



Borag Vegla

The Bravda of the Blue Veil and Calnassé's husband. He leads with strength and fatherly compassion. He has Ogre blood in his veins, and so it is unsurprising that he takes the role of Strongman during the Carnivalle. Borag and Calnassé have three children. Cassarine, their daughter, and Theros and Jannig, their two sons. They also have two huge hounds (Grunta and Bred) who are very protective of the troupe. While he normally wears a stern "fatherly" expression, he has a deep and infectious laugh if one knows how to trick him into dropping his intimidating façade.



Constable Rolf Timinis

Rolf is the no-nonsense Constable of Nevermore, charged with keeping the peace and defending the town. He is tall and lean, with close-cropped hair and a trim beard, which are both starting to show streaks of gray. He wears an old, but well-polished, suit of plate armor - over which is a tabard with Nevermore's town crest - and he carries a matching shield. A simply made but sturdy longsword hangs at his waist. He takes his job seriously and can be gruff and suspicious of outsiders but is willing to admit when he's wrong.



Sondama Surrisin

Sondama Surrisin hails from the city of Darkenhaven where he and his family have a very successful furnishings business. Sondama and his family migrated to the Republic from Sundestia many years ago. Their business creates very high-quality furniture for noble homes and higher-end lodging establishments. He came to Nevermore because a noble family by the name of Solzegan ordered a very large shipment of furnishings. He came to Carnivalle because he very much enjoys games of chance; in particular, the card game known as "Fools Down." During his time gambling, he stepped from the tent and walked toward the woods to relieve himself. He was captured by the Arachnid Revenants and brought to their dark abode to serve as food. He is most grateful to your group for saving his life.



Sunessy

Best known for her love of intense and exotic spices, Sunessy is a cook without rival. Day-in and day-out, she is almost always overrun by hungry Townies clamoring for a taste of her delicious offerings. If there were two of her, even the coin earned at the gambling tents wouldn't be able to match her income.



Leena Drungan

Leena, and her husband Stoof, are Dwarves that have been afflicted with the Twisted Bones disease. These two manage the wagers for the various contests and games during Carnivalle, as well as being responsible for brewing, distilling, and pouring alcoholic beverages for the troupe. They have one son, Ventov, and are raising Hamil, Shaena, as well as Trom and Trem.



Teuren Ziss

Tevren is of both Orc and Elvish blood and is quite handsome. Although the fangs protruding from his lower jaw and greenish skin are sometimes viewed as a disfigurement, his captivating blue eyes and deep, sultry voice have been the temptation of more than a few during his travels.



Jillian Vennex

This young Half-Elven woman has green eyes, silver-white hair, slightly pointed ears, and a disarmingly innocent face. She wears a well-tailored suit of studded leather crisscrossed with belts holding numerous coin purses, satchels, and daggers. She is sarcastic, witty, and charming, and is constantly traveling – following the roads across Verdestia and stealing only from the wealthy.



Freasha Firehair

Freasha is Sundestian and also Half-Elven with a nearly unnoticeable Draconic Blood-Touch. She is affectionately referred to as “the life of the party” by all in the troupe due to her bombastic personality and infectious penchant for getting into mischief. The Yunstas of the troupe are always especially excited when aunt Freasha is free to play.



The Great Clasby

Cool, calm, collected, and infinitely dignified, the Great Clasby is by far the most prim and proper fellow to have ever graced the Blue Veil with his presence. Tasked with overseeing the goings-on of the gambling tents, his keen eyes rarely ever miss a trick, and his cool manner has been known to force confessions of cheating out of even the most stalwart of scoundrels.



Kray the Blade

A quiet, relatively small man who is equally skilled with sword, knife, and bow; and a far more impressive fighter than anyone else in the troupe. Although some may think to underestimate him based on his overall size, they do so at their peril. His green-tinged complexion coupled with his blood red eyes reveals little of his unknown background, but there is no denying that he possesses strength far beyond what many expect.



Brayan of the Blind Wind

A slender, aging, blind Half-Elf with a long topknot and bluish skin. His lack of sight does not seem to diminish his incredible physical prowess or skill as a martial artist. Though soft-spoken and personable, he is often surprisingly sarcastic, as deft with verbal jabs as he is with physical ones. It is said he was once an honored Monk in Kizmya's Order of the Four Fates but, was cast out for some terrible wrong.



Woorsten

Gruff and prone to bouts of anger. Woorsten has developed something of a reputation among the citizens of Nevermore for always being at the center of almost every conflict, especially around taverns and houses of ill repute. He's a big man with a thick brown beard and is actually very skilled with a bow and blade. He's almost never seen without his friends Jend, and Big Ned.



Jend

Thin and wiry, Jend has been described by others as being somewhat “twitchy.” He has what seems to be a nervous tick that constantly causes his right eye to twitch and yet despite this, there’s almost none that can match his skill with thrown blades...almost. The line of his bright red hair has begun to recede and so he grew a bushy beard to compensate. He is always trailing along behind Woorsten and is rumored to have particularly “sticky” fingers.



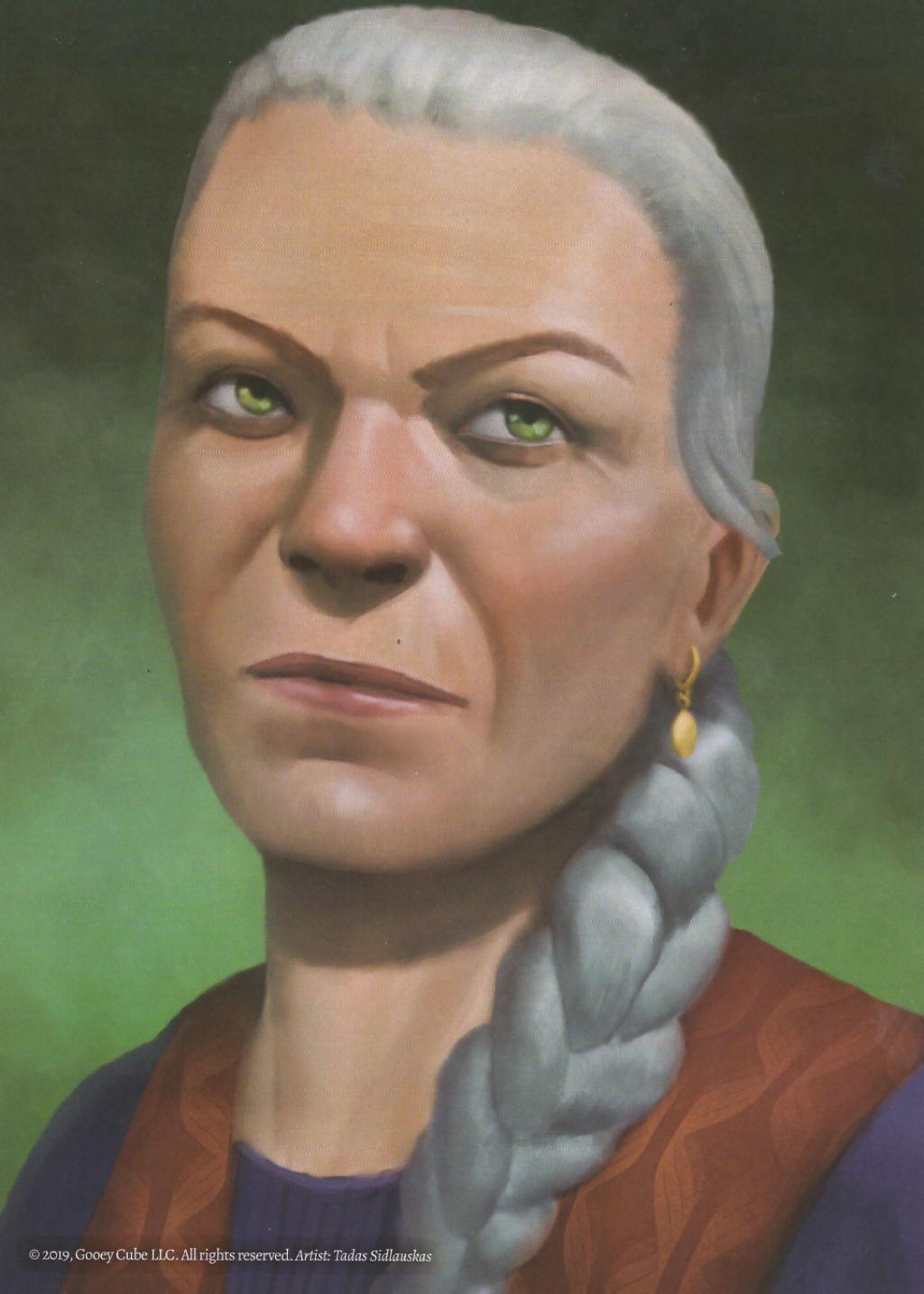
Big Ned

Ned is by far the largest of Woorsten's posse, which earned him the "big" designation. Ned is a man of very few words as he only appears to grunt when forced to communicate. Oddly enough, both Woorsten and Jend seem to know exactly what he means whenever he does decide to "say" something. Because no one else is really able to speak to him, many are curious about the scar on his forehead, but its origin remains a secret.



Calnassé Vegla

Borag's wife, the Vrenda of the Blue Veil, who comforts and rebukes all members of the troupe as needed. A Half-Orc, she is nearly as strong as Borag, and joins him in the wrestling ring during Carnivalle. Borag and Calnassé have two sons, Theros and Jannig, and a daughter, Cassarine. Calnassé is known in the Blue Veil for her strong maternal care but that warm persona definitely doesn't extend beyond the troupe. To outsiders, she is fierce and intimidating. The green skin, piercing yellow eyes, and sharp fangs protruding from her lower jaw are all hallmarks of her Orcish ancestry. The elegant slant of her eyes and the shine of her raven black hair all seem to play perfectly with her more savage features to give her an unfamiliar beauty and causes her adversaries to underestimate her strength... to their detriment.



Frenne

She helps prepare the varied and spicy dishes of the Hanataz, whether to feed the troupe or sell to Carnivalle patrons. Together with Sunessy, they are mentoring Sangy, Haan, and Felisha. They are also teaching Hurannan the ways of the Master Chofta (Chofta is the Hanataz word for “Spice Chef”). Although she is usually seen with an irritated scowl, Frenne’s heart couldn’t be warmer than the delectable pastries she serves... at least when it comes to the troupe.



Stoof

While Leena is ordinarily busy handing out what few winnings the “Townies” manage to accrue, Stoof can normally be found in the back of their wagon tending to the variety of brews and concoctions that he’s experimenting with. Despite his sometimes-sour appearance, Stoof is actually incredibly personable and loves sharing his newest distillations with anyone that will try them.



Mavea

None in the troupe are more well-versed, or skilled in the arts of the Spell-dancers than Mavea. It is whispered that she once stopped a rampaging horde of Orcs in the Northlands with her Fey-Touched beauty and entrancing movements alone. The rosy tint of her skin, glittering blue eyes, and coral color of her hair are all traits shared by her sisters Elnass, and Saevra.



Mother Salvensa

The kind, aging matriarch of the troupe. She can play the role of fortune teller to earn some coin for the Blue Veil, but is capable of far greater magic. Her accent can be difficult for outsiders to understand, but always conveys wisdom, and is likely not native to anywhere in Verdestia. Mother Salvensa is usually seen garbed in a wide array of colorful robes adorned with all manner of charms and trinkets. Her weathered and wrinkled face is rarely ever seen without a mischievous grin.



Kleista

A Human girl of about age nine whose tiny horns and pointed ears betray an Infernal (demonic) Blood-Touch. She has reddish skin, purple-black hair with a lighter purple streak, and big yellow eyes that are somewhat cat-like.



Strend

A 7-year-old boy eager to hone his skills with the blade and bow. He is Half Wood Elf with blonde hair, slightly greenish skin, and matching green eyes.



Vezzy

A 5-year-old, mischievous, and somewhat wild Human girl. She has the Fey Blood-Touch which has given her longer, pointed ears, and very pretty features. Her ancestry is Sundesian and Wood Elf, which gives her an exotic look – darker brown skin with silver-blonde hair and lighter, purplish eyes.





Jovessa

A 6-year-old Elven girl who is afflicted with the Skivers; she shows great aptitude in manipulating many types of magic. The Skivers disease creates Dwarfism in the High Races along with some physical deformities. She has a longer face due to the condition but is still very cute. She has a streak of red in her light blonde hair, a button nose, and huge green eyes.



Creeda

A sweet 4-year-old Halfling girl already possessing an incredible singing voice. She has the Blood-Touch of Air giving her light blue-white skin which is covered in darker blue freckles. She has curly, light-gray hair, and very light silver-blue eyes.



Trom

Like his twin brother, Trem, Trom has begun to amass a questionable set of skills that include pickpocketing, lock picking, and a particularly heart breaking performance as a hungry orphan on the verge of death that just needs a few coins to survive.



Trem

Trem, like his twin brother Trom, is 8 years old and already possesses skills in sleight of hand that would match or exceed full grown men that have been working at their craft for many years. Many a purse has been clipped by these two charming scoundrels.



Jannig

The youngest child of Borag and Calnassé, he is a very tall, brawny 11-year-old with greenish skin and pointed ears owing to his mother's Half-Orc heritage. He has black hair and eyebrows, pointed ears, bright-blue eyes, and a strong face with small lower-jaw fangs. He can already competitively spar with many of the Frenta.



Selvra

Selvra is a Druid who serves as Beastmaster for the troupe. Tranoov is her Manticore, Meega her Owlbear, and both follow her every command out of great devotion and loyalty, rather than any harsh training. She is said to have once been with a Drudic circle but was expelled due to her Abyssal Blood-Touch – and because her ability to master monsters is feared as a mark of evil.



Taeleen

Although she is very partial to slapstick and physical comedy, Taeleen's true talent lies in tumbling. Although she is only an apprentice harlequin of the Blue Veil, her skill in acrobatics and contortionism is unmatched by any in the troupe and possibly in the Hanataz. Her sweet smile and lovable antics are especially appreciated by the children that watch her perform while they wait in line to enter the Tent of Jests.



Zani

By far the most talented performer of foolery in the troupe, Zani has earned a very well-deserved reputation as the king trickster of the Blue Veil. Nearly none are immune from his pranks and tricks. Even Borag and Calnassé have been targeted by his sometimes-irritating sense of humor. The only person in the troupe that he will never pull a prank on is Mother Salvensa since, the last time he tried, she turned his mischievous act back on him and he ended up wearing a coating of rotten pig slop.



Columbina

Many of the bright and sparkling patches of animals that have been sewn onto her costume were created by Columbina herself. She is actually a very gifted seamstress and does much of the clothing repair needed by the rest of the troupe. Although, almost none know this because she is never out of character.



Anton

The Cleric for the troupe, who is always impeccably groomed and bedecked in an elaborate costume including a distinctive turban. Though devoted first to Jinxx and Kizmya – like most of the Hanataz – he tends to the mobile shrine of the Blue Veil which honors many gods and goddesses important to the Traveling Folk. He is warm and well-spoken, though he possesses something of a quick temper. He is mentoring all in the troupe in the ways of the gods.



Chelsea

A kindly lass with pinkish skin and purple hair who is both deaf and mute. She is a Half-Sarth with a Fey Blood-Touch and is gifted with a most amazingly happy disposition. She loves to weave, and everyone in the troupe proudly wears at least one piece of clothing with her intricate and fascinating patterns.



Old Strem

The “grandfather” of the troupe... if it had one. He is a great storyteller and holds the entire troupe in rapture when he tells tales at the Tent-Fire. Though his gnarled, shaking hands can do little to help with physical tasks anymore, his stories are at the core of each troupe member’s identity as Hanataz. Old Strem is part Estrenian and part Elven with the Blood-Touch of the Havelan.



Vestia

Vestia is a Fey-touched, red-haired Sorceress and her partner is Skizzig, a Wizard who was badly burned in his childhood. They put on incredible magical displays to delight the crowds during Carnivalle. They are mentoring Sayaer' Kress, Fixxe, Ignish Firehand, Brandele Steele, and Kenna and are also raising little Jovessa. While most other Blood-Touches in the troupe are immediately apparent, Vestia's is quite subtle so more often than not, she is simply viewed as a normal Human.



Skizzig

At some point in his childhood, a young Skizzig was severely burned and carries the scars of whatever unfortunate circumstance created them to this day. Although his demeanor could not be more cordial, many are too afraid to approach him because of the sinister grimace the scars have etched onto his face. Because of this, he is usually seen with his hood drawn to avoid unwanted stares.



Black Bonny

A light-haired, heavily tattooed, female Myruun who is seeking to build a reputation as a feared and storied pirate. She has earned the respect of a pirate crew primarily consisting of Myruun sailors, and they have conducted several successful raids.



Fundes Rumm

An old wanderer and drunk, Fundes Rumm has lived on the outskirts of Nevermore for several months. The more charitable citizens give him some food and drink on occasion, but most simply try to ignore him. Those with a good memory, or who are well traveled, may either recall that he's passed through Nevermore a number of times over the years, or that they've seen him in other towns throughout the region.



Smedley DeVernn

The DeVernn family has recently come into great wealth and a title from a modest background. They incautiously display their wealth with fine clothes, jewelry, coaches drawn by purebred Shuugenshire Greys, and with other acts of conspicuous consumption. Because of this lavish lifestyle, the young and brash Smedley has had little opportunity to experience the outside world and, therefore; lacks any sense of decorum or reserve.



Talor Crizz

This enormous, nearly seven-foot-tall man is quite strong, but not particularly bright. Along with his height, his blocky features and crooked teeth make him even harder to miss. His disposition matches his appearance and he is regularly seen harassing and menacing townsfolk - he seems to enjoy it.



Tadas Sid

Tadas is a very light-skinned Human male with silver hair and silver eyes. He has an odd “star tattoo” on his forehead; it almost looks like he was branded with the mark. He tends to keep to himself and is rarely seen conversing with anyone for more than a few minutes at a time.



Condig Runecarver

The smell of toffee apples seems to pervade the air wherever this stately-looking Dwarf goes. His green eyes sparkle from below the wide brim of his bejeweled top hat and the corners of his mouth are slightly upturned, giving him the expression of someone that knows something no one else does.



Jeeves Enderfelt

Although hunched with age, Jeeves still carries himself as an energetic man with a strong sense of purpose. His unkempt hair is almost entirely white with small streaks of silver. Despite his disheveled appearance, he doesn't seem to be missing any of his teeth, and his clothes and hair lack the telltale stains and odor of someone that came from the gutter.