

Important NPCs

FOLLOWERS OF THE FALLING FIRE

Lucretia Mathias

An unseen leader of the Falling Fire faith who has attracted thousands of followers and wrote their sacred text, the Testament of the Falling Fire. A powerful leader of the Falling Fire faith who has authority to grant protection from the haze through holy sacraments and can cast purge contamination spells.

Devlin

A celestial being who can transform between a giant blue bird (24-foot wingspan) and humanoid form. Serves as a protector for the Falling Fire pilgrims, wielding a golden mace in combat. A celestial being who can transform between angel and bird forms. Acts as leader and protector of the Falling Fire pilgrims, overseeing casualty care and negotiating with the party. Shows fatherly disappointment about the scepter but remains diplomatic, offering rewards for its retrieval.

Joel of Osteen

A powerful religious leader of the Falling Fire faith who accompanies pilgrim groups. Can cast Spirit Guardians and other spells. Described as naïve to the dangers of the region.

Nathaniel Flint

A jovial human man in his thirties who leads the Falling Fire religious movement. Previously met the party at Gilded Lily. Organizes pilgrim groups and seeks escorts for their safe passage.

Katya Brown

A knight of the Lion's Thorn Legion who confronts the party about abandoning her companions at Brenna's Chapel. Later assists in the chapel battle wielding a magical flaming sun sword.

Marcel Vessary

A knight wearing lion-themed armor who accompanies Katya Brown in confronting the party and later assists in the chapel battle.

Ingrid and Myra Stummer

Twin sisters who joined the pilgrimage after having dreams and visions about the meteor impact and the city.

Rufus Apollo

An elderly dwarf cleric who studied astrology and was drawn to the Falling Fire faith due to its astronomical connections. Retired science finding religion for the first time in his life.

Sylvie Roseshot

A former flame keeper of the Sacred Flame who converted to the Falling Fire faith, believing in the redemptive power of delirium after reading The Testament of the Falling Fire by Lucretia Mathias.

QUEEN'S MEN

Blackjack Mel

Queen's Men lieutenant Blackjack Mel deals with mercenaries and adventurers at Skull & Sword. Offers a job to Tark and Syndle, to “talk” to Oscar Yoren and convince him to stop selling potions to the Hooded Lanterns, and start giving them to the Queen’s Men instead. Reed Manor stands in a now-dilapidated upper-class residential neighborhood on the north side of Drakkenheim, just off College Road. The fate of the original occupants is unknown, but it is now occupied by the malfeasant wizard Oscar Yoren. Mel offers payment as well as escorting Syndle to Knuckles, which he claims won’t be found without his help.

Crime boss who hired the party to retrieve the scepter. Has a private booth in the Padlock tavern and maintains connections with various factions. Specifically hired the party because they weren't affiliated with any gang

The quest giver who hired the party to retrieve the Scepter of Saint Vitruvio on behalf of the Queen. Sees potential in the party and offered them 1,000 gold.

Stubbs

A large thuggish figure who speaks with a Mike Tyson-like accent, secretly communicates via sending stone, and works with Viktor's group. A large man with burn scars who serves as the party's guide. Despite his intimidating appearance, he shows emotional vulnerability, particularly when passing through an area where ghost children are heard. Works for Blackjack Mel and knows the location of their destination.

Viktor

Leader of Old Dragon crew in plated armor claiming to work for Blackjack Mel, tasked with escorting the party and scepter to the Queen

Israel

A large blue dragonborn who tends bar at the Old Imperial Public House

Brian the Butcher

A bugbear cook known for his excellent grilling at the Sweaty Bugbear pub

Rose Carver

A gang leader who sits at a raised table in the Old Imperial Public House

Knuckles

Syndle's uncle, transformed by delirium with elongated arms, giant hands, and glowing purple eyes. Once gray-green, now neon green with weird growths on his back

Stone Giant Champion

A fighter in the pits who defeated Bondor and claimed his magical axe as a trophy

HOODED LANTERNS

Captain Rein Heisworth

Captain Rein Heisworth, of the 4th Provisional Expeditionary Force to Reclaim the Capital, better known as The Hooded Lantern. Captain Heisworth is in charge of protecting the river gate and docks. Heisworth issued the summons and deportation papers to Xakaris.

Petra and Ansom Lang

SILVER ORDER

Sir Bryce Landry

A high-level paladin of the Knights of the Silver Order, found praying in the chapel. Previously encountered the party at Camp Dawn. Appears to be more powerful than the party members. A paladin of the Silver Order leading the mission to retrieve the scepter. Proper and methodical in his approach, taking time to pray before acting.

Ophelia Reed

VILLAGERS

Tobias Crow

A blacksmith who received 200 gold from the party to speed up production. A blacksmith who takes orders for crafting weapons and items, with an apprentice who can help expedite work for an

additional fee

Emma Crowe

Emma Crowe is a ten-year-old red-headed and freckle-faced human commoner who keeps lookout from a dead tree on the way into Emberwood Village to offer newcomers a tour for a gold piece. During the tour, she shares stories about adventurers who frequented the village and their grisly fates in Drakkenheim. She's lived her whole life post-meteor. She's seen and heard about some horrible things. These things are just a way of life to her and don't bother her at all. She's very well-informed and remains super upbeat, even when talking about something terrible, seeming almost "excited" about the horrors that exist.

Madame Rochelle

The Gilded Lily is owned by a human noble named Mr. Killian Vandire, but the exquisite hostess Madam Rochelle runs the business and organizes the nightly performance acts. Killian's role as the owner suggests he is likely involved in the social and political dynamics of the area, leveraging the tavern as a hub for adventurers and locals alike.

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River

River is a tiefling mage of the Amethyst Academy stays at the Red Lion Hotel. She's happy to chat, but prefers to conduct business privately. She asks any potential new associates of the Amethyst Academy to meet with her later at Eckerman Mill. Two oddly-shaped dark brown horns sprout backwards from her flowing blue hair, creating the impression of two boats at sea. River has spotted brown skin and impish features: her teeth are too sharp, her tongue too long, and it's slightly unsettling when she smiles. Almost as unnerving as her accent that wanders between Jamaican and Irish.

Frida Longhorn

Skull & Sword is run by a half-orc gladiator named Frida Longhorn, who keeps most people in check. Despite the rough reputation of the establishment, Frida is pretty good at keeping the peace and making sure there are no killings or broken windows in her bar. Her business partner, a halfling named Cuff Goldberg

Cuff Goldberg

Skull & Sword co-owner, a halfling named Cuff Goldberg, is usually sitting at one of the back tables with Blackjack Mel. Cuff typically excuses himself when Blackjack Mel deals with mercenaries and adventurers.

Irwin Marlowe

A human merchant that brought party to Emberwood. He runs a makeshift stall with a few wooden tables displaying jars of dried fruits, packages of cured meats, jugs of water, mead, and bags of assorted dried fruits & nuts, sauerkraut. Basically provisions that won't rot or spoil during their treks into the contaminated ruins. Family died in the meteor strike.

Armin Gainsbury

Armin Gainsbury, a bespectacled friendly dwarf merchant that carries all manner of adventuring gear which they sell for twice the market value. He can be found operating the Gainsbury Expeditionary Supply Company in Emberwood Village at the Caravan Court. He emphasizes the importance of having proper gear for survival in Drakkenheim, offering a variety of adventuring equipment such as climbing gear, cartographer's instruments, and mining tools.

OTHER

Saint Vitruvio

A revered holy figure depicted in statue form as an armored warrior in decorated helm, whose finger bone was preserved as a holy relic and whose scepter held powerful magic.

A historical figure - a heroic paladin who fought alongside the golden dragon Argonoff centuries ago. His scepter is the object of the party's quest.

Bondor Brood Grind

Known as 'the Flying Axe', a former fighter whose magical weapon now hangs in the fighting pits after being defeated

Oscar Yoren

An alchemist known for making healing potions under questionable laboratory conditions, leading to potential contamination effects in his products.

Saint Brenna

Known as the 'people's saint', she was famous for working with the poor and sick in Westmar and Drakenheim. She was canonized due to popular demand from the common people.