> in Act II.</p> <p>Goal: Find and kill the heroes and retrieve the case, as her contract requires.</p> <p>Notable Trait: Professional assassin: cold, uncaring, and very competent.</p>
Shalsha	<p>Context: <i>Shahalesti</i>. Daughter of Lord Shaaladel (ruler of Shahalesti) and Secretary of State to Shahalesti. Appears in Act III, offering an alliance against Ragesia, at the cost of Seaquen’s independence. Threatens a blockade. Doesn’t agree with her father’s draconian approach, but is the perfect diplomat. (Note: The admiral of the blockading fleet is named Admiral Telshanth. He doesn’t appear in the adventure, but his name is mentioned, typically in connection to Shalsha.</p> <p>Goal: Protect her homeland.</p> <p>Notable Trait: Alternates between cold recital of her father’s demands and real statesmanship and warmth.</p>

Episode-Specific NPCs

NPC	NOTES
Quincy Felthuf	<p>Context: <i>Eastern Way</i> or <i>Western Way</i>. Knight of Lord Rego. The heroes encounter him patrolling the road.</p> <p>Goal: Patrol the road.</p> <p>Notable Trait: Down to earth and friendly, which makes his hatred of Lyceum and sneers at the heroes’ goal of reaching Seaquen all the more jarring.</p>
Namin Knights	<p>Context: <i>Eastern Way</i> or <i>Western Way</i>. The heroes are followed by two knights as they pass through Namin.</p> <p>Goal: Keep refugees from settling in Namin.</p> <p>Notable Trait: Crass; gruff with the heroes; gossipy with each other when not talking with the heroes.</p>
Timor Wizards	<p>Context: <i>Western Way</i>. The heroes encounter a group of wizards as they pass through Timor.</p> <p>Goal: Protect caravans and travelers.</p> <p>Notable Trait: Friendly and supportive.</p>
Lord Iz	<p>Context: <i>Western Way</i>. The duke of Iz greets the heroes as they pass into his duchy.</p> <p>Goal: Serve his people.</p> <p>Notable Trait: Aged, commanding, with a firm belief in <i>noblesse oblige</i>.</p>
Grimfran	<p>Context: <i>Vidor</i>. Proprietor of Grimfran’s Goods in Vidor.</p> <p>Goal: Milk the refugees for all they’re worth.</p> <p>Notable Trait: Completely up-front about his fleecing of refugees, yet unapologetic. Disgruntled he can’t spend the money. Profound lack of empathy for refugees’ plight.</p>
Leto Moore	<p>Context: <i>Vidor</i>. Owner of boat shop in Vidor.</p> <p>Goal: Milk the refugees for all they’re worth.</p> <p>Notable Trait: Used car salesman. Jovial backslapper with a false edge, who clearly loves the money he’s earning. Refugees are just marks.</p>

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The Witches H'andrea	<p>Context: <i>Swamp Event 1: First Night</i>. Three cannibal witches (all named H'andrea) inhabit the swamp. They've been recruited by Brutus (disguised as Nelebekus) to make <i>Tidereaver's Tears</i>, potions that allow someone to resist the effects of a hurricane.</p> <p>Goal: Obtain fresh blood for their potions.</p> <p>Notable Trait: Constantly chatter with each other, as if they were one person talking to herself, referring to each other as "Dear H'andrea."</p>
Thalan	<p>Context: <i>Swamp Event 3: Shahalesti Blockade</i>. A Solei Palancis knight who serves the heroes with the Sherayel Derathi and requires them to prove that they are not hostile to Seaquen.</p> <p>Goal: Follow orders strictly, even though (or because) they're somewhat less than honorable.</p> <p>Notable Trait: A good knight who's doing it by the book.</p>
Naizelasa	<p>Context: <i>The Shrieking Delve</i>. A female adult green dragon who has recently laid a clutch of eggs. One of her eggs was stolen by Nathan Lowduke, but she cannot risk leaving her eggs or being attacked by the mages of Lyceum. The heroes bargain with her for her <i>lyre of building</i>.</p> <p>Goal: Get her egg back.</p> <p>Notable Trait: Angry, duplicitous, and impatient... but willing to do nearly anything to get her egg.</p>
Nathan Lowduke	<p>Context: <i>The Shrieking Delve</i>. Stole an egg from Naizelasa.</p> <p>Goal: Avoid being eaten by Naizelasa.</p> <p>Notable Trait: Notorious daredevil and risk-taker, quite likable.</p>
Drimma	<p>Context: <i>Attercops and Cyprus Trees</i>. One of the crew of <i>Milsoven</i>, a ship from Ostalin that got mired near the swamp.</p> <p>Goal: Pass time until he finds a new ship to join.</p> <p>Notable Trait: Stereotypical sailor. Drinking himself into poverty in harbor taverns, mourning the loss of his share in the <i>Milsoven</i>.</p>
Ogatar the Toad	<p>Context: <i>Territorial Goblins</i>. Leader of the Severed Head Tribe of goblins that claims the swamp.</p> <p>Goal: Exercise dominion over entire swamp and grow wealthy.</p> <p>Notable Trait: Full of bravado, but ultimately a coward.</p>
Hessilen	<p>Context: <i>Territorial Goblins</i>. Wife of Ogatar the Toad. Much more capable, but doesn't have the support of the tribe.</p> <p>Goal: Protect the tribe.</p> <p>Notable Trait: Embarrassed by Ogatar's behavior; quite pragmatic, with interest of tribe foremost.</p>
Darren	<p>Context: <i>Someone Is Looking for You</i>. One of Xavious Foebane's militia men. He tells the heroes that Jezska is looking for them.</p> <p>Goal: Demonstrate how much he knows.</p> <p>Notable Trait: Comically self-important. Play it for laughs.</p>
Gilver Fern	<p>Context: <i>Tiljann's Quest</i>. A well-known bard, and Head of Student Affairs at Lyceum. He knew Etiinifi. When he hears of Tiljann, he seeks her out and tells her what he knows of Etiinifi, providing the hook for the eponymous quest.</p> <p>Goal: Enjoy the company of another seela.</p> <p>Notable Trait: Full of laughter, songs, and tales.</p>

NPC	NOTES
Histion	<p>Context: <i>The Dianoem</i>. Secretary to Dougan Rambausen.</p> <p>Goal: Act with absolute decorum and propriety. Follow the rules--particularly rules of etiquette and the hidden rules of one's station in life--and ensure that others do as well.</p> <p>Notable Trait: A stuffy, petty bureaucrat who enjoys exercising his minimal power. Play up the contrast with Dougan Rambausen.</p>
Lula	<p>Context: <i>Lee Sidoneth (the episode, not the NPC)</i>. A large pink and yellow squid, pet of Lee Sidoneth. Actually quite intelligent. Can't talk.</p> <p>Goal: Obey Lee Sidoneth.</p> <p>Notable Trait: It's a squid. A <i>large, pink and yellow</i> squid. What more do you want?</p>
Hawkins Dorien	<p>Context: <i>Wayfarer Auditions</i>. Bodyguard to Guildmistress Sheena Larkens. Observes the auditions.</p> <p>Goal: Secretly wishes to be a member of the troupe, not just a bodyguard.</p> <p>Notable Trait: Incessantly smoking. Laughs remorselessly at anyone presenting himself as a serious artist.</p>
Takasi	<p>Context: <i>Unity Through Diversity</i>. Giant eagle, companion, and mount of Laurabec Adelsberg. Talks. At the conclusion of the adventure, brings news that Laurabec is dead, and goes to die. (<i>Messenger of Gentle Winds</i> in Act V.)</p> <p>Goal: Completely devoted to Laurabec.</p> <p>Notable Trait: Deep, rumbling voice.</p>
Sturkatan	<p>Context: <i>Unity Through Diversity (Ragesian)</i>. Male human cleric, leader of the Ragesian Philosophers (god of knowledge). The heroes must convince him to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Understand the nature of the world.</p> <p>Notable Trait: Introverted and cold; blossoms when a philosophical question is raised.</p>
Seperimus	<p>Context: <i>Unity Through Diversity (Ragesian)</i>. Female half-orc paladin, leader of the Ragesian Hospitalers (god of healing). The heroes must convince her to support Laurabec Adelsberg's pantheistic temple. Considers the Order of the Aquiline Cross a dangerous, heathen sect.</p> <p>Goal: Relieve suffering in the refugee camps.</p> <p>Notable Trait: Focused on her patients; no tolerance for frivolous distractions.</p>
Jrestaki	<p>Context: <i>Unity Through Diversity (Ragesian)</i>. Female half-orc barbarian, leader of the Ragesian Savages (god of strength). The heroes must convince her to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Exercise dominance over the weak.</p> <p>Notable Trait: Savage and primal. Loves contests of strength; no respect for the weak or fainthearted. Proudful.</p>
Lequeris	<p>Context: <i>Unity Through Diversity (Ragesian)</i>. Male human druid, leader of the Ragesian Druids (goddess of pilgrimages). The heroes must convince him to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Protect the sect against Ragesian incursion.</p> <p>Notable Trait: Disdainful of non-druids; thinks they could not possibly understand the true nature and importance of the druidic custom.</p>
Tresk D'Torhen	<p>Context: <i>Unity Through Diversity (Dasseni)</i>. Male dwarf cleric, leader of the Dasseni Dwarves (god of ancestors). The heroes must convince him to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Cast oracles to determine how to survive these troubled times.</p> <p>Notable Trait: Loves history and hearing family lineages. A bit long-winded; some would consider him a bore, but he's really a good person once you get past that.</p>

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Urdal	<p>Context: <i>Unity Through Diversity (Seaquen)</i>. Male human cleric/wizard, leader of the Seaquen Locals (god of seas). The heroes must convince him to support Laurabec Adelsberg's pantheistic temple. The only major order that's in Seaquen itself and predates the refugees.</p> <p>Goal: Keep the refugees out of Seaquen.</p> <p>Notable Trait: Threatened by the mass of refugees outside of town.</p>
Eshele	<p>Context: <i>Unity Through Diversity (Sindairese)</i>. Female elf sorcerer, leader of the Sindairese Exiles (god of sorcery). Part of a council of six elves. The heroes must convince them to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Maintain Sindairese culture and traditions in the face of the Ragesian occupation of their homeland.</p> <p>Notable Trait: The council is not particularly religious; instead, they dwell heavily on arcane subjects.</p>
Arick	<p>Context: <i>Unity Through Diversity (Ostaliner)</i>. Male human warlord/paladin, chaplain of the Ostaliner Mercenaries (god of battle). The heroes must convince him to support Laurabec Adelsberg's pantheistic temple.</p> <p>Goal: Create a defensible stronghold.</p> <p>Notable Trait: Respects combat ability, and places military matters above all others.</p>
Dreams No More	<p>Context: <i>Order of Echoed Souls</i>. A middle-aged bald woman and leader of a small group of monk refugees from Sindaire.</p> <p>Goal: Protect the rest of the order from contact with outsiders.</p> <p>Notable Trait: Zen-like calm.</p>
Kiefer Numhaut	<p>Context: <i>The War Council</i>. Dassen ambassador. A tall, blond human.</p> <p>Goal: Serve King Steppengard of Dassen.</p> <p>Notable Trait: Constantly refers to King Steppengard's wishes and desires.</p>
Cranston Snord	<p>Context: <i>The War Council</i>. Sindaire ambassador. An aged gnome.</p> <p>Goal: Resist Ragesia without putting Sindaire in danger.</p> <p>Notable Trait: Cracked, wavery voice.</p>
Kazha Lonam	<p>Context: <i>The War Council</i>. Ostalin ambassador. A slender half-elf with sharpened black fingernails and voluminous robes that probably conceal weapons.</p> <p>Goal: Express her superiority; gain power for Ostalin.</p> <p>Notable Trait: Self-important and sourly sarcastic.</p>
Nira	<p>Context: <i>The Spectacular Trial of Toteth Topec</i>. An female halfling and ally of Giorgio's. She fights with him against the heroes, but will cut and run when bloodied.</p> <p>Goal: Get paid for doing a job.</p> <p>Notable Trait: Delights in one-upping people bigger than her.</p>
Inquisitor Damius	<p>Context: <i>The Fire Tomb</i>. Male orc, Ragesian Inquisitor, and (with Lee Sidoneth) the driving force behind the plot to destroy Seaquen. Funded and equipped the White Wyrms. He's hiding out in the Fire Tomb, so while the heroes may hear of him from several sources, they won't encounter him until near the end of the adventure. When nearly defeated, he commits suicide (rather than submit to interrogation).</p> <p>Goal: Destroy Seaquen, serve Ragesia.</p> <p>Notable Trait: Delights in causing pain.</p>

NPC	NOTES
Teymour / Mareri	<p>Context: <i>The Fire Tomb</i>. Prisoner of the Ragesians. An apprentice mage, he was captured by the teleportation beacon (along with a Wayfarer, now deceased) while researching the Burning Sky. (Note: the adventure erroneously calls this person Mareri as well as Teymour, but the 3.5e version only calls him Teymour.)</p> <p>Goal: Escape.</p> <p>Notable Trait: Shaken, but putting on a brave front.</p>
Faquaniel	<p>Context: <i>The Fire Tomb</i>. Prisoner of the Ragesians. A Shahalesti spy who had planned to infiltrate Seaquen and lay the groundwork for the arrival of the fleet. She teleported in with an ally who has since been killed.</p> <p>Goal: Escape.</p> <p>Notable Trait: Angry and vengeful (at the Ragesians).</p>