

NPCs

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Harlan Fletcher

Harlan owns and operates the Locked Antler Inn. He is a stern, burly human and a veteran of the King's levies. He has a limp from severe gout and runs his inn with military discipline. He personally locks the gate every night and carries the only key on a heavy iron ring around his neck.

Harlan previously hired Marta as a barmaid without knowing of her secret affiliation to the Duchy of Greycliff. She poisoned a smuggler staying at his inn, and so he consented to have a party of adventurers haul her off to the authorities in his stead.

Brynja Stormmantle

High keeper of the [Open Hall of Thunder](#) in [Skallheim](#), somewhere in the [Stormcrown mountains](#) separating the tundras from the forests of the lower continent. She taught [Steps](#) that [Thor](#) speaks both through storms and through the actions of his followers. He owes her his life and unflinching loyalty.

Kethri-stands-Unshaken

Steps' big sister who's off being a Paladin for an order he forgot the name of (for a God he doesn't recall). She was always a calming presence in Steps' life, who uses patience and careful observation to make decisions. Steps' impulsiveness would drive her up the walls sometimes, but when it came down to it she did always have his back and help him out in need. Steps' missed her, but he is not worried about her. If anyone can take on the world it's her.

Sings-to-Rain

Steps' mother. The one who raised him and had to deal with becoming a single parent after his dad passed away, while he was getting into trouble left-right-and-center during his kitten days. Steps' is sure he must have caused her to be worried about him on multiple occasions, but she's always supported him and Kethri in making the most of their lives.

Runs-with-Starlight

Steps' father whom he doesn't know all to well. He was enlisted as a scout, and died in the [Sapphire War](#) with the southern desert city-states, over the sapphirite that's supposedly magically conductive. All Steps knows for sure is that he fought in the battle of Glass Winds where the desert armies used some sort of crystal mirrors to break the Eusian kingdom's advance. Sadly his body was never found.

Edwin Mercer (Rowan's Father)

Edwin Mercer (Rowan's Father) is a sturdy man in his early fifties, standing just over six feet tall with the broad build of someone who once lived comfortably but has spent the last decade doing whatever honest work he could find. His dark brown hair has faded to iron gray at the temples, and a neatly kept beard can no longer hide the lines carved into his face by years of worry. His hazel eyes are warm but constantly alert, instinctively searching for dangers before they reach his family.

Once a respected merchant known for his fairness and sharp mind, Edwin lost nearly everything trying to save his only son from a mysterious illness. He sold his business, mortgaged his home, and exhausted every favor and fortune in pursuit of a cure. Though those sacrifices ultimately saved Rowan's life, they left Edwin convinced that one reckless decision could destroy a family. He is practical, dependable, and slow to trust chance, believing that survival comes from preparation rather than luck. His greatest fear is watching Rowan slip beyond his protection a second time.

Margaret Mercer (Rowan's mother)

Margaret Mercer is a graceful woman in her late forties with chestnut hair streaked with silver, usually braided and tucked beneath a simple linen scarf while she works. Though years of hardship have stolen the softness from her hands, they remain gentle and comforting. Her bright green eyes still carry warmth and optimism, though they often linger on Rowan with quiet concern.

Margaret possesses an endless well of compassion. During Rowan's illness she rarely left his bedside, nursing him through countless sleepless nights and refusing to give up hope even when healers did. She willingly parted with family heirlooms, cherished keepsakes, and every luxury she owned without hesitation if it meant one more chance to save her son. Even now, she fusses over Rowan's meals, reminds him to rest, and worries whenever he ventures farther than she can see. Despite her gentle nature, Margaret has an inner strength that carried the family through their darkest years, and while she dreams of seeing Rowan live a full life, the thought of him becoming an adventurer fills her with quiet dread.

Nadira-who-Remembers

Elder of Ri'shara (see: [Zaharan \(Tabaxi\) Tribes](#)) and one of the oldest and most respected Tabaxi in the Zahar. Nadira no longer travels herself, but maintains extensive knowledge of caravan routes, trading partners, family lineages, and seasonal movements. Caravaners are expected to register new expeditions with her before departing and report to her upon returning home.

In practice, she serves as Ri'shara's keeper of records, mediator of disputes, and adviser to the settlement's leaders.

Harald Thorbjörn

High keeper of [Skyfather's Hall](#) and a man some have described as looking like Oden's brother. He's physically unimposing, but he carries himself with a stature that belies his significance. Like all High Keepers he's accompanied by twin ravens who allow him to both commune with the gods and deliver messages to other [halls](#) and [Stormward Sanctuaries](#) throughout Eusia.

While the [Open Halls of Thunder](#) do not have a hierarchical structure or even direct affiliation with each other, due to Skyfather's Hall's significance Harald's opinions and actions have an outsized impact among the Thorist faithful.

Steps' caravan companions

Watches-the-Horizon

[Caravan](#) leader.

An older Tabaxi trader responsible for navigation, negotiations, and maintaining relations with distant settlements. Patient and respected, often reminding Steps to think before acting.

Mira-of-Many-Bargains

Quartermaster and trader.

Known for remembering prices, names, and favors owed across half the continent. If something could be sold, traded, or acquired, Mira knew how.

Finds-the-Path

Scout and guide.

The caravan's guide through the northern tundra. Familiar with the customs of the shaman tribes and the dangers of the [Frostmarch](#) routes.

Laughs-at-Cold

Guard and pack handler.

A physically imposing Tabaxi known for their optimism and ability to make light of miserable conditions. Especially fond of teasing Steps.

Sings-to-the-Kettle

Cook, healer, and storyteller.

Responsible for keeping morale high during long journeys. The member most likely to treat injuries or settle arguments around the campfire.

[Steps-without-Pause](#)

Apprentice trader, porter, occasional nuisance.

Officially part of the caravan. Unofficially the reason the others repeatedly had to stop and figure out where he had wandered off to.

“Baron” Francesco Ganso

Species: Gnome - Forest

Appearance: stout, with vibrant white tufty hair

Personality:

Carries himself with a confident, intimidation of nobility. Despite his stature he still glares down at you as though peering through his wide-beaky nose.

Has a cane with the head of a goose, the goose head carved of marble.

Esmeralda:

Pet Goose

Affiliations:

- [Gander & Goose Public House](#) - Owner

Yowls-in-Trees

Tabaxi trader who Steps met in Hanweir. Apparently knows Steps from something or somewhere, but unclear what exactly. Didn't know about the whereabouts of missing rest of the caravan, but did inform Steps that he's the first caravan survivor he met. Will give word of Steps' survival and his quest to find the rest of the caravan when he travels onward from Hanweir.

Sells interesting trinkets as well as regular pack supplies.

Asteriux du'Clement

Asteriux du'Clement (Human Bard - plays a golden fiddle)

Background: esteemed wealthy musician who travels throughout the land

Famous Song: Dance of Western Sea

Schmoop Connection:

Schmoop in a tavern hearing a toe-tapping fiddle song bops and fluoresces to the music like a strange lava lamp. Cassiopeia's violin being the first instrument he heard significantly, he is drawn towards the rhythmic source. Encroaching from behind, Schmoop peaks up behind like a cobra in a basket and leans over Asteriux's shoulder still bopping along and re-shaping to be like a gelatinous cape on his back. Asteriux, noticing the weight turned to see Schmoop's false face with a blank smile staring at him, jumps in the air with an abrupt music cut and viciously shrieks, "blithering clinging puddle of chromatic dragon bile!".

Ostavius Hrimspégill

Species: Wood Elf

Role: Archdruid of Hrímspegill Grove

Class: Druid - Circle of Stars

Personality:

- The namesake of the Hrimspégill grove
- Ancient
- Wise beyond his years, known to take in those lost in the dense nordic forests.

Connections:

- Schmoop
- Hrimspégill Druids (I will name some more)

Present Status: MISSING

There was a scuffle in the night, some yelling and he was gone, before Schmoop “left” the grove by means of Steps.

Territh Ganso

Species: Gnome - Forest

Role: Member of Hrímsspegill Grove

Class: Druid - Circle of Stars

Backstory:

Son of Francesco Ganso who left when he learned his father's goal of attaining a noble title and his methods of doing so - the Gnome Mafia (if that is going to be a thing - Esmeralda's Gold)