

# Alexandria Ross, the Bonnie Baroness of Blackpoint

Of all the nobles found in Thyatis, none are as approachable to their subjects as the baroness of Blackpoint, Alexandria Ross (Alex to her friends). The illegitimate daughter of a Kerendan Praefect and a Redguard seamstress, Alexandria came to Machetos looking for her father after her mother died. Finding her father had been transferred far away, Alexandria had to find work as a barmaid in a road house near the Karameikos border. It was there she found her destiny.

As she was closing up one night a stranger burst in, obviously in distress. He was severely injured, his face covered in blood. He had a bloodied knife in his hand and spoke in a pained voice. He told her he was a very powerful man, and men were minutes away that wanted to kill him. If he would hide him until his men arrived to save him he would reward her in ways she couldn't imagine. Alex didn't know why she decided to help the man but hid him in a secret room they used to avoid tax collectors. She gave the man bandages and blankets and hurriedly scrubbed all the blood from the floors and doors.

Just a few minutes after she finished three men all in black came into the tavern, obviously looking for the first man. Knowing they wouldn't believe her if she denied seeing them, she bartered her supposed knowledge of his whereabouts for a sack of gold. She told the men the wounded man escaped out the back, planning to circle back once the assassins had left. So the assassins decided to stay and wait for their quarry's return.



Alex entertained the assassins as they waited, flirting with them and also serving them stronger and stronger ales. Soon the door burst in a third time, only this time it was Imperial bodyguards who quickly dispatched the assassin.

The wounded man then revealed himself to be Prince Eusebius, crown prince of Thyatis. The assassins were sent by a rival family hostile to Emperor Thincol. In gratitude the Prince immediately knighted Alex and promoted her to baron of the surrounding area. There was some protest from the noble of the area, but the Emperor did side with the woman that saved his son.

Alex was given a stipend to help her rule her barony, and the first thing she did was buy the road

house she worked at to serve as her official seat of power. Blackpoint is a quiet town, with no bandit activity because of the garrison nearby, and the foresters to the north keep away any humanoïds. She mostly handles disputes in trade and the occasional drunken brawl. In the meantime she still runs the Blackpoint Inn as any other inn. However she can invoke her noble authority if someone becomes too rowdy, and is not above assigning quests and work details to pay for damage done to her road house.

Baroness Ross still conducts herself like a commoner. She's foul mouthed and quick to laugh. She has little political power outside of her barony, but she does have the ear of Eusebius. She wears finer clothes but still dresses like a well dressed commoner.

## Roleplaying Alexandria:

Baroness Ross is young and inexperienced, but not naive. She has a wicked sense of humor but knows wrong from right. She is more than happy to play dumb to get information out of someone, even pretending to be just a normal barmaid. Her first duty is to her people, something she will never forget.

## Campaign Ideas:

With Blackpoint in a relatively safe area of Thyatis, Ross is a perfect quest giver especially if the party mistakes her for a commoner. She looks like a common barmaid, but has the full authority of a noblewoman. She will frequently use adventurers to investigate crimes, keep the peace down at the docks or find missing persons. She is a good contact for low level characters, serving as a friend in high places.

### Alexandria Ross (BECM)

Lawful AC: 2 (Leather +1)

Thief/G HP: 32

STR: 10 THACO: 17/14

INT: 15 DR/P: 11

WIS: 13 MW: 12

DEX: 16 P/T/S: 11

CON: 12 DB: 14

CHA: 18 R/S/S: 13

OL: 40%

FT: 35%

RT: 34%

CW: 92%

MS: 44%

HS: 32%

PP: 45%

HN: 54%

RL: 80%

Languages: Common, Thyatian, Traladaran

Proficiencies:

Deception: 18

Persuasion: 18

Profession (Bartender): 15

Bargaining: 18

Law and Justice (Thyatis): 13

Detect Deception: 13

Leadership: 18

Short sword +2

Shortbow +1

### Alexandria Ross (5E)

Neutral Good

6th level human rogue

STR: 10

INT: 15

WIS: 13

DEX: 16

CON: 12

CHA: 18

Languages: Common, Thyatian, Traladaran, Thieves Cant

Skills: Insight, Persuasion, Deception, Perception, Sleight of Hand, Stealth

Tools: Thieves Tools, Brewer's supplies

Abilities:

Expertise in Persuasion and Insight

Uncanny Dodge (per the PHB)

Fast Hands (Per the PHB)

Second-Story Work (Per the PHB)

Observant Feat

Gear:

Studded Leather +1

Short sword +2

Shortbow +1

2 Potions of Healing

AC: 15 (Studded Leather +1)

HP: 34

+6 Melee (Finesse)

+6 Missile

Saving Throws: Intelligence, Dexterity