

NPCs

Significant non-player characters.

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Morte

A floating skull that works in the basement of the Mortuary of the [Dusters](#) base in Sigil. Morte was our first contact upon waking at the beginning of the campaign. He advised us to leave before being discovered by the Dusters.

Parius

A bariaur (centaur, but half-goat/half-human). First contact in Sigil. Parius offered to show us the sights of Sigil for a nominal fee of 3 gp per day.

Lady of Pain

Ruler of the city of [Sigil](#). She has god-like powers but does not appear to be a god. In fact, she has banned the entry of all gods and their minions from Sigil upon pain of death.

Farrow

Elf. Send by ... to collect the party and bring them to Fortune's Wheel.

Shemeshkuh

Owner of the [Fortune's Wheel](#) casino.

Skillfully played by Jack Carpenter

The casino suddenly became quiet as a portal appeared near the ceiling. Spotlights appeared out of nowhere along with dramatic music and a spiral staircase heading down to the floor. A stylish, jackal-headed humanoid appeared and waved to the crowd amidst rapturous applause. The crowd started chanting “Shemeshkuh! Shemeshkuh!” as it strode purposefully down the stairs while watching the PCs.

Shemeshkuh joined the party at the bar and introduced itself as an Arcanoloath (a powerful and important Yugoloth) who owns the casino and is also active as an information broker. One of its accountants, a modron, flipped out and ran away recently. As a manifestation of absolute Lawful Neutral, it shouldn't even be capable of that. And it happened *exactly* when the players died mysteriously, so Shemeshkuh thinks the two might be related. The yugoloth wants the modron back (it has sensitive business information) and if they players retrieve it (its believed to be in the Outlands somewhere, the plane of True Neutral) Shemeshkuh will help the players find out what exactly is going on with this glitch that gave them amnesia.

After some negotiating, the party agreed to help in return for 200gp in casino chips and 100gp in money for expenses, each. Shemeshkuh also gave the party a portal key (looks like a golden casino chip) that if the party takes it into a nearby doorway, a portal to Outlands will form.

Veleg

Concierge at [Fortune's Wheel](#).

VeZ

An Ogre Magi who controls access to the casino floor at [Fortune's Wheel](#)

Grigsby

A satyr and stage manager at Fortune's Wheel.

Ignatius Inkblot

A mind flayer investigating fraud at [Fortune's Wheel](#).

Ignatius asked if the party had noticed anyone disappearing or anything funny going on near Fortune's Wheel. The party had not, but did notice a door next to the wheel. Maybe it'll be important later.

Unnamed White Dragon

The white dragon was grouchy and drunk, and had just gambled away its entire hoard. It had now run up a 100gp bar tab which it couldn't pay (it had 1gp left to its name). It offered the eternal gratitude of dragonkind if the party would pay its bill. The party didn't believe that was something the dragon could actually offer, but paid its bill anyway. The dragon finished its drink, gratefully gave the party one of its scales, and slunk to the door.

Thlaarshk

A Nycaloth leading a party of tieflings and a pair of Mezzoloths. They had set up camp in the [Research Tower](#). The party was ultimately TPK'd by the group, but the backup team appeared and defeated him as he was devouring the corpses of the old team.

RO4M

The modron accountant sought by [Shemeshkuh](#).

Zaythir

The scholar in charge of the [Research Tower](#).

Sitting peacefully in the corner was an elderly githzerai woman. She introduces herself as Zaythir.

The party chatted with her a bit and in very meditative, Zen-like fashion she thanked the party for saving the tower. It was an ancient githzerai outpost for meditation and research, though she had only been its custodian for the last couple centuries. “The Castellan”, whatever that was, was the tower’s “heart” somehow.

Rillifane Rallathil

The elven god of nature was tending bar at a gigantic rave in a huge tent in [Sylvania](#) and made everyone by far the best cocktail they'd ever had. Everyone's drink not only tasted amazing but also brought out the best aspects of the person who drank it, and everyone received a +1 to a stat of their choice (can go over 20).

Kopoha

Empyrean, a not-yet grown child of the gods.

She shared that growing up with the expectation of becoming a god was a lot of pressure. She felt like she had to be great at everything all the time, and her sister was better than her at a lot of the things she valued, making it even harder. Finally, the combination of permanence and uncertainty was weighing on her. Because when you became a god, you were immortal. Your portfolio, barring something weird, was yours forever. She loved sailing and was great at it, but she hated seafood. If she became a god of the sea, she'd be around seafood *forever*.

We persuaded her that she didn't have to be the best to be an effective God, just do her best.

Renee

A wyrmling [Time Dragon](#) who joined the party after escaping a witch on a red broomstick.