

Because of the large number of NPCs the party will meet, we've compiled this roster to help you keep track of their various statuses, mannerisms, and role in the adventure. Stover Delft, Harkover Lee, Rutger Smith, Governor Stanfield, King Aodhan, Lya Jierre, and Asrabey Varal all play prominent roles in later adventures. All other NPCs that appear in this adventure might recur in minor roles, but feel free to do with them as you wish. If anyone important dies, you can replace them with someone thematically similar. These are just some of the NPCs outlined in *The Island at the Axis of the World*, the first ZEITGEIST adventure. **This page contains spoilers – DMs only!**



Thames Grimsley. A grizzled sailor, still with a full head of hair in his early 50s, Grimsley acts as head of a nascent dock workers guild in Flint. Though he only worked the docks in his youth, Grimsley spent decades sailing – primarily as captain of a ferry service in Flint's harbor, but with a stint in the navy during the last Yerasol War. He took a gash from a policeman's knife on the side of his face in the last big docker riot, and since then has tried to organize a unified front for the dockers' concerns. A couple of months working at a theater as a child gave him a very stylized public speaking voice, one full of unnecessary, melodramatic pauses.

Assistant Chief Inspector Stover Delft. A local Flinter in his early 40s, Delft is generally good-natured to his subordinates, but has a penchant for grousing about people behind their backs. He gets squinty and condescending when his authority is questioned, but he can recognize talent and good work. A much better manager than investigator, Delft has advanced this far in the Constabulary by finding good agents, supporting them on difficult missions, and sharing the accolades from their successes.

Delft chews tobacco, and thinks he looks charming if he grins while sucking on tobacco juices. He walks with a cane because a mimic tore a chunk out of his leg fifteen years ago. He has a habit of poking inanimate objects with the cane before he gets too close to them, and spitting on them when he wants to be extra sure.



Principle Minister Harkover Lee. Perhaps the most powerful mage in Risur, Lee acts as King Aodhan's bodyguard and chief of staff. Straight-backed and virile despite being in his 60s, Lee has a slight Ber-tinged accent, and was said to be quite the ladykiller in his youth. He always dresses in reds and golds and carries a solid gold wizard's orb tucked into his robes. He never eats or drinks in public.

Geoff Massarde. A 40-something tiefling with an airy voice and a fondness for wine that outmatches his ability to handle his alcohol, Massarde is one of a handful of Danoran tieflings working for the Risuri military to help construct warships and other weapons. He has few kind words for his homeland. He is fascinated with ice, and carries a wand given him as a gift by a Drakran train engineer, which can chill small objects with a touch. Mostly he just uses it as a novelty to cool beverages.



Captain Rutger Smith. The bold and idealistic captain of the R.N.S. *Impossible*, Captain Smith earned his first command five years ago. Now 37, he has never led his ship into battle. That, combined with his fondness for the Malice-era philosophical writings of the monk William Miller, has made him the target of mockery by more established naval officers. Smith seems content to just drill his crew twice as hard, encouraging them with philosophical aphorisms between puffs on a cigar.

Duchess Ethelyn of Shale. This dark-skinned, distinguished woman of her 60s speaks with a poet's precision, always pausing to consider her words before speaking, which helps those she's speaking to feel like she's giving them her full attention. She dislikes industry and wears extravagant diamond cluster earrings – representing the stars of the night sky – to show her allegiance to the old ways. Accounts tell of her possessing many different types of magic, though many of these could be exaggerated.



Sokana Rell, the duchess's Handmaiden. Though in her 50s, this eladrin woman looks to be in her 20s. In the Third Yerasol War, Sokana was rescued by the duchess – then just a sorceress in the Risuri military – from the island plantation of a rich Danoran, who had kept her as a trophy wife. Sokana settled with an elven family in Risur, hiding her true identity to avoid retaliation by the Danorans. The duchess helped her rediscover her fey roots, though Sokana only displayed a marginal talent with magic. Today she passes as an elfwoman, but when she uses magic her eyes flare an unearthly azure.

Flint City Governor Roland Stanfield. Stanfield witnessed the fall of the eladrin goddess Srasama five hundred years ago and died soon thereafter in the chaos of Elfaivar's fall. But he reincarnated, restored to life by a sliver of the divine power he absorbed when Srasama was slain. His memories vague and jumbled, he found his way back to his homeland of Risur and eventually settled in Flint, then just a modest coastal port.

In the centuries since he has died with irregular intervals, and with each rebirth he returned to the city he calls home. For most of that time he has served as Flint's governor, having constantly striven to improve himself with each life, from a simple warrior, to a humble leader, to an educated renaissance man nimbly handling the complex challenges of the fastest-growing city in the world. Stanfield wears a near-constant expression of contented optimism, but still occasionally complains of a war wound he took to his back in his first life.



King Aodhan. Now in his 70s, the current king of Risur looks rather unassuming. He prefers to resolve disputes by being cool-headed and rationally persuading those who will listen to his side. For those who won't, he's shrewd enough to give them a sliver of what they want and then distract them with harmless endeavors while those worth dealing with get the job done. Despite all this, though, he trains regularly to keep his stamina and swordplay robust, and the rites of rulership grant him daunting magical powers.

Minister of Outsiders Lya Jierre. An ambitious tiefling in her late-20s, Lya's father is brother of Han Jierre, the Sovereign of Danor. She graduated top of her class from the prestigious academy of war, the *Jierre Sciens d'Arms*, and many students of other war colleges have read her thesis, *Field Study of Melee Effectiveness and Foe Debilitation through Focused Limb Severance Techniques Contrasted with Mainstream Opportunistic Techniques*, which she wrote near the end of the last Yerasol War.

Despite her youth, she was awarded the position of Minister of Outsiders, giving her great leeway to travel and make alliances. For the past three years she has worked with King Aodhan to keep the peace between their two nations, and as they began making plans for a formal alliance, she accepted the king's offer of marriage as a symbolic union.





Mine Foreman Nicolas Dupiers. A white-haired Danoran in his 50s, Dupiers meets the PCs several days after the duchess attacks Axis Island. He ran the iron mines, and is completely unaware of the Obscurati. However, he knew that archaeologists working for the island's military commander – General Alsanor – had found gold coins a three sites deep underground. When the fighting began, Dupiers panicked, stole two of these coins, and fled to the mine that contained the third coin, thinking their magic might help him. When he realized they let him see in the dark, he hid in the mine, fearing discovery by Risuri forces.

Lieutenant Hessar Marseine. The only Danoran officer on Axis Island taken captive when the duchess invades, Marseine has a wretched wound to his eye where he took shrapnel from an exploding musket. Several generations of his ancestors died in wars against Risur, and he eagerly served in the Fourth Yerasol War, excited for the chance to repay his grudge.

The duchess's assault has caused his anger to flare back, and he's eager for a chance to spill Risuri blood. But Danoran tradition demands its soldiers to be cool and rational, so he seethes and tries to goad his captors into giving him an excuse for a fight.



Nathan Jierre. Cousin of Lya Jierre and nephew of Danor's sovereign, Nathan avoided politics and pursued science. After years studying theories of magic and astronomy, he came to Axis Island to understand how the two are tied together. His attention easily drifts to cerebral topics, and so people often have to repeat things to him. But he has a knack for seeing what most people miss, and his enthusiasm for understanding complex interactions helps him unearth things that others are interested in hiding. Once he realized his people were building new weapons, he went to the duchess, hoping to avoid another war. He did not expect the duchess to attack. Now he realizes he's a traitor, and is afraid what will happen when his people find out.

Asrabey Varal. A centuries-old eladrin warrior, Asrabey was born shortly after the death of the goddess Srasama. When he was old enough, he became one of the many husbands of Kasvarina Varal, a powerful matriarch who had survived the Great Malice. Kasvarina was unable to have children, and she encouraged Asrabey's resentment of the humans who had sentenced their people to death. For years he trained, and undertook many daring raids until he became famous as one of the greatest eladrin warriors in the world.

Eventually Kasvarina and her clan realized that they needed to be more discreet to survive humanity's hunt of them. Asrabey left Elfaivar and offered his services to the Unseen Court, though he has kept a much lower profile for the past two hundred years. The fey lords have been content to squabble amongst themselves, and have only called upon Asrabey when someone of prominence in Risur starts to scheme against them.

Asrabey has not seen Kasvarina for fifty years, and he has not the slightest inkling of her affiliation with the Obscurati. He might respect a few humans from Risur, but he hopes that some day Kasvarina will come to him and ask him to lead a final war of retribution against the Clergy that ruined their race, and the nation of Danor, whose tiefling leaders bear the mark of their crime.



NPCs & Player Handouts

We recognize the difficulty some players may have when keeping track of multiple intricate NPCs, and have taken steps to avoid that dreaded question to the DM - "Who is he, again?" Each of the thirteen adventures in the ZEITGEIST adventure path will contain a player-handout entitled "Dramatis Personae". These handouts will summarize the important NPCs the players have met at that stage of the campaign, and remind them who that NPC is, where they met him or her, any important events which have featured the NPC, and a contain a very brief description (along with a pretty picture).

This handout won't be as detailed as the DM's NPC reference. It will simply serve as a quick cheat-sheet and reminder to the players.

See, we learned stuff when making *War of the Burning Sky*!



Morgan Cippiano



Tinker Oddcog



Hana "Gale" Soliogn



Sovereign Han Hierre