

Axcelia Axcelon is a powerful Drow mage and a faithful servant of Lolth. Having been betrayed and seen her entire house slaughtered at the hands of House Vith'tyl, her sole drive in life is vengeance. Unable to fully bind the marilith S'sheneth'rah, Axcelia is beginning to lose her mind – or rather, her mind and S'sheneth'rah's are beginning to somehow meld, with unpredictable and dire results. She is far too proud to ever willingly sever the binding – nor is she sure that it can even be done without killing herself in the process.

Axcelia's calling in life is magic. She has always had a strong connection to the weave so learning and manipulating spells came easy. All that drove her up to the point her house's fall was stud and desire for stronger, more powerful magic. It was to this end that she had decided to give birth – not to a drow, but to something even more powerful – yes, even parenthood was a magic experiment to her and so was born her half-blood daughter.

Hate as she may the surface world, Axcelia is fully in control of her new surroundings aboveground. She feels protected, but at the same time that old yearning for revenge is a powerful force.

Important: Throughout the party's interactions with Axcelia, it's important to pepper in some mild hints of madness that is slowly taking her – it generally manifests in demonic utterances in Abyssal, eyes glowing or hissing. These signs are evidence of her consciousness being invaded more and more by the marilith. These signs should not be so extreme so as to totally alienate the party. Some suggestions are provided throughout.

Fate: Axcelia is an important NPC throughout all 3 parts of Swords Below the Moonsea and must survive to see the conclusion of Six Swords Unbound.

Roleplaying Axcelia



Axcelia Axcelon
(axe-sell-ya)

S'sheneth'rah is a Marilith. She was summoned into service by Axcelia, but the binding ritual was interrupted and she managed to get away. She is now in a conflicted "half-bound" state the result of which is similar to having dual personalities. The bound part of her tells her to serve Axcelia – to destroy all of the drow's enemies. She always hisses when she talks. A Marilith is an evil creature by nature, but also one that is brilliantly intelligent and a master tactician. She is unable to directly attack Axcelia but yearns to be free of the bond. During her attempt to free herself, S'sheneth'rah discovered that her life force is somehow bound to Axcelia's and that killing the drow mage might not work.

Over the years spent on the surface, the contrast struggle for control with Axcelia has made S'sheneth'rah even more feral and desperate. Yet she obeys. Obeys and waits.

Fate: S'sheneth'rah is an important NPC throughout all 3 parts of Swords Below the Moonsea and must survive to see the conclusion of Six Swords Unbound.

Roleplaying S'sheneth'rah



S'sheneth'rah
(shae-net-rah)

Roleplaying the Three Sisters



Three Sisters

The three sisters are members of a Bounty Hunting organization called The Sisterhood of the Blade. The organization is loosely associated with the Zhentarim and does a great deal of work for them. The Sisterhood typically dispatches groups of three for important or lengthy assignments. Unless they were killed during the Events of Six Summoned Swords (verify story code), the bounty hunters are three females of different races – a Tabaxi, a Kenku and a Human. They are named Misty, Donna and Bleak respectively. The Tabaxi – Misty – is in charge and does most of the talking for the party. If it is not these specific three sisters, they are three female halflings named Petras, Gragold, and Dakubla. Neither set of sisters are actually sisters by relation, yet they inevitably address each other as “sister”, despite the lack of any physical resemblance or relation. The Three Sisters are old-timers in the bounty hunting and mercenary business and are on a mission for the Zhentarim. They conduct themselves with self-assurance and skill.

Fate: The ultimate fate (life or death) of the Three Sisters is not important to the main storyline.

Roleplaying Silver



Silver

As seen from afar, one might easily assume that Silver's unmistakable waist-long, snowwhite mane of tangled hair belongs to a dwarf elf. Her thin, athletic frame is also of a match. It is the pale, almost white skin that gives the woman who calls herself Silver away as something less – or perhaps more – than a pureblood dwarf. Whether due to her clear youth or a face that is as yet not accustomed to deceit, the expressions of her sharp features also betray her as someone different. There is a curiosity and – if not kindness – perhaps a lack of cruelty about her. In truth, Silver's name is an unpronounceable string of harsh old uncommon syllables that roughly translates as “of all the goddesses”. She calls herself “Silver” by choice. Silver serves as the apprentice and confidant to Axcella Axcelon. These are Axcella's terms and they are kind. Another, might use terms like “daughter” or “heir”, but in Axcella's mind Silver is but a coldly calculated “creation” that might one day become an achievement. Born with natural predisposition to magic, Silver loves the boundless possibilities and inherent mischief of magical powers. Having been subjected to Axcella's increasing paranoia, Silver has begun to worry about the matron. It has become clear to her that Axcella's bond with her demon is driving them both insane. Something must be done and soon. Silver sees the capable adventurers as an opportunity.

Fate: Silver is a key NPC in this and the following adventure and must survive.