

Kasperle

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General Appearance

- Male Firbolg
- About 350 years old (equivalent of human late 50s)
- Tall, 7'6 (2.2 meters)
- Dark weathered bluish skin, big red flat nose, with pointed protruding ears
- Has long pulled back greying-brown hair, with a matching grey-brown beard that is generally well kept (short).
- Quite strongly built, but has developed a pot belly over the years of running the tavern.
- Wears typical tavernkeeper clothes, loose, comfortable, the occasional stain from cooking/drinks on his apron
- Always has a warm and welcoming smile
- Natural Voice, just slow and clear.

Position

Tavernkeeper and Owner of [the Glowing Fool Tavern](#)

Goals and Fears

Goals

- To see the good of the "outside"
- To help adventurers whom he believes are doing good and trying to improve the world (or at least as far as he knows)
- To be a refuge for those that have nowhere else to go.

Fears

- Anyone that tries to "harness" the power of his tavern
- Anyone that causes trouble in his tavern, or threatens those that exist within it
- The idea that he is wrong that the outside is mostly good, so is weary of anything that shows malevolence within the tavern walls

Personality

His patrons are his (new) family.

Relationships

He manages the tavern alone. He is logistically capable of doing so thanks to the magic that he has, and the occasional help of his "glowers" (although they are more for companionship when the tavern is empty than anything else)

Glowers:

- Fireflies that inhabit the glowing fool
- They are Kasperle's only real "permanent" companions.
- He has a name for each and every one of them. Named by patrons, and if the fireflies like them:
 - River Tam
 - Sandwich
 - Tinkerbell
 - Dave
 - Gary

History

The wood that was used to create the Glowing Fool tavern was an ancient magical oak that Kasperle and his tribe were sworn to protect. However, some time ago, greedy adventurers and poachers entered

their forest, looking to harness the power of the tree for their own nefarious purposes. The invaders launched an extended campaign against the local firbolgs that led to massive casualties on both sides.

In the end, Kasperle was the only surviving member of his tribe. And mounted one final stand at the base of this tree against the invaders. However, as he was about to fall, a group of friendly adventurers (loose reference to *Mighty Nein*) came in and saved him, and killed all the invaders. However, the tree was damaged during the encounter, and looked to be dying.

Kasperle seeing the goodness that could come from outsiders (the invaders instilled this hatred for outsiders in him) decided that perhaps the humanity on the outside still had some good. And upon seeing the end approaching for his tree, decided to use its last remnants of magic to create the Glowing Fool Tavern, to be able to "travel" with the last remnants of his home, continuing his vigil over the tree, but also seeing what good the outside has.

Kasperle, like all firbolgs didn't really have a name (no need for it in his tribe). He adopted "Kasperle" as his name because one of the group that saved him (*Caleb*) had called him that, when he was describing his last stand to protect his home.