



RANDIMITH

HUMAN 06

Storyteller & Wizard
PERSONALITY

Randimith is a kindly grandpa with chilly calculation behind the twinkle in his eye. His stories inspire people to long for adventure.

QUIRKS

Randimith has a rolled pouch of extra pipes and enough pipeweed for everyone.

NEED

Randimith has a map to a lost treasure, and he needs heroes to go liberate it.

SECRET

Randimith struck a deal with the moth-god Lusuthusia. He is immortal so long as he continues sending at least one expedition a year into a violent quest for wealth.

LEVERAGE

Canny and evasive, he tends to agree with any plan that skews towards heroic violence.

BACKGROUND

Randimith the Moth Whisperer “retired” here to be near halfling allies from his adventuring days. He pretends age has slowed him, and he enjoys the finer things with his surviving pals.

“Long have I waited for heroes like you.”



ADIRA BINA

HUMAN OS

Messenger & Horse Trainer

PERSONALITY

Adira is restless, eager to see past horizons, keen to go fast and to go far. She enjoys the pleasures of the moment on her way by them.

QUIRKS

Adira can't sleep on something immobile; she prefers hammocks, wagons, or horseback.

NEED

Adira's sister Jensi has fallen ill and needs someone to care for her, and Adira can't.

SECRET

Adira has a number of lovers scattered across her territory that are unaware of each other.

LEVERAGE

The threat of forcing her to stay put and hold still is torture. She tries to escape influence.

BACKGROUND

Adira was raised traveling, believing people who need a home lack the ability to find shelter and food anywhere they go. Frustrated by the slow pace of caravans, she grew up scouting and carrying messages. Now she charges for courier services.

"Pack it or leave it; time to go."



SKIPPER

DRAGONBORN 18

Weather Predictor & Stone-cutter

PERSONALITY

Skipper likes beauty. He polishes and shapes stones to reveal their potential. He is gentle, simple, and friendly. He dislikes conflict.

QUIRKS

Skipper can flex his crest membranes to sense weather changes, lies, sarcasm, and flirting.

NEED

He has always wanted the crow stones of a sand delver. One was spotted nearby.

SECRET

He keeps a hoard of gems in a hollow paving stone by the boulder throne in his hut.

LEVERAGE

Skipper has a weakness for beautiful stones. He retreats from violence. Lies make him sad.

BACKGROUND

Skipper's stone hut is made of polished and unusual rocks fitted together carefully without mortar. He offers weather prediction to locals for free, but charges travelers.

“Stones have contradictory beauty; we see ourselves reflected in them, but also they are ageless and enduring, alien and motionless.”



POL UNDERBINGE DWARF 19

Caravan Master & War Leader

PERSONALITY

Pol is all business or all pleasure. He is hard and restless while working. When he relaxes he's carousing or useless. When the ugly, dangerous work is done, there must be reward.

QUIRKS

He barks "Time and place!" if people joke when it's serious, or do business after hours.

NEED

A rival among the dwarf clans questions his loyalty because he travels so much. Pol can shut him up if he can uncover some leverage.

SECRET

A separate, secret peace: dwarves will not defend an ally when a barbaric faction attacks.

LEVERAGE

Pol has a network of favors among dwarves that he is unwilling to jeopardize.

BACKGROUND

Pol has built a network of alliances for decades, traveling among desert settlements and local dwarfholds. He is fierce at the bargaining table, in battle, and in drinking games.

*"Secure your nonsense on the road.
We unpack all that when we arrive!"*



GELISANTHIAS

ELF 27

Veteran Caravan Guard & Historian

PERSONALITY

Gelisanthias has the serenity of a stone cliff in the shifting desert, watching time sweep away people he knows as the sands do not change.

QUIRKS

He often sifts a little sand to predict weather.

NEED

He hates the city, but he has amassed a lock box of wealth to add to a vault there.

SECRET

If a caravan's leaders ignore his advice, he stops offering it. If the caravan seems doomed, he slips away and saves himself, contrary to his heroic reputation.

LEVERAGE

Nearly impossible to deceive or intimidate, easygoing to persuade unless it is life or death.

BACKGROUND

Lisan has worked this caravan route for centuries, he loves this area and considers it his homeland. He has deep knowledge of nearby locations and history.

"We won't take the low road this time of year, the sand snakes are in a spawning cycle."



Scout & Sorcerer

PERSONALITY

Handful combines glee and daring, recklessly pushing the boundaries of safety for a thrill.

QUIRKS

Handful was the only girl in a household full of brothers. She communicates affection with pranks, submission holds, and sucker punches.

NEED

Months ago, a drunk traveler said she had spicy blood—others would come for her. She refuses to think about that potential danger.

SECRET

She escaped a large-scale and lethal elven experiment that infused magic in halfling infants.

LEVERAGE

She likes adventure, but dislikes killing. She isn't competitive. She doesn't like analysis.

BACKGROUND

Handful generates and controls gusts of wind. She builds gliders, boosting herself up over the desert thermals. She was a scout with an elven military until a mentor showed her how to get thrills and **MAYBE** live longer.

*“You don't **HAVE** to outrun a wyvern if you can dodge the teeth, claws, and stinger.”*