Other Faculty:

Headmaster \_

Mrs. Dashali

* A centaur woman in her 60’s.
* She’s responsible for keeping the academy’s paperwork intact and organizing class registrations. Most students end up meeting with her before they start at the academy to be given the rundown and the chance to ask any questions they have about campus life.
* Is the primary student resource for any goings on. Outside this, works with the headmaster on all the needed legalities and such in the academy.
* Is subtly referenced in one of prof (22)’s tales as a heroic sage in a peacekeeping light. They don’t explicitly say they’re referencing Mrs. Dashali.
* May not be a teacher, or show this aspect of herself very much, but is one of the most powerful practitioners on campus. Sorcerer with a focus on spells that put things to a stop.

Mrs. \_

* A not-quite-middle aged svifnerblin woman
* She’s the school doctor- master in remedying natural and arcane afflictions
* Has a kindly caretaking attitude in a “I got you, sweetheart” sort of attitude
* Cleric with a focus on herbs and medicine

Gargamel and Doyle

* The two gargoyles watching over the main entrance. They usually mean well but get a kick out of scaring the first years entering the academy for the first time. Threaten to report students running around past curfew, but they usually don’t amount to anything. Can nonetheless be bribed with unusual things.
* Really enjoy the various performances the students perform
* The parts of their names that don’t spell gargoyle- “ameld”- is part of some kind of puzzle.
* Not casters

Students (same year):

Agnes

* Human woman with long brown hair and a very abruptly sunburnt complexion
* Is a very enthusiastic and curious person who is very excitable about all the things on the island she’s never seen before.
* Lightheartedly pokes fun at people who bundle up in this climate but is constantly complaining about the heat.
* She hails from The North, and her family runs a business making fur coats.

Arabella

* A petit elven woman with short, super curly blonde hair and subtly brassy skin.
* Acts with overt courtesy with very old-fashioned manners. She’s committed to studying to the point it nearly kills her social life.
* Working to become a skilled spellcaster to serve her clergy back home

Delrio

* Tall human man with one of the most athletic builds on campus. Is a very laid back and fairly friendly person. Can be a bit smart mouthed and sarcastic.
* As a native of Tatsubar, loves to hear about the lives of those from elsewhere and the stories they have to tell.
* Learning druidcraft to help his family. They run a clove farm- very dangerous work- and returns home during the summer to help them during harvest season.
* Buds with Dravik

Diane

* A young firbolg woman who’s a fellow student. She’s overly optimistic and well-meaning but tends to get in over her head.
* She stays in one of the dorms next door.
* She’s fairly well known around campus being Donna’s daughter and helps out at the restaurant best she can.

Gianna

* A young human woman who is very competitive about mastering spells. Like a self-imposed rival that tries too hard and is hard to take seriously.
* Gets especially into the school sport and aims to be the best at it

Jupo

* A very small, very perky aarakocra with feathers resembling a sun conure. They have a very bright personality and tries to make friends with everyone.
* Likes to hang out with people in popular locales like the plaza, around the dorms, Hwen, and sometimes Ondor Ruin

“Rix”

* A blue and white speckled dragonborn covered in tattoos.
* Despite their imposing looks, is a very withdrawn person who is quiet and politely waves to their neighboring dormmates in class and passing.
* Is a skilled artist, but is too embarrassed to show anyone their work.

Tahlko

* A bronze dragonborn speckled with silver. He’s kind but is also bit of a class clown. Rarely very disruptive during lectures, but in practical courses tends to screw around. Very likely to make a scene experimenting during alchemy class.
* Is a middle child from a large family of shipwrights in northern Tatsubar.

Students (higher year):

Dravik

* A dwarven man with a beard that almost appears as a living flame at the ends. Is a very jovial character who means well… but sometimes is too wrapped up in his fun-loving tendencies to study properly. Big brother energy, friends with Delrio.
* Currently a year above the group but is likely to be held back during his 3rd or 4th year.
* Has fiery sorcerous powers and is committed to becoming the best, most powerful spellcaster in his clan.
* Comes from a family of champion wrestlers in his dwarven clan. Despite him not following their same legacy, they are very supportive of his arcane studies and wish him the best.

Reil

* A tall and slim aarakocra with feathers resembling a red-shouldered macaw. His tailfeathers are most often downward and lightly dragging on the ground, he’s often carrying textbooks, and he’s constantly pushing his glasses back up. Is very much a bookworm and has a very reserved personality.
* Is most often found in the library after class hours.

Other NPCs:

(Bait shop sisters)

* A half-elf and half-orc sister that go fishing in the waters near campus. They sell their catches to campus food vendors (namely Spearfish) and pass through campus commonly.

Merchants:

“Bernie” Bernadette

* One of the chefs at the *Café Hall*
* A fairly young mourning dove kenku with big, bright eyes. Always waking up extremely early- before most everyone else. Very quiet.
* One of the workers at the dining hall who prepares the school-provided coffee bar in the morning. It’s open throughout the day- an hour before the day’s earliest classes and an hour after the last ones end.
* Not a caster

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* One of the chefs at the *Café Hall*
* A half wood elf with heavily braided and beaded hair. Bright and sunny personality- rarely seems tired in the morning.
* Is the lead behind preparing the breakfast spread in the morning. Is also the one that shapes the layout of the hall magically according to the setup the kitchen needs for cooking that day.
* Nature cleric vibes

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* The head chef at the *Café Hall*
* Orangish red dragonborn with a strong stature. One of the few people on campus originally from Westra. Is a young adult, but they cook as if they had years of experience. They are guided by their ancestors in their hunting and cooking endeavors- making some of the most authentic Westra cuisine on the island.
* They’re the one that prepares the delivered meat of the day for cooking. They also lead the kitchen in preparing lunch for the day.
* Ancestral Guardian Barbarian

Randall Fudacker (“Cornhead”)

* Runs *Fudacker’s*, one of the many food carts on campus.
  + Popcorn (plain salt & butter)
  + Kettle Corn (flavored)
  + Taffy
  + Rock Candy
* Started the cart purely out of spite but has come to enjoy the work. Makes food with the creative use of the limited cantrips he learned before getting expelled.
* An *obnoxiously* blonde half elf guy in his mid-20’s
* Very charismatic and a fun, chaotic salesman. On a personal level, still has that annoying “bratty rich college dropout” energy.
* A few years ago, was a student. He was tending to a pseudodragon for class before it got into his weed stash and burned down one of the lecture halls (after school hours when it was empty, so no one was hurt). His rich aristocratic father paid handsomely for the construction of a new one to keep the incident quiet and from tarnishing his name before disowning Randall.
* Was expelled from student hood at the campus but is still allowed to stick around as a food merchant. The reasons for this are unclear, and the entire incident lingers in rumors spread by his previous classmates (the 4th years).
* He pesters the teacher that traced the incident back to him every year (prof \_)- this one marking his third. He sets up the cart right outside the class he’s teaching so he’s pestered by the sounds of popping popcorn. Simultaneously spiting his father by slapping the family name on his ridiculous business.

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* Runs \_, a food stall on campus
  + Helado (Mexican ice cream)
* A young halfling man that struggled during his time at the school and decided to limit his goals to a couple elemental spells and marketing before settling on selling ice cream on campus. He’s extremely friendly with students and especially staff.

“Annie”/ Antionette \_\_

* Runs \_\_, a food stall on campus
  + Crepes (savory and sweet)
  + Omelets (duck eggs)
  + Candied Fruit
* This stall is the earliest to open- setting up as the teachers are heading to prepare their earliest classes. Is a popular breakfast spot in the school.
* A red tiefling woman in her late 30’s. Milf energy
* Has no interest in learning more magic as she knows enough to make a decent living. An alumni saw her capabilities and told her about the campus, but she instead took it up as a business opportunity. Made herself at home on Westra and has put an alluring twist on its ingredients with her homeland recipes with a little flick of fire magic.

Lanzeel

* He and his family runs Spearfish, a food cart on campus
  + Kebabs
  + Fish
  + Hot side dishes
* Open around lunchtime and after classes
* A family of kobolds all playing a part in preparing the food- usually with everyone performing different tasks

Donna

* Runs *Donna’s*, a restaurant near campus
  + Family style meals
  + Hearty meat and vegetarian foods
  + Pastry desserts
  + Fruity drinks
* A middle aged firbolg woman wearing casual clothes and massive earrings. She has a very sunny personality and an uncanny ability to persuade when she wants to.
* Has a daughter- Diane- who’s just begun to attend the academy. No matter how she does, she’s extremely proud of her daughter for pursuing it.
* Was never versed in (non-firbolg) magic and does things the old-fashioned way.

*I doubt you will ever actually use this but I’m just having fun making it*

Food Cart Possible Encounters

*The Library*

* Prof. Carroe here every morning to buy a whole pitcher of coffee
* \_

Fudacker’s

* Prof. Carroe buying fruit flavored taffy
* Prof (03) buying popcorn (frequent)
* Prof (09) buying taffy and chatting with Randall or Prof (10) picking some up for her
* Prof (08) buying anything
* Prof (07) buying a sweet flavor of kettle corn

(crepe cart)

* Profs (4) & (5) stop here frequently in the mornings- usually together
* Prof (11) buying a raw seaside crepe
* Prof. Higgins buying something sweet
* Ms. Frills buying a garden bounty omelet
* Prof. Kazien buying a crepe (often savory)

(helado cart)

* Prof (10) buying anything
* Prof. Higgins buying the most flavorful sounding one
* Mrs. Dashali treats herself on occasion buying a honey date helado

Spearfish

* Ms. Frills buying a ramble roast

Donna’s

* On rare occasions, the headmaster ordering the Grand Westran Roast and loading it onto a wagon for transport somewhere (on the down low)