

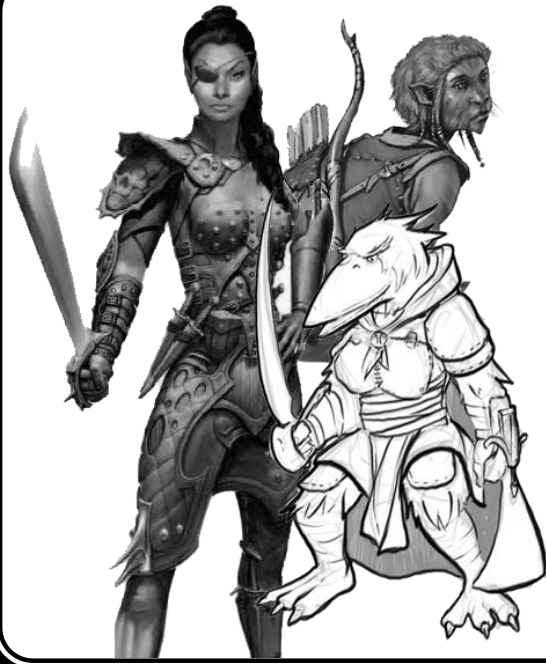
Roleplaying the Three Sisters

The bounty hunters are three females of different races – a Tabaxi, a Kenku and a Human. They are nicknamed “The Three Sisters” and their names are Misty, Donna and Bleak respectively.

They do not have any mission relating to the draw and have just chanced upon him. They did have time to notice that he is a noble or some kind of important personage and were in the middle of deciding whether to rob him or simply to drag him back to Phlan in the hopes of a reward. They are not particularly attached to the draw, but don't want to walk away empty-handed.

The Three Sisters are old-timers in the bounty hunting business and members of the Zhenarim. They conduct themselves with self-assurance and skill. The Tabaxi – Misty – is in charge and does most of the talking for the party. When speaking, they inevitably address each other as “sister”, much to the puzzlement of others.

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



Three Sisters

Shintyrr is above all a skilled operator. His skill with the blade is bested only by his skill at manipulating others. His mind hatches schemes and these schemes in turn hatch more. If one were to unravel his deception, one would only find another layer beyond.

He is a smooth and charismatic talker, with a talent for being able to quickly evaluate his mark and alter plans accordingly. He also knows that sprinkling in just the right amount of truth helps sell the biggest lies. His main goal is to secure passage back home, without being killed en route by the fiend that has slain his retinue.

His secondary goal is complete his mission of tracking and slaying the last member of the house Axcelon. If he can accomplish both – even better.

Shintyrr has decided that it is best to keep the adventurers in the dark regarding the true danger of the journey and that the genuine promise of reward should be enough. Even if subjected to a zone of truth or similar measures, he will be able to dance around the questions. If the players have acted with particular heroism during the battle, he will play to their vanity by praising their deeds and skill in saving him – this is done with taste and subtlety, not over-theatrical boasting.

Fate: It is important to the storyline that Shintyrr survives until the start of Part 3 of this adventure.



Shintyrr Vith'tyl
(shin-teer veeth-till)

Fate: S'sheneth'rah is an important NPC throughout all 3 parts of Swords Below the Moonsea. If she is somehow defeated in this adventure, it should be by being forced to retreat and not death.

As a master strategist, she knows exactly who is a threat to her and will focus her attacks accordingly. Her goal is not to kill the adventurers but to demonstrate her power and to silence those that are preventing the party from agreeing to aid her.

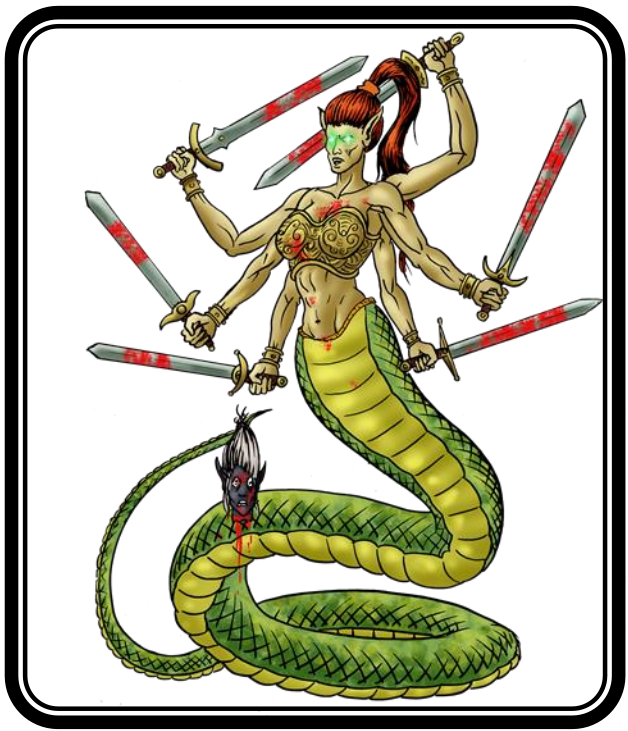
However, she is impatient and fully aware of her power – if the adventurers do anything to provoke her, she will knock out the specific offender (but not kill them) and then attempt to bargain again and so on until someone agrees to help her.

is to parlay with the adventurers.

opportunity to break the bond for good. To this end, her intent directly attack Axcelia and sees the adventurers as an brilliantly intelligent and a master tactician. She is unable to A Marilith is an evil creature by nature, but also one that is as using her head to unsuccessfully shake-off "that other voice": She always hisses when she talks.

head a certain way or by giving her additional mannerisms such want to accent the different sides of her by having her cock her true self wishes only to break free of the binding. You may Shinyrr and any others of his house. On the other hand, her The bound part of her tells her to serve Axcelia – to destroy state the result of which is similar to having dual personalities. managed to get away. She is now in a conflicted "half-bound" Axcelia, but the binding ritual was interrupted and she S'sheneth'rah is a Marilith. She was summoned into service by

Roleplaying S'sheneth'rah



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

abilities.

While it would be considered madness for others to attempt such as powerful summoning as a Marilith, she had the power it takes. The summoning, however, was done spur-of-the-moment and in desperation after her house was attacked and wiped out. She remains desperate and alone. Her only hope of survival and vengeance is to complete the ritual.

She cares not at all for the surfacers, but – like everyone else – sees them as an opportunity to achieve her goals.

Axcelia is very forward and to the point. She speaks common but hates the sound of it. "this surface tongue is like a screeching fungus to my ears, but I suppose it will have to do," if anyone speaks Undercommon, she will use that. She will even offer to cast Tongues on a member of the party so as not to be able to speak her own language.

As common for worshippers of Lolth, she has great disdain for males and will typically address females first. "It seems that I have no choice but to trust my safety to these males that accompany you".

Being a victim of great betrayal and personal loss, Axcelia is the closest thing to being "the good guy" in this story, however, she is still a Lolth-worshipping Dwarf!

Fate: Axcelia is an important NPC throughout all 3 parts of Swords Beneath the Moonsea. If she is defeated, it should be by being forced to retreat and not death.

Roleplaying Axcelia



Axcelia Axcelon
(axe-sell-ya)

Roleplaying Lemethra



Lemethra Vith'tyl
(le – meth – ra)

Shintyr's sister Lemethra is brash and cruel. Proud of her own divine prowess and worshipping the powers of the Nine Hells, she treats the worshippers of Lolth and other traditional pantheons with scorn and is always eager to show off her superiority. A former ally of Axcelia, she relishes her part in the betrayal and slaughter of the lower house. Lemethra cares little for the fate of the party, so long as they aid her ends. Upon seeing their prowess in combat if they fight Axcelia, she "lets them go" only to gain the upper hand against them later on.

Fate: Lemethra's fate is of no consequence.