



KIRSHELL

Keywords: Loud, gruff, socially inept

Kirshell is a grizzled man of middle-to-late 40s, although it is difficult to determine his age because of the years spent struggling through a hard life alone in the woods. His body stays strong and lithe because of the profession he follows.

He counts himself lucky to have survived the storm and blames his exposure to the excessive cold for his ill health. He is gruff and blunt in conversation and it is clear he spends limited time with people and dealing with social interactions. He had been checking his trap lines nearby when the blizzard struck and only his tenacity and experience brought him safely to shelter.



BJORN THE BLADE

Keywords: Scarred and grizzled, lean with sinuous muscles, short-cropped hair, Self-assured, cocky, and rude

Bjorn is in his early 40s, and a veteran of several wars. The signs of his trade can be read in the scars on his hands and arms. He keeps his hair loose-cropped and his long beard braided.

Bjorn is superstitious and he often talks about demons, influencing weather in particular.

Bjorn speaks in a rough and crass manner, cutting straight to the heart of things. Many of his profanities are unique amalgamations of creatures and bodily functions. Bjorn displays few or no manners, except to Jade who he makes awkward attempts at proper manners.

Bjorn secretly loves Jade, although Alina and Zyta know this and it is obvious to a casual observer.



FERREX

Keywords: Eager, shy, awkward, friendly

Ferrex is a 17-year old boy - 'man' according to him. He has lived and worked at the here since his father, a coachman, abandoned him five years ago. They treat him like a little brother. Ferrex is courageous and hardworking and although he feels like a part of the family, he knows that he will eventually have to leave, perhaps to find his father.

Ferrex is excited that Threya and her family are visiting the tavern and hopes they stay for a long time. He is working to convince Alina to hire Jak Ronalis because he has developed a crush on Threya. He is awkward and shy around her, but stays near her as often as possible. He is currently working on carving her a wooden stag and spends his free time in the common room whittling.



LALOR MCKENZIE

Keywords: Soft spoken, experienced, calm

Lalor has been at the caravanserai since Alina and her sisters were very young. His hair was once a deep reddish-brown, but time has peppered it with gray. He wears it long and keeps a well-trimmed beard. His face shows the marks of the seasons, but he always serves the guests with a pleasant attitude and eye for detail. Lalor isn't high-born and is nearly illiterate. He talks easily, and often sees things other people miss. Lalor is known to share experiences with friends and guests over a bottle of libation.



ALON FELKAN

Keywords: Loud, boisterous, well-spoken

Alon is a human male, in his early 30s. He wears his hair short, hoping to disguise his balding. Alon always dresses well, often in fine silks and furs. He wears little jewelry, only a plain ring on his left hand. Being a merchant brings much wealth to Alon, at the cost of constant travel. He enjoys the life and through it he met his second wife, Breighan. His first wife, Elleth, took ill and clerics could not find a remedy. She died two years ago. He holds a map to a dungeon called the Shrine of the Hoarfrost Jarl some distance north from the caravanserai. Alon believes something within can cure nearly any disease.



BRIEGHAN FELKAN

Keywords: Shy, laughs easily, chatty with familiar people, soft melodic voice

Brieghan Felkan recently married Alon. Her village far to the north sees more snow than sunshine. For the first time, she travels with her new husband. She acts a bit shy early in conversations with new people, but warms up quickly. She speaks softly, with a very melodic voice. Brieghan often dresses in earthy tones. Her pale eyes glitter in the light of the common room. She is slightly taller than most of the other women around. She stands as tall as Alon. Brieghan has terrible nightmares of an "icy spider spinning a web from the ceiling toward her face." She has been having this nightmare for over a week. She feels silly for being afraid of a dream.



MARENA SOTHIA

Keywords: Vigilant, serious, steely, acerbic

Marena is a guard in the employ of Breighan Felkan. Both Marena and Alon are very specific about this. Alon feels it is important that Breighan has a confidante on the road and expects Marena to fill this role as well as her guard duties. She takes both duties seriously, often seeing danger where none exists.

Her green eyes betray a bit of wildness in her soul. Marena rarely leaves her quarters without her breastplate and sword.

Marena talks in a deeper voice than one would expect from a woman. That, paired with her no-nonsense attitude and gruff manner often make people unfamiliar with her re-evaluate how dangerous a petite woman can be.



SHEN LIU

Keywords: Quiet, serious, dry sense of humor, witty

Shen Liu has been guarding Alon and his goods for almost a year now. Shen had been a foreigner in a strange land, unable to speak the local language. Alon, through the language of business, befriended and hired Shen as a bodyguard. Shen has quickly picked up the common tongue of this area, but still speaks with a heavy accent and often misunderstands metaphors. This makes Shen seem humorless.

Shen has begun attempting to court Marena, but his intentions have gone unnoticed, largely due to the language barrier.



ALINA RANNEAU

Keywords: Soft-spoken, serious

Alina is a half-elven woman, and the oldest of four sisters. Her mother and human parent, died 4 winters ago and left the caravanserai to the daughters. Alina is a lithe woman, and her work ethic shows through her body style. With elven blood in her veins, Alina has little need of sleep, often retiring for only 4-5 hours a night.

Alina loves the caravanserai. She sees it as the birthright and blessing of her and her sisters. All the Ranneau women were born within its walls, and all protect it with their lives.

Alina knows her father is an elven warlock, but cannot remember the man. She remembers hair that changed colors with the seasons and little else. Alina knows of the megalith in the woods.



JADWINGA "JADE" RANNEAU

Keywords: Melodious voice, flighty, inquisitive, quick to laugh

Jade is the youngest sister of the family. She knows of her father's past and feels like she could also become a master of the arcane. She attempts to be mysterious but is too flighty to pull this off effectively. She laughs quickly and is easy to distract. She is an avid reader though, imagining herself in far away lands, having adventures, and wielding magical powers only a novelist could create. Although she wants to have adventures and become an arcane caster of high renown, she is too timid and easily distracted to actually pursue any of these goals or leave her family. She probes new guests for books they may have to share or trade.



RASINE RANNEAU

Keywords: Deliberate, thoughtful

Rasine is the second oldest of the sisters that run the caravanserai. She has little interest in the dead-end wagon stop though. She stays because her sisters are here. Her real passion is alchemy. Rasine is self-taught and smart. But, without a teacher her potential is limited. She has perfected a poultice with local ingredients that soothes wounds (1d4 hp of healing). Rasine sells up to four of these poultices to people she likes for 15 gold each. Rasine usually dresses in vibrant blues, with muted highlight colors. Rasine speaks eloquently, pronouncing every syllable distinctly.



ZYTA RANNEAU

Keywords: Rich and loud-voiced, often smirking, witty, clever, sharp-tongued, amiable

Zyta is the third-born of the sisters that run the caravanserai. She is quick to smile, clever, and witty. Zyta often tends the bar and despite her quick smile, she's known to knock a head when her temper is up. She never backs down from a fight but is difficult to provoke. Zyta is quick with numbers and enjoys telling and hearing a good story. Away from her duties, Zyta likes privacy. When she is not needed for the chores of the caravanserai, Zyta often shuts herself away in her room. Her sisters tease her and say she is writing letters to a man who frequents the establishment in the summertime, but actually Zyta is teaching herself to paint.



JAK RONALIS

Keywords: Dirty, shabby clothes, friendly, open, protective of family

Jak is a fit man in his late 30s. He is a sturdy man whose hands are calloused from many hours of work. Before the illness spread through his village, his family was doing well. The army confiscated his herd and all of his horses except the two sturdy draft horses he used to work the fields. Then he watched the village burn from a distance. He has his father's old longsword, although he is not too familiar with its use. He is happy that his family has escaped the illness but unsure of what they will do to survive. He is a hardworking man who does whatever it takes to protect his family and insure their livelihood.

Jak does not know that Threya is concerned about being sick, and Threya and Tabatha actively hide this fact. They don't want him to worry.



TABATHA RONALIS

Keywords: Dirty hair, shabby clothes, quiet, protective of family, often seems "spacey"

Tabatha is a woman in her mid-thirties with rosy cheeks and a nose that has clearly been broken in the past. She is tired, world weary, and concerned for her family's safety. She recently fled their farm and left most of their worldly possessions behind. They have a small savings, a cart of what goods they could quickly pack, and a desire to find a safe area to make a new home. The village nearest to them was devastated by an illness that spread quickly through the area. She was concerned that her daughter might have been afflicted. Her parents were overcome by the illness that destroyed their village and they watched the army burn the village to the ground; as the Ronalis family escaped with some clothes, her husband's tools, and limited household goods.



TAMAR RONALIS

Keywords: Worn but well cared for clothes, 9 years old, quiet, reserved, observant, noncommittal

Tamar is a 9-year-old boy with a mop of unkempt brown hair. He has aspirations to become a hero and is excited by the opportunity to travel with his family. He has not quite realized or understood the reason the family left the village although he recalls his friends becoming sick and losing his grandparents. He knows that sometimes Threya sneaks out at night to explore but he won't tell on her.



THREYA RONALIS

Keywords: Cleaner than her family, mended clothes, 13 years old, excitable, quick-witted, inquisitive

Threya is 13 years old and on the verge of becoming a woman, or so her mother tells her. She knows that she will experience some changes as she gets older but did not expect the exhaustion and terrible nightmares that she has been suffering. Unknown to the Ronalis family, She has been sleeping late and appears weakened and exhausted each morning. She has spoken to her mother about the changes but is concerned that she may be have caught the same illness that decimated her home village and the villages in the area her family has just fled from.



VANDAL'S DIRGE, LONGSWORD +1

This magical sword is silvered and marked with intricate swirls and runes which run along its length and the pommel has an ancient form of the common dialect which reads Vandal's Dirge. The +1 Silvered Longsword heals the wielder 1d4 hp when a killing blow is struck.

This sword was used by the duelist Viktor the Vandal. It is rumored that he was cursed to kill 4 people in combat each month or his soul would be lost forever. After each duel he would sing a mournful dirge:

TREAD SOFTLY INTO THE NIGHT,
YOUR JOURNEY NEARS ITS END.
YOU HAVE FALLEN IN THIS FIGHT,
YOUR WEAK FLESH I DID REND.
I DRINK DEEP OF YOUR SOUL,
AND TROD MY GRISLY TASK.
THE BOATMAN CROSSES THE RIVER WHOLE,
AND I PAY THE TOLL HE ASKS.
WITH EACH SWING,
I END A LIFE.
WAITING FOR MY OWN KING,
TO LET FALL THE KILLING KNIFE.



WOODSMAN'S AXE +1

The Woodsman's Axe is a +1 magic weapon. All attacks against plants with this weapon are at advantage. When you hit wood or a plant with this weapon you deal an additional 1d8 damage.

This axe was wielded by Angus Black Wood. He battled a cursed army of corrupted woodland fey using this axe and it ran with the sticky sap of blighted trees and dark eldritch ichor.

The Axe of Angus

Before the dark and wilding forest
ANGUS PRAYED FOR STRENGTH
THE ELDRITCH TENTACLES OF BLIGHTED TREE
DID HE FORCE TO BEND THE KNEE
WITH MIGHT HE STRUCK THE DARKEST OAK
AND SAP STAINED HIS HANDS AND BROW
WITH THREE GREAT BLOWS THE HEART OF DARKNESS
FACED THE SUN
AND THROUGH THE WITHERED FOREST
GREEN SAP DID RUN
LEAVES AND BLOOMS GREETED ANGUS
AS HE DREW THE DARKNESS FROM THE FOREST
HE BURNED THE HEART
CHEWED ITS ASHES
AND HIS FLESH DID BECOME SINEWY AND STRONG
AS THIS HERO VENTURED ON