

Colony

Leaders of the Expedition:

Theodor Teras (Human TN)

Characters can make Gather Information, Martial Lore, Knowledge (local), or Sense Motive checks (DC 15) to learn that Theodor Teras, who is accompanying them as their patron's representative and leading the expedition, is not an adept of any Path of Perfection. A minor bureaucrat and a decent enough administrator, he was assigned to this project as the patron's trusted agent and represents their interests. Though a capable organizer and skilled with numbers, he is cowardly, insecure, and lacks practical ingenuity. For defense, however, he carries a few useful magic items.

Civilian Mage and Physician: Alfrin Chisienda (Elf, LE)

+*Doctor's Assistant*

Captain of the *Jade Fury*: Darian Kostin (Human, LN)

A weathered, man so squat and broad-shouldered he could be mistaken for a dwarf, Darian is a taciturn and gloomy individual, prone to brooding bouts of solitary drinking. He and his ship are not part of the expedition—they were hired by the same patron to transport and protect the settlement (using the *Jade Fury's* ballistae), after which he plans to return to more routine—and safer—voyages.

Leader of the Boarding Party: Lillian Immers (Half-Elf, CG)

Lillian is a duelist and a bravo. She was hired to command and train the colony's garrison following a minor scandal—one of her clients caught her in bed with his wife, forcing her to seek refuge far from the metropolis. She is young for an elf, and sometimes overly self-assured, but her main flaw is her lack of leadership experience -- she leads by example and charisma, expecting her orders to be followed simply because she gave them, which often results in lax discipline among the colony's guards.

Colony Quartermaster Ionu Iordache (Human, NE)

Mr. Iordache is a portly man who sweats profusely in the southern heat. He was sent here because no one else was particularly eager to take his place on this ill-fated expedition. As a result, on the southern continent, Mr. Iordache suffers—loudly, dramatically, and at great length. When not complaining, he hides from the heat in the depths of his storeroom, drowning his sorrows in chilled local swill and cursing all his enemies, rivals, and anyone else who comes to mind.

Beneath this alcohol-soaked, blubbery exterior, however, lies a fairly competent specialist who knows his warehouse and all its ledgers like the back of his hand. His goal in the colony is to avoid the scorching southern sun as much as possible and to acquire something he can trade for a bit more comfort—or even a ticket away from these wild lands and a peaceful retirement.

Stats for Quartermaster Iordache are likely unnecessary. He is an Expert 4, with all relevant skills at +7 to +9, including Bluff, Appraise, Profession (finance), and Forgery. Though he carries a ceremonial dagger, in combat he will drop to the ground and beg for mercy.

Quartermaster's Assistant: Mira Damaris (Gnome, NN)

Notable Colonists:

Liam Mallard (Half-Elf, CE)

Liam is a colonist who fled to the New World to escape legal troubles in his homeland. He is enterprising, cunning, and unafraid of illicit activities—or even discreetly slitting a throat if it serves a "good cause." In his eyes, a "good cause" is anything that benefits Liam personally. He is an Expert 2 with a host of rogue skills.

Marek Noika - Cartographer (Half-Elf, CG)

Marek Noika is the expedition's cartographer and expert in various natural sciences. He is your Paganel—tall, absent-minded, fussy, and endlessly curious. Despite his clumsiness and tendency to stumble into trouble, he is unexpectedly charming. He has every possible Knowledge skill and a few magic items for casting *Detect Magic* and similar low-level divination spells. He is considered an Expert 3 and is largely useless in combat.

Black John (Cook/Colonist, Halfling, NE)

A portly, fussy, and obsequious cook who can always find an extra meal for hungry adventurers, Black John constantly spins absurd tales from his extensive career on land and sea. He appears completely harmless, even comical.

In truth, this fellow is your John Silver and one of the primary antagonists of this campaign arc. He—along with his halfling-gnomish crew—plans to stage a coup in the colony and establish history's first settlement ruled by the "Lesser Races," or even crown their own king if luck permits. Ideologically loyal to him, these lesser humanoids make up about 40% of the Lesser Races aboard the ship and a significant portion of the sailors and junior officers—whom they also plan to seize control of.

At the start of the game, he will try to ingratiate himself with the players—subtly but persistently. If they need extra healing, the good-natured cook might "find" a hidden potion. He might cover for them if a shipboard brawl goes wrong or help them navigate relations with the Lesser Races—possibly in conflicts he himself engineered. He will also conceal his true abilities, pretending to be a low-level Expert rather than the 5th-level character he really is.

Jaguar Tribe

Irkalla, Chieftain (Orc, NG)

Irkalla is the leader of the Mikte, as her mother was before her. She is intelligent, cautious, and not prone to rash decisions. She takes her time before acting, and though she wishes to preserve her tribe's way of life, she does not reject new things simply because they are new. Her primary goal is to halt her tribe's slow decline and adapt to the sudden arrival of the settlers.

Shesh, Shaman (Orc, LN)

Shesh is the tribe's shaman. He is old, irritable, and has no patience for fools or children. Part of his sour demeanor stems from an old injury and encroaching rheumatism, but mostly, it's just age and a bad temper. Shesh is a traditionalist—not only is he too old to embrace drastic changes, but his work involves the magic and spirits of this land (or at least the elemental manifestations he calls such). The new magic and echoes of the Empire's anthos are altering the local magical landscape, and he deeply resents it.

Neti, Huntress (Orc, CG)

Neti is one of—if not the most—skilled and fortunate huntresses in the tribe, so the others listen to her and often follow her lead in both hunting and tribal matters. She trusts Irkalla and leaves the chieftain's burdens to her. Neti wants to live and enjoy her life. The jungle is her home—dangerous, nearly endless, full of surprises and discoveries—and she is young, strong, and lucky enough to face it all. The newcomers, if they prove to not be outright hostile, are just another interesting part of her world.

Enkidu, Jaguar (Orc/Werejaguar, CE)

Enkidu always wants more.

Born with the blood of a jaguar—the shaman of that time, Shesh's teacher, called it a bad omen—he has always been set apart from the tribe. But bad luck or not, he is the strongest and fastest among them. When the jaguar's blood awakens in his veins, he moves through the jungle like an unseen shadow, with a nose keener than a bloodhound's, fangs sharper than black bronze, and eyes of liquid gold that pierce the jungle's gloom better than any orc's.

And yet it means nothing. Neti is still the best hunter—partly because her pack brings down more prey than Enkidu alone ever could. Irkalla is still chieftain. No matter how many monster hides hang by his fire, he remains just another male, a bad omen, a harbinger of misfortune.

And that infuriates him.

Coupled with the curse in his veins—which amplifies his already volatile temper and drives him from the tribe when the full moon rises, his flesh and cursed blood seizing control—he seeks any way to prove he is the best, that he deserves—that he will take—more than he has now. The sudden appearance of outsiders with their shiny steel, fine clothes, and strange gadgets is the perfect opportunity to claim new trophies, vent his rage on weaklings unfit for the jungle, and show the other orcs what he's capable of.

Lugbal, Warrior (NN)

Lugbal was born too late.

Her mother was a warrior, as was her mother before her—but now, there is no one left to fight. Monsters and beasts are the hunters' domain, and her paired short swords are ill-suited for the task. There is no one else around.

Or at least there wasn't—until the colony appeared.

With the settlers' arrival, her role as the last warrior of the Mikte has meaning again. So she strives to fulfill it as best she can, preparing herself—and her fellow warriors—for battle. Secretly, she hopes to prove that her title is not empty, though she remains wary of the newcomers and always expects the worst. She does not seek war for its own sake.

Enmeshara, Apprentice (CN)

Enmeshara is young. She remembers only fifteen rainy seasons, when the hot southern winds bring moisture and break against the Spine of the World in torrential downpours.

Orcs grow quickly, especially in the deadly southern jungles, so by local standards, she is an adult. She hunts with the others and earns her share of the spoils—for herself and for her father and swarm of younger siblings.

But she is not yet ready to accept that this is all her life holds: hunting, eating, sleeping, and hunting again, until a bear-owl or giant snake cuts her life short as it did her mother's. So sometimes, she sneaks into forbidden ruins or creeps closer to old Shesh's hut, gazing at ancient artifacts crafted with skill her tribe could never match.

And when the colony arrived—full of wondrous new things made with elegance and precision she had never seen—Enmeshara wants to see and try it all.