

This list details all characters, named or uniquely identified groups, encountered by "The Company Clandestine" (the heroes) during the story, in chronological order, based on the provided sources.

Session Number	Character(s)	Location Met	Context of Meeting	Status as Known by Heroes/Narrator
0 / The Meeting	Guild Representative ("gentleman, or maybe not a gentleman")	Three Points Inn and Tavern (Paldegora)	Accepted the Adventurer's Guild application and fees.	Alive; Guild Official.
0 / The Meeting	Bernard	Back of the Inn (Paldegora)	Sent the company on their mandatory test task.	Alive.
0 / Part 4	Sea Hag	Cave (Paldegora Test Area)	Encountered after fleeing Gnolls; attempting to capture the party for her "stew".	Ghastly creature encountered.
0 / Part 4	Eustace Mycoyle	Three Points Inn (Paldegora)	Presented the scroll to him and received Adventurer's Guild medallions.	Guild Member/Alive.
0 / Part 4	Allistar Finch, Esq.	Three Points Inn (Paldegora)	Gave the company their first mission via letter (unseen in person).	Guild Official (Silverspire); Set the mission.
1	Priest of the Temple (unnamed)	Temple of Naa (Paldegora Town)	Angelique and Cal-El donated gold to him.	Priest of Naa/Alive.
1	Jade	Norloch Road	Found murdered near their camp.	Deceased (Assassin target).
1	Theo	Norloch Road (via note)	Name signed on a blood-soaked note found on Jade.	Unknown; Implied connection to crime.
1	Server/Barmaid (unnamed)	Munville (Inn/Bar)	Remembered Jade passing through town with two unsavory men.	Server/Alive.

1	Two Men (unnamed)	Munville (Stables)	Spotted by the server, fit the description of men with Jade, and fled toward Udenvale.	Unsavoury; Fled.
2	Rawling	Road toward Frosthaven	Found dead on the road, with a note signed "Theo".	Deceased (Ambush casualty).
2	Dan Longmire	Road toward Frosthaven (Exile Camp)	Leader of exiles from Frosthaven; punished by Sir Charles.	Exile/Alive (Missing shield hand).
2	Bruno	Road toward Frosthaven (Exile Camp)	Exile from Frosthaven; lost his tongue as punishment.	Exile/Alive (Mute).
2	Sir Charles Gregory	Mentioned	Mayor of Frosthaven who became tyrannical after finding a book.	Mayor/Misguided/Alive.
2	Shea (Longmire)	Mentioned	Dan's sister, imprisoned in Frosthaven for using healing magic (Druid).	Prisoner/Druid/Alive.
2	Warden Blackmoore (Blackmore)	Mentioned	Warden of the prison, Theo's boss; rumored to be corrupt.	Warden/Untrustworthy/Alive.
2	Samu	Dan's Camp	Priest of Ahn; missing his brother priest, Rogard.	Priest of Ahn/Alive.
2	Rogard	Mentioned	Samu's brother, an Ahn Priest imprisoned in Frosthaven for assaulting Captain Murdock.	Prisoner/Ahn Priest/Alive.
2	Madam Kirra (Kyra)	Mentioned	Blacksmith's sister, runs a spice	Shop Owner/Alive.

			shop in Frosthaven.	
2	Cassandra Green	Mentioned	Shea's best friend and the town blacksmith in Frosthaven.	Blacksmith/Alive. (Later joins party).
3	Joey	Frosthaven Bridge/Entrance	Young "sort of" guard who mentioned the missing chicken mystery.	Guard/Alive.
3	Sam	Frosthaven Bridge/Entrance	Older guard; registered the party and told them to turn in magic items.	Guard/Alive.
3	Gnome (unnamed)	Frosthaven Road	A traveler being escorted out of town due to anti-magic laws.	Traveler/Alive.
3	Captain Murdock (Evan Murdock)	Mentioned	Guard captain who had his face scarred by Rogard when he took his book.	Captain/Trustworthy/Alive.
3	Lieutenant Wright (Wainwright)	Mentioned	Seen entering the courtroom with a report for Sir Charles.	Lieutenant/Trustworthy/Alive.
3	Sergeant Harris	Constable's Office (Frosthaven)	Desk Sergeant who handled the party's magical item check-in.	Sergeant/Alive.
4	Elmer Salister	Dog Butt Inn (Frosthaven)	Client who hired the company; discussed their mission and Sir Charles' odd behavior.	Client/Alive (Old Friend of Charles).
4	Dogger Butternut (Dogger)	Dog Butt Inn (Frosthaven)	Innkeeper; spoke to Eryn about Elmer and Tommy.	Innkeeper/Alive.

4	Tommy	Dog Butt Inn (Frosthaven)	Young errand runner sent to find Elmer.	Missing.
4	Haazel brothers (unnamed)	Frosthaven Courtroom	Prisoners brought into the courtroom.	Prisoners/Alive.
5	Father Nathaniel	Temple of Phi (Frosthaven)	Priest of Phi; trustworthy contact; lifelong friend of Dan Longmire.	Priest of Phi/Alive.
7	Duzzt	Cave/Sewer Tunnels	Captured Goblin prisoner; spoke about the digging operation and Grish-ta-nak.	Goblin Prisoner (Killed accidentally by trap in Session 7).
7	Pasha	Mentioned (by Duzzt)	Goblin leader/boss.	Goblin Leader/Alive.
7	Grish-ta-nak	Mentioned (by Duzzt)	Higher commander awaiting a signal for the attack on Sir Charles.	Commander/Alive.
8	Skull Cracker	Cave/Sewer Tunnels (Office)	Hobgoblin leader killed by the party; leader of the goblins in the sewers.	Hobgoblin Leader/Deceased.
8	Bloodfist	Cave/Sewer Tunnels (via note)	Higher command figure; sent the orders to Skull Cracker.	Commander/Alive.
10	Ghost/Entity (unnamed female)	Cave/Sewer Tunnels (Smugglers Room)	Ghostly figure who guided Cal-El to retrieve the white-stoned ring.	Ghost/Entity/Unclear.
10	Jacob/Raif	Cave/Sewer Tunnels (via papers)	Smugglers mentioned in old log papers found in the secret room.	Smugglers (Past tense)/Unclear.
11	Mott	Prison/Warehouse Level	Bookkeeper ("Gruesome guy");	Bookkeeper/Cultist/Alive.

			complained about a missing girl (Fran) from Cell 5.	
11	Lead Guard (unnamed)	Prison/Warehouse Level	Guard in charge of Eryn's block; argued with Mott.	Guard/Alive.
11	Half-Orc prisoner (unnamed)	Prison/Warehouse Level (Cell)	Freed by Eryn to create a distraction.	Prisoner/Escaped/Alive.
12	Warden Blackmore	Warden's Office Area	Heard speaking with Theo about Rawling, Jade, and a missing boy.	Warden/Alive.
12	Boy (unnamed)	Mentioned (by Warden/Theo)	Discussed in connection with Mott/Warden; possibility of experiments.	Unknown/Missing.
12	Mary	Dog Butt Inn/Mansion	Sir Charles' daughter; ran to fetch Elmer and Captain Murdock.	Daughter of Sir Charles/Alive.
12	Lady Anne	Sir Charles Mansion (Bedroom)	Sir Charles' wife, present when he was murdered.	Wife of Sir Charles/Alive.
12	Sir Charles Gregory	Sir Charles Mansion (Bedroom)	Murdered; knighted Captain Murdock before dying and revealed the assassins sought the book and map.	Lord Mayor/Deceased.
12	Sir Evan Murdock	Sir Charles Mansion (Bedroom)	Captain Murdock, knighted by Charles and named the new Lord Mayor.	Lord Mayor/Alive.
13	Captain Wright	Sir Charles Mansion (Dining Room)	Lieutenant Wainwright promoted; met with the party	Captain/Alive.

			during the investigation.	
13	Kyra	Kyra's Shop (Frosthaven)	Confirmed Sir Charles changed after taking the Ahn priest's book.	Shop Owner/Alive.
14	Tinkle (Zyphalax Thalvandar Tinkledorf)	Tinkle's Wagon	Gnome archivist and merchant; identified magical items and copied Azar's diary.	Gnome/Archivist/Alive.
14	Barry	Tinkle's Wagon	Tinkle's silent assistant/Salesman.	Assistant/Alive.
15	Emma Salister	Elmer's Farm	Elmer's wife, rescued from a secret cellar room.	Elmer's wife/Alive.
16	Lucas	Two Tails Tavern (Stonebridge)	Tavern worker; told the party Cassandra had been taken by Roger's people.	Tavern Worker/Alive.
16	Roger	Stonebridge	Leader of the local thugs; ambushed the company.	Thug Leader/Deceased (Killed by party).
16	Sergeant Harris	Two Tails Tavern (Stonebridge)	Stumbled in gravely injured, reported Theo taking over Frosthaven.	Sergeant/Injured/Alive.
17	Fred / Freddie	Grimm Brothers Apothecary (Stonebridge)	Gnome apothecaries; debated the return of their brother Fredrick.	Gnome Apothecaries/Alive.
17	Zara	Old Hotel (Stonebridge)	Young girl/Twin; spoke to Eryn; implied connection to necromancy.	Twin/Magic User/Alive.
17	Jasper	Mentioned (by Zara)	Zara's familiar or imp.	Imp/Familiar/Alive.

18	A.Z. (Silverstein)	Catacombs/Tomb (via letter)	Author of a letter referencing Styxltrix, the twins, and Xantha.	Writer/Unseen (Angelique's grandfather).
18	Styxltrix	Catacombs/Tomb (via letter)	Dragon/Enemy mentioned by A.Z..	Dragon/Enemy.
18	Zora/Zara (Twins)	Catacombs/Tomb (via letter)	Mentioned by A.Z. as dogging Angelique's every move.	Magic Users/Alive.
18	Xantha	Catacombs/Tomb (via letter/journal)	Mentioned as working with Sahn; mother of the twins.	High-level magic user/Enemy/Alive.
18	Yoakum	Catacombs/Tomb (via letter)	Sent to the temple with Mathias.	Necromancer/Alive.
18	Mathias	Catacombs/Tomb (via letter)	Sent to the temple with Yoakum; knows about Dragon's Vale.	Priest of Sahn/Alive.
19	Fredrick	Spider Cavern (Stonebridge)	Missing gnome brother, found trapped in spider webs.	Gnome/Rescued/Alive.
22	Morgan/Marlina (Twins)	Mentioned (Discussion)	Confirmed as the twins hired by Mathias to keep track of Angelique.	Assassins/Magic Users/Alive.
27	Ethereal Warriors (Specters/Guardians)	Nordain Hold (Temple)	Guardians allied to King Nordain who intervened to heal the party during the fight with Grish-ta-nak.	Guardians/Faded.
27	Gop	Nordain Hold (Cemetery/Temple)	Chained goblin who provided a map of Coldspire Castle.	Goblin/Rescued/Alive.
27	Grizolo (Grizzolo)	Mentioned (by Gop)	Dragon figure; worse than Grish-ta-nak, comes to	Dragon/Threat/Alive.

			eat and kill family.	
29	Lurzz	Coldspire Castle (Cathedral)	Draconian fighting alongside Theo and Bloodfist.	Draconian/Deceased.
29	Theo	Coldspire Castle (Cathedral)	Fought and killed by the party.	Prison Guard Captain/Deceased.
29	Bloodfist	Coldspire Castle (Cathedral)	Hobgoblin Commander; fought and killed by the party.	Commander/Deceased.
29	Grish-ta-nak	Coldspire Castle (Cathedral)	Huge Wyvern leader of the enemy forces.	Wyvern/Deceased.
30	Second Lieutenant Stephan Murdock	Drakemoors (via journal/dead)	Writer of a journal detailing an attack by Xvarts/Grizzolo.	Deceased (Killed by enemy forces).
30	Javo	Drakemoors (via journal)	Mentioned as travelling south with Murdock.	Companion/Unclear.
30	Freida	Drakemoors (via journal)	Mentioned as someone Murdock loved.	Loved One/Alive (Later found injured).
34	Sarah	Nordain Hold (Torture Chamber)	Half-elf woman, torturer who questioned Angelique.	Torturer/Killed by Cal-El.
34	Morgan/Marlana (Twins)	Nordain Hold (Torture Chamber)	Confirmed as assassins; refused Mathias' order to kill Angelique's companions.	Assassins/Magic Users/Alive.
34	Mathias	Nordain Hold (Torture Chamber/Map Room)	Questioned Angelique about the diary.	Priest of Sahn/Alive. (Killed in Session 35).
34	Yoakum	Nordain Hold (Torture Chamber/Map Room)	Necromancer; informed Mathias of Aphobis' pleasure at Angelique's capture.	Necromancer/Alive. (Killed in Session 35).

34	Aphobis Zudalnath	Mentioned (by Yoakum/letter)	Head of the necromantic school; sought to control Angelique.	Head Necromancer/Enemy Leader/Alive.
34	Agatha (Injured Woman)	Nordain Hold (Torture Chamber)	Captain in King Lundor's Army; died after rescue, sister of Loraine.	Captain/Deceased.
35	George Mary (George)	Nordain Hold (Torture Chamber)	Escaped prisoner; ship survivor; agreed to stay with the party quietly.	Sailor/Alive.
35	Loraine Gregory	Nordain Hold (Torture Chamber)	Lieutenant of the Royal Dragonsvale Wolf Command; sister of Agatha.	Lieutenant/Alive (Joined the party).
41	Freda	Dragon Vale Cave (Guardian Chamber)	Lone survivor of the Wolf Guard who protected the cave entrance.	First Ranger/Injured/Alive.
41	Arctic Hydra (The Guardian)	Dragon Vale Cave (Guardian Chamber)	Five-headed creature that guarded the entrance to Dragon Vale.	Guardian/Deceased.
42	Private Bradford	Dragon Vale Air Command Post	Soldier who recognized Loraine Gregory.	Soldier/Alive.
42	Corporal (unnamed)	Dragon Vale Air Command Post	Soldier in command; worried about Aldric Hawthorn's daughter.	Soldier/Alive.
42	Masha	Rainbow Tavern (Dragon Vale)	Waitress who served the party.	Waitress/Alive.
42	Carl (unnamed)	Rainbow Tavern (Dragon Vale)	Tavern patron; discussed the dragon threat and King Lundor.	Tavern Patron/Alive.

42	Carrie / Mitchell	King Lundor's Castle	Young guards at the castle entrance.	Guards/Alive.
42	Edward Blackmoore	King Lundor's Castle	Prime Minister to King Lundor; resembled Frosthaven's Warden.	Prime Minister/Alive.
42	King Lundor Nordain	King Lundor's Castle	King of Dragon Vale; planned to surrender to Grizzolo for his daughter.	King/Alive.
42	Aldric Hawthorn	King Lundor's Castle	Master Wizard, present at the throne room (Freda's father).	Master Wizard/Alive.
42	E'lhona	King Lundor's Castle	Advisor to the King.	Advisor/Alive.
43	General Ravenwood	King Lundor's Castle	Military leader; informed the party about the Horde and resurrection.	General/Alive.
43	Princess Ellika	Grizzolo's Cave/Meeting Site	King Lundor's kidnapped daughter, held captive.	Princess/Captive/Alive.
43	Verdanatrix, Pyretrix, Miriandiel	Grizzolo's Cave/Meeting Site	Draconians/Entities present at the meeting.	Dragon Spawn/Enemies; Miriandiel (Faded away).
43	Silverstein (A.Z.)	Tinkle's Guest House (Multiverse)	Angelique's grandfather; powerful figure in the Order.	Grandfather/Wizard/Alive.
43	Angelique's Mother (unnamed)	Tinkle's Guest House (Multiverse)	Appeared in Tinkle's house.	Mother/Alive.
44	Shea (Longmire)	Frosthaven (Elmer's Office)	Married Warden Blackmoor, left Frosthaven.	Married Blackmoor/Safe/Alive.
44	Benjamin Blackmoor (Warden)	Frosthaven (Elmer's Office)	Resigned as warden, married	Married Shea/Safe/Alive.

			Shea, left for the south.	
44	Two Men (unnamed)	Frosthaven (Courtroom)	Adventurer's Guild Representatives; delivered dismissal/bounty letter.	Guild Agents/Alive.
45	Cloaked man (unnamed)	Frosthaven (Outside Tavern)	Broke Lance Mob messenger, gave Eryn a key/invitation.	Messenger/Alive.
45	Randal	Randal's Mercantile (Frosthaven)	Merchant from whom they bought supplies; noted horse shortage.	Merchant/Alive.
45	Fran (Kirra's sister)	Kira's Shop (Frosthaven)	Found by Eryn, confirmed to be safe and with her sister.	Rescued/Alive.
47	Willard (Weasel)	Port Ahn Outskirts	Blackmoor's man; delivered a letter and offered to help the party enter the city.	Blackmoor's Crew/Alive.
47	House Umbridge (Silas Umbridge)	Mentioned (by Blackmoor)	Controlling operations in Port Ahn sewers; Sahn cult follower.	Enemy/Alive.
50	Hans Landa	Three Points (Gate)	Colonel and Chief Investigator from Silverspire.	Investigator/Alive.
50	Smiling Sal (Sal)	Sal's Emporium (Three Points)	Short, grey-haired merchant of wagons and trinkets.	Merchant/Alive.
50	Garrett	Road to Middlesfeld	Mercenary hired by the party for caravan security.	Mercenary/Alive.
50	Tula	Road to Middlesfeld	Young girl fleeing cultists; revealed to be treacherous in Session 51.	Treacherous/Deceased (Killed by Xantha's twins in Session 51).

51	Zora / Zara (The Twins)	Road Camp (Ambush Site)	Ambushed the party after Tula's treachery; powerful magic users.	Magic Users/Assassins/Alive.
53	Tobin / Brynna	Middlesfeld	Citizens encountered during the Frostfire Revel and the investigation of Lina's body.	Citizens/Alive.
53	Lina Ravenshadow	Middlesfeld (Woods)	Found dead in the woods near the festival.	Deceased (Murdered).
53	Jorin	Port Ahn Sewers	Wererat prisoner who claimed to be escaped; attacked the party.	Wererat/Deceased.
56	Shirva	Port Ahn Sewers	High Acolyte of Kragoth/Draconian commander; killed by the party.	High Acolyte/Deceased.
56	Emma Grimm	Port Ahn Sewers (Mentioned)	Fritz Grimm's sister, held captive by Nyra Vexis.	Captive/Alive (Rescued in Session 59).
57	Commander Grok	Port Ahn Sewers (Forge)	Draconian commander of the forge operation; killed by the party.	Commander/Deceased.
58	Nyra Vexis	Port Ahn Sewers (Temple)	Draconian; killed Cal-El; guarded Emma Grimm.	Draconian/Deceased.
60	Captain Archer / Lieutenant Dan	Port Ahn Alleyway	Officers leading enemy forces in an ambush; Lt. Dan was killed.	Enemies; Captain Archer (Escaped); Lt. Dan (Deceased).
61	Captain Ambrose Hurst	Blended Mermaid Tavern (Port Ahn)	Retired pirate hunter; met to discuss finding The Blade.	Client/Alive.

61	Lyra, Oriq, Selene	Blended Mermaid Tavern (Port Ahn)	Singing assassins (Silent Scourge) who ambushed the party upstairs.	Assassins/Magic Users/Fled/Alive.
61	Prime Minister Aerindor Panthanae	Admiralty Building (Port Ahn)	Opened proceedings on the kidnapping response.	Prime Minister/Alive.
61	Admiral Bartholomew Silverlight	Admiralty Building (Port Ahn)	Head of the Royal Valdernost Navy.	Admiral/Alive.
61	Silas Umbridge	Admiralty Building (Port Ahn)	Head of House Umbridge; testified at the hearing.	Merchant House Head/Enemy/Alive.
61	Lord Aldric Valoris	Admiralty Building (Port Ahn)	Member of the counsel; ally who revealed the "arrest" was a plan by Silverstein/Tinkle to protect them.	Head of Council/Ally/Alive.
61	Seaman Gumby	Admiralty Building (Port Ahn)	Sole survivor/witness to the Princess Seraphine kidnapping.	Witness/Alive.
61	Lady Esmeralda Valoris	Admiralty Building (Port Ahn)	Lord Valoris's wife; asked the company to help find her daughter.	Wife/Alive.
61	Fleet Mage Mathew Beck	Admiralty Building (Port Ahn)	Provided the high-level illusion spell to cloak the party's absence.	Fleet Mage/Alive.

Analogy for Context:

The process of tracking all these characters is like trying to map the intricate root system of a sprawling ancient forest. While some roots (like Sir Charles or Grish-ta-nak) are main trunks encountered head-on, others are fine, interwoven runners (like Theo, Mott, or the Twins) that connect the visible elements to the deepest, most unseen parts of the global network (Grizzolo, Aphobis, Silverstein, and the Spires), revealing that no encounter, however small (like finding a note signed "Theo"), is isolated from the rest of the campaign's vast conspiracy.