

# Campaign

**Beginning Date:** *DR 1374*

## SUPPORTING DOCUMENTS:

---

- **Calendar:** The Calendar of Harptos is the official [calendar](#) of the campaign.



- **Faerun Map:**



- **Pre-campaign Story:** (background) [Story Link](#)
- **The Chancellery:** [Details](#)
- **Personalities:** (list) [Personalities List](#)
- **Head, Heart, and Throat of Faerun:** (Item) [Details](#)
- **Red Dragon Trading Company:** [Details](#)
- **Major Personae Met:** [Details](#)
- **Locations Visited:** [Location List](#)
- **Temple/Park in Winterskeep:** [Details](#)
- **Calysta's Magical Material Machine:** [Details](#)
- **Fortress of Faerun:** [Details](#)
- **Dowry Exchange:** [Details](#)
- **Community Temple Dedication Stones:** [Details](#)
- **Darius' Wedding Guests:** [Details](#)
- **What the Citizens Remember:** [Details](#)

## CAMPAIGN NOTES AND CALENDAR:

---

- **CY 1374:** [Details](#)
- **CY 1375:** [Details](#)
- **CY 1376:** [Details](#)

The original document is available at <http://technicaltrainer.org/Tiki41/tiki-index.php?page=Campaign>

# PreCampaign

## PRE-CAMPAIGN STORY

In DR 1373 (Elesis 7), there was a realignment of the gods and the pantheons. This realignment has come to be called, **The Reckoning**. The gods were called to account for their actions, good and bad. Good and evil, as such, are meaningless. The gods were being held accountable to being accountable to their worshipers and to Toril itself. A new order has been imposed. This accountability of the gods has actually led to a significant revival in faith. Worshipers now know that their voices have a chance to be heard, and if their voices are not heard, that the gods can be called to account.

The gods were redistributed into seven (7) primary pantheons as follows:

Pantheon	Opposite	Notes
<b>Community</b>	None	Darius - Generally opposed to pure Racial prejudices
<b>Ethereal</b>	Physical	Mystro
<b>Physical</b>	Ethereal	TBD
<b>Day</b>	Night	Selune
<b>Night</b>	Day	Shar
<b>The Living</b>	Undead	Ta'Lorin - Not opposed to The Dead, as it is a natural process
<b>The Dead</b>	Undead	Kelemvor - Not opposed to The Living, as it is a natural process

In addition, the following racial pantheons were recognized:

- **Dragon**
- **Dwarven**
- **Elven**
- **Gnome**
- **Halfling**
- **Orc**

Pantheon	Overgod	Overgod DR	Deity	DR	Alignment	Domains
<b>Community</b>	<b>Damion Stone</b>	<b>21</b>				
			Amilita Brownbottle	9	N	Wine, Bards, Jesters, Agricultural Commerce, Earth
			Gond	12	N	Craft, Earth, Fire, Knowledge, Metal, Planning
			Isis	13	NG	Family, Good, Magic, Storm, Water
			Maximillion Stone	7	LG	Paladins, Cavaliers, Jousts, Duels, Honor Debts
			Red Knight	5	LN	Law, Nobility, Planning, War
			Shaundakul	10	CN	Air, Chaos, Portal, Protection, Trade, Travel
			Tymora	14	CG	Chaos, Good, Luck, Protection, Travel
			Waukeen	10	N	Knowledge, Protection, Travel, Trade
			Provisioner	7	N	Blackmarkets, Spying, Stealth, Subterfuge, Trade
<b>Day</b>	<b>Selune</b>	<b>21</b>				
<b>Ethereal</b>	<b>Mystro</b>	<b>21</b>				

<b>Physical</b>	<b>NOT YET DETERMINED</b>	<b>21</b>				
<b>Night</b>	<b>Shar</b>	<b>21</b>				
<b>The Dead</b>	<b>Kelemvor</b>	<b>21</b>				
<b>The Living</b>	<b>Ta'Lorin</b>	<b>21</b>				

The underlying purpose of The Reckoning was to hold the gods accountable. In response, the gods themselves have less time to formulate grand schemes and machinations. They are busy with the tactical details of responding to the faithful. Also, the heads of the pantheons, are finding that they are required to spend a great deal of time looking over their pantheon's members. After all, if the gods don't behave, and the pantheon doesn't respond, the head of the pantheon will answer to AO.

Since The Reckoning in 1373, [Neverwinter](#) has become a significant tradeport. The elven isle of [Evermeet](#) is beginning to connect itself back into the world as a whole. Damion's connection with the old elven pantheon, the [Seldarine](#), has made it natural for [Corellon](#) to reach out to Damion for assistance. As such, Evermeet has established a fleet of 100 vessels that regularly travel the waters between Evermeet and the Sword Coast city of Neverwinter. 80 of the ships were of elven construction with elven captains, and 20 of the ships were constructed in Neverwinter with a mix of captains, most human. The crews of the ships are evenly split 50% and 50% other, but every ship has an elven pilot. This was done to preserve the piloting secrets around the isle of Evermeet.

In payment for all elven pilots, Neverwinter was declared as the repair port. A significant population of [elves](#) (1,500) has moved to Neverwinter to bring skills and merchant contacts to the city. A significant portion of the trade goods coming through Neverwinter is designated for elven settlements throughout [Faerun](#). But, enough surplus goods come through that Neverwinter has become a popular trade city.

Additionally, Damion has extracted a tribute from [Shar](#) in payment for her treachery against Neverwinter. For the next 20 years, Shar is to pay Damion's designated contact in Neverwinter, 20,000gp per month. As Damion's primary contact in Neverwinter, Darius receives this tribute.

Each month, at 1 tick before midnight on the last day of the month, a knock is heard on Damion's door. A black-robed humanoid stands before Darius with a black chest. Shar has used special obscuring powers to avoid her emissary being seen handing over the money.

But, the emissary can be seen leaving the temple with the chest and heading in Damion's direction. During the first couple of months, the emissary was attacked by would-be thieves on his way to Darius' home. Those would-be thieves died very horrible deaths in the streets of Neverwinter. Because of this, the delivery of the chest has now come to be called, **Death's Tribute**.

Due to the obscuring magics, the emissary appears to vanish suddenly at some point in his journey, and then he appears at Darius' door. Even though Darius can see the emissary just fine, it appears that he is alone in such vision. It has become a source of rampant speculation in the city as to the contents of the chest, the recipient of the chest, and the reason for such a tribute.

Darius has used the money to establish a reputation as a ladies' man, cook and a partygoer (bard) of some repute. In actuality, Darius has used this cover to spend large amounts of money on lavishly constructed items throughout the city. This has covertly allowed the merchants and craftsmen to begin anew after the devastation of Neverwinter.

Darius spreads the money around broadly, including frequenting taverns and hosting parties. Because of Darius' popularity, he has the other upper class folk in Neverwinter emulating his spending, which was the intended outcome. As such, by the beginning of 1374, very little of the economic impact of Shar's attack is recognizable. The physical scars, lost buildings and such, will be around for some years to come.

Damion, back in his mortal years, became a partial owner of a rather seedy tavern (Cutter's Bar) in Neverwinter. Because the poor districts of Neverwinter were hit hard during Shar's raid, the tavern was destroyed to the ground. In its place, a new building was raised almost magically. The new establishment is called The Agorium. The original tavern was on the water, The Agorium takes up a significant amount of space on the waterfront. It is the central hub for trade in the city, and includes an expansive tavern and inn. The tavern has become the common meeting space for traders, merchants, craftsmen, and captains, and those seeking deals with such folk. The inn specifically reserves itself for visiting merchants and other

trades people.

Unofficially, The Agorium is Darius' true residence, unlike the public resident where the chest is delivered. There is a tunnel that leads from Darius' public home to his private resident in The Agorium. Otherwise, there is no common exit from the home. Darius also has a ring that will immediate teleport his to his home in The Agorium. Additionally, there are portals, keyed only to Darius, in Darius' home in The Agorium that will take him to the following locations:

- Evermeet Palace (Sumbrar) [Evermeet](#)
- Waterdeep Mansion [Waterdeep](#)
- Waterdeep Small house
- Bostwick Home (Damanthyr)
- Elven High Court home (Cormanthyr) [Cormanthyr](#)
- Under Drannor home (Cormanthyr)
- Evereska home [Evereska](#)

Over the course of the weeks following [Greengrass](#), Darius finds himself more and more involved with [Lord Nasher Aglarond](#). Darius' popularity has made him a very welcome guest, especially at royal events.

About 1 month after The Reckoning, Darius is wandering the streets in his public persona. He is approached by an unrecognized messenger with a simple message, "Henry's, 6th day, 8'of'the'clock". Henry's is a small out of the way bar in the working class section of Neverwinter, neither known for its patronage nor its facilities. Other than knowing its name, Darius has never even visited the bar.

When the night arrives, Darius travels in magical disguise to the bar. He is met at the door. With a quick nod, the doorman (an unexpected greeter at such an establishment) lets Darius in, and quickly locks the door behind him. The blinds are drawn, but the bar is well-lit and well warmed. There are only about 4 people in the bar aside from the bartender. A lone gentleman in the corner motions for Darius to join him.

Without much fanfare, the lone man states, "I know that both of us are in disguise. And, I ask that you always wear such a disguise when here. It is my opportunity to escape the demands of the court." Darius recognizes the voice of Lord Nasher Aglarond. Nash, as his friends call him, has taken a liking to Darius. Without a son, Lord Aglarond is impressed by Darius' exploits, both during the defense of Neverwinter and afterwards.

Darius now becomes part of Nasher's meetings. The meet on the 6th day of every 10-day, and Nash uses the time to relax. Nash is particularly fond of games of skill, especially strategy/war games. Nash is quite skilled, and is able to best everyone the majority of the time (but not always). Nash also enjoys bringing in entertainers and beautiful girls, neither the entertainers nor the girls ever know the real benefactor. The bartender and the 4 guards are Nash's most trusted men, and have been with him since childhood. Even so, none of them occupy excessive high positions in Nasher's court. They remind behind the scenes to better protect him.

During these meetings, Nash asks Darius to support him in a festival on Greengrass (DR 1374). It is going to be a one-day festival with many games of martial skill. Darius agrees to compete, and signs-up to compete in the wrestling tournament. Nash asks Darius to help him find the two best competitors, and to assure that they meet each other in the finals. Nash specifically asks Darius not to win the event, even if he can. While Darius has no doubt that he could win, he understands Nash's need to develop more heroes for the wounded city to follow.

## [Navigation Bar: Home : Campaign Start](#)

The original document is available at <http://technicaltrainer.org/Tiki41/tiki-index.php?page=PreCampaign>

# Chancellery

## THE CHANCELLERY

---

The Chancellery is a gift and a challenge given and offered to all those who are told or exposed to their True Names by Lord AO. It is a mild challenge, but not one with risks. The being facing The Chancellery cannot use Hero Points to overcome the risks. If the challenge is not overcome by the being, they will immediately and irrevocably become a servant of Lord AO. As such, they will take the form dictated by Lord AO. In game play terms, that character will be removed from play, and become an NPC.

The challenges of The Chancellery are all cumulative, and with increasing risk. The idea is that the being facing the challenges should know themselves well enough to know whether or not they should face The Chancellery. The first challenge is offered freely, and without risk. Each additional challenge after the first has increased risk based on the being facing the challenges. All of the challenges of The Chancellery are based on WILL saves.

### The Challenges:

1. Risk minimal: Do not roll a 1 on the WILL save.
2. Risk 10%
3. Risk 12%
4. Risk 14%
5. Risk 15%
6. Risk 16%
7. Risk 17%
8. Risk 18%

The Total Risk is about 69% for failure if all 8 paths are walked. If the candidate is supported by an Overgod, the risk is each challenge is reduced to 5% (or do not roll a 1) for a total risk of approximately 1/3rd or 33%.

### The Paths

1. Language
2. Trade
3. Knowledge
4. Civilization
5. Government
6. Military
7. Liverstock
8. Representation

### The Benefits:

**Languages:** The successful candidate who walks this path will gain the the ability to speak, read, and write any existing language. It does not include extinct languages. For a language to be learned, the learning time is 1 day to everyday communication, and 1 week to complete fluency. In order to learn a language, the learner must hear a person fluent in the language speak it. Fluency comes first from hearing. After hearing the language for 1 day, the remainder of the fluency can be gained from conversation and reading, or merely reading. Complete fluency cannot be gained without at least minimal exposure, 1 hour, to the write components of the language.

**Trade:** The successful candidate who walks this path will gain keen insight into trade. As such, they will acquire a trading company. That trading company will move goods with a significant profit. Due to the candidates keen insight into trade, the trading company will always be involved in some of the most profitable trade goods. The cash flow from the trading company depends upon how the candidate elects to have the money distributed. The election lasts for 1 year, and must be changed or

renewed at the time when they pronounce their True Name.

- If the candidates elects for gold on a daily basis, they will earn 100 g.p. per day.
- If the candidates elects for gold on a weekly basis, they will earn 1,000 g.p. per week.
- If the candidates elects for gold on a monthly basis, they will earn 5,000 g.p. per month.
- If the candidates elects for gold on a yearly basis, they will earn 100,000 g.p. per year.

**Knowledge:** The successful candidate who walks this path will gain the ability to read or write extinct languages. It does not confer the ability to properly speak or listen to that language, if by circumstances they should uncover someone else who understands that language. Additionally, it confers the ability to know where any specific library is, and will grant entrance to that library. If the library normally has a fee for usage that fee will be eliminated. They can take 10 on any given knowledge check for any given area, even knowledge areas not specifically studied. However, if the area is unstudied, the DC may be higher. At the worst, there is always a 5% (roll a 20 on the check) for the knowledge to somehow be recalled or revealed to the candidate.

**Civilization:** The successful candidate who walks this path will gain the ability to blend within any given city. They can blend as a local, and not face any undue critique. They can enter or leave a city freely. They know where any specific merchant can be found. They can take 20 on all other knowledge about the specific city. For any new city, these abilities will happen after spending 1 week in the city. Also, they can gain audience with any rulers of the city, or take 20 on the roll if it is difficult to gain an audience.

**Government:** The successful candidate who walks this path will gain is the ability to pass freely within any given area (country). They can blend as a citizen of the country. They can enter or leave freely, even countries otherwise closed. They can take 20 to find any specific merchant in any specific city. They know all the cities and any established community over 100 people within the country. They can take 10 on any other knowledge about the country. They can gain audience with the rulers of the country, or take 20 on the roll if it is difficult to gain an audience.

**Military:** The successful candidate who walks this path will gain automatically status as an officer, in their home country's or city's military. In visiting, they will be accorded an appropriate rank to their character level. They will be granted a +1 strategy bonus per day based on their officer level, cumulative to a maximum bonus of +10. That strategy bonus can be divided as seen fit between attacking and defending bonuses to the troops, and can also be given to Morale. They influence increases the supplies and funding to any units based by 20%.

Character Levels	Officer Level
1-2	O1 (2nd Lieutenant)
3-4	O2 (1st Lieutenant)
4-5	O3 (Captain)
6-7	O4 (Major)
8-9	O5 (Lieutenant Colonel)
10-11	O6 (Colonel)
12-13	O7 (General)
14-15	O8 (Brigadier General)
16-17	O9 (Major General)
18+	O10 (Commander General)

**Livestock:** The successful candidate who walks this path will gain the ability to speak to any livestock animal, including domesticated pets (e.g., cows, horses, camels, dogs, cats). There are no special protections offered, but any Animal Handling rolls are done as trained, class-specific, Max Ranks for the character with an additional +10 bonus on top of that. For 10 minutes per character level per day can shapeshift into an animal within that class (livestock). They can revert at will to normal form. Shapeshifting is a full-round action. They can shapeshift character level times per day.

**Representation:** The successful candidate who walks this path will gain an affiliation with a metal (e.g., gold, silver, iron,

etc.), a cloth/material (e.g., wool, cotton, silk, oak, mahogany, marble, etc.), and a color of choice. The candidate will be required to have an item of that metal, cloth, and color on them at all times. If they do maintain such an affiliation, they will gain wealth from this connection. The wealth earned is based on how long the character maintains their connection to their representations, and how often they elect to be paid for the affiliation. The election lasts for 1 year, and must be changed or renewed at the time when they pronounce their True Name. (Note: The payment election refers to both the metal and the cloth/material selection.)

- If the candidates elects for gold on a daily basis, they will earn 100 g.p. per day.
- If the candidates elects for gold on a weekly basis, they will earn 1,000 g.p. per week.
- If the candidates elects for gold on a monthly basis, they will earn 5,000 g.p. per month.
- If the candidates elects for gold on a yearly basis, they will earn 100,000 g.p. per year.

## Navigation Bar: Home

---

The original document is available at <http://technicaltrainer.org/Tiki41/tiki-index.php?page=Chancellery>

# Personalities

## PERSONALITIES:

### *Idealists of Community and Their Associates:*

Name	Gender	Race	Class	Level	Alignment	Description
Alex Stone	Male	Human (Automaton)	CL	25	LG	Idealist
Michellenne (Mickey)	Female	Throne Archon	Throne Archon	23 HD	LG	Companion to Alex
Brian van Durant	Male	Human	Artisan	18	LG	Idealist
Cruz Millson	Male	Human	Wiz/Loremaster	18/5	NG	Idealist
Darius Holgimsh Dyervolk	Male	½-Orc	Warrior		NG	Idealist / Character
Ju Hui Shichin	Female	Human	Sor	10	NG	Wife to Darius
Pip	Female	Pseudo-dragon			CG	Companion to Shichin, wedding gift from Bahamut/Tiamat
Chiun Varanna	Female	Human	Artisan	12	NG	Mistress to Darius / Primary Advisor
Freya Jaffar	Female	Human	CL	19	NG	Idealist
Geoffry Flaugenbaum	Male	Human	Artistocrat	7	NG	Mayor of Winterkeep, Freya's Husband
Jeryl Guillen	Female	Human	Wiz/Loremaster	21/6	CG	Idealist
Jhaurmael Brightwood	Male	Sun Elf	Wiz/Planesifter	26/10	CG	Idealist
Sylvia Aloli	Female	Sylvan Elf	Wiz	17	CG	Princess from forest in Mulhourand (Methwood), Jhaermael's Fiancee
Ju Jung Soichiro	Male	Human (Shou Lung)	Monk	24	LG	Previous Dragon Emperor / Auditor of the Pantheon / Friend - Ju Shi - 235th Dragon Emperor, Court Name Shichin Ju

### *Darius' Advisory Council / Red Dragon Trading Company Founding Board of Directors:*

Name	Gender	Race	Class	Level	Alignment	Description
Chiun Varanna	Female	Human	Artisan	12	NG	Primary Advisor - Council Head / Darius' Mistress and his Voice on the Council
Ju Hui Shichin	Female	Human	Sor	10	NG	Darius' Wife and his Eyes & Ears on the Council
Lady Tabitha Swift Kyle	Female	Human	Aristocrat/Rogue	8/8		Damanthyr Expert - Wife to Lord Jeremy Kyle
Elyin La'Olin	Female	Sun Elf	Wiz			Evermeet / Neverwinter Expert
Hyming Wei Ping	Male	Human				Shou Lung Expert
Miles Greene	Male	Human	Fighter/Captain			Aglarond / Pirate Isles Expert



Bing Ju Ghao	Male	Human				Rasheman / Shou Lung Expert, Merchant from Karatin in Shou Lung, Minister of Trade in Citadel Rashemen
Bing Ki Wan	Male	Human				Wa Expert
Bing Fei Jian	Male	Human				Kozakura Expert
Martin Drannor	Male	Drow	Fighter		N	Cormanthy / Under Drannor Expert
Olivia Drannor	Female	Drow	Wiz		N	Cormanthy / Under Drannor Expert
Kelvin Hurlgood	Male	Halfling	Artisan			Waterdeep Expert
Gnarl Goodmetal	Male	Dwarf	Artisan	27	NG	Talagbar Expert / Ancient Dwarf from time before Anauroch
Ju Jung Soichiro	Male	Human	Monk	24	LG	Auditor of the Pantheon / Former Council Head & Trainer / Council Advisor

## ***Aglarond/Pirate Isles:***

Name	Gender	Race	Class	Level	Alignment	Description
Gordon Julian	Male	Human				Mile's First Mate, aboard The Green Man (flagship)
Jenniel	Female	Human				Gordon Julian's wife, rescued slave from Pirate Isles (Damo Isle)
Matthew Greene	Male	Human				Brother to Miles, Located in Karatin
Clayton Layper	Male	Human	CL	5	NG	Lita assigned to Temple on Pirate Island
Julieanne Upton	Female	Human	CL	3	NG	Waukeen assigned to Temple in Village
Michael	Male	Human	Fighter/CL	14/1	NG	Assigned to Darius for trip to Kara Tur
Kevin	Male	Human	Ranger/CL	12/3	NG	Assigned to Darius for trip to Kara Tur
Joshua	Male	Human	Bard/CL	13/2	NG	Assigned to Darius for trip to Kara Tur
Vergere	Female	Human				Bartender/owner of Vergere's in Velprintalar
Matthew Greene	Male	Human	F/Expert	7/12	N	Older brother of Miles

## ***Candlekeep:***

Name	Gender	Race	Class	Level	Alignment	Description
Ulraunt	Male	Human	Diviner/Loremaster	7/3	LG	Lord Warden, Keeper of Tomes
Kliestrus Germunjan	Male	Human	Wiz/Loremaster			Sr. Research Expert on Kara-Tur
Kerwin Guillen	Male	Human	Wiz/Loremaster			Scholar specializing in magical items and constructs, Jeryl's father
Fredrick	Male	Human	Expert	5	NG	Assistant to Darius in Candlekeep
Samuel	Male	½-Orc	Expert	5	NG	Assistant to Darius in Candlekeep
Kelly Antawn	Male	½-Elf	Sage	9		First Assistant to Kliestrus
Jennifer Germunjan	Female	Human	Sage	11		Kliestrus' Daughter

## Cormanthyr:

Name	Gender	Race	Class	Level	Alignment	Description
Kysandra Cormanthyri	Female	Human (Sun Elf)	Bard	24	CG	Staff of Comanthyir / Queen of Cormanthyir
Linda Stone Cormanthyri	Female	Human	Monk	24	LG	Warrior Blade of Cormanthyir
Kursatch Cormanthyri	Male	Sun Elf	Wiz	24	CG	Wizard Blade of Cormanthyir / Head of the Wizard school on Evermeet
Boris Stone	Male	Human (Automaton)	Paladin	27	LG	Coronal Blade of Cormanthyir
Bert Stone	Male	Human (Automaton)	Wiz	25	NG	Brother to Boris, Beck, and Alex
Beck Stone	Male	Human (Automaton)	Rogue	27	CG	Brother to Boris, Bert, and Alex
Nephrom Durain	Male	Sun Elf			CG	Elf Escort from the Elven High Court
Lucius Herjensterker	Male	Lich	Wiz/Lich	41/20	N	Long surviving lich

## Damanthyir:

Name	Gender	Race	Class	Level	Alignment	Description
Lord Jeremy Kyle	Male	Human	Aristocrat	12		Damanthyir Council (Pembrose)
Regis Baum	Male	Human	Expert	9		Damanthyir Ambassador to Waterdeep
Elwynn	Male	½-Elf	Bard	9		Damanthyir Council (Bostwick)
Taylor Kyle	Male	Human	Paladin	13	LG	Damanthyir Council (Twain)
Drong Blackhands	Male	Dwarf	Expert	16		Leader of Cresthome, Damanthyir Council (Cresthome)
Keilly Blackhands	Female	Dwarf	CL	16		Co-Leader of Cresthome, Drong's wife
Bjorn Bejeillus	Male	Moon Elf	Wiz	17		Treehearth Council, Damanthyir Council (Treehearth)
Heimaja Cereleon	Female	Moon Elf	Rogue	17		Treehearth Council
Cestus	Male	Moon Elf	Paladin	17	LG	Treehearth Council
Llewellya Llwethan	Female	Moon Elf	Ranger	17	NG	Treehearth Council
Mask	Female	Sun Elf	Rogue	16	CG	Treehearth Council
Sally	Female	Dwarf	Wiz	9	CG	Student in Cruz's school in Twain
Rftzl (Rizzle)	Male	Gnome	Sor	8	CG	Student in Cruz's school in Twain

## Damanthyir Lifetree Souls:

Name	Gender	Race	Class	Level	Alignment	Description
Halaster Blackcloak	Male	Human	Archmage			Built and Ruled Undermountain under Waterdeep
Freya Illuvian	Male	Human	Expert			Information Broker from the Nexxus
Jervicious Cormanthyri	Male	Elf	Ftr/Wiz	12/12	CG	King of Cormanthyir, Father of Kysandra

Vereen Cormanthryri	Male	Elf	Wizard	26	CG	King of Cormanthyr, Father of Jervicious
Eltargrim	Male	Elf	Wizard	28	CG	Coronal, Presiding Wizard at the creation of Myth Drannor's Mythal
Goreallian	Male	Elf	Ftr/Wiz	12/10	CG	Challenged and lost Warrior Blade to Linda
tbd	tbd	Elf	Wizard	tbd	CG	Chosen from the Wizard Blade by Kursatch
tbd	tbd	Elf	Wizard	tbd	CG	Chosen from the Wizard Blade by Kursatch

## Damara/Vassa:

Name	Gender	Race	Class	Level	Alignment	Description
Joseph	Male	Human				Innkeeper in Darmshall
Justin Appleton	Male	Human				Owens the largest/best inn and also owns the biggest general store in Darmshall
Turok	Male	½-Orc				Palischuk, Caravan Leader, Prince
Keltan	Male	½-Orc				Palischuk
Jiltun	Male	½-Orc				Palischuk
Gregor	Male	½-Orc				Council Head of Palischuk, father of Turok
Juliana	Female	½-Orc				Mother of Turok
John Johns	Male	Human				Co-Owner Wine Store in Heliogabalous
Jiles Gilbert	Male	Human				John Johns' attorney, Located in Damanthyr
Krreeejurpjurpkreech (Kree)	Male	Chaos Roc	Chaos Roc	Colossal	LG	Lives in Riders to the Sky mountain range

## Miscellaneous People:

Name	Gender	Race	Class	Level	Alignment	Description
Satrius	Female	Elf	Rog/Ass	14/10	CG	House Cormanthyr Agent in Evermeet and elsewhere
Kia	Male	Elf	Rogue	23	CG	House Cormanthyr Agent in Evermeet and elsewhere
Lythia Longwillow	Female	Elf	Wizard	11	CG	Lord Maximillion Stone's wife
Alustriel Silverhand	female	Human	Wiz/Sor/Acm	20/2/2	CG	Ethereal Idealist Leader of Silver Marches lives in Silvermoon
Ravi Hullovvia	Male	Dwarf				Head of the Evereska Ruling Council

## Neverwinter:

Name	Gender	Race	Class	Level	Alignment	Description
Lord Nasher Aglarond	Male	Human	Fighter/Champion of Tyr	10/8	LG	Ruler of Neverwinter
Jarlyn Aglarond	Female	Human	Barbarian	10	CG	Lord Nasher's daughter, Bert's wife
Michael JayIn Stone	Male	Human	Baby		NG	Jarlyn's and Bert's baby son (Feast of the Moon, 1375)
Justin Longstrides	Male	Human	Wiz	16		Advisor to Lord Nasher
Charles DeFey	Male	Human	Fighter	19	LN	Headmaster of the Warrior's Academy in Neverwinter
Jackie Milner	Male	Human	Fighter			Sponsored by Darius into Warrior's Academy after

						encountering the King's Hoard Vault
Glenda Milner	Female	Human				Jackie's Mother
Jack Milner	Male	Human				Jackie's Father
Jorghyr Whitefeather	Male	Sun Elf	Expert	24	CG	Craftsman on Evermeet built Elven Garden for Darius' dowry
Nephrom Durain	Male	Sun Elf	Expert	11	CG	Elf from House Cormanthyr, guide to Darius on Evermeet

## Rashemen:

Name	Gender	Race	Class	Level	Alignment	Description
Hrathador Fthether	Male	Human				Damaran ambassador
Volas Dyervolk	Male	Human	Barbarian	24	CG	Iron Lord
Gunther Dyervolk	Male	Human	Barbarian	19	CG	Volas' second
Yurkel Dyervolk	Male	Human	Barbarian	19	CG	Citadel Lord, bastard son of Volas
Old Mother	Female	Human				Othlor, grandmother of Volas
Vremyonni	Male	Human	Druid		N	Husband to the Othlor, grandfather of Volas
Ginhalda	Female	Sun Elf	Rogue	11	CG	Wife of Yurkel
Helga Brightstar	Female	Human	CL			Assigned to the new Temple in the Citadel Rashemen
Ulreeya	Female	Human	Witch			Rashemen Witch in Mulsantir
Garfoul	Male	Human				Mayor of Nathoud
Durgis	Male	Human				Warmaster of Nathoud

## Shou Lung:

Name	Gender	Race	Class	Level	Alignment	Description
Dragon Emperor Ju Hui	Male	Human	Monk	28	N	Emperor of Shou Lung
Kei Ju	Male	Dragon				Dragon Companion to Emperor Ju Hui
Prince Ju Tao Hui	Male	Human				Eldest son of Ju Hui and Designated Heir
Veichaun Ki (Vei)	Female	Dragon				Dragon Companion to Ju Tao Hui (Tao)
Prince Ju Kung Hui	Male	Human				Youngest son of Ju Hui
Li Pei Yu	Male	Human				Leader of Original Guard Escort
Gloria Holgmish	Female	Human	Ninja	8		Reincarnated Assassin Bodyguard to Shichin
Keiochi Guquan	Male	Human	Druid	11	N	Personal Botanist of the Dragon Emperor

## Talagbar:

Name	Gender	Race	Class	Level	Alignment	Description
Knillon	Male	Dwarf	Expert	14	LN	Eldest Dwarf on the Palischuk Council, Family were Rulers of the Bloodstone Mines
Darwught	Male	Dwarf	CL	35		Ancient imprisoned dwarf from ancient Talagbar
Ceildahgh	Male	Dwarf	Wiz	35		Ancient imprisoned dwarf from ancient Talagbar
Gnarl Goodmetal	Male	Dwarf	Expert Armorer/Weaponsmith	35		Ancient imprisoned dwarf from ancient Talagbar

Helix	Male	Dwarf	Expert Jeweler	35		Ancient imprisoned dwarf from ancient Talagbar
Jurish	Male	Dwarf	Expert Gemologist	35		Ancient imprisoned dwarf from ancient Talagbar
Hendrich	Male	Dwarf	Expert Carpenter	35		Ancient imprisoned dwarf from ancient Talagbar
Bron	Male	Dwarf	Expert Mason	35		Ancient imprisoned dwarf from ancient Talagbar
Vorron	Male	Dwarf	Expert Machinist	35		Ancient imprisoned dwarf from ancient Talagbar
Plantar	Male	Dwarf	Expert Metalurgist	35		Ancient imprisoned dwarf from ancient Talagbar
Geon	Male	Dwarf	Expert Architect/Builder	35		Ancient imprisoned dwarf from ancient Talagbar
Floxion	Male	Dwarf	Expert Engineer (Civil & Military)	35		Ancient imprisoned dwarf from ancient Talagbar
Strayger	Male	Dwarf	Expert Runic Constructions	35		Ancient imprisoned dwarf from ancient Talagbar

## Waterdeep:

Name	Gender	Race	Class	Level	Alignment	Description
Persphony Northwind	Female	Human	Artisan/Architect	19	LN	
Gary Hulm	Male	Human	Expert Taxidermist	22	N	Best Taxidermist in the city
Hylx	Male	Human	Sage Mathematics			Expertise in mathematics
Gordon Gordon	Male	Human	Sage Mathematics			Expertise in mathematics
Killian Jiles	Male	Human	Expert			Major Domo at Compound, replaced Brian
Father Arthane	Male	Human	CL	17	NG	Waterdeep head of the Church/Temple - Deceased (Natural) - Replaced
Father Gregory	Male	Human	CL	14	NG	Father Stephan Arthane's replacement
Julianne	Female	Human	Artisan (Baker)	9	NG	Father Gregory's wife
Kelly	Female	Human				Father Gregory's 3 y/o twins
Kim	Male	Human				Father Gregory's 3 y/o twins
Daniel	Male	Human				Father Gregory's 6 y/o son sponsored by Darius into Warrior's Academy in Neverwinter
Kelly James	Female	Human				Saddlemaker in Waterdeep
Loren Keltar	Female	½-elf				Mapmaker in Waterdeep
Robert Smith	Male	Human				Armorer in Waterdeep - friend to Hull
Hull Truesteel	Male	Dwarf				Weaponsmith in Waterdeep - friend to Robert
Qui Hu Chen	Male	Human				Kara-Tur Merchant in Waterdeep
Lydia Sharp	Female	Halfling				Tailor in Waterdeep
Brian Dobson	Male	Human				Weaponsmith, added Ghost Tough to Darius' weapon, Waterdeep
Goldophus Jerkin	Male	Human				Sage - Expertise: Dragons
Nyleen Greenstar	Female	Sun Elf				Sage - Expertise: Dragons
Valavius Bywater	Female	Halfling				Sage - Expertise: Anauroch

Ben Caromb	Male	Human				Sage - Expertise: Anauroch
Clevon van Durant	Male	Human	Artisan	17	LG	Brian's brother Chef in Main Compound
Liese van Durant	Female	Human	Artisan	16	LG	Brian's sister (Jason's twin) Housekeeper/Trainer in Main Compound
Jason van Durant	Male	Human	Artisan	16	LG	Brian's brother (Liese's twin) Stablemaster in Main Compound
Liturgius Northwind	Male	Human	Wizard	22	N	Headmaster of Silver Tower (magic school)
Novine Gorrind	Female	Human	Wizard	22	LN	Headmaster of Spellguardian's Guard (magic school)
Evelyn Kordis	Female	Human	Expert			Damion's Real Estate Agent
Baltar Drovish	Male	Dwarf	Expert	29	LG	Weaponsmith
Justin Alexoff	Male	Dwarf	Expert			Architect, Persephony's senior student, native to Waterdeep

## Winterskeep:

Name	Gender	Race	Class	Level	Alignment	Description
Glavynd Hurn	Male	Human	Wiz	38	N	Wizard Ruler of Winterkeep
George	Male	½-orc	CL	8	NG	Assigned to Temple in Winterkeep, Melissa's husband
Melissa	Female	Human	CL	9	NG	Assigned to Temple in Winterkeep, George's wife
Ghuberean "Roger"	Male	Human	Expert Mason			Master Mason in Mason's Lodge in Winterkeep (formerly High Port)
Ji Fui	Female	Human				Varanna's mother from Shou Lung
Jarvin	Male	Human				Varanna's step-dad from Nathoud

## Navigation Bar: Home

The original document is available at <http://technicaltrainer.org/Tiki41/tiki-index.php?page=Personalities>