

People

Factions

Lambert Trading Post



The Marquis Markus Lambert - M Human Noble

Your employer. A newly appointed Taldan noble. Has recently built a trading post in the Verduran Forest. Has hired you as part of a security force to protect the Marquis and his estate.



The Marquess Monica Lambert - F Human Noble

Wife of The Marquis. Daughter of an Imperial Senator.



Hans Marosa - M Human Administrator

The Marquis' Administrator. Worked as foreman for the Lambert Trading Company before being appointed to oversee the new trading post.



Linus Marosa - M Human Child

Son of Hans. Resides at the Trading Post, doing odd jobs. Was kidnapped by a bunch of gimples while gathering wood with Hans for Turante to build traps with.



Yaloni - F Dwarf Maid

Housekeeper of the Estate House at the Lambert Trading Post. Her clan was hired to build the trading post. Upon completion, the post was attacked by a clan of centaurs, and several dwarves gave their lives in defense, including Yaloni's brother. Hans and the Marquis drove the centaurs off, and afterwards, Yaloni decided to stay in service to the Marquis.



Rilli - M Grippli Ferryman

Works for the Marquis as ferryman at the Trading Post. Lives in a hut down by the river. Is known to go on fishing trips from time to time, abandoning his post.



??? - F ???

A mysterious veiled woman who shadows the Marquess where ever she goes.

Belhaim



Talia - F Human Commoner

Owner and proprietor of the Wise Piper Inn in Belhaim.



Banker Braldon - M Human Cleric of Abadar

Cleric of the House of Abadar in Belhaim. Helped to orient our heroes to Belhaim and introduced them to Lady Devy as well as Khari. Provided healing and scrolls to the group, at a fair price.



Lady Origena Devy - F Human Noble

Baroness of Belhaim. Our heroes approached Lady Devy in the hopes of gaining her signature on the ratified Treaty of Wildwood. The Baroness informed them that her son, Arnholde was missing and presumed dead. She agreed to sign the treaty if the group could find and return her son to her. She informed the group that Khari, her son's girlfriend, was the last to see him.



Khari - Aranea

Khari was said to be the niece of the former wizard Hunclay, and was living in his abandoned home. Our heroes visited her and heard her story of how Arnholde had gone missing. She agreed to accompany the group to search for Arnholde, strangely infatuated with Liamae's silk dress and style of magic. Khari later revealed herself to be an Aranea in human guise, sent to Belhaim to uncover Hunclay's secrets. Khari helped our heroes defeat the fungal kobolds and recover Arnholde's remains.

Wildwood Lodge



Banranurnildbur Ashilia - M Gnome Druid

Appointed by the Wildwood Lodge to be their representative at the Lambert Trading Post. Is cranky upon first meeting, and blames Linus for breaking his tools. Turante fixed his tools and he gave the group a lead on where to find Rilli. Ashilia felt personally responsible for Linus's kidnapping by the grimples once it turned out they were the ones breaking his tools.

Ashilia accompanies the Marquis' men to the Isle of Arenway to fetch Violet, the potion maker.



Kolondros Sim - M Elf Druid

Attacked the group in a bog while they were hunting chaneque. Was under the domination of one of the chaneque who lived in a dead tree hollow in the bog. The group defeated the chaneque and freed Kolondros, who then went on to help the group defeat the other chaneque and liberate his friend, Grezhg.



Grezhg - M Half-Orc Druid

Attacked the group during their attack on the chaneque in the bog cave. The group took out the chaneque and freed Grezhg from his domination.

Taldan Imperial Navy



Vice Admiral Montagne - M Human Noble

Fought alongside party against Tattlin' Thom and thugs at The Golden Barnicle. Vice Admiral of Taldan Imperial Navy. Investigating a smuggling operation involving Tattlin' Thom, Tarik the Unclean, and Ol' Petey. Had Tattlin' Thom arrested for questioning.



Rear Admiral Trudos - M Human Noble

Rear Admiral of the River Guard of the Taldan Imperial Navy. Headquartered at the naval base on the Isle of Arenway. Slightly drunk at your first meeting, he believes war with Qaddira is inevitable and that the Verduran Province will be exposed and left on its own when that happens. Our heroes met up with Trudos a second time to get his signature on the ratified Treaty of Wildwood. The admiral was extremely intoxicated and acting inappropriately, but happily signed off on the treaty.



Brother Ayred - M Elf Cleric of Erastil

Keeps a small chapel dedicated to Erastil at the Naval Base on the Isle of Arenway. Helped Attai with some healing and guidance for the journey ahead. Keeps an axe beak as an animal companion.



Captain Rodrigue - M Human Naval Captain

A Captain in the River Guard of the Taldan Imperial Navy. Escorted the group to the Isle of Arenway after they returned from the goblin encounter at the abandoned farmhouse. Immaculate and well mannered.



Captain Ortego - F Human Naval Captain

A Captain in the River Guard of the Taldan Imperial Navy. Our heroes rescued Captain Ortego after her ship, The Coriander, ran aground and was overrun by ettercaps. The Coriander was set ablaze, and as they made their escape, the ship was set upon by a goblinoid warparty. Later, with Captain Ortego in tow, our heroes ran afoul of Galene, the forlarren witch, who tried to charm Ortego and steal her away. Our heroes saved Ortego and brought her to Belhaim.

The Crimson Bow

Sog the Conqueror - ?

Leader of The Crimson Bow, an army of hobgoblins that invaded Taldor from the World's Edge Mountains. Quickly moved west across the Tandak plains and then seemingly vanished. The hobgoblin lead goblins at the abandoned farmhouse were possibly an outpost of the main force.



Umrok - M Goblin Warrior - Deceased

Goblin captured after raid on the abandoned farmhouse outpost. Was turned over to Captain Rodrigue for interrogation. Was executed the following morning.

The Brygair (Fey Centaur Tribe, Guardians of the Forest)



Uuhurn - M Fey Centaur

Lead an attack on the Lambert Trading Post shortly after construction was completed, ending in the deaths of several dwarven defenders. Appeared before the post after our heroes' arrival. After some posturing, left on peaceful terms.



Uufanes - F Fey Centaur

Sister of Uuhurn. Has approached group with talk of peace in the form of an elf.

Children of The Eldest (The Fey)



Igor and Gregor - two gathlain

Attacked the group with a giant porcupine on the road south to Arenway. Convinced the group to follow them to Lilacea's Court.



Lilacea - Dryad

Her court lies southeast of the Lambert Trading Post. The group was lead there at the behest of two gathlain, who attacked the group with a giant porcupine on the road south to Arenway. Lilacea tasked the group to eliminate the chaneque who live in a cave in a nearby bog.

Mother?



Galene - Forlarren Witch

Encountered on the banks of the Verduran Fork, Galene first appeared as a human female with crow familiar. After conversing with our heroes, Galene made vague mention of stealing away Ortego's crewmen to join the ranks of her Mother's army. This provoked Ortego, and Galene tried to charm Ortego into joining her as well. Galene revealed herself to be a Forlarren in human guise, and escaped into the night.

The Hangtooth Tribe



Nighttail and Hak - F Kobold ranger and her allosaurus companion

Our heroes met Nighttail and her companion in the forested hills north of Belhaim. Nighttail was able to explain the circumstances of Arnholde's death. Nighttail explained she had been banished from the Hangtooth tribe of kobolds after protesting their leader, the Devilspeaker. She was on the trail of a Hangtooth war party when she witnessed the encounter which lead to Arnholde's death. She helped our heroes approach the kobolds safely, and assisted in defeating the fungal kobolds in the Serpentine Caverns.



Varkol - M Kobold warrior

De facto leader of the surviving Hangtooth Warparty. Explained that the Devilspeaker sent them to these caves in search for a weapon to help in their territorial war with a band of ogres. The kobolds brought Arnholde's body into the caves, where it rose again and killed their boss in a surprise attack. Soon, other kobolds succumbed to some infection and rose as fungal creatures. Only a handful of kobolds survived. Varkol is afraid to return home to the Hangtooth without the prophesied weapon.

Cassomir



Name Unknown - M Human

The Butler of the Lambert Estate in Cassomir's Threegates District.



Wynna - F Human Shopkeep

Owner of 'Wynna's Treasure Chest' a rarities shop in Old Cassomir. A retired adventurer. Has a pet psuedodragon named Chub-Chub. Malryk traded the Marquis' Favor in exchange for her old adventuring gear.



Rose - F Gnome Herbalist

Owner of 'Rose's Apothecary', an herbal remedy store in Old Cassomir. Runs the store with her husband. Has a sister, Violet, who is a potion crafting druid of the Wildwood Lodge. Iagon traded the Marquis' Favor in exchange for some medicinal teas and a sampling of Violet's potions. Rose swore to use the Favor to become a supplier at the Trading Post.



Name Unknown - M Dwarf Shopkeep

Owner of 'The Reliquary Boutique', a mysterious shop in Old Cassomir. Claims to know the Marquis personally. Claims the Marquis hired his clansmen to build the Trading Post. Roger traded the Marquis' Favor for a few wondrous items, including a brooch made from the the clavicle bone of the dwarf's dead? Great-grandmother.



Curtis and Miriam - M, F Human Brewers

Young newlyweds. Miriam's father is a master brewer. Kytes and Iagon helped them repair their broken down cart as they were making a delivery to The Golden Barnacle. Kytes gave them his Marquis' Favor. They weren't able to give anything in return, but Curtis promised to offer prayers and thanks to Iomedae and pointed Kytes in the direction of a ruined chapel in the Abbey ruins.



Ol' Petey - M Human Shopkeep

Merchant, owner of 'The Blue Oyster Trading Co.' in Abbey Green, Cassomir. Seems to be in some hot water with Tarik the Unclean over a shipment 'caught up in customs'. Liamae and Malryk bought him some time when a couple of Tarik's goons showed up asking for payment. Liamae traded Ol' Petey her Marquis' Favor for some magic items and other goodies.



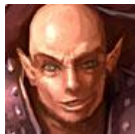
Junya - M Half-Giant Tinker

Proprietor of 'Tiny the Tinkerer' in Abbey Green, Cassomir. Adopted half-giant son of a halfling couple. His adopted parents have gone missing years ago while on holiday. Roger was able to connect with Junya and got a set of Masterwork Thieves Tools for a big discount.



Llano - M Human Barkeep

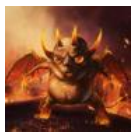
Owner and proprietor of The Golden Barnicle, a tavern and casino in the Imperial Shipyards district of Cassomir. Is pretty handy with a rapier.



Tattlin' Thom - M Halfling Criminal

One of Stirge's henchmen, familiar with Roger. Was tasked with burning down the Greasefire and murdering Roger. Was involved with a smuggling operation also involving Tarik the Unclean and Ol' Petey. Recognized Roger at The Golden Barnicle and started a fight with the party. Was defeated and arrested by Vice Admiral Montagne.

Devils?



Imp

An Imp Devil was spotted briefly within the burrow of grimples who kidnapped Linus before vanishing and making its escape with a chalice full of the young boy's blood. The grimple leader used its power to summon another fiend in order to impede the advancing heroes, yet died due to a fatal case of adult onset mammoth flea. Kytes tied together the presence of the Devils and the fiendish maggots and flies the group has encountered in the woods around the outpost.

???



Dr. John - M Badger?

A walking talking badger, complete with ragged vest and crumpled top-hat. Iagon met him in the woods just outside the trading post. Offered Iagon magical items in exchange for killing a Chaneque.

Places

Cassomir-

A large Taldan port city at the mouth of the Sellen River. Where you met with the Marquis and were hired. Known for the Imperial Naval Shipyards, where the bulk of the Taldan Imperial Navy is built.

Iomedae Chapel Ruins-

Built into the outer walls of the Quickfall Abbey, this small chapel was dedicated to Iomedae and has fallen into ruin along with the rest of the Abbey. Kytes and Iagon cleaned it of rubble and debris and Kytes found a medallion at the base of Iomedae's statue.

Verduran Forest-

The Verduran Forest is the largest woodlands in Avistan, and straddles the borders between Andoran, Taldor, and Galt. Despite standing within the boundaries of these powerful nations, the druids of the forest maintain a high level of autonomy within it, especially in Taldor.

Thanks to the Treaty of the Wildwood, signed between the native druids of the Wildwood Lodge and the Taldan empire in 3841 AR, a balance was reached between Taldor's need for timber and the druid's preservationist agenda. The treaty considers the forest a semi-autonomous prefecture, and allows for limited logging and hunting in the forest, but only in certain defined areas. The druids' headquarters are located on the Isle of Arenway, at the confluence of the Verduran Fork and Sellen River in the heart of the forest. The Wildwood Lodge allowed gnomes to build the settlement of Wispil in the forest in order to establish a lumber industry overseen by the druids. It now provides raw timber for the Imperial Naval Shipyards at Cassomir.

Isle of Arenway-

A large river island formed at the confluence where the Verduran Fork flows into the larger Sellen River. The River Guard of the Taldan Imperial Navy has its headquarters there. The druids of Wildwood Lodge also are based on the island.

The Lambert Trading Post-

Located on the Sellen River in the Verduran Forest, a new trading post built by the Marquis Markus Lambert. You have been hired to protect it.

The Bog Cave-

Located somewhere east of Lilacea's Court in the Verduran Forest, our heroes defeated an enclave of Chaneque nesting within the cave's entrance. Home to a swarm of bats and other dangerous creatures, our heroes went on to help the fungus leshy Gulp defeat Rujabu the cave troll. Other mysteries of the cave remain unexplored.

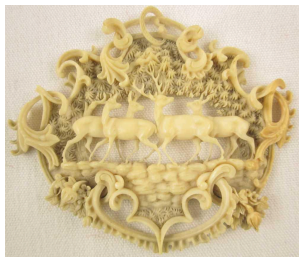
Belhaim-

A town in the Verduran Forest, near the Verduran Fork. It is the seat of political power for the Verduran Province and Barony of Belhaim. Founded by the followers of Tula Belhaim, famed dragonslayer, the town once had a prosperous limestone quarry, which has since flooded. In recent history, a group of adventurers defeated a green dragon who held the town under siege.

The Serpentine Caverns-

Located in the foothills of the Verdant Slopes north of Belhaim, our heroes found a group of kobolds hiding out here in their search for the missing Arnholde Devy. Here they fought through a series of fungal kobolds and finally defeated the fungal version of Arnholde himself. The deeper mysteries of the caverns remain unexplored.

Things



Clavicle Brooch-

Given to Roger as part of an exchange for the Marquis' Favor. Claimed to be carved from the clavicle bone of the great-grandmother of the dwarven owner of 'The Reliquary Boutique' in Old Cassomir.



Iomedae Medallion-

Kytes discovered this medallion bearing the holy symbol of Iomedae at the base of Iomedae's statue in the ruined chapel.