



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

Roleplaying S'sheneth'rah

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 draw'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 draw 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.



Axcelia Axcelon
(axe-sell-ya)

Roleplaying Axcelia

Axcelia Axcelon is a powerful Draw 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 draw, 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 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, eye-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 Qu'lith Del'Valsharess

. Qu'lith Del'Valsharess is the head of House Vith'tyl. She is part of a secret sect of drow who have made a pact with the powers of the nine hells. The sealing of the deal goes back to a powerful drow who had called herself only "Valsharess", meaning "queen/ruler". While the Valsharess was defeated and her followers slaughtered, some survived and found new places where to follow in her footsteps. They call themselves the Scions of Valsharess and maintain the pact with infernal powers. Few aside from Qu'lith herself are aware of this history. Qu'lith has built House Vith'tyl from the ground and has aggressively moved against the other houses of Zethlentyn. Wiping out House Axcelon had been a bold and risky move that elevated House Vith'tyl within the house power hierarchy. Qu'lith is supremely confident and inspires undying devotion in her followers. Seeing Axcelia's power, she may realize that she had made a mistake, but her pride and confidence do not let her admit that a worshipper of Lolth and member of a lower house could possibly best her. She believe to the end that her infernal power will grant her victory.



Qu'lith Del'Valsharess

Roleplaying Silver

As seen from afar, one might easily assume that Silver's unmistakable waist-long, snowwhite mane of tangled hair belongs to a drow 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 drow. 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 Axcelia Axcelon. These are Axcelia's terms and they are kind. Another, might use terms like "daughter" or "heir", but in Axcelia'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 Axcelia's increasing paranoia, Silver has begun to worry about the matron. It has become clear to her that Axcelia'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 adventure and must survive.**



Silver

. The two abducted elves – Aelar and Carric Firahel have been enslaved for years. They were broken fairly early on and have served house Vith'tyl faithfully. During their indoctrination, they were each told that if one of them disobeys, that the other would be killed. As such, part of their obedience is the fear for the other's safety. Carric has become a pleasure slave to one of the Vith'tyl nobles and has been treated well and given better quarters. Over the years, he's grown accustomed to this life of "privilege".

Fate: The fate of Aelar and Carric Firahel is not of importance to anyone other than their sister Naivara, who begs any that would listen to help find them.

Roleplaying Carric Firahel



Carric Firahel

Aelar Firahel's fate has not been as fortunate as his brother's. He has remained a laundry hand, working with a pair of recently taken humans. He is obedient enough for his brother's sake, but remains defiant at heart. He was recently rude to a guard and it was only his brother's good word that had him beaten and thrown into a cell rather than sent to the diamond mines.

Fate: The fate of Aelar and Carric Firahel is not of importance to anyone other than their sister Naivara, who begs any that would listen to help find them.

Roleplaying Aelar Firahel



Aelar Firahel

Roleplaying Lieutenant Meroth



Lieutenant Meroth
of the Sald'iar

. Meroth is capable, composed and cold. He'd love nothing more than to kill all the surfacers, but the protectorate laws are clear on the matter and he is not allowed to do so unless provoked.
By Zethlentyn law, the Sald'iar are not to interfere with anything that happens on Vith'tyl grounds.
However, after a loose devil got out onto the street causing chaos, they've arrived to ensure that any threats to the Protectorate don't leave the grounds.
It is also not uncommon for the Sald'iar to be called in to verify the destruction of a House, so that it could be considered official. Meroth grasps perfectly well what has happened here and has no love (few Drow do) for House Vith'tyl.
Meroth's only interest here is to have the matter closed as soon as possible, so that he could report back.

Fate: Attacking Meroth and his forces is certain death.