## Kalad:

Last seen in “Siege of Bordrin’s Watch” when he was rescued by the PCs, this heavily muscled

dwarven paladin no longer looks quite as haunted as he did in the tunnels of Bordrin’s Watch. He is gruff

but friendly, and a staunch ally of the PCs. Kalad also has spoken to Amyria several times, and he backs

her unflinchingly. Unfortunately, his seemingly blind willingness to support the deva makes him look

intractable and foolish to the more politically savvy members of the Coalition, and his staunch support

has almost proved a liability from time to time. If Kalad didn’t survive “Siege of Bordrin’s Watch” in

your campaign, that’s okay. The priest of Moradin in Overlook called in several favors and had Kalad’s body

sent across the land to have a ritual of Raise Dead performed on it. He has been tasked with representing

Overlook’s interests in Amyria’s Coalition.

Kalad: “Dusk Wardens, welcome and well-met! Even here Overlook can count on you to save the day. It warms my heart to see you all. Please, let me introduce you to the dignitaries present. Lords and ladies, may I present the Dusk Wardens.”

## Brandowen (Quelenna) Entromiel:

The female gnome Brandowen “Brandi” (eladrin Quelenna) Entromiel rules over the mercantile settlement of Dornaithos, which trades both fine craftwork (including goods from the Feywild) and everyday items. She has dealings with the Elsir Consortium, a group of merchants from the Elsir Vale, and with traders in every major settlement across this corner of the mortal world. Gregarious and shrewd, Quelenna is well known for her business acumen and efficiency. It’s rumored she’s not afraid to resort to bribery if doing so will get a project or deal finished quickly.

Quelenna wants Dornaithos’s fortunes to continue and thinks running the Coalition is a way to make herself more prominent and secure better deals for Dornaithos to provide war material. While the Coalition’s first order of business is not to determine a leader, she already has her sights set on the position.

Brandi: “YOU BEAR-STEALING SON OF A BITCH! Where is he?”

Lechonero: “He loves me more! Stay back! Festivus likes to eat gnomes.” [dives out the nearest window] <see Caliandra>

Brandi: “Lord Barases,” [curtsies] “It is an honor to meet you. Word from the Satyrides has been sparse since the fall of your father. Many feared you were lost with him. I’m glad to see that fear was unfounded.”

Brandi: “Sir, are you well? You have the stink of Winter upon you…I understand the pain you must be feeling, but beware giving into darker temptations and straying from the Golden Throne. Titania’s wrath is an endless terror, and with forces are moving against the Summer order I hear her temper is shorter than usual.” [looks around worriedly] “But I fear I’ve said too much already. Hurry home, it needs you.”

## Caliandra of the Stagrunners:

This ancient elf can trace her descendants back to elves who migrated from the Feywild almost eleven of her generations ago. She leads not only her own tribe, the Stagrunners, but has also been named the voice of all the

tribes that live in the wild reaches to the north and west of Elsir Vale. All told, she speaks for a group of

twenty-five tribes.

Fierce, wild, and haughty, she is stubborn and opinionated, and isn’t afraid to engage in a protracted argument about aspects of history that most people have long forgotten. She holds influence with many gnome, elf, and eladrin leaders, much as a respected grandmother and advisor might. In a crisis, she leans toward solutions that provide the most safety for the most people. She seems to expect subservience, making Caliandra nearly intolerable to deal with. But she also has tremendous in-roads among the barbarian tribes she represents, making

her a valuable asset.

One of the naysayers of the Coalition, Caliandra automatically assumes her age and experience make her the voice everyone else should listen to. She talks loudly, fiercely, and often, but she doesn’t mince words. She gets to her point quickly. She favors action of some sort, but is like a ship in need of a pilot. If given a course that she can approve of—something that will let her lead her people to glorious battle against the invaders who have killed so many of her people—she will fight honorably and without hesitation. But she demands respect, and is fond of rejecting someone else’s idea out of hand, only to bring it back up minutes later as a concept all her own.

Caliandra: “He never was particularly reliable. Disappearing at inopportune moments for months at a stretch. What Thrand ever saw in the boy was always a mystery to me – perhaps until just now. I do hope the lad hasn’t done anything to hurt relations between the Stagrunners and Astrazalian.”

Brandi: “In business, Lechonero always represented you with dignity Elder. Though he was always brash and short-sighted. That kind of thinking has no place in this council. If this is who you bring with you it does make me question your commitment to these proceedings.”

Caliandra: “Merely a happy coincidence Brandowen. When you reach my age with a family of your own it will be hard to travel without tripping over a descendant or a cousin.”

## Inogo Dravitch:

A priest of Hlal / Erathis, Inogo hails from the distant city of Sherrbyr. This city lies far to the northeast, beyond Elsir Vale by at least three weeks’ travel. Inogo is the current leader of this city of temples. A theocratic city state, Sherrbyr also boasts a massive college of divinity, where worshipers of nearly any deity can openly practice their faith.

As a result of its varied populace, the city’s leadership is formed of a council of priests of the most worshiped deities in the city. The council changes as the population changes. Some deities fall out of favor while others rise. But Erathis’s worshipers have been a power in the city for years, and Inogo is the most recent in a long series of Erathis-worshiping council leaders known as Deacons.

Sherrbyr is a city accustomed to nearly endless debate, thanks to efforts to accommodate every faith represented on the ruling council. As someone long schooled in this approach to government, Deacon Dravitch is well out of his league in a group that needs to make decisions quickly and decisively. He represents a powerful city, however, in terms of both its military and divine might. Sherrbyr could field a veritable army of healers, as well as a mounted corps of paladins. Inogo is mostly quiet in Coalition meetings, speaking up only when a plan of action is proposed. He is, at first, unwilling to commit any resources without first “exploring other options” or his personal favorite, “negotiating with these githyanki to help them see reason.” Odos despises Inogo immediately,

and Inogo reciprocates. As Sherrbyr has yet to experience anything like the githzerai have at the hands

of the invaders (in fact, Sherrbyr has been entirely spared, to this point), it’s an understandable attitude.

Inogo: “In Asterinian’s name, the proscribed son returns! I would say your mother would be happy for news of you, but unlike you and your father – proper dragonborn aren’t prone to exaggeration. Dare I hope that you have found your way back to Bahamut’s wisdom?”

Inogo: “As a being of peace and civilization I refuse to commit any resources to a military solution before fully exploring other options. We should be negotiating with these githyanki to help them see reason.”

Odos: “The githyanki are not to be trusted. They are a race of pirates and murderers – locusts devouring everything in their path. They will not be reasoned with.”

Inogo: “And how should we value his word? I hear from the populace here in Sayre that these githzerai are little better than beggars and thieves.”

Odos: “How dare you! You sniveling swamp wyrm!”

Divnan: “Settle down gentlemen! We’re not helping anyone throwing insults about.”

## Fariex the Scalehammer:

This adult copper dragon has an unhealthy interest in the activities of humans. He has spent his life in human or elven form, living in human cities and studying their ways. He is light-hearted by nature, and knows more jokes

than most jesters. He is far from a buffoon, however, and expects respect. His one weakness is a tendency

to weigh the facts of a problem instead of quickly making up his mind.

Fariex has the ability to assume the shape of a human, and he does this at all Coalition meetings—or

anywhere else he’s encountered in the city, for that matter. He does not openly reveal his true nature, but

passes himself off as a powerful merchant with interests in various cities. Fariex does not represent a city

or other political body, but was invited because of his connections to many far-reaching settlements, townships,

and ports, and the wealth and military might they represent. In meetings, Fariex is mostly quiet, but will occasionally interject a pointed question, especially if the topic of conversation touches on his area of expertise (namely, money and its movement through business affairs). He also has an interesting sense of humor, and will sometimes try to openly catch others in duplicity or engage in some word play over a statement he perceives as absurd. The richest member of the Coalition, Fariex is a key player to ally with, since he can fund many of the operations the Coalition is ambitiously interested in pursuing.

Fariex: “Enough Inogo, let the lady be. If either of you should be ashamed of your behavior it’s you Deacon. Does Bahamut not teach tolerance and acceptance? A pleasure to meet you Lady. Though word has reached me of your music, I must admit I’m more of a fan of your wit and humor. Hopefully you can bring some levity to this otherwise rather dour committee.”

## Odos:

The githzerai leader firmly believes that Telicanthus is up to no good, and while he is mostly quiet

in all proceedings, when the issue of the githyanki noble inevitably surfaces, he doesn’t hesitate to make

his opinion known. This is true whether or not the characters succeeded in “The Debate” skill challenge

(see page 89). If the PCs failed at the skill challenge, Odos can still be persuaded here, but he calls for Telicanthus’s head at these opportunities rather than backing Amyria’s call to investigate the powerful merchant.

This drives Lord Torrance to distraction, and Odos quickly finds himself on the outs with many other members of the Coalition. But Odos represents githzerai all over the mortal world and beyond, and he knows the githyanki tactics and agendas. He’s perhaps the singlemost important ally in the defense of the world, and most of the other Coalition members know this—even if they won’t admit it openly.

## Lord Divian Torrance:

The ruler of Sayre, elected by a fellowship of scholars and merchants, is a potent and skilled politician. His goal, first and foremost, is to see that his city comes out ahead in the war. He’s not willing to side with the githyanki

invaders, but his goal is to lead this Coalition so that his small city is given due representation. He knows that Sayre’s leadership wouldn’t have been consulted if not for the good fortune of hosting the first meeting

and the absence of a representative from Nefelus, Amyria’s first choice to host the meeting. But he plans

to make the most of the opportunity and makes it clear at every opportunity how relevant and important

Sayre is to the coming conflicts. Lord Torrance can be wooed if he firmly believes Sayre will continue

to be an important player. He is opposed to any plan that deals with bringing Nefelus into the Coalition,

although he won’t openly say so. He’s worried that if Nefelus brings their magical expertise and knowledge

to the Coalition, Sayre’s position as a center of knowledge will be dramatically weakened. Thankfully, this

isn’t an issue that is likely to rear its head . . . yet.

## Amyria:

Not a member of the Coalition, the extremely passionate and charismatic deva paladin has rallied these leaders to meet in Sayre to discuss the invasion. While she doesn’t have a vote on a course of action, she has the right to speak freely—something she hesitates to take advantage of in this first meeting. When she does speak, Amyria almost glows with her inspiration and belief in what is right.