Notable Figures & Factions

This section shows the more noteworthy people and groups you mill meet in Norvostra. Allies, villains, and the supernatural, all will be recorded here.

- The Mired (Player Party)
- The Lucent Endura
- The Penitent

The Mired (Player Party)

The Mired is the name chosen by a traveling band of six adventurers active in Faulmoor during the Rotmire Blight. Its members have different skills, backgrounds, and reasons for taking the road, but share the dangers of a land where even an ordinary journey can become a struggle for survival. Unlike Faulmoor's noble houses or established orders, The Mired is a small, mobile company whose identity rests on the people traveling together.

Origins: Jorick Vance's Commission

The companions first came together through a job offered by **Jorick Vance**, proprietor of the Marrow Room in Greymire. Vance hired them to recover an object known as the Emberglass from the Pale. What began as paid work brought the newly assembled company into the ruins of a monastery dedicated to Lathander, where they recovered the relic.

Their return to Greymire brought a grim discovery: Vance was dead, his body displayed upon the city's walls. The commission that had brought the adventurers together had become part of a much larger and more troubling affair. The circumstances suggested powerful interests behind the original job, although the full nature of those interests and the reason for Vance's death remain uncertain.

The companions continued traveling together after the commission, eventually choosing the name **The Mired**.

Members

- **Ken** is a kenku bard whose talents include performance, persuasion, and unsettling magic.
- **Agnes Kierkegaard** is a human cleric of the Grave Domain, practiced in healing and matters of life, death, and the undead.
- **Eggath Swearengen** is a gnome artificer and Battle Smith, skilled with machinery, crafted magic, and firearms.
- **Emonie** is an elven fighter known for quick movement and proficiency with blades and the bow.
- **Elandra Blackwell** is a half-elven warlock whose magic includes destructive and protective spells. She travels with an owl named **Archimedes**.

- **Bartholomew Cain**, commonly called **Bart**, is a human monk trained in fast, mobile hand-to-hand combat.

The six travel with markedly different methods. Between them they can fight at a distance or at close quarters, tend the wounded, negotiate, and examine unfamiliar objects. Their future reputation remains a matter of deeds rather than any title bestowed by a lord or guild.

Bart's Blight and the Emberglass

Bartholomew Cain was bitten and contracted the Rotmire Blight. The Emberglass, held and attuned by Agnes Kierkegaard, has since kept the Blight's progression in check. **Bart remains infected; he has not been cured.** His continuing stability is one of the most consequential known effects of the relic, and an important concern for the company as it travels.

Companions and Associates

Eggath's Steel Defender is a constructed companion that assists the artificer in the field. It is not counted among the six founding members.

Archimedes is Elandra Blackwell's owl and a known animal companion of the company.

The Mired have crossed paths with the Lucent Endura through an investigation into missing members of that scholarly order. This connection should not be mistaken for formal membership or an alliance.

Other recurring allies or contacts may be recorded here as relationships become established. An encounter or a single conversation does not automatically make someone an ally.

Notable Relics and Possessions

The Emberglass

The Emberglass is an unusual relic carried and attuned by Agnes Kierkegaard. Its known powers are limited, and the object remains dormant. Its presence has arrested Bart's Rotmire Blight progression, although it has not cured him. The full nature and history of the relic are not established by the party's present knowledge.

Hadran's Burden

The group recovered **Hadran's Burden**, the preserved breastplate of Saint Hadran, during its expedition to Hadran's Rest. The armor had been kept in an Ilmatari shrine facing the saint's resting place. It is a sacred object associated with the tradition of bearing suffering on behalf of others. Its current individual wearer or custodian is not confirmed here.

Other Noteworthy Equipment

The company's other notable equipment includes a *Wand of Secrets* held among the group's possessions, a *Periapt of Health* worn by Bart, Eggath's *Immovable Rod*, Bart's *Rope of Climbing*, Ken's *Gloves of Missile Snaring*, and Elandra's *Brooch of Shielding*. These are noteworthy tools and magical possessions, but are not all ancient relics.

Notable Expeditions and Events

The Commission in the Pale

The Mired's first shared undertaking was the recovery of the Emberglass for Jorick Vance. The discovery of Vance's body on their return turned a straightforward commission into an unresolved mystery. See **Origins** above.

Crookbend Station

While investigating Crookbend Station, the party discovered the remains of a Lucent Endura expedition. The scholars appeared to have been almost entirely drained of blood. The cause of their deaths remained unresolved.

Hadran's Rest

The group later explored Hadran's Rest while searching for members of a missing Lucent Endura expedition. They recovered Hadran's Burden from the sacred site. They encountered the disturbing condition of the saint's remains. During the expedition, the Emberglass opened a sealed doorway leading to chambers beneath the temple. A later attempt to use the relic on a damaged underwater partition produced no response. Their findings raised further questions rather than settling the older traditions of the Holy Sleep.

Reputation and Standing

The Mired have adopted a collective name, but their wider reputation, declared loyalties, formal leadership, and standing with Faulmoor's political powers are not yet established. Whether the company becomes known for mercenary work, scholarship, protection, or something less easily

categorized will depend on what its members do.

See Also

- Greymire
- Faulmoor
- The Lucent Endura
- Crookbend Station
- Hadran's Rest
- The Emberglass
- Rotmire Blight
- Hadran's Burden

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

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