NPC's

□□ Keshari – The Firespeaker Merchant

Race: Fire-touched humanoid (likely Fire Genasi or elemental-blooded)
Role: Market vendor
Location: Githyanki bazaar

Bio:
Keshari operates a stall infused with faint embers and heat, selling items touched by elemental flame. He is calm, business-minded, and slightly amused by outsiders. His wares included the Alchemy Jug and a fire-infused candle purchased by Rigg. Though not overtly mysterious, Keshari clearly understands the dangers and politics of the bazaar and seems accustomed to travellers preparing for hazardous journeys.



□□ Rook – Merchant Guide to the Underdark

Race: Unknown (humanoid)
Role: Underdark guide / merchant
Location: Githyanki prison (formerly), now traveling with the party

Bio:
Rook is a weary, sharp-tongued trader familiar with routes into the Underdark. He was imprisoned following an altercation with Dwarves, but remained alert and opportunistic even while pretending to be unconscious during his escape. His priorities are simple: his gear, his freedom, and fair payment. Despite his rough circumstances, he is competent and no stranger to danger, making him a valuable—if somewhat reluctant—ally.



□□ Tc’kt – Githyanki Prison Guard

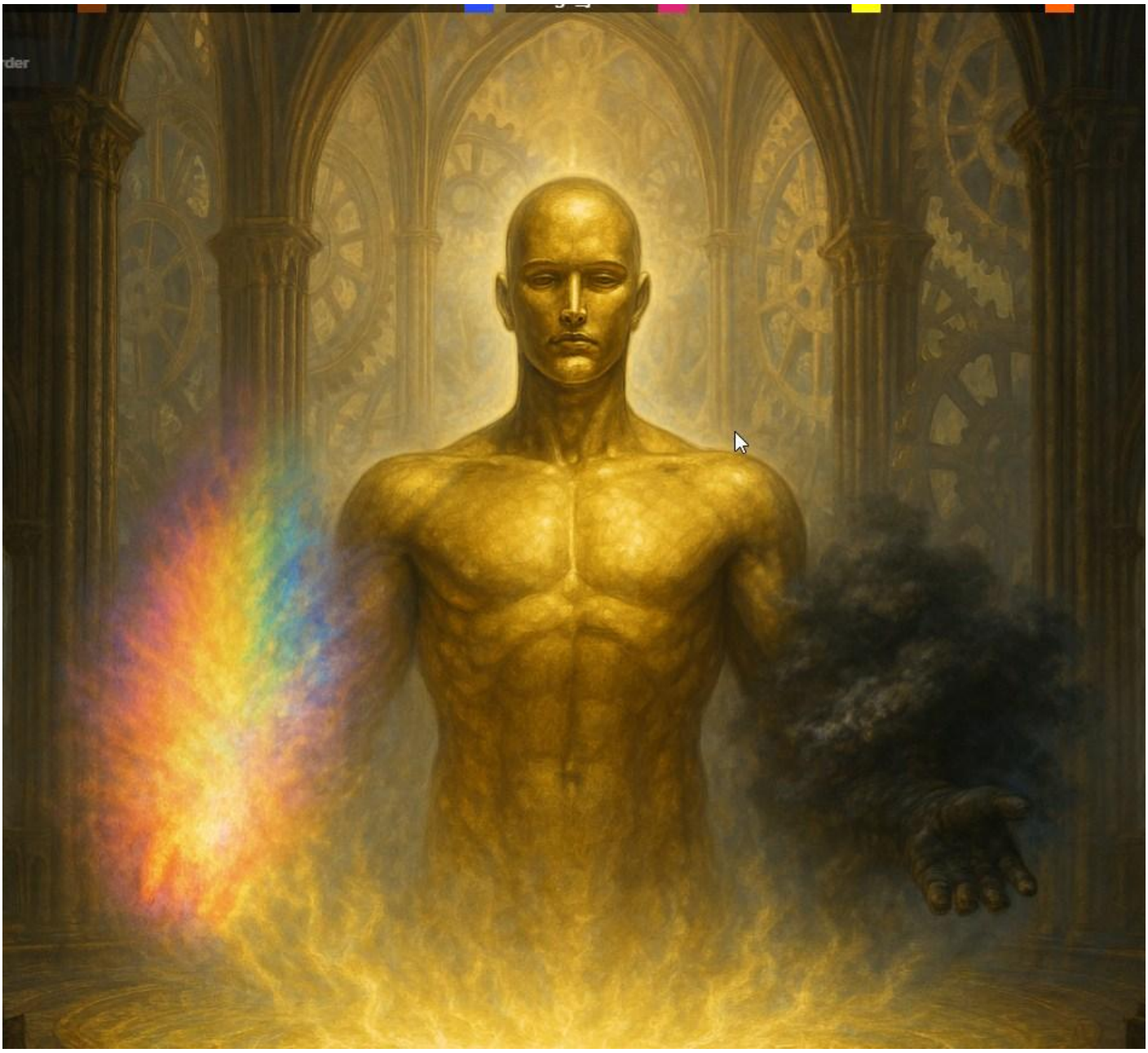
Race: Githyanki
Role: Guard at the local prison
Location: Githyanki outpost

Bio:
A stoic Githyanki guard encountered during the attempt to secure Rook’s release. Tc’kt embodies the outpost’s casual, borderline negligent approach to prisoner management. Though not hostile, he is easily distracted, indifferent to bribes, and largely unfazed by adventurer behavior. His presence represents the bureaucratic indifference of the Githyanki facility rather than any real authority.

⚙ Primus – The One and Prime

Race: Deity (Mechanus)
Role: Supreme Modron intelligence, cosmic arbiter
Location: Plane of Mechanus

Bio:
Primus is the god-machine ruler of Mechanus, embodying ultimate law and cosmic order. When the party was forcibly transported to his presence, he accused them of “consorting with the Illithids” and interrogated their motives. Primus communicates with absolute certainty, viewing mortals as assets or variables rather than individuals. After hearing their explanations, he imposed a divine directive compelling them to “further the task” against the Illithid threat before sending them back to their ship.



□□ Massive Modron Construct (Unidentified Enforcement Unit)

Race: Modron construct
Role: Enforcement / retrieval automaton
Location: Aboard the party’s spelljammer

Bio:
A towering golden construct that boarded the ship unannounced, issuing commands to cease resistance. Immune or heavily resistant to most spells and physical attacks used against it, the construct enforced Primus’ will by compelling Charisma saves and teleporting each party member away when they failed. Its actions were neither malicious nor violent—merely procedural and unstoppable. Once its task was complete, it disappeared.

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