

Summer Home

D&D Fifth Edition Campaign Setting

Major NPCs

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Mayor Throckmorten

The “mayor” of the city is an official appointment for handling the minor administrative duties in overseeing the operations of the city. He is appointed by the Board of Aldermen and serves at their leisure.

The current mayor is a middle-aged human of somewhat rotund girth, with mutton-chop sideburns and a bushy mustache. His hair is medium/long, though on close inspection it can be seen to be somewhat thinning.

Captain Ivartan Squamial

Captain of the guard, he oversees the city garrison. The regulars of the guard are charged with keeping the peace within the city. When external threats are around the guard is often supplemented by soldiers from the various nobles’ entourages and by the militia composed of the city’s able-bodied residents.

“Garrulous” Gundar

Gundar is the best-known smith of the city with well-made weapons and armor. He generally does not work in enhanced items, though he has been known to do so on exceedingly rare occasions.

He gained his nickname due to his propensity to talk nearly continuously to anyone around him while he is working. If no one else is around, he’ll talk to himself.

Although he doesn’t make magical weapons or armor, he does have some ability to repair and otherwise maintain such.

Artemus “Artie” Philpicken

Artie is the proprietor of the Fairy Mist Inn and Tavern. He is a slender, dark-complexioned Half-Elf, with short white hair. Generally of a jovial nature, he can be mean when he has to.

Shaena Goodbarrel

Shaena is the main bartender (and cook) for the Fairy Mist Tavern. A middle-aged Halfling, she has had adventures on her own and is not afraid of anyone.

Corrin Goodbarrel

Shaena’s husband and chief cook for the Fairy Mist Tavern. He is also a noted hunter and frequently supplies the Tavern with fresh meat.

Mother Mary

“Mother Mary” is a local herbalist who runs a shop on Merchant Row. She is a well-known source for a variety of materials, in healing herbs, magical spell components, and even potions from time to time.

Old Edward

“Old Edward” is a human (?) sage. He is an older person with a long white beard and long white hair. He generally wears gray robes and is often mistaken for a mage (which he claims he is not).

He calls himself the “local historian” and usually travels with a notebook and several pens.

He often spends time in the Fairy Mist Inn taking to different groups, recording their stories.

He claims to live in a cave just north of the city and has been seen travelling to/from that direction. However, he calls himself a “hermit” and does not generally like visitors.

He has been known to provide information to those who ask, though he usually encourages a “contribution” for such information.

Meriel Amastacia (Starflow)

Meriel is the head of the local Elven enclave. She is a High Elf of slender build, usually wearing white or silverish gowns, with gold-flecked green eyes and long flowing white hair. She normally travels with a small group of Elvish guards, and often has one or two other “advisors” along as well.

Stephen “Boomfuzzle” Meistermeister

Stephen is the local head of the Wizards’ Guild. He is 6th level from the School of Divination. He is a middle-aged bald man of stocky build. He normally wears general purpose peasant’s clothing. He is primarily responsible for the administrative tasks of running the Guild Hall.