



This is an expanded selection of NPCs that you can use in running *The Witch's Price*, the adventure included in *Artesia: Adventures in the Known World*. Here you can find some handy statistics to use for NPCs that the PCs encounter in and around Belward. The NPCs listed in the book are here also included, so that you can print them out for your convenience, as well as a variety of additional sample NPCs from the region.

Remember that most people will have an average Characteristic of 5, and therefore Body, Mind, and Spirit scores of 25. The typical Skill Level for a basic NPC should be around 2. You can easily adjust the basic NPC samples given here by adjusting Characteristics up or down to reflect a specific NPC's history and training, or by giving an NPC a specific Lineage or package of Birth Signs and Omens to help individualize them. NPCs with a greater experience and training should have key Skills at Level 4; NPCs who are meant to be challenging and difficult adversaries or useful allies should probably have key Skills around Level 6. NPCs that have Skill Levels of 8 or higher can be considered individuals of considerable note and reputation.

### SAMPLE NPC TEMPLATE:

NPC NAME OR OCCUPATION, WITH SOCIAL LEVEL (SL)

APP 5	STR 5	STAM 5	DEX 5	TECH 5	BODY 25
PER 5	WILL 5	MEM 5	IMAG 5	REAS 5	MIND 25
PRE 5	CONV 5	COUR 5	EMP 5	WIS 5	SPIRIT 25

**SKILLS:** The primary Skills and Skill Levels of the NPC will be listed here, except for actual Weapon Skills, which are listed in the Weapons section below. The Skills section will list Language and Everyman Skills first, then

other pertinent Skills related to occupation and background, then end with Combat-related Skills with Evade always listed last (to make it easy to find).

**GIFTS:** Any Gifts that the NPC has will be listed here; default is *None*.

**BINDINGS:** Any Bindings that the NPC has will be listed here; most NPCs will have a few points of *Pollution*. If the Bindings are Active and affect Characteristics, then the resulting Characteristics will be listed above in the Characteristics section in parenthesis.

**MAGIC:** Any magic Skill Levels and memorized Incantations and Rituals will be listed here.

**INVOCATIONS:** If the NPC has made offerings or sacrifices to a god, then the stored Invocation Points for the god's various epithets that they can access through a Prayer of Invocation will be listed here.

**WEAPONS:** Combat Skills, actual weapons, and typical damage will be listed here. Combat Skills of 0 will be listed in case an NPC carries a weapon but does not know how to properly use it. For example:

Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** The kind of protective gear worn by the NPC will be listed here; most will wear **Simple Clothing**: Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** If the NPC is carrying anything of interest or value, it will be listed here. Most NPCs above SL 4 will have a money purse if encountered in public, and will have d6 x SL in pennies.

**ENC:** The total weight and resulting ENC (after deducting for STR value and Armor Training) will be listed here. Don't forget that ENC is applied as a penalty to MOVE and most physical actions. Usually that's around 5 lbs weight. *ENC* Binding Level 0

**MOVE:** The resulting MOVE of the NPC, after ENC is factored, will be listed here: 28 (Run 56)



## SAMPLE INHABITANTS OF ERID DANIA



### DANIAN FARMER (SL 3)

APP 5 STR 6 STAM 5 DEX 5 TECH 5 BODY 26  
 PER 5 WILL 5 MEM 5 IMAG 4 REAS 5 MIND 24  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Farmwork 2, Craftwork 2, Housework 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6+2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** –2 Impact

Melee 0: **Dagger** +2 Cut

**ARMOR:** **Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

ENC: 5 lbs weight. ENC 0

MOVE: 28 (Run 56)



### DANIAN FARMER, OLD RELIGION (SL 3)

APP 5 STR 5 STAM 6 DEX 5 TECH 5 BODY 26  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 24  
 PRE 6 CONV 6 COUR 5 EMP 5 WIS 6 SPIRIT 28

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Farmwork 3, Craftwork 2, Housework 2, Folk Lore 2, Divine King Cult Lore 2, Yheran Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 2, Yhera Chthonia 2

**WEAPONS:** Hand-to-Hand 2: **Fist** –3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** **Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +2 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), a *folk amulet to ward a man from ghosts* (Charm of Warding)

ENC: 5 lbs weight. ENC 0

MOVE: 28 (Run 56)



### DANIAN HERDER (SL 3)

APP 5 STR 5 STAM 4 DEX 6 TECH 5 BODY 25  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Shepherding 3, Farmwork 2, Navigation 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** –3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** **Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

ENC: 12 lbs weight. ENC 0

MOVE: 27 (Run 54)



### DANIAN LABORER (SL 2)

APP 5 STR 6 STAM 5 DEX 5 TECH 6 BODY 27  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Farmwork 2, Engineering 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6+2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 3: **Fist** –2 Impact

Melee 0: **Dagger** +2 Cut

**ARMOR:** **Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

ENC: 5 lbs weight. ENC 0

MOVE: 29 (Run 58)



### DANIAN HOUSE SERVANT (SL 3)

APP 5 STR 4 STAM 4 DEX 5 TECH 6 BODY 24  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Housework 3, Craftwork 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** –4 Impact

**ARMOR:** **Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +2 *crystal talisman* (vs. hexes, curses, the evil eye)

ENC: 5 lbs weight. ENC 0

MOVE: 24 (Run 48)



### DANIAN LEVY (SL 4)

APP 5 STR 6 STAM 5 DEX 5 TECH 5 BODY 26  
 PER 5 WILL 5 MEM 5 IMAG 4 REAS 5 MIND 24  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Farmwork 2, Craftwork 2, Housework 2, Divine King Cult Lore 2, Armor Training 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6+2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 2, Islik Conqueror of Death 4

**WEAPONS:** Hand-to-Hand 2: **Fist** –2 Impact

Melee 2: **Dagger** +2 Cut, 2h **Long Spear** +9 Puncture, **Short Sword** +3 Puncture or +3 Cut

**ARMOR:** Light Irregular harness: Overall: 6/3/5, Exposed: Face, Neck, Hands 0/0/0, Weak: Head, Arms, Legs, Feet 4/2/3  
**ENC:** 37 lbs weight. ENC 0  
**MOVE:** 28 (Run 56)

**NOTE:** This is essentially a farmer with some rudimentary military training; basic skills can be changed for levy drawn from other occupations as needed. A Light Irregular harness is typical of the armor worn by levies in most of the Danias.

 **DANIAN TRADER (SL 5)**

APP 5 STR 5 STAM 4 DEX 5 TECH 5 BODY 24  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 6 CONV 5 COUR 5 EMP 4 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Dain Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Commerce 3, Navigation 2, Streetwise 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** None

**BINDINGS:** Pollution d3+1, Greed 2 (dormant)

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 1, Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: Fist -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** Reinforced Clothing: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +2 *ruby ring* (vs. disease, hexes, curses, the evil eye)

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 27 (Run 54)

 **DANIAN MINSTREL (SL 5)**

APP 5 STR 5 STAM 4 DEX 5 TECH 5 BODY 24  
 PER 5 (4) WILL 5 MEM 6 IMAG 6 REAS 5 MIND 27  
 PRE 7 (6) CONV 5 COUR 5 EMP 5 (4) WIS 6 (5) SPIRIT 28

**SKILLS:** Speak Middle Tongue 6, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Musicianship 3, Storytelling 3, Singing 3, Dancing 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *Tongue Afire* 2

**BINDINGS:** Pollution d3, Vanity 1

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: Fist -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** Simple Clothing: Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ENC:** 5 lbs weight. ENC 0

**MOVE:** 26 (Run 52)

 **DANIAN ARTISAN (SL 5)**

APP 5 STR 5 STAM 4 DEX 5 TECH 6 BODY 25  
 PER 5 WILL 5 MEM 5 IMAG 6 REAS 5 MIND 26  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Craftwork 4, Artistry 3, Divine King Cult Lore 2, Evade 2

**GIFTS:** None

**BINDINGS:** Pollution d3+1

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: Fist -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** Simple Clothing: Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +2 *crystal talisman* (vs. hexes, curses, the evil eye)

**ENC:** 5 lbs weight. ENC 0

**MOVE:** 25 (Run 50)

 **DANIAN CITY COMPANY MAN (SL 5)**

APP 5 STR 5 STAM 4 DEX 5 TECH 6 BODY 25  
 PER 5 WILL 5 MEM 5 IMAG 6 REAS 5 MIND 26  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Craftwork 4, Artistry 3, Divine King Cult Lore 2, Armor Training 2, Evade 2

**GIFTS:** None

**BINDINGS:** Pollution d3+1

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 2, Islik Conqueror of Death 4

**WEAPONS:** Hand-to-Hand 2: Fist -3 Impact

Melee 2: **Dagger** +1 Cut, **Short Sword** +2 Puncture or +2 Cut, *Spear* 1: 2h **Long Spear** +7 Puncture

Marksmanship 2: **Crossbow** 1: **Heavy Crossbow** +12 Puncture

**ARMOR:** City Company harness: Overall: 4/2/3, Exposed: Face, Neck 0/0/0, Weak: Legs 1/1/1, Feet 2/2/1, Strong: Head, Chest 9/4/5

**ITEMS OF NOTE:** +2 *crystal talisman* (vs. hexes, curses, the evil eye)

**ENC:** 45 lbs weight. ENC 2

**MOVE:** 25 (Run 50)

**NOTE:** This is an artisan townsman with some rudimentary military training; change basic skills to reflect other occupations as needed. This can be used for levy companies drawn from the Free Cities of Westmark or Newgate.

 **DANIAN HOUSEHOLDER (SL 6)**

APP 5 STR 5 STAM 4 DEX 5 TECH 6 BODY 25  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Local Expert (Erid Dania) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Farmwork 2, Housework 3, House Keeping 4, Divine King Cult Lore 2, Evade 2

**GIFTS:** None

**BINDINGS:** Pollution d3+1

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: Fist -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR:** Reinforced Clothing: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 25 (Run 50)

 **DANIAN SCRIBE (SL 7)**

APP 5 STR 4 STAM 4 DEX 4 TECH 6 BODY 23  
 PER 6 WILL 5 MEM 6 IMAG 5 REAS 5 MIND 27  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 6, Awareness 2, Persuasion 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 4, Wardrobe & Style



(Danian) 3, Letters 4, Writing (Éduinan) 4, Composition 3, Research 2, Divine King Cult Lore 2, Evade 2

GIFTS: *None*

BINDINGS: *Pollution* d3+1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 2

WEAPONS: Hand-to-Hand 2: **Fist** -4 Impact

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 23 (Run 46)



**DANIAN BARD (SL 6)**

APP 5 STR 4 STAM 4 DEX 5 TECH 6 BODY 25  
 PER 5 (4) WILL 5 MEM 6 IMAG 6 REAS 5 MIND 27  
 PRE 8 (7) CONV 5 COUR 5 EMP 5 (4) WIS 6 (5) SPIRIT 29

SKILLS: Speak Middle Tongue 7, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 5, Etiquette (Athairi) 4, Wardrobe & Style (Danian) 4, Storytelling 4, Composition 4, Artistry 4, Singing 4, Musicianship 4, Letters 4, Dancing 4, Divine King Cult Lore 2, Evade 2

GIFTS: *Golden Tongue* 2

BINDINGS: *Pollution* d3, *Vanity* 1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 2

WEAPONS: Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +0 Cut

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ITEMS OF NOTE: *Labiran* +3 *Seduction Rune talisman* (+3 social, performance skill tests)

ENC: 10 lbs weight. ENC 0

MOVE: 26 (Run 52)



**DANIAN DIVINE KING PRIEST (SL 7)**

APP 5 STR 5 STAM 4 DEX 4 TECH 5 BODY 23  
 PER 5 WILL 5 MEM 6 IMAG 5 REAS 5 MIND 26  
 PRE 6 CONV 7 COUR 5 EMP 5 WIS 6 SPIRIT 29

SKILLS: Speak Middle Tongue 6, Speak Eastern Tongue 4, Speak Old Illian 5, Awareness 2, Persuasion 3, Local Expert (Erid Dania) 2, Etiquette (Danian) 4, Wardrobe & Style (Danian) 3, Oratory 3, Writing (Éduinan) 4, Letters 3, Heraldry 3, Divine King Cult Lore 4, Evade 2

GIFTS: *Stone Heart* 1

BINDINGS: *Pollution* d3, *Vanity* 1

MAGIC: Divine King Offering Ritual, Purification Ritual, Oath Ritual, Vow, Prayer of Warding, & Prayer of Invocation

INVOCATIONS: Islik the Divine King 5, Islik King of Earth 4, Islik King of Heaven 2, Islik Conqueror of Death 14

WEAPONS: Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 23 (Run 46)



**DANIAN MERCHANT (SL 8)**

APP 5 STR 4 STAM 4 DEX 4 TECH 5 BODY 22  
 PER 6 WILL 6 MEM 5 IMAG 5 REAS 5 MIND 27  
 PRE 6 CONV 5 COUR 5 EMP 4 WIS 6 SPIRIT 26

SKILLS: Speak Middle Tongue 6, Awareness 2, Persuasion 4, Local

Expert (Erid Dania) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Commerce 4, House Keeping 4, Intrigue 2, Divine King Cult Lore 2, Evade 2

GIFTS: *None*

BINDINGS: *Pollution* d3, *Greed* 2 (dormant)

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 2

WEAPONS: Hand-to-Hand 2: **Fist** -2 Impact

Melee 0: **Dagger** +0 Cut

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 22 (Run 44)



**DANIAN KNIGHT (SL 9)**

APP 5 STR 7 STAM 5 DEX 6 TECH 5 BODY 28  
 PER 5 (4) WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 6 CONV 6 COUR 6 EMP 4 (3) WIS 6 SPIRIT 28

SKILLS: Speak Middle Tongue 5, Awareness 3, Persuasion 2, Athletics 3, Local Expert (Erid Dania) 3, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Seduction 2, Riding 4, Campaigning 2, Heraldry 3, Divine King Cult Lore 2, Armor Training 4, Evade 4

GIFTS: *Courageous Aura* 1

BINDINGS: *Pollution* d3+2, *Cruelty* 1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik King of Earth 4, Islik Conqueror of Death 6

WEAPONS: Hand-to-Hand 3: **Fist** -1 Impact

Melee 4: **Dagger** +3 Cut, *Sword* 2: 2h **Sword of War** +12 Cut or +10

Puncture, *Lance* 2: **Lance** +6 Puncture

ARMOR: **Danian Spiked three-quarter harness**: Overall: 11/6/6, Weak: Legs, Feet (boots) 4/2/3

ENC: 58.5 lbs weight. ENC 3

MOVE: 27 (Run 54)



**VETERAN DANIAN KNIGHT (SL 9)**

APP 5 STR 8 STAM 5 DEX 7 TECH 5 BODY 30  
 PER 5 (4) WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 6 CONV 6 COUR 7 EMP 4 (3) WIS 6 SPIRIT 29

SKILLS: Speak Middle Tongue 5, Awareness 4, Persuasion 3, Athletics 4, Local Expert (Erid Dania) 3, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Seduction 2, Riding 6, Campaigning 3, Heraldry 4, Divine King Cult Lore 2, Armor Training 6, Evade 6

GIFTS: *Courageous Aura* 2, *Veteran* 2

BINDINGS: *Pollution* d3+2, *Cruelty* 1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik King of Earth 4, Islik Conqueror of Death 10

WEAPONS: Hand-to-Hand 4: **Fist** +0 Impact

Melee 6: **Dagger** +4 Cut, *Sword* 4: **Two-handed Sword** +15 Cut, *Lance* 4:

**Lance** +7 Puncture

ARMOR: **Danian Spiked three-quarter harness**: Overall: 11/6/6, Weak: Legs, Feet (boots) 4/2/3

ENC: 58.5 lbs weight. ENC 0

MOVE: 34 (Run 68)



**DANIAN SQUIRE (SL 9)**

APP 5 STR 5 STAM 4 DEX 5 TECH 5 BODY 24  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

SKILLS: Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style

(Danian) 2, Riding 2, Campaigning 2, Heraldry 2, Divine King Cult Lore 2, Armor Training 2, Evade 2

GIFTS: *None*

BINDINGS: *Pollution* d3+1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 2

WEAPONS: Hand-to-Hand 2: **Fist** -3 Impact

Melee 2: **Dagger** +1 Cut, *Sword* 1: **Broadsword** +3 Cut

ARMOR: **Infantry half-harness**: Overall: 11/6/6, Exposed: Face, Hands 0/0/0, Weak: Groin, Thighs, Legs, Feet 3/2/3

ENC: 43 lbs weight. ENC 2

MOVE: 24 (Run 48)



**DANIAN VASSAL WARRIOR (SL 4)**

APP 5	STR 6	STAM 5	DEX 6	TECH 5	BODY 27
PER 5	WILL 6	MEM 5	IMAG 4	REAS 5	MIND 25
PRE 6	CONV 5	COUR 6	EMP 4	WIS 6	SPIRIT 27

SKILLS: Speak Middle Tongue 5, Awareness 3, Persuasion 2, Athletics 3, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Campaigning 2, Divine King Cult Lore 2, Hand-to-Hand 3, Armor Training 3, Evade 4

GIFTS: *None*

BINDINGS: *Pollution* d3+1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 4

WEAPONS: Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Dagger** +2 Cut, **Hanger** +3 Cut, **Bardiche** +10 Cut

Marksmanship 2: **Light crossbow** +6 Puncture

ARMOR: **Mail harness**: Overall: 7/5/5, Exposed: Face, Hands 0/0/0

ENC: 48 lbs weight. ENC 2

MOVE: 28 (Run 56)



**DANIAN LADY (SL 9)**

APP 6 (8)	STR 4	STAM 4	DEX 5	TECH 6	BODY 25
PER 6	WILL 6	MEM 5	IMAG 5	REAS 5	MIND 27
PRE 7	CONV 5	COUR 5	EMP 5	WIS 6	SPIRIT 28

SKILLS: Speak Middle Tongue 6, Awareness 2, Persuasion 4, Local Expert (Erid Dania) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Seduction 2, Leadership 2, House Keeping 4, Intrigue 3, Housework 3, Craftwork 2, *Clothwork* 1, *Perfumery* 1, Divine King Cult Lore 2, Evade 2

GIFTS: *Charismatic Mask* 1

BINDINGS: *Pollution* d3

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik King of Heaven 2, Islik Conqueror of Death 2

WEAPONS: Hand-to-Hand 2: **Fist** -3 Impact

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ITEMS OF NOTE: +2 *amber lion talisman* (APP, fertility, birth rolls), silver jewelry worth 20s

ENC: 10 lbs weight. ENC 0

MOVE: 25 (Run 50)



**DANIAN LORD (SL 10)**

APP 5	STR 6	STAM 5	DEX 6	TECH 5	BODY 27
PER 5 (4)	WILL 6	MEM 5	IMAG 5	REAS 5	MIND 26
PRE 7	CONV 4	COUR 5	EMP 4 (3)	WIS 6	SPIRIT 26

SKILLS: Speak Middle Tongue 6, Awareness 2, Persuasion 4, Athletics 3, Local Expert (Erid Dania) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Leadership 3, Intrigue 2, Heraldry 4, House Keeping 3, Riding 4, Divine King Cult Lore 2, Armor Training 4, Evade 4

GIFTS: *Mask of Command* 2, *Renown* 1

BINDINGS: *Pollution* d3+2, *Cruelty* 1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

WEAPONS: Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Dagger** +2 Cut, *Sword* 2: 2h **Sword of War** +10 Cut or +8 Puncture, *Lance* 2: **Lance** +5 Puncture

ARMOR: **Danian Spiked field harness**: Overall: 12/7/7

ITEMS OF NOTE: heavy silver signet ring worth 15s, gold chain of office 12g

ENC: 66 lbs weight. ENC 5

MOVE: 25 (Run 50)



**DANIAN GUARD (SL 9)**

APP 5	STR 6	STAM 5	DEX 6	TECH 5	BODY 27
PER 6	WILL 6	MEM 5	IMAG 4	REAS 5	MIND 26
PRE 6	CONV 5	COUR 6	EMP 4	WIS 6	SPIRIT 27

SKILLS: Speak Middle Tongue 5, Awareness 4, Persuasion 2, Athletics 4, Local Expert (Erid Dania) 2, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Heraldry 4, Inquiry 3, Riding 4, Intrigue 3, Divine King Cult Lore 2, Armor Training 4, Evade 4

GIFTS: *None*

BINDINGS: *Pollution* d3+1

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 4

WEAPONS: Hand-to-Hand 2: **Fist** -2 Impact

Melee 4 or Close Order 3: **Dagger** +2 Cut, *Sword* 2: **Two-handed Sword** +11 Cut

ARMOR: **Infantry officer harness**: Overall: 11/6/6, Exposed: Face 0/0/0, Weak: Stomach, Groin 7/5/5, Legs, Feet 2/2/1

ENC: 57 lbs weight. ENC 3

MOVE: 28 (Run 56)



**DANIAN SENESCHAL (SL 9)**

APP 5	STR 5	STAM 4	DEX 5	TECH 6	BODY 25
PER 6	WILL 6	MEM 5	IMAG 5	REAS 5	MIND 27
PRE 6	CONV 5	COUR 5	EMP 5	WIS 6	SPIRIT 27

SKILLS: Speak Middle Tongue 5, Awareness 2, Persuasion 4, Athletics 2, Local Expert (Erid Dania) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Riding 2, Leadership 2, House Keeping 4, Inquiry 4, Housework 2, Farmwork 2, Divine King Cult Lore 2, Evade 2

GIFTS: *None*

BINDINGS: *Pollution* d3+2

MAGIC: Divine King Offering Ritual & Prayer of Invocation

INVOCATIONS: Islik Conqueror of Death 4

WEAPONS: Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut, **Hanger** +2 Cut

ARMOR: **Reinforced Clothing**: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 12 lbs weight. ENC 0

MOVE: 27 (Run 54)



**DANIAN OUTLAWS**



**DANIAN WITCH (SL 1)**

APP 5	STR 4	STAM 4	DEX 5	TECH 6	BODY 24
PER 6	WILL 5	MEM 6	IMAG 6	REAS 5	MIND 28
PRE 6	CONV 6	COUR 5	EMP 4	WIS 6	SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Housework 2, Storytelling 2, Healing Arts 3, Midwifery 3, Folk Lore 4, Star Lore 3, Yheran Cult Lore 4, Herbal Lore 4, Evade 3  
**GIFTS:** *Second Sight* 2

**BINDINGS:** *Pollution* d3, *Fear (Inquisitors)* 2

**MAGIC:** Folk Hex Charm, Folk Purification Ritual, Folk Charm of Seeing, Folk Reading Ritual, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Goddess of Night 4, Yhera Cosmopeia 4

**WEAPONS:** Hand-to-Hand 2: **Fist** -4 Impact

**ARMOR: Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), +3 *heliotrope talisman* (Divination rolls), *White Book of Cavalonia* (+3 Divination rolls), a *folk amulet to ward a person from ghosts* (Charm of Warding), a *folk amulet to cast out a possessing spirit* (Exorcism Ritual)

**ENC:** 5 lbs weight. ENC 0

**MOVE:** 24 (Run 48)



### DANIAN BANDIT (SL 1)

APP 5 STR 6 STAM 5 DEX 5 TECH 5 BODY 26  
 PER 5 WILL 6 (5) MEM 5 (4) IMAG 4 REAS 5 MIND 25  
 PRE 6 (5) CONV 4 COUR 5 (4) EMP 4 WIS 6 SPIRIT 25

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 3, Local Expert (Erid Dania) 3, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Stealth 4, Disguise 2, Streetwise 4, Fieldcraft 2, Divine King Cult Lore 2, Evade 4

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+3, *Guilt* 1, *Fear (Sheriff)* 2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Dagger** +2 Cut, **Short Sword** +3 Puncture or +3 Cut  
 Marksmanship 4: **Short-stave Bow** +9 Puncture

**ARMOR: Leather Hauberk:** Overall: 4/2/3, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +2 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), silver jewelry worth 20s

**ENC:** 22 lbs weight. ENC 0

**MOVE:** 29 (Run 58)



### DANIAN THUG (SL 1)

APP 5 STR 7 STAM 5 DEX 5 TECH 4 BODY 26  
 PER 5 WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 6 CONV 4 COUR 5 EMP 3 WIS 6 SPIRIT 24

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 4, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Intrigue 2, Inquiry 3, Streetwise 4, Divine King Cult Lore 2, Evade 4

**GIFTS:** *Berserkir Ekstasis* 1

**BINDINGS:** *Pollution* d6+2, *Hate (betters)* 2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** -1 Impact

Melee 4: **Dagger** +3 Cut, **Cudgel** +3 Impact

**ARMOR: Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

**ENC:** 15 lbs weight. ENC 0

**MOVE:** 30 (Run 60)



### A TYPICAL WOAT (SL 2)

APP 5 STR 8 STAM 5 DEX 6 TECH 4 BODY 28  
 PER 7 (6) WILL 6 MEM 5 IMAG 5 REAS 5 MIND 28  
 PRE 6 CONV 4 COUR 6 EMP 3 (2) WIS 6 SPIRIT 25

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Follow 2, Watch 2, Persuasion 3, Athletics 4, Local Expert (Erid Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Stealth 3, Disguise 2, Intrigue 2, Inquiry 3, Streetwise 4, Fieldcraft 3, Housework 2, House Keeping 2, Divine King Cult Lore 2, Tactics 2, Evade 4

**GIFTS:** *Iron Body* 1, *Warlike Visage* 1

**BINDINGS:** *Pollution* d6+2, *Cruelty* 1, *Hate (betters)* 2

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** +0 Impact

Melee 4: **Dagger** +4 Cut, **Hatchet** +5 Cut or **Hanger** +5 Cut

**ARMOR: Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

**ENC:** 15 lbs weight. ENC 0

**MOVE:** 30 (Run 60)

**NOTE:** The Woats are a large clan that runs an Inn on the West King's Road well known for their murderous and thieving ways; this is a typical Woat, whether serving food and alcohol or robbing people on the road.



## WOOD-FOLK FROM AN-ATHAIR



### ATHAIRI FARMER (SL 4)

APP 6 STR 5 STAM 6 DEX 5 TECH 5 BODY 27  
 PER 5 WILL 6 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 5 CONV 6 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (An-Athair) 2, Local Expert (Erid Dania) 2, Etiquette (Athairi) 2, Wardrobe & Style (Athairi) 2, Farmwork 3, Housework 2, Craftwork 2, Folk Lore 2, Divine King Cult Lore 2, Yheran Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 2, Yhera Chthonia 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR: Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), a *folk amulet to ward a man from ghosts* (Charm of Warding)

**ENC:** 5 lbs weight. ENC 0

**MOVE:** 29 (Run 58)



### ATHAIRI HUNTER (SL 3)

APP 6 STR 5 STAM 6 (9) DEX 6 TECH 5 BODY 28  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 5 CONV 5 COUR 6 EMP 4 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 4, Persuasion 2, Athletics 4, Local Expert (An-Athair) 4, Etiquette (Athairi) 2, Wardrobe & Style (Athairi) 2, Track 4, Fieldcraft 4, Animal Training 2, Navigation 4, Folk



Lore 2, Divine King Cult Lore 2, Yheran Cult Lore 2, Evade 4

**GIFTS:** *Keen Sight 2*

**BINDINGS:** *Pollution d3*

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation, Yheran Offering Ritual, Purification Ritual, & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 2, Yhera Chthonia 2, Adja the Huntress 6

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 1: +2 **Silver Dagger** +1 Cut (vs. wolves, dead things), *Spear* 2: 2h

**Long Spear** +7 Puncture

Marksmanship 4: **Long-Stave Yew Bow** +9 Puncture

**ARMOR:** **Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +3 *hyacinth ring* (vs. spirits, ghosts, the evil eye, +3 to STAM), a *folk amulet to ward a man from wolves* (Charm of Warding)

ENC: 19 lbs weight. ENC 0

MOVE: 32 (Run 64)



**ATHAIRI WITCH (SL 1)**

APP 6 STR 4 STAM 4 DEX 5 TECH 6 BODY 25

PER 5 WILL 5 MEM 6 IMAG 6 REAS 5 MIND 27

PRE 6 CONV 6 COUR 5 EMP 4 WIS 7 SPIRIT 28

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 2, Local Expert (An-Athair) 3, Etiquette (Athairi) 4, Wardrobe & Style (Athairi) 3, Housework 2, Storytelling 3, Healing Arts 3, Midwifery 4, Folk Lore 5, Yheran Cult Lore 4, Herbal Lore 4, Star Lore 4, Evade 2

**GIFTS:** *Second Sight 2, Otherworldly Visage 2*

**BINDINGS:** *Pollution d3, Fear Inquisitors 1*

**MAGIC:** Folk Charm of Warding, Folk Hex Charm, Herbal Enchantment Ritual, Yheran Offering Ritual, Ritual of Purification, & Prayer of Invocation

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Goddess of Night 4, Yhera Creatrix 4

**WEAPONS:** Hand-to-Hand 2: **Fist** -4 Impact

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +3 *jet horn talisman* (vs. spirit possession, +3 to opposed Casting tests vs. spirits, ghosts), +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), a *folk amulet to cast out a possessing spirit* (Exorcism Ritual), a *folk amulet to end a haunting* (Exorcism Ritual)

ENC: 10 lbs weight. ENC 0

MOVE: 27 (Run 54)



**ATHAIRI MAGICIAN (SL 6)**

APP 6 STR 4 STAM 4 DEX 5 TECH 6 BODY 25

PER 5 WILL 5 MEM 6 IMAG 6 REAS 5 MIND 27

PRE 6 CONV 6 COUR 5 EMP 5 WIS 7 SPIRIT 29

**SKILLS:** Speak Middle Tongue 6, Awareness 3, Persuasion 3, Athletics 2, Local Expert (An-Athair) 3, Etiquette (Athairi) 4, Wardrobe & Style (Athairi) 3, Oratory 2, Storytelling 3, Healing Arts 3, Midwifery 4, Folk Lore 4, Divine King Cult Lore 2, Yheran Cult Lore 4, Herbal Lore 4, Star Lore 4, Evade 2

**GIFTS:** *Second Sight 2, Otherworldly Visage 1*

**BINDINGS:** *Pollution d3*

**MAGIC:** Folk Ritual of Purification, Folk Ritual of Tapping, Folk Ritual of Enchantment, Herbal Enchantment Ritual, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Goddess of Night 4, Yhera Creatrix 4

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face,

Hands 0/0/0

**ITEMS OF NOTE:** +3 *jet horn talisman* (vs. spirit possession, +3 to opposed Casting tests vs. spirits, ghosts), +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), +3 *heliotrope talisman* (Divination rolls), a *folk amulet to ward a person from ghosts* (Charm of Warding), a *folk amulet to see into the Otherworld* (Charm of Warding)

ENC: 10 lbs weight. ENC 0

MOVE: 27 (Run 54)



**ATHAIRI BANDIT (SL 1)**

APP 6 STR 5 STAM 5 DEX 6 TECH 5 BODY 27

PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26

PRE 5 CONV 5 COUR 5 EMP 4 WIS 6 SPIRIT 25

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 3, Local Expert (An-Athair) 3, Etiquette (Athairi) 2, Wardrobe & Style (Athairi) 2, Stealth 4, Disguise 2, Streetwise 2, Fieldcraft 4, Folk Lore 2, Divine King Cult Lore 2, Yheran Cult Lore 2, Evade 4

**GIFTS:** *Animal Mask 2*

**BINDINGS:** *Pollution d3, Fear (Sheriff) 1*

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 2, Yhera Chthonia 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 4: **Dagger** +1 Cut, **Short Sword** +2 Puncture or +2 Cut

Marksmanship 4: **Long-Stave Yew Bow** +9 Puncture

**ARMOR:** **Leather Hauberk:** Overall: 4/2/3, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), a *folk amulet to ward a man from ghosts* (Charm of Warding)

ENC: 24 lbs weight. ENC 0

MOVE: 30 (Run 60)



**ATHAIRI SAGE (SL 8)**

APP 6 STR 4 STAM 4 DEX 5 TECH 6 BODY 25

PER 5 WILL 6 MEM 6 IMAG 5 REAS 6 MIND 28

PRE 5 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 6, Awareness 3, Persuasion 3, Local Expert (An-Athair) 4, Etiquette (Athairi) 4, Wardrobe & Style (Athairi) 3, Writing (Éduinan) 4, Writing (Labira Grammata) 4, Letters 4, Composition 3, Research 3, Hermetic Lore 4, Divine King Cult Lore 2, Alchemical Lore 2, Star Lore 4, Evade 2

**GIFTS:** *Memory Trick 1*

**BINDINGS:** *Pollution d3*

**MAGIC:** Hermetic Spell of Warding, Hermetic Spell of Seeing, Hermetic Spell of Sending, Hermetic Enchantment Ritual, Hermetic Inscription Ritual, Alchemical Enchantment Ritual, Alchemical Purification Ritual, Star Reading Ritual, Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 4, Islik Helios 4, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 2: **Fist** -4 Impact

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** *Labiran Ward Magic 3 runic talisman* (vs. magic, spirits, ghosts), *Labiran Ward Magic 3 runic talisman* (vs. danger), +3 *heliotrope talisman* (Divination rolls), fair copy of the *Ordinall of Alchemy* (+0 bonus)

ENC: 10 lbs weight. ENC 0

MOVE: 25 (Run 50)



**ATHAIRI SCOUT (SL 4)**

APP 6 STR 6 STAM 6 DEX 7 TECH 5 BODY 30  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 5 CONV 5 COUR 6 EMP 4 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 4, Persuasion 2, Athletics 4, Local Expert (An-Athair) 4, Etiquette (Athairi) 2, Wardrobe & Style (Athairi) 2, Track 4, Follow 4, Watch 4, Campaigning 4, Navigation 4, Folk Lore 2, Divine King Cult Lore 2, Yheran Cult Lore 2, Star Lore 2, Hand-to-Hand 3, Armor Training 2, Evade 4

**GIFTS:** *See the Path 2, Animal Mask 1*

**BINDINGS:** *Pollution d3*

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 2, Yhera Chthonia 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 4: **Dagger** +1 Cut, *Sword 2: Broadsword* +4 Puncture

Marksmanship 4 or Skirmishing 4: **Long-Stave Yew Bow** +11 Puncture

**ARMOR: Leather Hauberk:** Overall: 4/2/3, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), +3 *hematite talisman* (Ward vs. harm), a *folk amulet to ward a man from ghosts* (Charm of Warding)

ENC: 25 lbs weight. ENC 0

MOVE: 34 (Run 68)



**VISITORS FROM  
NEARBY REGIONS**



**AURIAN TRADER (SL 5)**

APP 5 STR 6 STAM 6 DEX 5 TECH 5 BODY 27  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 5 CONV 5 COUR 5 EMP 4 WIS 5 SPIRIT 24

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Atallica) 2, Etiquette (Aurian) 2, Etiquette (Danian) 2, Wardrobe & Style (Aurian) 2, Commerce 3, Navigation 2, Streetwise 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution 2d6, Hate (women) 1*

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 2, Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -2 Impact

Melee 0: **Dagger** +2 Cut

**ARMOR: Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 29 (Run 58)



**AURIAN TEMPLAR-INQUISITOR (SL 8)**

APP 5 STR 7 STAM 6 DEX 6 TECH 5 BODY 28  
 PER 6 (5) WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 6 CONV 6 COUR 6 EMP 3 (2) WIS 5 SPIRIT 28

**SKILLS:** Speak Middle Tongue 6, Speak Eastern Tongue 4, Speak Old Illian 5, Awareness 4, Persuasion 3, Athletics 2, Local Expert (Auria) 2, Local Expert (Atallica) 2, Etiquette (Aurian) 4, Wardrobe & Style (Aurian) 3, Inquiry 4, Oratory 3, Writing (Éduinan) 4, Letters 3, Heraldry 4, Divine King Cult Lore 4, Campaigning 2, Riding 3, Armor Training 3, Evade 3

**GIFTS:** *Stone Heart 2*

**BINDINGS:** *Pollution d3, Cruelty 1, Hate (women) 1*

**MAGIC:** Divine King Offering Ritual, Purification Ritual, Oath Ritual, Vow, Prayer of Warding, & Prayer of Invocation

**INVOCATIONS:** Islik the Divine King 5, Islik King of Earth 4, Islik Helios 4, Islik Conqueror of Death 14

**WEAPONS:** Hand-to-Hand 2: **Fist** -1 Impact

Melee 3: **Dagger** +3 Cut, 2h **Sword of War** +12 Cut or +10 Puncture

**ARMOR: Sun Court knight's three-quarter harness:** Overall: 11/6/6,

Weak: Legs 2/2/2 Feet 3/2/3

ENC: 57 lbs weight. ENC 2

MOVE: 28 (Run 56)



**AURIAN KNIGHT (SL 9)**

APP 5 STR 8 STAM 6 DEX 6 TECH 5 BODY 30  
 PER 5 (4) WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 5 CONV 6 COUR 6 EMP 3 (2) WIS 5 SPIRIT 25

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 2, Athletics 3, Local Expert (Auria) 2, Local Expert (Atallica) 2, Etiquette (Aurian) 3, Wardrobe & Style (Aurian) 3, Seduction 2, Heraldry 3, Divine King Cult Lore 2, Campaigning 2, Riding 4, Armor Training 4, Evade 4

**GIFTS:** *Courageous Aura 1*

**BINDINGS:** *Pollution d3+2, Cruelty 1*

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 4, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 3: **Fist** +0 Impact

Melee 4: **Parrying Dagger** +4 Cut, *Sword 2: Sword of War* +6 Cut or +4 Puncture, *Lance 2: Lance* +7 Puncture

**ARMOR: Sun Court knight's three-quarter harness:** Overall: 11/6/6,

Weak: Legs 2/2/2 Feet 3/2/3

ENC: 57 lbs weight. ENC 0

MOVE: 33 (Run 66)



**DARADJAN HIGHLAND BRIGAND (SL 2)**

APP 5 STR 6 STAM 5 DEX 6 TECH 5 BODY 27  
 PER 6 WILL 4 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 6 COUR 6 EMP 4 WIS 5 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 3, Local Expert (Daradja) 2, Etiquette (Daradjan) 2, Wardrobe & Style (Daradjan) 2, Stealth 4, Disguise 2, Campaigning 4, Navigation 3, Folk Lore 2, Yheran Cult Lore 2, Evade 2

**GIFTS:** *Berserkir Ekstasis 2*

**BINDINGS:** *Pollution d3, Hate (rival brigand band) 2*

**MAGIC:** Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Yhera Queen of Heaven 3, Yhera Fortuna 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Parrying Dagger** +2 Cut, **Broadsword** +4 Cut

Marksmanship 4 or Skirmishing 4: **Long-stave Bow** +10 Puncture

**ARMOR: Leather Hauberk:** Overall: 4/2/3, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), +2 *turquoise ring* (Ward vs. magic, harm), a *folk amulet to ward a man from ghosts* (Charm of Warding)

ENC: 24 lbs weight. ENC 0

MOVE: 30 (Run 60)



**DARADJAN ENCHANTER (SL 6)**

APP 5 STR 6 STAM 5 DEX 5 TECH 6 BODY 27  
 PER 6 WILL 4 MEM 7 IMAG 6 REAS 5 MIND 29  
 PRE 5 CONV 6 COUR 5 EMP 5 WIS 8 SPIRIT 29



**SKILLS:** Speak Middle Tongue 6, Speak Old Éduinan 3, Awareness 3, Persuasion 4, Athletics 2, Local Expert (Daradjan) 3, Etiquette (Daradjan) 4, Wardrobe & Style (Daradjan) 3, Storytelling 3, Craftwork 4, Housework 3, *Gardening* 2, Healing Arts 3, Midwifery 4, Folk Lore 4, Divine King Cult Lore 2, Yheran Cult Lore 4, Herbal Lore 4, Star Lore 4, Evade 2

**GIFTS:** *Second Sight* 2, *Otherworldly Visage* 1

**BINDINGS:** *Pollution* d3 *Fear (brigand band)* 1

**MAGIC:** Folk Charm of Seeing, Folk Purification Ritual, Folk Tapping Ritual, Folk Enchantment Ritual, Herbal Enchantment Ritual, Yheran Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Goddess of Night 4, Yhera Creatrix 4

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 2: **Dagger** +2 Cut

**ARMOR:** Reinforced Clothing: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +3 *jet horn talisman* (vs. spirit possession, +3 to opposed Casting tests vs. spirits, ghosts), +3 *amber talisman with insect* (vs. incantations, hexes, curses, the evil eye), +2 *turquoise ring* (Ward vs. magic, harm), a *folk amulet to ward a man from ghosts* (Charm of Warding), a *folk amulet to cast out a possessing spirit* (Exorcism Ritual)

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 29 (Run 58)



**WATCHTOWER TRADER (SL 5)**

APP 5 STR 5 STAM 6 DEX 5 TECH 5 BODY 26  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 5 CONV 5 COUR 6 EMP 4 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Watchtower Coast) 3, Local Expert (Erid Dania) 3, Local Expert (Dain Dania) 3, Etiquette (Watchtower) 2, Etiquette (Danian) 2, Wardrobe & Style (Watchtower) 2, Swimming 3, Sailing 4, Commerce 3, Fieldcraft 4, Navigation 4, Streetwise 2, Divine King Cult Lore 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* 2d6

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 2, Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut, **Hanger** +2 Cut

**ARMOR:** Reinforced Clothing: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +2 *crystal talisman* (vs. hexes, curses, the evil eye), +2 *coral talisman* (vs. drowning damage)

**ENC:** 13 lbs weight. ENC 0

**MOVE:** 28 (Run 56)



**WATCHTOWER KNIGHT (SL 5)**

APP 5 STR 7 STAM 5 DEX 6 TECH 5 BODY 28  
 PER 5 (4) WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 5 CONV 5 COUR 6 EMP 4 (3) WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 2, Athletics 3, Local Expert (Watchtower Coast) 3, Local Expert (Erid Dania) 2, Local Expert (Dain Dania) 2, Etiquette (Watchtower) 3, Wardrobe & Style (Watchtower) 3, Swimming 2, Sailing 2, Seduction 2, Heraldry 3, Divine King Cult Lore 2, Campaigning 3, Riding 4, Armor Training 4, Evade 4

**GIFTS:** *Courageous Aura* 1

**BINDINGS:** *Pollution* d3+2, *Cruelty* 1

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik King of Earth 4, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 3: **Fist** -1 Impact

Melee 4: **Dagger** +3 Cut, **Poleaxe** 2: **Poleaxe** +13 Cut or +10 Impact,

*Sword* 2: **Broadsword** +5 Cut, *Lance* 2: **Lance** +6 Puncture

**ARMOR:** **Horseman's plate and brigandine:** Overall: 10/6/7, Weak: Hands, Legs, Feet 4/2/3

**ITEMS OF NOTE:** +2 *crystal talisman* (vs. hexes, curses, the evil eye), +2 *coral talisman* (vs. drowning damage)

**ENC:** 58 lbs weight. ENC 1

**MOVE:** 27 (Run 54)



**SOME POWERS OF THE REALM**



**KING EOLRED ELFRAM THURIAS (SL 14) of the**

**Lineage of Cilad, born under the Sign of the Scales**

APP 6 STR 8 STAM 5 DEX 8 TECH 5 BODY 32  
 PER 7 (5) WILL 8 MEM 7 IMAG 5 REAS 7 MIND 34  
 PRE 9 (7) CONV 5 COUR 8 EMP 4(2) WIS 6 (4) SPIRIT 32

**SKILLS:** Speak Middle Tongue 6, Awareness 5, Persuasion 6, Athletics 5, Local Expert (Erid Dania) 8, Local Expert (An-Athair) 8, Local Expert (Dain Dania) 7, Local Expert (Therapoli) 6, Local Expert (Atallica) 6, Local Expert (Watchtower Coast) 8, Etiquette (Danian) 8, Wardrobe & Style (Danian) 8, Dancing 6, *Courtly Dancing (Danian)* 4, Leadership 8, Intrigue 6, Heraldry 8, House Keeping 4, Commerce 2, Divine King Cult Lore 2, Riding 8, Armor Training 9, Evade 8

**GIFTS:** *Charismatic Aura* 6, *Mask of Command* 5, *Renown* 5, *Veteran* 2

**BINDINGS:** *Pollution* d3+2, *Vanity* 2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation, Oath Ritual

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 3: **Fist** +0 Impact

Melee 8: **Dagger** +3 Cut, *Sword* 6: +3 **Sword of War** +6 Cut or +4 Puncture, *Lance* 7: **Lance** +7 Puncture

**ARMOR:** +2 **Danian Spiked field harness:** Overall: 14/9/9

**ITEMS OF NOTE:** armor has +3 **Imperial Ward Harm sigil** (Ward vs. harm), sword has +3 *brown agate* in pommel (included in stats above), +4 *ruby ring* (vs. disease, hexes, curses, the evil eye), *Labiran Ward Magic* 6 *runic talisman*, gold chain of office (40g) with +5 **Imperial Submission sigil** (adds to Oath points), signet ring (20g)

**ENC:** 66 lbs weight. ENC 0

**MOVE:** 37 (Run 74)

**Notes:** Eolred became King in i1446 when his father, Fiowyd, was killed during a campaign to pacify renegade knights operating out of the Neriswold. The Erid King is a popular figure in his own lands and his reign has been marked by relative prosperity and relatively little dissent, except for the occasional squabble with the free citizens of Westmark (which has prompted two sieges already) and the bloody rebellion of the Earl of Blackstone in i1470. The Earl was driven into exile in the Manon Mole, and a new Earl installed. A Guardian Banshee (a Celestial Spirit called an Ariel) protects Eolred during times of war, conflict, and danger, as he is the lawfully crowned King of Erid Dania.



**ETHELRED OERTHIG (SL 8), magister and advisor to**

**King Eolred, born under the Sign of the Scarab**

APP 5 STR 3 STAM 3 DEX 4 TECH 6 BODY 21  
 PER 6 WILL 7 MEM 6 IMAG 6 REAS 6 MIND 31  
 PRE 7 CONV 3 COUR 5 EMP 5 (2) WIS 8 (5) SPIRIT 28

**SKILLS:** Speak Middle Tongue 8, Speak Old Éduinan 8, Awareness 6, Persuasion 6, Local Expert (Erid Dania) 9, Local Expert (Dain Dania) 6, Local Expert (An-Athair) 6, Etiquette (Danian) 8, Wardrobe & Style (Danian) 4, Inquiry 3, Intrigue 2, Writing (Éduinan) 6, Letters 8,

*Recent History* 7, *Commerce* 6, *Composition* 6, *Research* 6, *Evade* 4

**GIFTS:** *Memory Trick* 1, *Second Sight* 2, *Serene Aura* 6, *Enlightened Tongue* 6, *Renown* 2

**BINDINGS:** *Pollution* d3, *Ambition* 3

**MAGIC:** Hermetic Lore 8: Incantation of Warding, Inscription Ritual, Enchantment Ritual, Incantation of Seeing, Summoning Ritual, Tapping Ritual; Alchemical Lore 4: Enchantment Ritual, Purification Ritual; Divine King Cult Lore 4: Offering Ritual, Invocation

**INVOCATIONS:** Islik King of Earth 4, Islik Helios 4, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 2: **Fist** -4 Impact

Melee 2: **Dagger** +0 Cut

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** *Daedekine Ward* 6 *runic talisman* (vs. physical, spiritual, mental harm), +4 *heliotrope amulet* (Divination rolls), original copy of the *Ordinall of Alchemy* (+2 bonus), original copy of *On Natural Magick* (+2 bonus), Hermetic spell book with 2d6 Shaped Spells and Rituals, gold chain of office (12g), signet ring (12s)

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 25 (Run 50)

**Notes:** Aging has taken something of a toll on Ethelred, advisor now to two Erid Kings, both father and son, but his mind and spirit are still strong. He has not paid a great deal of attention to his own son's activities, however, and so remains unaware of the connection between Kestrel and Prince Fionne and the danger they represent.



**CROWN PRINCE HEKTOR THURIAS (SL 13) of the Lineage of Cilad, born under the Sign of the Ram**

APP 5 STR 8 STAM 5 DEX 8 TECH 5 BODY 31  
PER 5 (-1) WILL 2 MEM 5 IMAG 4 REAS 4 MIND 20  
PRE 6 (2) CONV 5 COUR 6 EMP 5 (-1) WIS 6 (2) SPIRIT 28

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 3, Local Expert (Erid Dania) 2, Etiquette (Danian) 3, Wardrobe & Style (Danian) 4, Leadership 2, Heraldry 4, Divine King Cult Lore 2, Riding 6, Armor Training 6, Evade 5

**GIFTS:** *Renown* 3

**BINDINGS:** *Pollution* d3+2, *Cruelty* 2, *Fury* 3, *Vanity* 4

**MAGIC:** Divine King Offering Ritual & Prayer of Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 4: **Fist** +0 Impact

Melee 6: **Dagger** +4 Cut, *Sword* 2: +2 **Sword of War** +6 Cut or +4 Puncture, *Lance* 2: **Lance** +7 Puncture

**ARMOR:** +3 **Danian Spiked field harness:** Overall: 15/10/10

**ITEMS OF NOTE:** sword has +2 *brown agate* in pommel (included in stats above), +4 *ruby ring* (vs. disease, hexes, curses, the evil eye), gold chain of office (30g), signet ring (12g)

**ENC:** 66 lbs weight. ENC 0

**MOVE:** 34 (Run 68)

**Notes:** No one likes to talk about it, but amongst some circles it's well known that a hideous monster was spotted near Westmark right before his birth, a poor omen for a Crown Prince of the land. And sure enough, Prince Hektor's life has been filled with black moods, casual cruelty, and the kind of vanity that comes from knowing that you are destined to be a Seated King of the Sun Court.



**PRINCE COLIN THURIAS (SL 13) of the Lineage of Cilad, born under the Sign of the Sun Lion**

APP 5 STR 7 STAM 5 DEX 8 TECH 4 BODY 29  
PER 5 (4) WILL 8 MEM 6 IMAG 5 REAS 6 MIND 30  
PRE 7 (6) CONV 6 COUR 9 EMP 5 (4) WIS 4 (3) SPIRIT 31

**SKILLS:** Speak Middle Tongue 6, Awareness 3, Persuasion 4, Athletics 3, Local Expert (Erid Dania) 4, Local Expert (Dain-Dania) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Dancing 3, Leadership 5, Intrigue 2, Heraldry 4, House Keeping 4, Commerce 2, Riding 6, Armor Training 6, Evade 6

**GIFTS:** *Mask of Command* 3, *Renown* 3

**BINDINGS:** *Pollution* d3+2, *Vanity* 1

**MAGIC:** Divine King Cult Lore 3: Offering Ritual, Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 3: **Fist** -1 Impact

Melee 6: **Dagger** +3 Cut, *Sword* 4: 2h +1 **Sword of War** +12 Cut or +10 Puncture, *Lance* 4: **Lance** +6 Puncture

**ARMOR:** +2 **Danian Spiked field harness:** Overall: 14/9/9

**ITEMS OF NOTE:** sword has +1 *brown agate* in pommel (included in stats above), +3 *ruby ring* (vs. disease, hexes, curses, the evil eye), gold chain of office (25g), signet ring (8g)

**ENC:** 66 lbs weight. ENC Binding Level 1

**MOVE:** 31 (Run 62)

**Notes:** Prince Colin was born with two birth omens, a wild boar that was seen in the fields by Westmark and the Great Star in the sky, revealed by Astrologers at the Court. Prince Colin is smart enough to be aware of his own vanity, knowing he is widely presumed the heir-apparent, but despite his conscious efforts to avoid it some element of self-regard still clings to him.



**PRINCE FIONNE THURIAS (SL 13) of the Lineage of Cilad, born under the Sign of the Sphinx**

APP 6 STR 7 STAM 5 DEX 8 TECH 5 BODY 31  
PER 6 WILL 8 MEM 5 IMAG 5 REAS 6 MIND 30  
PRE 8 CONV 4 COUR 7 EMP 2 (-1) WIS 6 (3) SPIRIT 27

**SKILLS:** Speak Middle Tongue 6, Awareness 3, Persuasion 4, Athletics 3, Local Expert (Erid Dania) 4, Local Expert (An-Athair) 3, Local Expert (Dain Dania) 2, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Dancing 2, Leadership 4, Intrigue 5, Streetwise 2, Heraldry 4, House Keeping 3, Commerce 2, Riding 5, Armor Training 6, Evade 6

**GIFTS:** *Warlike Visage* 3, *Mask of Command* 2, *Renown* 2

**BINDINGS:** *Pollution* d3+2, *Jealous of Colin* 2, *Ambition* 3

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 3: **Fist** -1 Impact

Melee 6: **Dagger** +3 Cut, *Sword* 3: 2h +3 **Sword of War** +12 Cut or +10 Puncture, *Lance* 3: **Lance** +6 Puncture

**ARMOR:** +2 **Danian Spiked field harness:** Overall: 14/9/9

**ITEMS OF NOTE:** sword has +3 *brown agate* in pommel (included in stats above), +4 *ruby ring* (vs. disease, hexes, curses, the evil eye), *Labiran Ward Magic* 3 *runic talisman*, gold chain of office (20g), signet ring (10g)

**ENC:** 66 lbs weight. ENC Binding Level 1

**MOVE:** 33 (Run 66)

**Notes:** The Great Star appeared and a Red Veil was upon the Moon at his birth, though as with Hektor most don't like to talk about it, and as the third son such omens weren't deemed as important. He very, very much wants to become King, or at least control who sits on the throne.

**KESTREL OERTHIG (SL 8), born under the Sign of the****Serpent**

APP 5 STR 4 STAM 4 DEX 5 TECH 6 BODY 26  
 PER 5 WILL 7 MEM 6 IMAG 8 REAS 6 MIND 32  
 PRE 7 CONV 3 COUR 5 EMP 5 (3) WIS 8 (6) SPIRIT 28

**SKILLS:** Speak Middle Tongue 6, Speak Old Éduinan 5, Awareness 5, Persuasion 4, Local Expert (Erid Dania) 6, Local Expert (Dain Dania) 4, Local Expert (An-Athair) 4, Etiquette (Danian) 6, Wardrobe & Style (Danian) 4, Inquiry 6, Intrigue 6, Streetwise 6, Writing (Éduinan) 6, Letters 6, *Recent History* 4, Commerce 4, Composition 4, Research 4, Evade 4

**GIFTS:** *Memory Trick* 1, *Second Sight* 2, *Forked Tongue* 2, *Cryptic Mask* 2, *Unmask Desire* 2

**BINDINGS:** *Pollution* d3, *Ambition* 2

**MAGIC:** Hermetic Lore 6: Incantation of Warding, Inscription Ritual, Enchantment Ritual; Occult Lore 6: Hex, Incantation of Seeing, Summoning Ritual, Tapping Ritual; Alchemical Lore 6: Enchantment Ritual, Purification Ritual; Star Lore 4: Reading Ritual: Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik King of Earth 4, Islik Helios 4, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 2: **Fist** -4 Impact

Melee 2: **Dagger** +0 Cut

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** *Labiran Ward Magic 5 runic talisman* (vs. magic, spirits, ghosts), *Labiran Ward Magic 5 runic talisman* (vs. danger), +4 *heliotrope amulet* (Divination rolls), original copy of the *Secretis Artis Occultae* (+4 bonus), exact copy of the *Speculum Alchimiae* (+2 bonus), exact copy of *De Alchemia Mirabili* (+3 bonus), original copy of the *Ordinall of Alchemy* (+2 bonus), original copy of *On Natural Magick* (+2 bonus), Hermetic spell book with 2d6 specific Spells and Rituals, Occult spell book with 1d6 specific Spells and Rituals, gold chain of office (12g), signet ring (12s)

ENC: 10 lbs weight. ENC 0

MOVE: 25 (Run 50)

**Notes:** Born with a caul and under the Eye of Ishraha, Kestrel was perhaps doomed to be an ill-favored child but his quick wits and easy-going presence have made many forget the circumstances of his birth. His father dutifully groomed him to be the advisor of the future King, but his studies at the Gray College of Westmark have led him down some dark paths, making him one of the more dangerous men in Erid Dania. He usually doesn't carry his alchemy books with him, but has them stored in his quarters at Burnwall. He is currently seeking an original copy of the *Book of the Black Fire* (a mission for the PCs?).

**AMTHER son of DÜRIEN (SL 12), Earl of Uthmark, of the Lineage of Urien, born under the Sign of the Sun Bull**

APP 8 STR 9 STAM 5 DEX 7 TECH 6 BODY 35  
 PER 6 (5) WILL 7 MEM 6 IMAG 5 REAS 4 MIND 28  
 PRE 8 CONV 6 COUR 8 EMP 6 (2) WIS 6 (3) SPIRIT 34

**SKILLS:** Speak Middle Tongue 6, Awareness 6, Persuasion 5, Athletics 5, Local Expert (Erid Dania) 7, Local Expert (An-Athair) 9, Etiquette (Danian) 6, Etiquette (Athairi) 8, Wardrobe & Style (Athairi) 4, Dancing 4, *Courtly Dancing (Athairi)* 3, Oratory 4, Leadership 7, Inquiry 3, Intrigue 6, Heraldry 6, House Keeping 6, Campaigning 6, Tactics 2, Riding 10, Armor Training 9, Evade 8

**GIFTS:** *Open Heart* 5, *Warlike Visage* 4, *Renown* 3, *Veteran* 3, *Love's Grace* 3

**BINDINGS:** *Pollution* d3+2, *Cruelty* 1, *Ambition* 3, *Love Uthella* 6

**MAGIC:** Divine King Cult Lore 4: Offering Ritual, Invocation; Yheran Cult Lore 4: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik

Conqueror of Death 7, Yhera Queen of Heaven 6, Yhera Invictus 6

**WEAPONS:** Hand-to-Hand 4: **Fist** -1 Impact

Melee 8: **Dagger** +3 Cut, *Sword* 6: +2 **Sword of War** +7 Cut or +5

Puncture, *Lance* 6: **Lance** +8 Puncture

**ARMOR:** +2 **Danian Spiked field harness:** Overall: 14/9/9

**ITEMS OF NOTE:** sword has +2 *brown agate* in pommel (included in stats above), +3 *ruby ring* (vs. disease, hexes, curses, the evil eye), *Labiran Ward Magic 3 runic talisman* (vs. danger), gold chain of office (15g), signet ring (1g)

ENC: 66 lbs weight. ENC 0

MOVE: 40 (Run 80)

**Notes:** Amther is one of the more storied nobles of Erid Dania, an ambitious and occasionally quarrelsome sportsman who would be the toast of the Kingdom if he were married to anyone other than his wife, or at least willing to distance himself from her scandals. As it is, while he stands in good stead with his fellow Athairi Earls, he is often ostracized by the nobles around the Erid King and those of the Danian south, and is ignored by the High King's Court in Therapoli.

**UTHELLA (SL 12), Countess of Uthmark, of the Lineage of Tara and Düras, born under the Sign of the Dragon**

APP 8 (11) STR 8 STAM 6 DEX 7 TECH 6 BODY 35  
 PER 7 (6) WILL 12 MEM 6 IMAG 7 REAS 5 MIND 37  
 PRE 10 CONV 4 COUR 7 EMP 6 (5) WIS 8 SPIRIT 35

**SKILLS:** Speak Middle Tongue 6, Awareness 6, Persuasion 6, Athletics 5, Teaching 6, Local Expert (Erid Dania) 8, Local Expert (An-Athair) 8, Etiquette (Danian) 8, Etiquette (Athairi) 8, Wardrobe & Style (Danian) 8, Dancing 6, *Courtly Dancing (Athairi)* 4, *Courtly Dancing (Danian)* 5, *Folk Dancing (Athairi)* 5, Seduction 12, Acting 4, Disguise 6, Oratory 6, Leadership 7, Inquiry 4, Intrigue 6, Streetwise 4, Heraldry 8, House Keeping 8, Writing (Éduinan) 6, Letters 4, Campaigning 4, Tactics 6, Riding 9, Armor Training 10, Evade 9

**GIFTS:** *Spellbinding Form* 3, *Brazen Body* 8, *Renown* 6, *Brazen Touch* 4, *Forked Tongue* 9, *Mask of Command* 3

**BINDINGS:** *Pollution* d3+2, *Cruelty* 1, *Lust* 9

**MAGIC:** Folk Lore 4: Oath Ritual, Purification Ritual; Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 4: Offering Ritual, Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik

Conqueror of Death 7, Yhera Queen of Heaven 6, Yhera Invictus 6

**WEAPONS:** Hand-to-Hand 4: **Fist** +0 Impact

Melee 8: **Dagger** +4 Cut, *Sword* 7: +1 **Sword of War** +6 Cut or +4

Puncture, *Lance* 3: **Lance** +7 Puncture

**ARMOR:** for war: +2 **Danian Spiked field harness:** Overall: 14/9/9

otherwise: **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** sword has +1 *brown agate* in pommel (included in stats above), +3 *amber hare amulet* (APP, fertility, birth rolls), +3 *ruby ring* (vs. disease, hexes, curses, the evil eye), gold chain of office (12g), signet ring (12s), gold jewelry worth 50g

ENC: in armor, 66 lbs weight. ENC 0

MOVE: 40 (Run 80)

**Notes:** Uthella is widely considered the most dangerous woman in all of Erid Dania, if not the Middle Kingdoms. She was raised in Westmark and her father, a wealthy merchant named Hedrick Montara, doted on her every wish. After revealing herself as the disguised winner of the Tournament of Flowers in i1457 she was banished to Uthmark, where she now spends the whole of the year entertaining visitors; for a woman who never appears in any Court, she has enormous influence on the current state of courtly fashions. Normally she doesn't dress in a plate harness, but she has been known to take the field during Uthmark's disputes with its neighbors, and her skills-at-arms are legendary.





**SHERIFF LORD ANCARUS (SL 10)**

APP 4 STR 7 STAM 6 DEX 7 TECH 5 BODY 29  
 PER 7 WILL 7 MEM 5 IMAG 4 REAS 5 MIND 28  
 PRE 7 CONV 4 COUR 8 EMP 2 (1) WIS 6 (5) SPIRIT 27

**SKILLS:** Speak Middle Tongue 6, Awareness 6, Persuasion 4, Athletics 5, Local Expert (Erid Dania) 8, Local Expert (An-Athair) 6, Etiquette (Danian) 6, Etiquette (Athairi) 4, Wardrobe & Style (Danian) 4, Leadership 6, Inquiry 8, Intrigue 4, Streetwise 4, Heraldry 4, House Keeping 4, Riding 8, Armor Training 8, Evade 8

**GIFTS:** *Resolute Aura* 3, *Implacable Mask* 4, *Renown* 3, *Veteran* 2

**BINDINGS:** *Pollution* d3+2, *Cruelty* 1, *Grief for dead wife* 3

**MAGIC:** Divine King Cult Lore 4: Offering Ritual, Invocation

**INVOCATIONS:** Islik the Divine King 4, Islik King of Earth 4, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 4: **Fist** -1 Impact

Melee 6: **Dagger** +3 Cut, *Sword* 4: 2h +1 **Sword of War** +12 Cut or +10 Puncture, *Lance* 2: **Lance** +6 Puncture

**ARMOR:** Danian Spiked field harness: Overall: 12/7/7

**ITEMS OF NOTE:** sword has +1 *brown agate* in pommel (included in stats above), +2 *ruby ring* (vs. disease, hexes, curses, the evil eye), gold chain of office (12g), signet ring (12s)

**ENC:** 66 lbs weight. ENC 5

**MOVE:** 25 (Run 50)

**Notes:** There are some who describe the Erid King's Sheriff as the "last honest man in Erid Dania," though he himself knows better. He is driven by grief and sorrow to pursue outlaws and lawbreakers, making him an implacable foe to his enemies. His primary concerns at the moment are the men of Valorous L'arr and the Woats, who between them plague the western roads. His personal estates are part of Royal lands east of the city of Westmark.



**VALOROUS L'ARR, BANDIT KING (SL 1), of the**

**Lineage of the Golden Knight Peredock**

APP 6 STR 6 STAM 5 DEX 6 TECH 5 BODY 28  
 PER 6 WILL 6 MEM 5 IMAG 5 REAS 5 MIND 27  
 PRE 8 CONV 6 COUR 7 EMP 4 WIS 7 SPIRIT 32

**SKILLS:** Speak Middle Tongue 5, Awareness 5, Persuasion 4, Athletics 5, Local Expert (Erid Dania) 3, Local Expert (An-Athair) 3, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Stealth 4, Disguise 2, Leadership 4, Intrigue 4, Streetwise 6, Fieldcraft 6, Armor Training 4, Evade 8

**GIFTS:** *Love's Grace* 1, *Charismatic Mask* 2, *Renown* 1

**BINDINGS:** *Pollution* d3+3, *Grief for dead wife* 4, *Fear Sheriff* 2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 4, Yhera Fortuna 6

**WEAPONS:** Hand-to-Hand 5: **Fist** -2 Impact

Melee 6: **Dagger** +2 Cut, *Sword* 2: **Broadsword** +4 Cut

Marksmanship 6: -2 WA **Long-stave Yew Bow** +11 Puncture

**ARMOR:** Brigandine: Overall: 4/2/3, Exposed: Face, Neck 0/0/0, Strong: Head, Chest, Stomach 10/6/7

**ITEMS OF NOTE:** +3 *amber amulet with insect* (vs. incantations, hexes, curses, the evil eye), +4 *turquoise ring* (Ward vs. magic, harm)

**ENC:** 40 lbs weight. ENC 0

**MOVE:** 33 (Run 66)

**Notes:** The Sheriff and Valorous actually share a great deal in common, in that Valorous also grieves for a dead wife (killed during a cattle raid by squabbling knights). He's widely popular amongst many commoners, who see him as an agent of comeuppance for cruel overlords, and bards and minstrels make occasional songs about him.



**INHABITANTS OF BELWARD**



**SER APELIAS (SL 9), Knight of Belward**

APP 6 STR 7 (4) STAM 3 (0) DEX 6 TECH 5 BODY 26  
 PER 5 WILL 6 MEM 5 IMAG 4 REAS 6 MIND 26  
 PRE 6 CONV 5 COUR 6 EMP 4 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 3, Teaching 2, Local Expert (Erid Dania) 4, Local Expert (Belward) 3, Etiquette (Danian) 3, Wardrobe & Style (Danian) 3, Dancing 2, Seduction 2, Campaigning 3, Tactics 2, Heraldry 4, House Keeping 2, Riding 4, Armor Training 5, Evade 5

**GIFTS:** *Courageous Aura* 2, *Veteran* 1

**BINDINGS:** *Pollution* d3+2, *Love Heketaia* 4, *Fever* 3\*

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik King of Earth 6, Islik Conqueror of Death 6

**WEAPONS:** Hand-to-Hand 3: **Fist** -4 Impact

Melee 5: **Dagger** +0 Cut, *Sword* 3: 2h **Sword of War** +8 Cut or +4 Puncture, *Lance* 3: **Lance** can't use Lance [reflects weakened STR]

**ARMOR:** Danian Spiked three-quarter harness: Overall: 11/6/6, Weak: Legs, Feet (boots) 4/2/3

**ENC:** 58.5 lbs weight. ENC Binding Level 3\*

**MOVE:** 26\* (Run 52)

**Notes:** \* Ser Apelias' STAM is being slowly eaten away by the Fate-induced *Fever* Binding that is upon him, and that Binding also reduces his effective STR and STAM. He will likely lose another point of STAM each week, until he reaches STAM 0 and dies or unless intercession with the Fates occurs. A fair man and well liked by the tenants of his village, Ser Apelias may actually be the last honest man in Erid Dania.



**HEKETAIA (SL 9), Lady of Belward**

APP 7 (10) STR 4 STAM 4 DEX 5 TECH 6 BODY 26  
 PER 5 WILL 6 MEM 5 IMAG 5 REAS 6 MIND 27  
 PRE 7 CONV 6 COUR 5 EMP 5 WIS 6 SPIRIT 28

**SKILLS:** Speak Middle Tongue 6, Awareness 2, Persuasion 5, Teaching 3, Local Expert (Erid Dania) 3, Local Expert (Belward) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 5, Dancing 2, Seduction 2, Leadership 2, House Keeping 5, Intrigue 2, Housework 4, Craftwork 2, *Clothwork* 2, *Perfumery* 1, Evade 2

**GIFTS:** *Charismatic Mask* 1, *Blush of Love* 2

**BINDINGS:** *Pollution* d3, *Love Apelias* 5

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 3: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Islik King of Heaven 2, Islik Conqueror of Death 2, Yhera Queen of Heaven 4, Yhera Chthonia 6

**WEAPONS:** Hand-to-Hand 0: **Fist** -4 Impact

Melee 2: **Hanger** +2 Cut

**ARMOR:** Reinforced Clothing: Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +3 *amber hare amulet* (APP, fertility, birth rolls), silver jewelry worth 30s

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 26 (Run 52)

**Notes:** Though she practices the Old Religion in secret, Heketaia very much loves her husband and there is no political meaning behind her worship of Yhera. She is one of the men and women who attend the occasional sacrifice at the Bel'vaine mound, and could well be arrested if the Inquisition of the Sun Court ever arrives in the area.



**PIERRETO (SL 7), Divine King Priest of Belward**

APP 5 STR 5 STAM 4 DEX 4 TECH 5 BODY 23  
 PER 4 (2) WILL 6 MEM 6 IMAG 6 REAS 5 MIND 27  
 PRE 6 (4) CONV 7 COUR 5 EMP 6 (4) WIS 6 (4) SPIRIT 30

**SKILLS:** Speak Middle Tongue 6, Speak Eastern Tongue 4, Speak Old Illian 5, Awareness 2, Persuasion 3, Teaching 3, Local Expert (Erid Dania) 2, Local Expert (Belward) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 3, Oratory 3, Writing (Éduinan) 4, Letters 4, Heraldry 3, Evade 2

**GIFTS:** *Serene Aura* 1

**BINDINGS:** *Pollution* d3, *Vanity* 2

**MAGIC:** Divine King Cult Lore 5: Offering Ritual, Purification Ritual, Oath Ritual, Vow, Incantation of Warding, Invocation

**INVOCATIONS:** Islik the Divine King 5, Islik King of Earth 8, Islik King of Heaven 2, Islik Conqueror of Death 14

**WEAPONS:** Hand-to-Hand 1: **Fist** –3 Impact  
 Melee 0: **Dagger** +1 Cut

**ARMOR: Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** Divine King prayer book with a *Cult Prayer to Summon an Angelic Messenger* (Summoning Ritual), a *Cult Prayer to Inscribe an Imperial Sigil of Command* (Inscription Ritual), and a *Cult Prayer to Cast Out an Offending Spirit* (Exorcism Ritual)

ENC: 10 lbs weight. ENC 0

MOVE: 23 (Run 46)

**Notes:** Pierreto is a pleasant, calm, and companionable man who takes his job as shepherd to the flock of Belward fairly seriously. He does, however, retain some element of city-bred snobbery, and secretly hopes to return to more cosmopolitan and important surroundings than this country precinct.



**SCARABUS (SL 7), the village scribe**

APP 5 STR 4 STAM 4 DEX 4 TECH 6 BODY 23  
 PER 6 WILL 5 MEM 6 IMAG 5 REAS 5 MIND 27  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 6, Speak Eastern Tongue 2, Speak Old Éduinan 2, Awareness 2, Persuasion 2, Teaching 2, Local Expert (Erid Dania) 2, Local Expert (Belward) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 3, Letters 4, *Philosophy* 2, Writing (Éduinan) 5, Drawing 2, Heraldry 2, Composition 3, Research 2, Evade 2

**GIFTS:** *Beautiful Mind* 1

**BINDINGS:** *Pollution* d3+1, *Lust* 1

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 2: **Fist** –4 Impact

**ARMOR: Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 23 (Run 46)



**NINAVA (SL 6), the village midwife**

APP 5 (8) STR 4 STAM 6 DEX 4 TECH 7 BODY 26  
 PER 6 WILL 5 MEM 7 IMAG 6 REAS 5 MIND 28  
 PRE 7 CONV 7 COUR 5 EMP 7 WIS 7 SPIRIT 33

**SKILLS:** Speak Middle Tongue 5, Awareness 4, Persuasion 4, Teaching 5, Local Expert (Erid Dania) 2, Local Expert (An-Athair) 2, Local Expert (Belward) 4, Etiquette (Danian) 3, Wardrobe & Style (Danian) 4, Dancing 2, Housework 2, House Keeping 3, Letters 3, Storytelling 2, Healing Arts 4, Midwifery 6, Evade 3

**GIFTS:** *Second Sight* 2, *Serene Voice* 3

**BINDINGS:** *Pollution* d3, *Fear Inquisitors* 2

**MAGIC:** Folk Lore 5: Incantation of Warding, Reading Ritual; Herbal Lore 7: Enchantment Ritual; Yheran Cult Lore 5: Offering Ritual, Sacrifice Ritual, Purification Ritual, Invocation; Star Lore 5

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Creatrix 5, Yhera Genetrix 5, Yhera Cosmopeia 4, Yhera Chthonia 4

**WEAPONS:** Hand-to-Hand 0: **Fist** –4 Impact

**ARMOR: Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ITEMS OF NOTE:** +3 *moose agate armband* (APP, fertility, birth, Midwifery skill rolls), +3 *amber amulet with insect* (vs. incantations, hexes, curses, the evil eye), +4 *cat's eye amulet* (Divination rolls), a *folk charm to cast out a possessing spirit* (Exorcism Ritual), a *White Book of Cavalonia* (+3 Divination rolls), silver jewelry worth 20s

ENC: 5 lbs weight. ENC 0

MOVE: 26 (Run 52)

**Notes:** Ninava acts as one of three priestesses of Yhera during the occasional ceremonies at the Bel'vaine mound, along with Celles Tia, a midwife in Littlewood, a village just to the south, and with Herla, the wife of Prince Fionne's seneschal at the castle of Hagenwall. They generally take turns leading the ceremonies, depending on who can most easily slip away to the mounds undetected. Many of the locals know who the priestesses are, of course, but because each is a useful and valued member of their communities, no one has bothered to say anything yet to the Sun Court authorities.



**TOMAS OF BEL'S TAVERN (SL 5), innkeeper**

APP 5 STR 6 STAM 5 DEX 4 TECH 5 BODY 25  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 6 CONV 4 COUR 4 EMP 4 WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 4, Local Expert (Dain Dania) 2, Local Expert (Belward) 4, Etiquette (Danian) 3, Wardrobe & Style (Danian) 2, Housework 2, House Keeping 4, Commerce 3, Intrigue 2, Navigation 2, Storytelling 2, Gambling 2, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+1, *Greed* 1

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik King of Earth 3, Islik Conqueror of Death 4

**WEAPONS:** Hand-to-Hand 2: **Fist** –3 Impact

Melee 0: **Dagger** +1 Cut, Hanger +3 Cut

**ARMOR: Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

ENC: 10 lbs weight. ENC 0

MOVE: 27 (Run 54)



**FARMER GIL (SL 3), brother to Grapotus**

APP 6 STR 6 STAM 5 DEX 5 TECH 6 BODY 28  
 PER 5 WILL 4 MEM 5 IMAG 6 REAS 5 MIND 25  
 PRE 7 CONV 4 COUR 5 EMP 5 WIS 5 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 4, Local Expert (Belward) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Dancing 2, *Folk Dancing (Danian)* 1, Seduction 3, Singing 5, Farmwork 6, *Farming* 4, Craftwork 2, Housework 2, Armor Training 2, Evade 2

**GIFTS:** *Brazen Tongue* 2, *Tongue Afire* 2

**BINDINGS:** *Pollution* d6+2, *Lust* 1, *Desire Bel'avera* 3

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 4

**WEAPONS:** Hand-to-Hand 2: **Fist** –2 Impact

Melee2: **Dagger** +2 Cut

**ARMOR: Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

ENC: 5 lbs weight. ENC 0

MOVE: 32 (Run 64)

**Notes:** Gil is something of the village ladies' man, very popular for his talents for singing and dancing, and so he hasn't seen much the need to settle down yet. Gil inadvertently found himself strongly taken with Bel'avera, the local rival to his sister-in-law Leagoss, and his feelings for her have been driving him to distraction. He's been trained for the levy militia.



**MATHEM GOWER (SL 3), farmer & outdoorsman**

APP 5 STR 5 STAM 6 DEX 6 TECH 6 BODY 28  
 PER 6 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 26  
 PRE 6 CONV 6 COUR 6 EMP 5 WIS 6 SPIRIT 29

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 4, Local Expert (An-Athair) 2, Local Expert (Belward) 4, Etiquette (Danian) 3, Etiquette (Athairi) 2, Wardrobe & Style (Danian) 2, Dancing 2, Farmwork 5, Shepherding 4, Fieldcraft 4, *Woodcraft* 2, Navigation 3, Craftwork 2, Housework 2, Animal Training 2, Evade 2

**GIFTS:** *Animal Mask* 2

**BINDINGS:** *Pollution* d3, *Fear wolves* 2

**MAGIC:** Folk Lore 2; Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 3: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 1, Yhera Queen of Heaven 4, Yhera Chthonia 4, Adjia the Huntress 4

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 2: **Dagger** +1 Cut, **Hanger** +2 Cut

Marksmanship 4: -2 WA **Long-Stave Yew Bow** +9 Puncture

**ARMOR: Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +2 *amber amulet with insect* (vs. incantations, hexes, curses, the evil eye), a *folk charm to ward a man from ghosts* (Incantation of Warding)

ENC: 19 lbs weight. ENC 0

MOVE: 28 (Run 56)



**BEL'AVERA OF HOUSE CELWYR (SL 6), householder**

APP 7 STR 5 STAM 4 DEX 5 TECH 6 BODY 27  
 PER 5 WILL 4 MEM 5 IMAG 6 REAS 5 MIND 25  
 PRE 7 CONV 6 COUR 5 EMP 6 WIS 6 SPIRIT 30

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 5, Athletics 2, Teaching 3, Local Expert (Erid Dania) 3, Local Expert (Verdyr) 2, Local Expert (Belward) 2, Etiquette (Danian) 2, Etiquette (Athairi) 4, Wardrobe & Style (Danian) 2, Wardrobe & Style (Athairi) 4, Dancing 4, *Folk Dancing (Athairi)* 3, Seduction 4, Leadership 3, Farmwork 5, *Winemaking* 3, Housework 3, *Gardening* 2, House Keeping 5, Evade 2

**GIFTS:** *Spellbinding Form* 3, *Blush of Love* 2

**BINDINGS:** *Pollution* d3, *Love Larayas* 6

**MAGIC:** Folk Lore 2; Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 3: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 4, Yhera Queen of Heaven 5, Yhera Chthonia 6

**WEAPONS:** Hand-to-Hand 0: **Fist** -3 Impact

Melee 0: **Dagger** +1 Cut

**ARMOR: Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +3 *amber amulet with insect* (vs. incantations, hexes, curses, the evil eye), a *folk charm to ward a person from ghosts* (Incantation of Warding)

ENC: 10 lbs weight. ENC 0

MOVE: 29 (Run 58)

**Notes:** Bel'avera is a woman who is not afraid to use her charms to get what she wants, but she herself is happily in love with Larayas, a loving husband who has so far avoided jealousy of her occasional ill-informed suitors. She is sometimes unfairly compared to Countess Uthella of Uthmark – indeed, some in the village snidely refer to her as “our very own Uthella” – but she shares none of that adventuress' habits. Everyone from House Celwyr is of Athairi lineage, though they are considered Danians.



**OLD MAN DYMERAN (SL 3), mean old coot**

APP 4 STR 7 STAM 4 DEX 5 TECH 4 BODY 24  
 PER 6 (3) WILL 7 MEM 6 IMAG 5 REAS 4 MIND 28  
 PRE 6 CONV 4 COUR 7 EMP 3 (0) WIS 6 SPIRIT 26

**SKILLS:** Speak Middle Tongue 5, Speak Old Éduinan 2, Awareness 7, Persuasion 2, Athletics 5, Local Expert (Erid Dania) 5, Local Expert (An-Athair) 2, Local Expert (Belward) 5, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Stealth 4, Streetwise 4, Fieldcraft 6, Shepherding 6, Animal Training 6, Farmwork 1, Navigation 4, Evade 6

**GIFTS:** *Animal Mask* 3, *Stone Heart* 4, *Veteran* 4

**BINDINGS:** *Pollution* d6, *Cruelty* 3, *Grief for dead wife* 3

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation; Yheran Cult Lore 4: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 6: **Fist** -1 Impact

Melee 4: +3 **Silver Dagger** +3 Cut (+6 vs. wolves, dead things), *Club*

3: 2h **Quarterstaff** +10 Impact, *Sword* 2: **Hanger** +4 Cut, *Poleaxe* 2:

**Bardiche** +12 Cut

Marksmanship 6: -2 WA **Short-stave bow** +11 Puncture

**ARMOR: Leather Clothing:** Overall: 3/2/2, Exposed: Head, Face, Neck, Hands 0/0/0

**ITEMS OF NOTE:** +2 *turquoise ring* (Ward vs. harm, magic)

ENC: 12 lbs weight. ENC 0

MOVE: 29 (Run 58)

**Notes:** Old Man Dymeran has indeed run with bandit gangs before, though not for a while. He occasionally wanders off to keep in touch with his old contacts, and so he's met Valorous Larr before but has no working relationship with him. He usually carries only his quarterstaff and dagger with him, even though he is skilled with swords and poleaxes. He's often got 1-2 mean Wolfhounds by his side. He treats his dogs fairly well, reserving his cruelty for his fellow man.



**THE OLD MAN'S WOLFHOUSES**

APP 5 STR 7 STAM 7 DEX 5 TECH 1 BODY 25  
 PER 7 WILL 5 MEM 3 IMAG 3 INST 4 MIND 19  
 PRE 5 CONV 7 COUR 5 EMP 6 WIS 5 SPIRIT 28

**SKILLS:** Feral Tongue 3, Awareness 8, Track 5, Athletics 3, Stealth 4, Shepherding 2, Evade 4

**GIFTS:** None

**BINDINGS:** *Fear ghosts* 2

**WEAPONS:** Hand-to-Hand 2: **Bite** +1 Puncture

**HIT LOCATION TABLE:** Four-legged Animal

**ARMOR:** Fur: Overall 2/1/1

MOVE: 28 (Run x4: 112)





**FILLIPOS BLACK-HANDS (SL 5), village smith**

APP 5 STR 8 STAM 6 DEX 4 TECH 7 BODY 30  
 PER 5 WILL 5 MEM 5 IMAG 6 REAS 5 MIND 26  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 4, Teaching 4, Local Expert (Erid Dania) 2, Local Expert (Belward) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 3, Dancing 2, Blacksmithing 5, *Armoring* 2, Craftwork 4, *Metalwork* 3, Artistry 4, House Keeping 2, Evade 4

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+1, *Hate women* 1

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik King of Earth 3, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 5: **Fist** +0 Impact

Melee 2: **Dagger** +4 Cut, 2h **Long-hafted war-hammer** +14 Impact or +12 Puncture

**ARMOR: Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands 0/0/0, Strong: Feet (shoes) 2/2/1

**ENC:** 5 lbs weight. ENC 0

**MOVE:** 34 (Run 68)

**Notes:** Fillipos doesn't really like women, thinking of them as soft and un-forged metal, but (to be blunt) he's not interested in men sexually.



**ORRESTO AND HIS CREW**

Should the PCs follow Lady Heketaia's instructions into the woods, Orresto and some of the more adventurous young men of the village will pursue them, spoiling for a fight.



**ORRESTO (SL 7), assistant to Pierreto & spy for Efruse**

APP 5 STR 5 STAM 4 DEX 4 TECH 5 BODY 23  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 7 COUR 5 EMP 4 WIS 5 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Speak Eastern Tongue 3, Speak Old Illian 3, Awareness 2, Persuasion 3, Athletics 1, Local Expert (Erid Dania) 2, Local Expert (Belward) 2, Etiquette (Danian) 3, Wardrobe & Style (Danian) 2, Stealth 2, Acting 1, Intrigue 2, Follow 2, Watch 3, Inquiry 3, Writing (Éduinan) 3, Letters 1, Heraldry 1, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+2, *Ambition* 1, *Vanity* 1

**MAGIC:** Divine King Cult Lore 3: Offering Ritual, Purification Ritual, Vow, Incantation of Warding, Invocation

**INVOCATIONS:** Islik the Divine King 3, Islik King of Earth 4, Islik King of Heaven 2, Islik Conqueror of Death 7

**WEAPONS:** Hand-to-Hand 2: **Fist** -3 Impact

Melee 1: **Dagger** +1 Cut, **Hanger** +3 Cut

**ARMOR: Heavy irregular harness:** Overall: 7/4/5, Exposed: Face, Hands 0/0/0, Weak: Legs, Feet 4/2/3

**ENC:** 43 lbs weight. ENC Binding Level 4

**MOVE:** 20 (Run 40)

**Notes:** Normally Orresto wears the normal vestments of a priest's assistant (reinforced clothing), but the above statistics assume that he has doffed a bascinet and heavy irregular harness appropriated from the Belward armory.



**JAVON, SON OF JASPAR (SL 9), squire to Ser Apelias**

APP 5 STR 6 STAM 5 DEX 6 TECH 5 BODY 27  
 PER 5 (4) WILL 6 MEM 5 IMAG 4 REAS 5 (4) MIND 25  
 PRE 6 (5) CONV 5 COUR 6 EMP 5 (3) WIS 6 (4) SPIRIT 28

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Belward) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Campaigning 2, Tactics 1, Heraldry 2, Riding 3, Armor Training 3, Evade 3

**GIFTS:** *Mask of Command* 1

**BINDINGS:** *Pollution* d3+1, *Vanity* 1, *Fury* 1

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 3

**WEAPONS:** Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Dagger** +2 Cut, **Sword 2: Two-handed sword** +11 Cut

**ARMOR: Infantry half-harness:** Overall: 11/6/6, Exposed: Face, Hands 0/0/0, Weak: Groin, Thighs, Legs, Feet 3/2/3

**ENC:** 49 lbs weight. ENC Binding Level 1

**MOVE:** 28 (Run 56)

**Notes:** Normally Javon uses a broadsword (+4 Cut), but he will have pulled one of the two-handed swords from the Belward armory; his broadsword and heater shield are on his horse. You can also use his statistics in a pinch for the other two squires though in truth there will be minor variations between them; Javon is a year or two older than the other two and is almost ready to be knighted once he learns the lance. He'll bring his horse, but will leave it tied to a tree somewhere (perhaps with one of the stable boys) as they approach Avaren's hut.



**SWIFTER, Javon's Danian Half-Bred Courser**

APP 6 STR 13 STAM 10 DEX 6 TECH 1 BODY 36  
 PER 5 WILL 4 MEM 3 IMAG 3 INST 3 MIND 18  
 PRE 6 CONV 8 COUR 7 EMP 5 WIS 5 SPIRIT 31

**SKILLS:** Feral Tongue 3, Awareness 4, Athletics 5, Evade 2

**GIFTS:** *None*

**BINDINGS:** *Fear wolves* 4

**WEAPONS:** Hand-to-Hand 0: **Kick** +9 Impact, **Bite** +1 Puncture, and **Trample** (prone opponents) +14 Impact

**HIT LOCATION TABLE:** Four-legged Animal (treat as *large*)

**ARMOR: Hide:** Overall 3/2/2.

**ENC:** with Javon: 245 lbs. ENC 0

**MOVE:** 41 (Run x4: 164)



**STABLE BOYS (SL 3)**

APP 5 STR 5 STAM 4 DEX 5 TECH 5 BODY 24  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Belward) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Farmwork 2, *Animal Handling* 2, Housework 2, Armor Training 1, Evade 3

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6+2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 3: **Fist** -3 Impact

Melee 2: **Dagger** +1 Cut, **Short Sword** +2 Puncture or +2 Cut, **Buckler** +1 Impact

Marksmanship 2: -2 WA **Short-stave Bow** +7 Puncture

**ARMOR: Heavy irregular harness:** Overall: 7/4/5, Exposed: Face, Hands 0/0/0, Weak: Legs, Feet 4/2/3

**ENC:** 48 lbs weight. ENC Binding Level 4

**MOVE:** 22 (Run 44)

**Notes:** Use these statistics for any of the knight's stable boys that have accompanied Orresto (Derc, Gavan, and/or Brevin). They have some minor militia training, and will fire a few arrows before approaching with sword and buckler. They are unused to heavy armor, however.



**FILLIPOS' BOYS (SL 3-5)**

APP 5 STR 6 STAM 5 DEX 5 TECH 6 BODY 27  
 PER 5 WILL 5 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 5 COUR 5 EMP 5 WIS 5 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 2, Persuasion 2, Athletics 3, Local Expert (Erid Dania) 2, Local Expert (Belward) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Blacksmithing 3, Craftwork 2, Housework 2, Armor Training 1, Evade 3

**GIFTS:** *None*

**BINDINGS:** *Pollution* d6+2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 2

**WEAPONS:** Hand-to-Hand 3: **Fist** -2 Impact

Melee 2: **Dagger** +2 Cut, **Bardiche** +10 Cut

**ARMOR:** **Heavy irregular harness:** Overall: 7/4/5, Exposed: Face,

Hands 0/0/0, Weak: Legs, Feet 4/2/3

**ENC:** 48 lbs weight. *ENC* Binding Level 2

**MOVE:** 28 (Run 56)

**Notes:** Use these statistics for any of the apprentices and helpers of Fillipos the smith that have accompanied Orresto (Olan, Nirvelus, Elbray, Engloss, and/or Wells). They have some minor militia training, and will follow Javon forward into battle with their heavy poleaxes. They are unused to heavy armor, however.



**UNEXPECTED "HELP"**

Bedlow will almost certainly intervene either during or after a fight with Orresto, seeking to prevent news of the child's existence from reaching the outside world. This could mean they're on the Characters' side, or maybe not. They will be masked, pretending to be outlaws associated with Valorous L'arr.



**BEDLOW (SL 1), servant to Scarabus & spy for Kestrel**

APP 5 STR 6 STAM 5 DEX 5 TECH 5 BODY 26  
 PER 7 (4) WILL 6 MEM 6 IMAG 5 REAS 5 MIND 29  
 PRE 4 CONV 4 COUR 6 EMP 4 (1) WIS 6 SPIRIT 24

**SKILLS:** Speak Middle Tongue 5, Awareness 5, Persuasion 3, Athletics 3, Local Expert (Erid Dania) 4, Local Expert (Belward) 4, Etiquette (Danian) 4, Wardrobe & Style (Danian) 2, Stealth 4, Acting 3, Disguise 3, Follow 4, Watch 4, Streetwise 4, Inquiry 4, Intrigue 4, Housework 4, Writing (Old Éduinan), Evade 5

**GIFTS:** *Unmask Desire* 3

**BINDINGS:** *Pollution* d3+1, *Cruelty* 3

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 2: **Fist** -2 Impact

Melee 4: **Dagger** +2 Cut, **Broadsword** +4 Cut, **Buckler** +2 Impact

Marksmanship 4: -2 WA **Short-stave Bow** +9 Puncture

**ARMOR:** **Leather Hauberk & hooded mask:** Overall: 4/2/3, Exposed:

Hands 0/0/0

**ITEMS OF NOTE:** *Labiran Ward Magic* 3 *runic talisman* (vs. magic, spirits, ghosts), *Labiran Ward Danger* 3 *runic talisman* (vs. danger)

**ENC:** 23 lbs weight. *ENC* 0

**MOVE:** 29 (Run 58)

**Notes:** Bedlow is good at what he does, but it's basically just a job. He doesn't have much compunction about killing people, but neither does he take pleasure in it.



**UGOR & STULLY (SL 2), "laborers"**

APP 4 STR 7 STAM 5 DEX 6 TECH 5 BODY 27  
 PER 5 WILL 5 MEM 4 IMAG 4 REAS 5 MIND 23  
 PRE 5 CONV 4 COUR 5 EMP 4 WIS 5 SPIRIT 23

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 2, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Belward) 1, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Stealth 4, Disguise 2, Fieldcraft 2, Farmwork 2, Engineering 2, Evade 4

**GIFTS:** *None*

**BINDINGS:** *Pollution* d3+3, *Guilt* 1, *Fear Sheriff* 2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 1

**WEAPONS:** Hand-to-Hand 4: **Fist** -1 Impact

Melee 4: **Dagger** +3 Cut, **Heavy flanged mace** +5 Impact, **Buckler** +3

Impact

Marksmanship 4: -2 WA **Short-stave Bow** +11 Puncture

**ARMOR:** **Leather Hauberk & hooded mask:** Overall: 4/2/3, Exposed:

Hands 0/0/0

**ENC:** 23 lbs weight. *ENC* 0

**MOVE:** 29 (Run 58)

**Notes:** Ugor and Stully are pretty much interchangeable, surly migrant workers who rarely stay more than a couple of seasons in one place.



**GRINNING JACK (SL 1), ne'er-do-well**

APP 6 STR 6 STAM 5 DEX 8 TECH 4 BODY 29  
 PER 5 WILL 6 MEM 5 IMAG 4 REAS 5 MIND 25  
 PRE 6 CONV 4 COUR 6 EMP 3 WIS 5 SPIRIT 24

**SKILLS:** Speak Middle Tongue 5, Awareness 4, Persuasion 3, Athletics 4, Local Expert (Erid Dania) 2, Local Expert (Belward) 1, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Intrigue 2, Inquiry 3, Streetwise 4, Farmwork 1, Evade 4

**GIFTS:** *Warlike Visage* 2

**BINDINGS:** *Pollution* d6+2, *Hate betters* 2

**MAGIC:** Divine King Cult Lore 2: Offering Ritual, Invocation

**INVOCATIONS:** Islik Conqueror of Death 3

**WEAPONS:** Hand-to-Hand 4: **Fist** -2 Impact

Melee 4 (*Two-Weapon Fighting* 2): **Stiletto** +3 Puncture, **Rapier** 3: **Rapier** +3 Puncture

**ARMOR:** **Leather Hauberk, gloves, & hooded mask:** Overall: 4/2/3

**ITEMS OF NOTE:** +2 *amber amulet with insect* (vs. incantations,

hexes, curses, the evil eye)

**ENC:** 23 lbs weight. *ENC* 0

**MOVE:** 33 (Run 66)

**Notes:** Grinning Jack is a wanted murderer who enjoys killing. A 300s price is out on his head for the deaths of several townfolk in Westmark. He's a cool customer, though, and has no fear of the law.



**THE WITCH AND HER CHARGE**

Prince Fionne has occasionally had dealings with Avaren, enough to entrust her with keeping a big secret; knowing her fears of the witch's pyre, he is certain that she will keep Fiowyd hidden away until called upon to produce him. She asked for an annual gift, however, and he agreed. Avaren and her charge are not as alone in the woods as they seem, in that they often have visitors, such as woodsmen and bandits in search of potions (indeed, that is how Prince Fionne found his way to her door), and Faerie spirits seeking mortal allies in the Material World.



**AVAREN (SL 1), "old lady" in the woods**

APP 7 [3\*] STR 4 STAM 4 DEX 5 TECH 7 BODY 27  
 PER 7 WILL 6 MEM 6 IMAG 8 REAS 6 MIND 33  
 PRE 8 CONV 8 COUR 6 EMP 4 WIS 9 SPIRIT 35

**SKILLS:** Speak Middle Tongue 6, Awareness 3, Persuasion 3, Athletics 2, Teaching 5, Local Expert (An-Athair) 6, Local Expert (Erid Dania) 5, Local Expert (Daradja) 4, Etiquette (Athairi) 4, Wardrobe & Style (Athairi) 3, Dancing 4, *Folk Dancing (Athairi)* 3, Singing 6, Housework 2, *Gardening* 4, Storytelling 6, Letters 4, *Recent History* 3, Healing Arts 3, Midwifery 5, Writing (Labira Grammata) 6, Evade 5

**GIFTS:** *Memory Trick* 1, *Animal Mask* 4, *Feral Tongue* 3, *Second Sight* 6, *Otherworldly Visage* 6, *Ghost Tongue* 5

**BINDINGS:** *Pollution* 0, *Fear Inquisitors* 4

**MAGIC:** Folk Lore 8: Incantation of Making, Incantation of Warding, Exorcism Ritual, Guardian Ritual, Inscription Ritual, Summoning Ritual, Tapping Ritual; Herbal Lore 8: Enchantment Ritual; Star Lore 6: Reading Ritual; Yheran Cult Lore 7: Offering Ritual, Purification Ritual, Invocation

**INVOCATIONS:** Yhera Queen of Heaven 6, Yhera Goddess of Night 8, Yhera Creatrix 4, Djara the Witch 8

**WEAPONS:** Hand-to-Hand 0: **Fist** -4 Impact

**ARMOR:** **Reinforced Clothing:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** +6 *jet horn amulet* (Ward vs. spirits, ghosts), +6 *amber amulet with insect* (vs. incantations, hexes, curses, the evil eye), +6 *turquoise ring* (Ward vs. harm, magic), silver jewelry worth 20s, small animal bone *locus* for Guardian spirit (Hessat)

**ENC:** 10 lbs weight. ENC 0

**MOVE:** 29 (Run 58)

**Notes:** \*Avaren appears old and stooped, but that's a 3-point Glamour she casts using an Incantation of Making when Galadria warns her that she is about to receive visitors (describe her as APP 3 if anyone asks); seeing past the Glamour requires overcoming her d10 + WIS 9 + Folk Lore 8 roll with a PER roll (magic gifts and seeing spells apply). She's actually in her early 40s and quite attractive (appearing younger because of her *Otherworldly Visage* gift), but finds it safer to build a reputation as a mysterious old lady that lives in a bog rather than deal with suitors. She is enormously suspicious of Divine King worshippers, as she has seen a number of friends and compatriots burned at the stake.



**GALADRIA, bonded Ghazarab Spirit**

APP 9\* STR 10\* STAM 7\* DEX 3\* TECH 10\* BODY --  
 PER 12 WILL 8 MEM 11 IMAG 6 REAS 8 MIND 44  
 PRE 9 CONV 10 COUR 7 EMP 3 WIS 11 SPIRIT 40

**SKILLS:** Speak the Tongue of Rahab 10, Awareness 8, Teaching 8, Local Expert (Otherworld) 8, Local Expert (An-Athair) 4, Local Expert (Erid Dania) 4, Etiquette (Otherworld) 8, Stealth 8, Inquiry 8, Persuasion 8, Teaching 10, Singing 8, Storytelling 10, Letters 10, *Ancient History* 10, *Recent History* 8, Navigation 6, Evade 9

**GIFTS:** *Animal Mask* 6, *Chaotic Aura* 6, *Cryptic Mask* 7, *Enchanted Aura* 6, *Enlightened Tongue* 6, *Initiate/Mystery* 6, *Many Tongues* 8, *Oracular Sight* 6, and *Terrifying Mask* 7

**BINDINGS:** *Hate Celestial Spirits* 5

**MAGIC:** Yheran Cult Lore 10; Herbal Lore 8; Folk Lore 11: Hex, Curse, Incantation of Binding, Incantation of Making, Incantation of Seeing, Incantation of Sending, Incantation of Warding, Enchantment Ritual, Purification Ritual, Tapping Ritual; Star Lore 8: Reading Ritual

**INVOCATIONS:** None

**WEAPONS:** None (standard Spirit attack)

**ARMOR:** Skin Spirit armor: 8, and *can only be harmed by enchanted weapons* when manifesting in corporeal form

**ENC:** --

**MOVE:** Spirit 40 (Run x2: 80, Fly: Soaring/Gliding x3: 120, Active x6: 240)

**NOTES:** Galadria sometimes manifests the physical form of a small black cat; as a Ghazarab Spirit, the cost of manifestation is only 1 point of Spirit per point of manifested Characteristics per *hour*; most of the time she will only manifest an APP to use as the platform for an APP-based Gift. She rarely fights in physical form, preferring to attack in Spirit form. She often travels a circuit through the area around the hut, on the lookout for people approaching, so it's very hard to sneak up on Avaren unannounced.



**HESSAT, Guardian Faerie Spirit of the Golden Wood for**

*Avaren*

APP 9\* STR 7\* STAM 6\* DEX 7\* TECH 9\* BODY --  
 PER 6 WILL 8 MEM 8 IMAG 7 REAS 6 MIND 35  
 PRE 9 CONV 7 COUR 6 EMP 7 WIS 9 SPIRIT 38

**SKILLS:** Speak Faerie Tongue 8, Speak Old Éduinan 7, Speak Old Emmetic 6, Awareness 6, Local Expert (Court of the Golden Wood) 4, Etiquette (Court of the Golden Wood) 6, Inquiry 4, Intrigue 4, Persuasion 4, Seduction 4, Wardrobe & Style (Court of the Golden Wood) 6, Stealth 4, Dancing (Court of the Golden Wood) 6, Musicianship 4, Singing 4, Storytelling 4, Craftwork 4, Heraldry 4, Letters 4, *Ancient History* 6, Navigation 4, Evade 4

**GIFTS:** *Animal Mask* 2, *Enchanted Aura* 2, *Haunting Voice* 2, *Bright Aura* 2, *Enlightened Aura* 2

**BINDINGS:** *Awe of the Queen of the Golden Wood* 10

**MAGIC:** Yheran Cult Lore 6; Folk Lore 8: Hex, Curse, Incantation of Binding, Incantation of Seeing, Incantation of Warding, Purification Ritual, Tapping Ritual; Star Lore 6: Reading Ritual

**INVOCATIONS:** None

**WEAPONS:** None (standard Spirit attack)

**ARMOR:** None, though *can only be harmed by enchanted weapons* when manifesting in corporeal form, or by *magic*

**ENC:** --

**MOVE:** (Spirit) 38 (Run x2: 76)

**NOTES:** \* The values listed here are the maximum possible during a physical manifestation. Faerie spirits will rarely manifest more than an APP score, however. Hessat is usually within ten to fifteen feet of Avaren, and will often talk to her.



**FIOWYD, SON OF HEKTOR (SL 1) of the Lineages of Cilad and the Wyvern King, born under the Sign of the Sun Bull**

APP 1 STR 3 STAM 3 DEX 4 TECH 1 BODY 12  
 PER 2 (1) WILL 2 MEM 1 IMAG 2 REAS 2 MIND 9  
 PRE 4 CONV 1 COUR 2 EMP 0 (-1) WIS 2 SPIRIT 9

**SKILLS:** Speak Middle Tongue 1, Awareness 1, Evade 1

**GIFTS:** *Iron Body* 1, *Warlike Visage* 1

**BINDINGS:** *Pollution* d3+2, *Cruelty* 1

**MAGIC:** None

**INVOCATIONS:** None

**WEAPONS:** Hand-to-Hand 0: **Fist** -5 Impact

**ARMOR:** **Simple Clothing:** Overall: 1/1/1, Exposed: Head, Face, Neck, Hands, Feet 0/0/0

**ITEMS OF NOTE:** +6 *jet horn amulet* (Ward vs. spirits, ghosts), +6 *malachite amulet* (vs. hexes, curses, evil eye), small animal bone *locus* for Guardian spirit (Oteod)

**ENC:** 3 lbs weight. ENC 0

**MOVE:** 12 (Run 24)

**Notes:** Only Avaren knows that five-year old Fiowyd was born under both the Great Star and the Conqueror Star, and has the blood of the



Wyvern King running through him (courtesy of his mother, for the Woats are largely what is left of his line outside the hills of the Manon Mole). Avaren has detected his cruel streak, and will do her best to remove it from him over time. It'll be a decade or more for him to mature, but in time he could make a formidable King of Erid Dania.



**OTEOD, Guardian Faerie Spirit of the Golden Wood for**

**Fiowyd**

APP 8*	STR 7*	STAM 5*	DEX 7*	TECH 8*	BODY --
PER 6	WILL 8	MEM 8	IMAG 7	REAS 6	MIND 35
PRE 9	CONV 7	COUR 6	EMP 7	WIS 9	SPIRIT 38

**SKILLS:** Speak Faerie Tongue 8, Speak Old Éduinan 7, Speak Old Emmetic 6, Awareness 6, Local Expert (Court of the Golden Wood) 4, Etiquette (Court of the Golden Wood) 6, Inquiry 4, Intrigue 4, Persuasion 4, Seduction 4, Wardrobe & Style (Court of the Golden Wood) 6, Stealth 4, Dancing (Court of the Golden Wood) 6, Musicianship 4, Singing 4, Storytelling 4, Craftwork 4, Heraldry 4, Letters 4, *Ancient History* 6, Navigation 4, Evade 4

**GIFTS:** *Animal Mask 2, Enchanted Aura 2, Haunting Voice 2, Bright Aura 2, Enlightened Aura 2*

**BINDINGS:** *Awe (Queen of the Golden Wood) 10*

**MAGIC:** Yheran Cult Lore 6; Folk Lore 8: Hex, Curse, Incantation of Binding, Incantation of Seeing, Incantation of Warding, Purification Ritual, Tapping Ritual; Star Lore 6: Reading Ritual

**INVOCATIONS:** None

**WEAPONS:** None (standard Spirit attack)

**ARMOR:** None, though *can only be harmed by enchanted weapons* when manifesting in corporeal form, or by *magic*

**ENC:** --

**MOVE:** (Spirit) 38 (Run x2: 76)

**NOTES:** \* The values listed here are the maximum possible during a physical manifestation. Faerie spirits will rarely manifest more than an APP score, however. Oteod quite enjoys being the Guardian of a human child, having never done something like it before. He's rarely more than ten feet away from Fiowyd.



**CRITTERS & CREEPY-CRAWLIES**



**TYPICAL GRAY WOLF, born under the Sign of the**

**Sphinx**

APP 5	STR 8	STAM 7	DEX 6	TECH 1	BODY 27
PER 8	WILL 5	MEM 3	IMAG 4	INST 4	MIND 24
PRE 7	CONV 8	COUR 8	EMP 1	WIS 5	SPIRIT 29

**SKILLS:** Feral Tongue 3, Awareness 8, Track 4, Follow 4, Athletics 3, Stealth 4, Evade 3

**GIFTS:** *Ghost Mask 2, Dreadful Howl 2*

**BINDINGS:** *Fear humans 2*

**WEAPONS:** Hand-to-Hand 6: **Bite** +2 Puncture

**HIT LOCATION TABLE:** Four-legged Animal

**ARMOR:** **Fur:** Overall 3/2/2

**ENC:** 0

**MOVE:** 30 (Run x4: 120)



**LARGE NASTY GRAY WOLF, born under the Sign of the**

**Sun Bull and with a red stag omen**

APP 5	STR 10	STAM 8	DEX 5	TECH 1	BODY 29
PER 7	WILL 5	MEM 3	IMAG 4	INST 3	MIND 22
PRE 8	CONV 8	COUR 9	EMP 2	WIS 4	SPIRIT 31

**SKILLS:** Feral Tongue 3, Awareness 10, Track 8, Follow 4, Athletics 5, Stealth 6, Evade 6

**GIFTS:** *Ghost Mask 3, Dreadful Howl 5*

**BINDINGS:** None

**WEAPONS:** Hand-to-Hand 8: **Bite** +4 Puncture

**HIT LOCATION TABLE:** Four-legged Animal

**ARMOR:** **Fur:** Overall 3/2/2

**ENC:** 0

**MOVE:** 30 (Run x4: 120)



**HUNGRY WYVERN**

APP 5	STR 8	STAM 8	DEX 8	TECH 2	BODY 31
PER 10	WILL 6	MEM 5	IMAG 5	INST 5	MIND 31
PRE 10	CONV 6	COUR 7	EMP 3	WIS 6	SPIRIT 32

**SKILLS:** Feral Tongue 5, Awareness 8, Follow 5, Track 4, Stealth 7, Foraging 6, Evade 8

**GIFTS:** *Second Sight 4, Terrifying Mask 7*

**BINDINGS:** None

**WEAPONS:** Hand-to-Hand 9: **Bite** +4 Cut or +4 Puncture, **Rear Claws** +6 Cut, **Tail Stinger** +6 Puncture plus *poison* Level 9

**HIT LOCATION TABLE:** Wyverns

**ARMOR:** **Scales:** Overall 8/6/8, **Weak (Belly)** 6/4/6

**ENC:** 0 [STR x4 for ENC determination]

**MOVE:** 30 (Run x2: 60; Fly: Soaring/Gliding x3: 90, Active x6: 180, Dive x10: 300)

**NOTES:** The Wyvern's tail stinger delivers a poison with strength Level equal to the Wyvern's STR (8), doing damage to the Body by the *round* for a number of rounds equal to the Wyvern's STAM (8), or until an antidote has been introduced that lowers its effectiveness.



**BUMPS IN THE NIGHT**



**GAYLEDROS, Faerie Spirit of the Sable Wood, born under the Sign of the Sphinx**

APP 9*	STR 7*	STAM 7*	DEX 4*	TECH 8*	BODY --
PER 8	WILL 9	MEM 9	IMAG 7	REAS 6	MIND 39
PRE 9	CONV 7	COUR 7	EMP 4 (2)	WIS 8	SPIRIT 35

**SKILLS:** Speak Faerie Tongue 9, Speak Old Éduinan 7, Speak Old Emmetic 6, Awareness 7, Stealth 4, Etiquette (Sable Court) 6, Inquiry 4, Intrigue 4, Persuasion 4, Seduction 4, Wardrobe & Style (Sable Court) 6, Dancing (Sable Court) 6, Musicianship 4, Singing 4, Storytelling 4, Craftwork 4, Heraldry 4, Letters 4 (Ancient History 6), Local Expert (Sable Court) 4, Navigation 4, and Evade 5

**GIFTS:** *Animal Mask 2, Enchanted Aura 2, Haunting Voice 3, Cryptic Mask 3, Dreadful Voice 4, Dreadful Visage 4*

**BINDINGS:** *Hate mortals 3, Cruelty 2*

**MAGIC:** Cult Lore 6; Folk Lore 9: Hex, Curse, Incantation of Binding, Incantation of Seeing, Incantation of Warding, Purification Ritual, Tapping Ritual, Incantation of Making; Star Lore 6: Star Reading Ritual

**INVOCATIONS:** None

**WEAPONS:** standard Spirit attack; **Spirit Sword** +3

**ARMOR:** Spirit armor: 3, *can only be harmed by enchanted weapons* when manifesting in corporeal form, or by *magic*

**ITEMS OF NOTE:** *Labiran Ward Rune* Level 5 (Ward vs. magic, spirits, ghosts)

ENC: --

MOVE: (Spirit) 35 (Run x2: 70)

**NOTES:** Gayledros is an example of a malevolent Faerie Spirit of the Sable Wood; he and others of his ilk can be encountered either in the Otherworld or visiting the Known World to prey on humans. He isn't above striking a bargain with a mortal, however, if there is something to be gained from it.



**HIERDRING, Faerie Spirit of the Court of the Drowned Wood, born under the Sign of the Dragon and ill-omened by a Great Shadow on the Moon**

APP 13\* STR 7\* STAM 5\* DEX 4\* TECH 8\* BODY --  
 PER 5 WILL 7 MEM 10 IMAG 8 REAS 6 MIND 34  
 PRE 13 CONV 7 COUR 5 EMP 4 WIS 8 SPIRIT 37

**SKILLS:** Speak Faerie Tongue 10, Speak Old Éduinan 8, Speak Old Emmetic 6, Awareness 6, Stealth 4, Etiquette (Court of the Drowned Wood) 7, Inquiry 4, Intrigue 4, Persuasion 4, Seduction 4, Wardrobe & Style (Court of the Drowned Wood) 6, Dancing (Court of the Drowned Wood) 6, Musicianship 4, Singing 4, Storytelling 4, Craftwork 4, Heraldry 4, Letters 8 (Ancient History 7), Local Expert (Court of the Drowned Wood) 5, Navigation 5, and Evade 4

**GIFTS:** *Animal Mask 2, Enchanted Aura 2, Haunting Voice 2, Chaotic Aura 4, Aura of Madness 5, Ghost Mask 5*

**BINDINGS:** *Hate mortals 6, Hate other Faeries 5*

**MAGIC:** Cult Lore 6; Folk Lore 6; Occult Lore 9: Hex, Curse, Incantation of Seeing, Incantation of Sending, Incantation of Warding, Guardian Ritual, Purification Ritual, Summoning Ritual, Tapping Ritual; Star Lore 6: Star Reading Ritual

**INVOCATIONS:** None

**WEAPONS:** standard Spirit attack, **Spirit Sword +4**

**ARMOR:** Spirit armor: 4, *can only be harmed by enchanted weapons* when manifesting in corporeal form, or by *magic*

**ITEMS OF NOTE:** *Labiran Ward Rune* Level 6 (Ward vs. magic, spirits, ghosts)

ENC: --

MOVE: (Spirit) 37 (Run x2: 74)

**NOTES:** Hierdring is an example of a dangerous and hateful Faerie Spirit of the Drowned Wood. Running into her or other representatives of the Court of the Drowned Wood is relatively rare. Hierdring usually has a couple of bound water elemental guardians if she is encountered in the Material World.



**Guardian 3-cubic yard Water Elemental**

APP 1 STR 6 STAM 3 DEX 5 TECH 3 BODY  
 PER 5 WILL 6 MEM 3 IMAG 1 REAS 3 MIND 16  
 PRE 3 CONV 10 COUR 9 EMP 1 WIS 1 SPIRIT 20

**SKILLS:** Awareness 5, Evade 4

**GIFTS:** *Many Tongues 3*

**BINDINGS:** *Fear fire 5*

**WEAPONS:** Hand-to-Hand 4: **Grab** damage: *special*

**HIT LOCATION TABLE:** n/a

**ARMOR:** None: Overall 0/0/0 but *can only be harmed by enchanted weapons* or by *magic*

ENC: 0

MOVE: 14 (Run x2: 28)

**NOTES:** A water elemental's primary attack is through enveloping or

grappling with its target. The target is enveloped by water and begins drowning. This continues until the target escapes or the elemental is destroyed or banished.



**A NIGHTMARE ABOUT BEING TRAPPED**

PER 6 WILL 8 MEM 6 IMAG 7 INST 5\* MIND 32

**BINDINGS:** *Despair 8*

MOVE: Dream 32 (Run x2: 64)

**NOTES:** This is a strong Nightmare produced by someone at their wit's end, unable to find a way out of their current predicament in life. If you are possessed by this Nightmare, your sleeping hours are filled with nightmares of being trapped, hemmed in, rendered impotent and incapable. This is a strong Nightmare, and it will have to be exorcised for a dreamer to be rid of it.



**A BARROW WIGHT from a Knight's Grave**

APP 1 STR 10 STAM 7 DEX 5 TECH 5 BODY 28  
 PER 6 WILL 6 MEM 5 IMAG 5 REAS 2 MIND 25  
 PRE 7 CONV 5 COUR 5 EMP 5 WIS 6 SPIRIT 12\*

**SKILLS:** Speak Middle Tongue 6, Awareness 2, Persuasion 4, Local Expert (Erid Dania) 3, Etiquette (Danian) 4, Wardrobe & Style (Danian) 4, Seduction 2, Leadership 2, House Keeping 4, Intrigue 3, Housework 3, Craftwork 2, *Clothwork 1, Perfumery 1, Divine King Cult Lore 2, Evade 2*

**GIFTS:** *Ghost Mask 6* at no cost, *Charismatic Mask 1*

**BINDINGS:** *Hate the living 6, Hate Lady Hellenia 5, Fury at Lord Griffias 5, Grief 5,*

**WEAPONS:** Hand-to-Hand 6: **Claw +1** Cut plus *Spirit drain*

**ARMOR:** **Grave Clothes:** Overall: 2/2/2, Exposed: Head, Face, Hands 0/0/0

**ITEMS OF NOTE:** silver jewelry worth 20s

ENC: 10 lbs weight. ENC 0

MOVE: 28 (Run 56)

**NOTES:** \* **This is the current level of its Spirit;** a wight loses one point of Spirit every day as its body and the Material World both seek to reject it. If a wight is reduced to 0 Spirit points due to the passage of time or injury, then it falls unconscious (and at -Spirit, it is destroyed utterly, just like the living).

This Wight was created when the body of a recently deceased knight was possessed by the Ghost of a grieving and angry Lady named Sadha, who had been betrayed to her death by her adulterous husband. The Wight can be encountered within the knight's grave, or perhaps as the commanded puppet of an Occult Magician.



**A GHOST of a Highland Brigand**

APP 6\* STR 6\* STAM 6\* DEX 4\* TECH 5\* BODY --  
 PER 6 WILL 4 MEM 5 IMAG 5 REAS 5 MIND 25  
 PRE 6 CONV 6 COUR 6 EMP 4 WIS 5 SPIRIT 27

**SKILLS:** Speak Middle Tongue 5, Awareness 3, Persuasion 3, Athletics 3, Local Expert (Daradja) 2, Etiquette (Daradjan) 2, Wardrobe & Style (Daradjan) 2, Stealth 4, Disguise 2, Campaigning 4, Navigation 3, Folk Lore 2, Yheran Cult Lore 2, Evade 4

**GIFTS:** *Ghost Mask 6* at no cost, *Evil Eye 6, Berserkir Ekstasis 2*

**BINDINGS:** *Guilt 5, Hate (rival brigand band) 2*

**WEAPONS:** None (standard Spirit attack of *Spirit drain* followed by *Possession*)

**ARMOR:** None, but *can only be harmed by enchanted weapons* when manifesting in corporeal form, or by *magic*

ENC: --

MOVE: Spirit 27 (Run x3: 81); may enter the Otherworld at will

NOTES: This is the Ghost of a Daradjan Brigand, who died of a bleeding arrow wound during a botched raid on some nearby settlement. He stumbled away and his comrades could not find him in the aftermath of their pillaging, and so he was never buried; his locus is his dead and decaying corpse, hidden in a nearby glen.



**A TYPICAL GHÚL**

APP 1	STR 7	STAM 7	DEX 5	TECH 5	BODY 18*
PER 7	WILL 5	MEM 5	IMAG 2	REAS 2	MIND 26
PRE 6	CONV 5	COUR 5	EMP 0	WIS 4	SPIRIT 26

SKILLS: Speak Middle Tongue 5, Awareness 2, Persuasion 3, Athletics 2, Local Expert (Erid Dania) 2, Local Expert (Dain Dania) 2, Etiquette (Danian) 2, Wardrobe & Style (Danian) 2, Commerce 3, Navigation 2, Streetwise 2, Evade 2

GIFTS: *Ghost Mask* 4

BINDINGS: *Hate the living* 6, *Greed* 4 (dormant)

MAGIC: Occult Lore 5: Incantation of Seeing, Invocation, Offering Ritual, Sacrifice Ritual, Tapping Ritual

INVOCATIONS: None

WEAPONS: Hand-to-Hand 6: **Bite** -4 Puncture plus *poison* Level 8 or -4 Cut plus *swallow*, **Claw** -2 Cut

ARMOR: **None**: Overall 0/0/0, but *can only be harmed by enchanted weapons*.

ITEMS OF NOTE: +2 *ruby ring* (vs. disease, hexes, curses, the evil eye)

ENC: 5 lbs ruined clothing. ENC Binding Level 0

MOVE: 20\* (Run x2: 40)

NOTES: \*This Body score reflects the Ghúl's current stores of Body. Remember that a Ghúl's Move score is dependent on the amount of Body points they have currently consumed, up to a maximum equal to their Physical Characteristics total (plus their Athletics score); thus, this Ghúl begins at 18 Body and a Move of 20, but that may go up or down, depending on its injuries and its ability to feed.

This Ghúl is a Danian merchant who became involved in Occult practices and chose to become a Ghúl rather than face life in the Six Hells or the ephemeral life of a Ghost. Ghúls are rarely encountered alone, almost always operating in small packs.



**A MORE DANGEROUS GHÚL**

APP 1	STR 10	STAM 8	DEX 7	TECH 5	BODY 63*
PER 6 (5)	WILL 6	MEM 5	IMAG 1	REAS 2	MIND 20
PRE 6	CONV 6	COUR 7	EMP 0(-1)	WIS 4	SPIRIT 23

SKILLS: Speak Maelite 5, Speak Middle Tongue 4, Awareness 6, Persuasion 3, Athletics 4, Local Expert (Uthed Dania) 3, Etiquette (Uthed Dania) 3, Wardrobe & Style (Uthed Dania) 3, Seduction 2, Riding 6, Campaigning 3, Heraldry 4, Divine King Cult Lore 2, Armor Training 6, Evade 8

GIFTS: *Ghost Mask* 5, *Courageous Aura* 2, *Veteran* 2

BINDINGS: *Hate the living* 6, *Cruelty* 1

MAGIC: Occult Lore 5: Incantation of Seeing, Invocation, Offering Ritual, Sacrifice Ritual, Tapping Ritual

INVOCATIONS: None

WEAPONS: Hand-to-Hand 9: **Bite** +0 Puncture plus *poison* Level 8 or +0 Cut plus *swallow*, **Claw** +2 Cut; Melee 6: **Dagger** +6 Cut, **Sword** 4:

**Sword of War** +8 Cut or +6 Puncture

ARMOR: **decrepit Heavy Irregular harness**: Overall: 6/3/4, Exposed: Face, Hands 0/0/0, Weak: Legs, Feet (leather boots) 3/1/2 -- *and can only be harmed by enchanted weapons*.

ENC: 45 lbs weight. ENC 0

MOVE: 35\* (Run 70)

NOTES: \* This Body score reflects the Ghúl's current stores of Body. Remember that a Ghúl's Move score is dependent on the amount of Body points they have currently consumed, up to a maximum equal to their Physical Characteristics total (plus their Athletics score); thus, while this Ghúl begins at 63 Body, its Move is currently capped at 35 (its Physical Characteristics plus Athletics 4), but should its Body score be reduced below 31 then it will begin to lose its Move score as usual.

This Ghúl was a veteran Knight of old Uthed Dania before becoming enthralled by dark, Occult forces; it still retains some of its warrior training and instincts, and therefore still bundles itself in armor and wields an old and treasured weapon. Ghúls such as this sometimes come across the walls and mountains from Lost Uthedmael, particularly in Black Seasons, and can be found leading packs of other Ghúls or in the service of dark Cults.

