

EDDA MARRIS

Keeper of the Spare Chair



Faces of Fear 2026

Edda Marris, Keeper of the Spare Chair

Every guest receives a welcome; some receive company.

Introduction: The Spare Chair

A genuinely caring innkeeper who weaponises hospitality, opening spare chairs into temporary crossings that place willing otherworldly killers beside selected guests.

Edda Marris is a broad-handed, neatly dressed Human innkeeper whose russet apron, cream sleeves, umber skirts, and worn brass brooch belong comfortably among apple stew and damp woodsmoke. She claims only to be a practical hostess who keeps travellers dry and Brackenhythe's ferry landing working, and much of that kindness is entirely genuine. Rumours disagree over whether her customary spare chairs commemorate the drowned or await impossible travellers, but the truth is worse: Edda deliberately opens them for killers employed by The Late Company. She is now preparing a private supper for ferryman Dovett Millreed, choosing professional advancement over a friend she still sincerely likes.

When to Use Edda

- **Dependable Host:** She can treat minor injuries, dry equipment, anticipate rain, provide meals, and arrange safe ferry passage for trusted regulars.
- **Hidden Antagonist:** She prepares extra chairs beside protected travellers and quietly opens crossings for the killers contracted to reach them.

At a Glance

- **Race/Heritage:** Human
- **Age:** Late 40s, weathered gently by river damp and long working days
- **Alignment:** Neutral Evil
- **Quick Description:** Edda is a sturdy, broad-handed innkeeper in cream sleeves, umber skirts, and a russet apron, standing with the unhurried balance of someone who never spills a tray. Her worn brass chair-key brooch catches the firelight while frost-blue moisture gathers beneath the spare chair she has quietly angled towards her guest.

Edda's Personality

- **Genuine Caretaker:** Edda sincerely tends injuries, dries equipment properly, remembers guests' needs, and keeps Brackenhythe's ferry landing functioning.
- **Deliberate Killer:** She knowingly selects targets and admits willing Late Company killers, without treating her witchcraft as a curse or misunderstanding.

Warm Words, Precise Invitations

Interaction Possibilities

- **Hidden antagonist:** Place a protected traveller under her roof and let the party gradually realise that Edda has prepared an extra chair specifically for their killer.
- **Community complication:** Expose Edda when Brackenhythe depends upon her subsidised meals, ferry repairs, winter stores, and practical care, forcing the party to protect people from both her and the consequences of losing her.

Behavior

- **Speech:** Speak warmly, precisely, and without haste. Edda couches instructions as considerate observations, such as noting that someone will be more comfortable if they remain exactly where they are.
- **Attention:** During an invitation, Edda watches the intended victim rather than the frost-blue moisture or deepening indentation in the spare chair.
- **Affection:** Her fondness for regulars is sincere, but she treats affection as something that can coexist with betrayal when ambition or business requires it.

Quirks and Mannerisms

- **Ankle-Straightened Chairs:** She turns and straightens chairs with the inside of her ankle while her hands remain occupied with towels, bowls, bandages, or food.

Attitude Towards Players

Warmly Useful: Edda offers competent, attentive hospitality to characters she considers regulars and remembers their practical needs.

Sample Quotes and Interactions

- *Take the dry seat, dear. I have already made room.*
- *Dovett is a dear friend. That changes nothing tonight.*

What the Spare Chair Opens

Edda deliberately opens her spare chairs for killers employed by The Late Company. Her current target is Dovett Millreed, a ferryman and friend she sincerely likes, whose murder she intends to trade for greater authority within the Company.

Pellit and Urvel. Both partners: AC 14; 38 HP; speed 30 ft.; one melee attack, +5 to hit, reach 5 ft., 10 (2d6+3) piercing. Only one partner can be present at a time. It cannot move beyond 120 feet of its arrival point and vanishes after 10 minutes; destroying the chair does not dismiss it. Pellit (Medium) moves through creatures' spaces as difficult terrain but cannot end there. The first time each turn it enters a creature's space, that creature cannot take reactions until the start of that creature's next turn. When hit by someone other than its selected target, Pellit can react for +2 AC against that attack. Urvel (Large) doubles damage to objects and structures; against a Large or smaller creature, it can replace hit damage with a push of up to 10 feet.

Escalation. Brackenhythe depends on Edda's subsidised meals, winter stores, practical care, and ferry repairs, so stopping her murders also threatens the community infrastructure her criminal income sustains.

When the Chair Grows Cold

Keeper of the Spare Chair (Trait) Frost-blue moisture, an unnatural indentation, and a cold draught immediately mark a prepared chair and require no check to notice. DC 13 Intelligence (Arcana) identifies a host-held crossing; DC 13 Wisdom (Insight) reveals Edda watching the selected target rather than the anomaly.

Open the Spare Chair (1/Short Rest) (Action) Once per short rest, while touching an empty chair within 5 feet of a seated creature she can see, Edda targets that creature and calls Pellit or Urvel; the trait's visible signs appear. The use is expended immediately, and the target remains chosen if it leaves. At the start of Edda's next turn, the partner appears in the chair's space or nearest unoccupied space and acts immediately after her. The crossing fails only if the chair is destroyed or a living creature occupies its seat then; moving or overturning it only relocates arrival. The chair has AC 12, 10 hit points, and poison and psychic immunity.

Behind the Welcome

Secret: The Spare Chairs Are Crossings Edda deliberately prepares extra chairs as temporary crossings for Pellit or Urvel, willing contractors employed through The Late Company.

Key Behavior Aspect: Weaponised Hospitality The same careful hosting that keeps guests comfortable also positions a prepared chair within arm's reach of Edda's chosen target.

Notable Relationship: Dovett Millreed Edda sincerely likes the ferryman and helped him through lean winters, but intends to have him killed after his suspicions began diverting threatened travellers elsewhere.

Highlighted Conflict: Affection Without Restraint Edda's fondness for regulars and for Dovett is sincere, yet she permits affection to coexist with betrayal whenever ambition or business requires it.

Set Her at the Table

The Private Supper (personal) Personal intrigue hook: Dovett Millreed asks the party to attend his supper after noticing that Edda has prepared an additional chair despite his request to dine alone.

Keep Her Kindness Genuine

- *Note — Do not soften Edda into a victim of her witchcraft: her care is sincere, her dependence network is real, and she knowingly chooses who dies.*

