

# Mouth of Roc - the Adventurers

## **Fixbix “Bonkers” Hammerpot**

There are very few old goblins in the world, but somehow Fixbix qualifies. He has served in the company of strangers as a mercenary and adventurer during some of the most deadly missions in recent record and has always prevailed, albeit looking terrible afterwards.

## **Drinma Davina**

A legendary performer, Drinma’s musical talent is only exceeded by her beauty... and her temper. She travels with the company for inspiration, but also to lay low after a ruined performance.

## **Vongal Bazgen - Ask to borrow PHB**

A former soldier, Vongal had fought in some of the private confrontations between the Dwarven and Elven companies in the frontier. Once a peace was settled, he became a private sword (or ax) and joined the Company of Strangers.

## **Akta the Cursed - Ask to borrow PHB**

Cast out of society for being devil touched, Akta developed an affinity with the wastelands of the frontier. She became a famous guide finding and escorting lost travelers to safety.

## **Elaine Dunn**

A former bounty-hunter, Elaine is an expert marksman and a true daughter of the frontier. A pioneer in the ways of the gun, Elaine helped a small town fight off debt collectors before joining the company.

## **Syndaf the Swift**

A legend of the guild who is known for her speed. Syndaf can outrun a horse at full gallop all while maintaining concentration on the most delicate of tasks. She was imprisoned and spent years as a slave before finally filling out her time and joining the company.

## **Lord Eulam Fontelroy the 3rd - Ask to borrow PHB**

A noble from the Isle of Mene, Lord Fontelroy takes his duties in the company of strangers quite seriously. He has successfully led armies into battle, slain rampaging monsters, and rescued maidens all for the glory of his house.

## **Nelbrie**

Having gained entry to the company of strangers at this very dungeon, Nelbrie is an expert of the dangers that lurk here. No one is quite sure where she is from, but caves and tunnels are second nature to her and her spider companion Locto.

## **Dr. Edward Lamson**

Though he has the title of Doctor, Dr Lamson is not a man of medicine. His former occupation was Poisonmaster at a prestigious alchemy guild, and uses adventuring as a means to acquire funds and rare materials for research.

## **Callie Rosara**

Don’t let her short stature and child-like face fool you. An ex-cop from the mainland, Callie was part of an order of detectives that used magic to interrogate, track, and arrest suspects and monsters.

## **Khumahk Frightweaver Strange-One**

Khumahk is a huge, muscular man with pale gray skin and a false eye that is pure black and shining. He isn’t especially social and spent years in isolation, and has a reputation for having a terrible temper.

## **Deurt Yoldman - Ask to borrow PHB**

Deurt is an older man, almost always standing in a doubled-over crooked sort of way. A veteran of the Company of Strangers, some think he was around during the founding of the adventuring guild. He has a reputation for being competent, but a bit reckless. He is constantly getting himself into and out of trouble

# Company of Strangers - Setting

## The World

The Company of Strangers campaign setting features a world without gods, where the practice of miracles and divine magic is illegal, and where a cabal of powerful wizard schools hunts down cultists and heretics for icon worship. The world has advanced steam-age technology and is highly developed, where nations are for the most part safe and stable, and where there isn't much traditional adventure to be had on the mainland. The map is mostly full, dragons and other monsters are either integrated into society or nearly extinct. There is one fairly large exception however, and that is the Frontier.

## The Frontier

An impressively large continent that had been overlooked until the rising demand for Feathersteel (mithril), the Frontier is one of the few wild places of the world. It was once booming with civilizations and circumstances unknown had wiped the people from the great cities. So little is known of the people that used to live there, and only a select few know the truth of it. One thing is known for sure, that the Frontier is rich with Feathersteel. Its 3 mountain ranges are each filled to the brim with the metal that is so rare in the rest of the world that the most powerful nations, companies, and wizard schools each have a stake in the Frontier. It is the wild west of the world, and this is the gold rush. There is more than just material wealth in the frontier, the people of the land before left colossal ruins behind, and there are tribes of wild elves and orcs in the frontier as well. It is a land ripe with riches, adventure, and danger.

## The Forgotten Gods

There used to be gods, and they were grand and nearly infinitely powerful as they were cruel. One such god was so cruel that it would strike every creature it could see on the surface with thunderbolts, it even split a mountain, erupting a volcano and killing many. One of the gods took pity on the mortals and taught them how to wound the thunder god and imprison it. With the assistance of the powerful wizard schools, the cruel god was imprisoned, but the mortals were not satisfied. First it was the cruel gods, but one by one each god was cornered, imprisoned, and forgotten by time. The power of the gods could not be contained, cults who worship icons unknowingly receive the patronage of an imprisoned god, and Inquisitors from the strongest wizard schools seek out and cleans the cults for their practices... but not in the Frontier.

## The Company of Strangers

Adventuring Guilds are some of the most respected and feared groups that operate in the frontier. Laws except operatives of guilds when it comes to the activity stipulated in a contract, fault always lies in the employer, and as such Adventuring Guilds are part law enforcement, part mercenary, part criminal organization. The Company of Strangers wholly embraces all 3 aspects of the Adventuring Guild, hiring and training noble heroes and villainous monster alike. Though it is based out of the Lost City in the southeastern region of the frontier, it has operatives all across the frontier, including many curated training sites. Dungeon 01 was such a training site, a simple ruin north of Foredalm (the port city). They sent a group of trainees there who discovered that it was not such a simple ruin after all... it had hidden depts.