

Eleanor Marghissa



Race	Human
Faction	Shadows of Spefur
Location	unknown
Gender	She/her
Birthday	
Appearance	
Eyes	
Hair	
Height	
Weight	

Appearance

History

Eleanor Marghissa is the captain of the [Merchant's Maiden](#), commanding a crew bound by years of shared trials who execute her orders with swift, precise discipline.

She first met the heroes of the Rebirth campaign in a warehouse in [Kalzendil](#). After a complicated initial encounter, in which she tried to have [Will An](#) captured and the rest of the party killed, she was brought to terms under threat of death and agreed to provide them safe passage out of the city. In doing so, she revealed her affiliation with the [Shadows of Spefur](#) and shed light on the true threat facing the fellowship: a circle of [cultists](#), dark and demonic in purpose, who sought to capture Will to fuel their own ambitions of power. With her vessel, the Merchant's Maiden, she led the fellowship to the port closest to [Rudiana](#).

During the voyage, subtle hints arose in the heroes' minds that the events in Kalzendil could have gone very differently had the captain truly wished it so. Her crew executed every order with a speed and discipline that spoke of deep loyalty and long-tested trust. Midway through the journey, Marghissa spoke candidly of the consequences she now faced: the failure of her original mission at

the Kalzendil warehouse meant the Merchant's Maiden would have to be scuttled or sold upon landfall, and her crew would need to vanish and begin anew.

Before parting at the northern docks, the bearing that had defined her throughout the journey shifted. Gone was her usual authority and swiftness of command. In its place she offered a cryptic farewell, urging the fellowship to be careful in their journey ahead, for the very fate of the world could depend on it.

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