

Notable Figures & Factions

This section shows the more noteworthy people and groups you will meet in [Norvostra](#). Allies, villains, and the supernatural, all will be recorded here.

- [The Penitent](#)
- [The Lucent Endura](#)

The Penitent

“Purity is not measured in mercy. It is measured in the number of corpses left behind.”

The Penitent is a white-veiled religious executioner whose name has become associated with uncompromising judgment, suspected Blight, and the harsher edges of [Lathanderite](#) zealotry.

Little about his identity is publicly certain. What is consistent across surviving accounts is his appearance: a tall figure in plain armor, a white veil marked or surrounded by scripture, and a massive [silver](#) greatsword known as **Sun Sorrow**.



Overview

The Penitent is widely described as silent, controlled, and unnervingly still. Witnesses rarely describe rage, threats, or theatrical displays. Instead, accounts emphasize certainty. Once he has judged someone or something dangerous, there appears to be little room for argument, negotiation, or appeal.

That certainty is what makes stories about him travel farther than his actual movements. In communities already frightened by contamination and religious judgment, the idea of a veiled executioner who does not debate his verdict turns suspicion itself into a threat.

This has made him a symbol of religious severity to some and a figure of terror to others. Admirers describe resolve and purity of purpose. Critics describe a man whose faith has left no space for mercy or doubt.

Appearance

The Penitent is described as unusually tall and motionless when at rest. His armor is practical and relatively plain. Slips of scripture are pinned across his clothing and equipment, while a white veil or cowl conceals his entire face and hangs down across his upper body.

No reliable account establishes what lies beneath the veil. Stories that describe an empty hood, a missing face, or something no longer human are part of the mythology surrounding him rather than verified fact.

His principal weapon is **Sun Sorrow**, a massive silver greatsword. Witnesses have described him wielding the blade with remarkable ease.

The White Veil

The veil is responsible for many of the stranger stories surrounding the Penitent.

People attempting to watch him directly describe visual strain, rippling or doubled outlines, sudden errors in judging distance, and the unsettling impression that he has moved without crossing the space between. Others report hearing almost nothing as he approaches.

These effects have produced widespread rumors that the Penitent can vanish, teleport, or step outside ordinary sight. No reliable public explanation for the phenomenon exists.

Some survivors claim that reflections behave differently. A figure impossible to follow directly may appear more clearly in standing water, polished glass, mirrors, or other reflective surfaces. Whether this is a consistent limitation or merely another traveler's story remains uncertain.

Beliefs and Reputation

The Penitent is closely associated with religious purification, scripture, and severe interpretations of [Lathanderite](#) doctrine.

He is generally portrayed not as a killer seeking pleasure, but as a believer who considers violence morally necessary. This distinction does little to reassure those who fear him. The idea that he may act without anger, revenge, or personal gain has become one of the most disturbing parts of his reputation.

Stories told across [Faulmoor](#) attribute executions, purges, and the destruction of suspected contamination to him. The details vary sharply between tellings. Some accounts place him in the service of powerful patrons or religious authorities, while others insist he answers to no one.

Claims that he is a ghost, a Blightborn creature, a divine manifestation, or something without a human face are common but unproven.

Sun Sorrow

Sun Sorrow is the name consistently given to the Penitent's great silver sword.

Beyond its size, material, and association with him, little reliable information about the weapon is publicly available. It is widely rumored to be a **relic** and to have been given to the Penitent by [House Wilthorne](#), a story that has strengthened suspicions that the house has supported or sponsored him at some point.

Neither the relic claim nor the alleged Wilthorne gift is publicly proven. Other stories credit Sun Sorrow with impossible sharpness and divine judgment, though such claims are difficult to separate from the fear surrounding its wielder.

See Also

- [House Wilthorne](#)
- [Lathander](#)
- [Faulmoor](#)

The Lucent Endura

The Lucent Endura is a scholarly order devoted to uncovering, studying, and preserving the forgotten knowledge of the ancient world.

Its interests extend beyond conventional history, encompassing ancient ruins, mysterious relics, lost civilizations, and the surviving traditions of the Old Ways. Where others might see sacred ground, forbidden ruins, or objects best left undisturbed, the Endura seeks understanding.

The Name

The name *Lucent Endura* embodies two ideas central to the pursuit of knowledge: illumination and endurance.

Lucent evokes clarity, enlightenment, and the revelation of things long concealed.

Endura suggests perseverance, preservation, and the enduring nature of truth.

Together, the words express the idea that knowledge must be sought with patience, questioned with care, and preserved for generations yet to come.

Scholarly Pursuits

The Lucent Endura concerns itself particularly with the remnants of the ancient world and the uncertain history surrounding them.

Its fields of study include the examination of forgotten structures, the identification of relics, the comparison of historical and religious accounts, and the interpretation of unfamiliar markings and symbols.

Such work frequently raises questions that conventional scholarship cannot readily answer. Ancient structures may serve purposes no longer understood, while traditions preserved for centuries may offer only fragments of their original meaning.

The Endura's pursuit is not simply to collect these fragments, but to understand what they reveal about the world that came before.

Enclaves

The Lucent Endura calls its local chapter headquarters an **Enclave**. These provide a formal presence for the order's scholarly work.

The order maintains the **Vexenford Enclave** in [Vexenford](#), the fortified harbor-city guarding the mainland approach to Ebonmoor. Its precise location and internal arrangements are not widely documented.

The Surviving Record

Despite its scholarly pursuits, much remains uncertain about the Lucent Endura itself.

Its origins, wider organization, and full extent of its activities are not well established in surviving accounts. Much of what can be understood of the order comes from the work attributed to its scholars and the traces left by their investigations.

Whether its greatest discoveries have been preserved, lost, or remain misunderstood is an open question.

Campaign Developments

The Crookbend Station Discovery

During their exploration of [Crookbend Station](#), the party discovered the remains of a group belonging to the Lucent Endura.

Every member of the group was dead. Their bodies appeared to have been almost entirely drained of blood, presenting a disturbing mystery beyond the station's already grim history.

What happened to these scholars remains unknown. Neither the circumstances of their deaths nor the identity of whatever was responsible has been established.

See Also

- [Crookbend Station](#)
- [Hadran's Rest](#)
- [The Blasted Hearth](#)

- [The Harrowgate Ruins](#)
- [Vexenford](#)
- [The Pale](#)