

A Cast of THOUSANDS



GM RESOURCE FOR ARROWFLIGHT™
BY ANDREW KENRICK

A Cast of Thousands

A character resource for Arrowflight™
for Game Master & player alike

by Andrew Kenrick

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*This book is dedicated to the two new characters who were born during its production -
Cameron Iain Nicholas Hall and Lauren Elizabeth Bruno*

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Introduction

Welcome to Corvel, welcome to *Arrowflight*, welcome to *A Cast of Thousands*.

A Cast of Thousands is not only a collection of unique characters to add into your *Arrowflight* campaign either as non-player or player characters, but also a resource for both players and games masters. Along with the thirty completely detailed characters, this book also contains more than thirty five generic characters stripped down to their core stats for insertion into a game at the drop of a hat, fourteen new occupation templates for use by players as inspiration and to speed up character creation, and new spells, a new combat style, rules for master crafted weaponry and the long awaited rules for Batara!

Chapter One contains thirty fully detailed characters, each with a detailed background, a description of their appearance and personality and a selection of compelling plot hooks and story ideas around which adventures involving the character can be created. Each character also includes a complete set of statistics, as well as details of any signature spells they might have at their disposal.

Chapter Two contains fourteen occupation templates in the same style as those presented in *Arrowflight* itself. These comprise a description of the occupation and a list of its core skills and statistics, as well as a typical selection of equipment and lifeline choices. The occupation templates are intended for use by players to aid in the character creation process, providing the outline for a variety of characters, and for games masters creating their own characters.

Chapter Three contains more than thirty five generic character professions, each presented with a brief background and a set of statistics. These characters are intended for use by a games master for the multitude of people in a game who do not warrant a profile of their own. A Games Master will swiftly understand

how valuable this chapter is when their players do something entirely unexpected and they are suddenly left needing statistics for a wholly unanticipated character!

Finally, the appendices provide a collection of tools and resources for *Arrowflight* players and games masters, including a compilation of the new rules found elsewhere in the book, a table listing all of the characters in the book complete with suggestions for alternative uses for them and a section about Corvelian names

penned by *Arrowflight* creator, Todd Downing.

And of course, you do not have to restrict the material found in this book to your *Arrowflight* games - with a minimum of work much of it can be converted to other fantasy systems and settings.

In several places rules have been taken from one of the *Arrowflight* supplements produced by Deep7. In such a case the supplement and page number at which the relevant rule can be found is noted. *Island Nations* is a world resource available in print format from www.deep7.com or your local games-store. *Anima* and *Severed Threads* are magic supplements available in pdf format from both

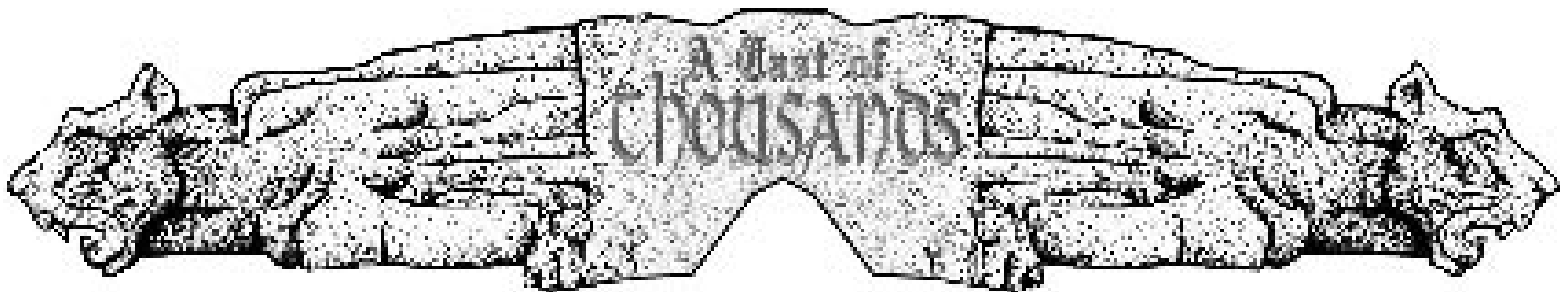
www.deep7.com and www.rpgnow.com.

Another invaluable source of new rules is the *King's Dispatch* newsletter, available for free from the Deep7 website.

Also, check out our website at www.steam-power.co.uk for web enhancements - more spells, more characters and much much more!

Andrew Kenrick
SteamPower Publishing
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A Cast of Thousands

The Dark Queen Mortisse, the Witchkiller Thorne, Lord Grundy of Tetryal, King Marcus Greystone, Lord Frederick of Tetryal. Every story has its heroes and its villains, every legend its champion and every epic its adventurer. Yours should be no different – long after the dice are packed away and the character sheets lost, a truly great campaign will be remembered in the minds of its players for its protagonists, the tales of their villainy and heroism recounted to fellow gamers the world over.

Of course, not every session can aspire to such gloried heights, and even the most imaginative Game Master has moments when inspiration deserts him. This chapter of *A Cast of Thousands* is intended to overcome those moments of despair, when a Game Master has a session looming and no adventure planned, or when his players veer off the prepared track and into unplanned gaming territory.

The following NPCs are intended for use in a number of different ways. First, the NPC can simply be dropped into an existing games session as an interesting personality for the players to meet



and interact with, or to act as their antagonist. Each of the NPCs has a detailed description and personality, as well as being unique in one way or another, and can instantly enliven a session.

Second, the character can be far more important to the adventure session, acting as the starting point for an adventure or as its core. Each NPC is accompanied by a set of plot hooks suggesting ways in which the character can be introduced to the group or as ideas for whole adventures, which can arise from the character.

Third, many of the NPCs in this chapter are suitable for use as player characters exactly as presented. This is useful for when a new player shows up unexpectedly or when another character meets an untimely end and a replacement is needed. The table in appendix three (see p84) lists which NPCs are suitable for use as PCs. They are “party friendly” and have stats more or less identical to those of a starting character. NPCs which are listed as unsuitable may be too powerful or “party unfriendly” for use.

NPC LAYOUT

Name

One line summary

Background

Personality

Appearance

The first three sections provide the story behind the character, as well as the detail of the character himself, including a description of how he looks as well as how he thinks and acts.

Plot Hooks

The fourth section details several story ideas involving the NPC, providing ideas for adventures and for bringing the character into your campaign.

NPC Statistics

AGL

Skills

Specialisations:

PER

DEX

INITIATIVE

SAVE

ACTIONS

INT

STR

WIL

SPIRIT

MANA

Weapons: weapon type/WA/WR/DB/Range

Armour: armour type (AV, location)

Possessions:

Spells/Prayers:

Spell Name

DIFF X; Spell template (C/N); Duration X;
Range yds; Effects; Requirements



Acacius Alexius

warrior poet

Acacius of House Alexius was born thirty-three years ago to noble parents. He was given the best schooling that they could provide, he was taught the arts of the intellect and the martial ways, the ancient school of Ratahar and the skills of a soldier. In this his favourite weapon was a traditional elf axe known as a ratamun, which he wielded with considerable prowess. Despite all of this his biggest love was for poetry and he would read and compose it whenever he was given the chance. It was a rare day when someone in the household wasn't appropriated from his or her duties to witness the young Acacius' latest composition. His parents allowed him the indulgence, for he never slacked at his other studies, and they felt it good that their son had found a way to express himself.

At a reasonably young age Acacius set off on a quest, as he liked to call it. This consisted of a sort of pilgrimage, a journey by foot to most of the major cities in Corvel. His parents were reluctant to let him go, but by that point he had two younger brothers and three sisters, so the family seat was fairly secure and they eventually acquiesced. Acacius spent many years on his journey and over that time he learned much of the world and of himself. He became philosophical and scholarly in his thinking, disdaining fighting except as a last resort. He kept blank books about his person, filling them with his poetry, normally composed on the spur of the moment when inspired by some sight, sound, smell or event. He grew as a person and his intellect flourished and, eventually, he began his journey home.

This return took many more years, for he had wandered far, and when at last he eventually returned to his family's lands he was almost thirty and a very different person from the young, idealistic boy who had set off all those years ago. His parents and siblings barely recognised the man he

had become and, reluctantly, he had to admit to himself that he had seemingly moved beyond their life and concerns. He was something different now, something, purer and truer to himself and to the world. He tried to make a go of his old life, but it eventually became clear to both himself and his family that this was no longer his home. His constant philosophising and spontaneous poetry confused them and alienated him, yet he could not discard those aspects of himself. In the end, he took to the road once more. His farewell was tearful and the emotions heartfelt, but this

was not where he belonged and all involved knew it. His self-imposed quest was not finished - indeed, it would never end - and so he set out once more. Now, tales of this wandering warrior poet are told in the taverns and inns of Corvel. They tell of an elf who cleaves his foes with his archaic weapon and recites poetry over their fallen corpses, mourning the loss of another soul to this world.

Appearance

Acacius is very tall for an elf, standing at a little over six feet and is very well muscled. His hair is long and blonde and his eyes are a beautiful sky-blue colour. He is extremely handsome, standing straight and dignified at all times, yet he is completely unconscious of his looks. He is usually found wearing a suit of chainmail, well cared for and shining in the sunlight. Across his shoulder rides an old, battered leather knapsack in which he keeps his writing equipment, a bottle of ink, a quill and at least one blank or partly filled book in which to place his compositions. He strides across the countryside, visiting towns and cities and helping those that he meets with his words and his ratamun, a fine and beautiful weapon obviously made by a master smith. He carries the weapon across his shoulder but only uses it when it becomes necessary. Acacius is a hero such as is described in tales of the champions of old, and when he enters a town or city the hearts of women melt as he strolls by.





Personality

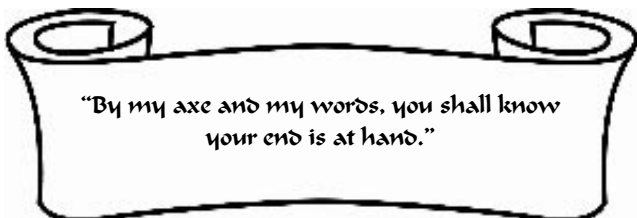
Acacius is a modest soul. Despite his skill with weapons, his prowess at unarmed combat, his exquisite poetry and his keen intellect, he remains humble, awed and amazed at the world around him and his insignificance within it. He is a very philosophical soul, always analysing the situations in which he finds himself and questioning his motives and the motives of those around him. Never one to leave a stone unturned, Acacius is fiercely determined in everything he does and woe betide any who stand in his way out of malice, arrogance or pride. He detests violence in all forms, but will utilise his great skill when he deems it necessary. Many an evil opponent has fallen beneath the twin blades of his whirling ratamun. He does enjoy the company of a good woman, but he will never condone their exploitation and always treats the fairer sex with the utmost respect. Yet beyond all else he is a good person Acacius will never turn aside when innocents are in danger and he often goes out of his way to help others. Once he has befriended someone that lucky individual will find themselves with a true ally for the rest of their days.

Plot Hooks

While travelling, the PCs cross trails with Acacius and he asks to accompany them to their next stop. He spends the journey trying to discuss philosophy, politics, poetry and so on with the PCs.

Word is circulating in the town in which the PCs are staying that a well known warrior-poet is to give a recital in the town centre that afternoon before retiring to a local inn to tell stories and discuss philosophy with any interested parties. During the recital members of a local criminal gang who have a grudge against Acacius attempt to assassinate him.

The PCs enter a town bathed in an atmosphere of fear. The local Baron is something of a tyrant and the townsfolk are terrified of him. Rumours even persist that he is not human, despite his appearance. Acacius is already in town and is planning a one-man crusade against this evil baron. Upon the arrival of the PCs he confronts them and judges their mettle, recruiting them to help him if he deems them good and worthy.



Acacius Alexius

Elf warrior-poet

AGL	6	DEX	2
Combat Skill: Ratahar, Elf 4		INT	5
Combat: Soldier	4	Cultural Science	4
Dance	2	Education	4
Ride	1	Language: Ancient	1
Stealth	1	Literary Skills	3
PER	6	Lore	2
Awareness	5	Natural Sciences	3
Bargain	1	STR	5
Performing Arts	3	Endurance	3
Specialisation: Poetry	5	Strength Feat	1
Seduction	2	WIL	4
Social	3	Resist	3
Wilderness Skills	1	SPIRIT	1
		MANA	1

INITIATIVE	6/5
SAVE	5/3
ACTIONS	2

Weapons:

Mastercrafted Ratamun S/WR+2/WR3/DB0
Dranenmun S/WA+1/WR2/DB+1

Armour:

Full suit of Chainmail (AV6 all over)

Possessions:

Black Ink (8 oz.), Crow Quill Pen, Book (100 pages, partially filled with poetry)

NEW EQUIPMENT

Fine, Heirloom and Mastercrafted Weapons

Any weapon may be bought as a Fine or Mastercrafted item, rather than the typical variety. A Fine weapon costs 3x the standard price and provides an extra +1 DB in addition to the weapon's normal statistics. A Mastercrafted weapon costs 4x the standard price and provides either a +1 WA or +2 DB. An Heirloom weapon, as rolled on the Lifeline Inheritance table, can either be a (d6 1-4) Fine or (5-6) Mastercrafted weapon of the player's choosing.



Archbishop Greymantle

Exhortiad extremist

None epitomise the nasty, brutal, fearful side of religion more so than the Rellianite Exhortiad – religious fanatics who regularly whip a local populace into a fury and bloodlust with talk of chaos, witches, and heretics. And none epitomise the Exhortiad more so than Archbishop Greymantle, a senior priest within the fanatical wing and the leader of a small band of blindly loyal extremists.

Archbishop Greymantle's origins are shrouded in mystery and shadow. His rise to power from a nobody to a cleric capable of bringing a large portion of his Order's resources and influence to bear with but a single word could be thought of nothing short of miraculous. However, this rise to power also bears the hallmarks of Greymantle's trademark modus operandi – torture, subterfuge, blackmail and bribery.

Greymantle believes that he has a divine purpose on Nia, a destiny laid out in front of him by Rellian himself and a path of fire and devotion that only he can walk. There are those within the Church who believe him, but most of his fellow clergy keep quiet and pray that this "divine purpose" will manifest itself quickly before they end up with the blood of innocents on their hands. There are signs that Rellian may not endorse Greymantle's actions at all, for his powers are waning and his prayers often going unanswered. But Greymantle is eager to stamp out any suggestion of this, ruthlessly purging any evidence of fading support from the almighty with ever more brutal actions.

Appearance

Only Rellian himself may gaze upon the blessed face of Archbishop Greymantle, lest the unpious be blinded by his divine beauty. To this end he always wears a white mask shaped to fit his face, two pieces of dark glass covering the eyeholes. The

only time Greymantle can be seen without his mask is during prayer, and he is very careful to ensure that no one save his god see him. He also wears loosely fitting grey robes and a large silver symbol of Rellian hung around his neck on a chain.

Personality

Archbishop Greymantle is exceedingly arrogant and self-righteous, believing that he is the chosen of Rellian. Any who attempt to dispute this are shown the Truth of Rellian – not a well thought out ecumenical argument but great pain caused by Archbishop Greymantle's magic. The truth hurts, especially Greymantle's truth.

Plot-hooks

The PCs arrive in a town where the Exhortiad have seemingly taken over overnight. Any questions are met with a wall of silence, but further investigation reveals that the local Lord has been coerced by

Greymantle into letting the fanatics have free reign – perhaps the Exhortiad have found out a shameful or damaging secret and are blackmailing the Lord into letting them stay?





As the PCs are travelling they pass a number of locals nailed to crosses by the wayside. Some of the condemned are still alive, and if asked what their crimes were they will say that they were found guilty of worshipping “heretical religions” – the elemental pantheon, which is by no means heretical in Corvel. If the PCs let any of the “heretics” down they will be accosted later in the day by templars serving the Archbishop.

After returning from a quest of some kind the PCs find that Greymantle and his cronies have set a court up in the only inn in town and are trying a ragtag selection of locals for all manner of supposed crimes. If the PCs are not stealthy in their exit then they too will be hauled up for trial, every detail of their quest held up for cross-examination by the court. This could be especially troublesome if the quest has been against chaotic beings, such as goblins or trolls, as they may be accused of being tainted ...



NEW PRAYER (Wrath)

Divine Power (C)

Base DIFF: 2

Description: Projects a deity-appropriate blast of force, which concusses and stuns an opponent.

Requirement: Single word, holy symbol

Visual: Appropriate to scale

Audio: Appropriate to scale

Duration: Instant

Range: Touch

WR: 2 stun (armour has no effect)

Variants:

+2 per 1WR stun damage

+2 per additional target

+1 per 20yd range

+1 per 10ft radius

Archbishop Greymantle

Human Priest

		STR	4
AGL	3	Endurance	4
Combat Skill: Soldier	5	WIL	6
Ride	2	Interrogation	5
PER	4	Intimidation	6
Awareness	3	Resist	5
Command	4	SPIRIT	4*
Social	2	Devotion	6
DEX	3	MANA	2
INT	4		
Cultural Sciences	6		
Education	3		
Language: Ancient	2		
Lore	3		
Law	4	INITIATIVE	4/4
Military Sciences	2	SAVE	5/5
Natural Sciences	2	ACTIONS	2
Theoretical Sciences	2		

*Archbishop Greymantle has a much lower SPIRIT score than one would expect for such a high-ranking clergyman. This represents his failing divine powers brought about by Rellian’s disapproval of his methods and intent.

Weapons:

Mastercrafted Warhammer C/WA+1/WR4/DB0

Armour:

Heavy Cloth robes (AV1 all over)

In battle dons a suit of Blessed Scale Mail (AV7 all over)

Possessions:

White mask

Silver symbol of Rellian

Prayers:

The Hammer of Rellian

DIFF 4; Smite (C); Duration 2 actions; Range Touch; adds 2 to caster’s STR; Requirements: holy symbol of Rellian, short prayer

The Truth of Rellian

DIFF 5; Divine Force (C); Range 20yds; WR3 (armour has no effect); Requirements: holy symbol of Rellian, short prayer, two handed motion

Wrack

DIFF 4; Divine Word (C); Range 20yds; 10ft radius, WR2 (stun); Requirements: holy symbol of Rellian, single word)

Chapter One

9



Azag Boneseer

agent of chaos

Born to a small and insignificant tribe of goblins far to the north of Corvel, Azag was viewed as slow and weak by his kind. Constantly attacked by his own people, Azag grew up even more bitter and twisted than most goblins, his heart held nothing but hatred for all those around him. It was during these early years that he was noticed by the tribe's shaman, a cunning goblin mage known as Gorgath. It seemed that the young Azag had a predilection for knowing people, their souls, their futures, and he was often frighteningly right. The old shaman took Azag under his wing, quickly realising that his young apprentice had a natural aptitude for all things magical, especially divinations, something in which Gorgath had no real experience as he was far more interested in the necromantic arts. Seeing an opportunity to gain power, he began training Azag as a potential successor, and Azag learnt swiftly.

Azag's training occurred over the course of several years and it was in this stretch of time that he made what was to be his greatest discovery. Azag had a liking for poisons and certain narcotics that gave him visions. While out gathering herbs one morning, he stumbled upon a bone protruding from the ground. He had not seen it before and supposed it had been unearthed in a recent storm. The bone was large, bigger than anything Azag had seen before, and he became curious. The young goblin cut himself a sliver to examine later and buried the rest, placing a small marker so that he could find the spot again. Many days later his wildest hopes and dreams were confirmed, it was the bone of some great dragon, perhaps a mountain dragon, at least five hundred years old when it perished. That night Azag went and retrieved the bone, hiding it from his master while spending the next several months carefully carving it into a set of ten runes, to be used as a focus for his magic. Azag did not speak of this to anyone and it was not long before he had worked the runes into

his magic and found the spells were much more powerful and far simpler to cast. Azag knew then that his time would come.

With a new found confidence Azag quickly began to seek more roads to swift and easy power. It was not long before he stumbled upon the ways of Chaos, magic inspired by the great god

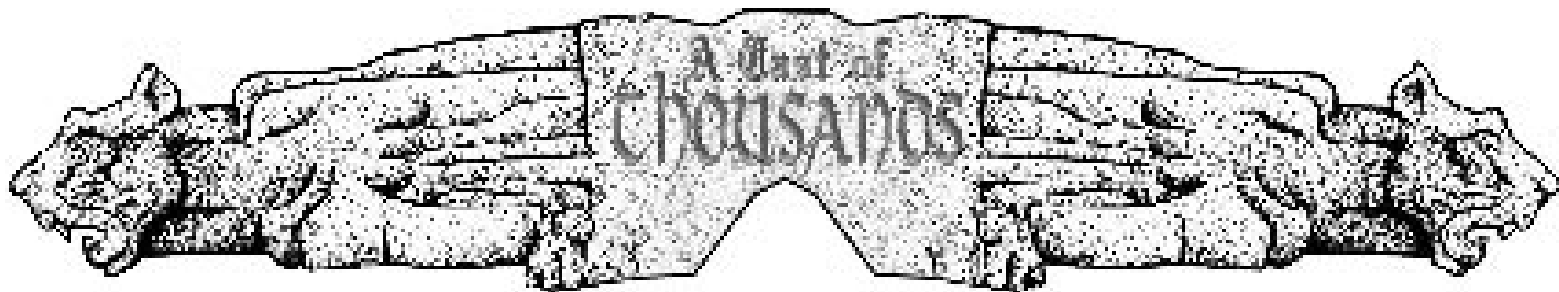
Marg and powered by the Web of Life. This newfound knowledge filled Azag with confidence and he confronted his teacher and slew Gorgath with a ball of fire so huge it lit up the night sky for miles. Azag's dragon bone runes glowed fiercely in the conflict and his command of Chaos drained the life force of the world for miles. From that day forth Azag became not only the tribal shaman, but also the tribal patriarch, guiding and leading those who had once scorned him. He never forgot their treatment of him and his hatred never diminished, but now Azag had tools to wreak greater destruction than he had thought possible. Since then, Azag has been building his power, biding his time. He has since become known as "Boneseer" because of his prophetic visions, knowledge of far off events and the eerie, chilling clatter of his dragonbone runes as they fall and seal the fates of his enemies. Soon, though, it will be time to strike, soon

Azag will command an army of murderous goblins ready to lay waste to the hated humans, elves, dwarves and others in the lands to the south.

Appearance

For a race as agile and dextrous as goblin-kind, Azag is slow and clumsy, weak and scrawny and dresses in oversized, hooded robes of red and black that cover a full suit of ringmail, for Azag always fears the possibility of a knife in the back. His skin is a sickly-grey mottled hue, with spots of white. His fingers are slender, yet shake almost constantly; the only time that they stop





is when he is casting a spell, which he does often. Azag keeps poisons and narcotics in the pockets of his robe along with a crude set of runes carved from the bones of an unfortunate elf victim. His dragonbone runes are kept in a pouch tied around his neck. At his belt he wears a small crescent dagger, and he carries a tall, wooden staff with him wherever he goes. Azag's face is the most striking part about him; his eyes burn with hatred, a cold fire that rages with glee when maliciousness and evil come to the fore. His mouth is set in a cruel and callous sneer and he walks with a conscious swagger, brandishing his power and confidence for all to see.

Personality

Azag is, at his core, bitter. Having spent so many years as the target of cruelty he now revels in seeing it dealt out to others. He is filled with hatred for all living things and rejoices in death and pain; he gains great pleasure from using the forces of Chaos to suck the Web of Life dry and slaying and torturing his enemies. This hatred, this core of savage resentment, has stained Azag's soul dark with evil, malicious intentions. His only desire is to wreak havoc and destruction on as many living things as he can before he perishes. To this end he has focused his spite on the nations of elves and men to the south, and he is now consumed with plotting their downfall. To do this Azag knows that he must create an army of goblins to do his bidding. Azag now expends all of his considerable will to achieve that end.



Plot Hooks

The number of goblin raids has increased in Troilanos recently. Rumours abound of a new goblin chieftain, a mage of considerable skill. Lord Jakob Troilanos has sent out an open request for aid, which reaches the PCs.

Azag, in a fit of rage, has moved his tribe down to the lands of Corvel, gaining followers from among other tribes along the way. He now has a sizeable army and is poised to attack. Mercenaries and anyone else willing to help are drafted in the hopes that Azag can be stopped and peace maintained.

Rumours of a powerful and deadly Chaos mage stalking the night in northern Corvel reach the characters. Azag has come to test the lands of men and elves and is revelling in the terror and pain he is causing to his chosen enemies. If he is not stopped soon there is no telling the damage he might cause.

Azag Boneseer

Goblin chaos mage

AGL	3	STR	2
Athletics	1	Climb	2
Stealth	2	Endurance	4
PER	5	WIL	4
Awareness	4	Resist	3
Bargain	1	SPIRIT	1
Wilderness Skills	2	MANA	7
DEX	3	Theory: Divination	5
Craft: Bone Carving	3	Theory: Elementalist	4
INT	5		
Education	2		
Language: Ancient	2		
Lore	3	INITIATIVE	4/4
Natural Sciences	2	SAVE	5/5
Theoretical Sciences	2	ACTIONS	2

Note: Speaks Goblin as native tongue.

Weapons:

Crescent Dagger WA0, WR1, DB+1
Wooden Staff (WA+1, WR2, DB0)

Armour:

Heavy Robes (AV1 Head)
Ringmail (AV5 everywhere else)

Possessions:

Carved Elf Bone Rune Set, Woodsong (10 doses), Blood Mold (10 doses), Pressed Duchess Root (4 doses), 10 Carved Dragonbone Runes

Spells:

Earthcall	DIFF 1; Wall [Earth] (C); Duration 1 minute; Range 20yds; 20ft long wall; Requirements: dragonbone rune focus, hand motion, single word
Farsight	DIFF 1; Scrying (N); Duration 1 minute 1 action; Range 40 miles; Requirements: dragonbone rune focus, circle, 2 Handed Motion
Firecall	DIFF 1; Projection [Fire] (C); Range 40yds; WR2; Requirements: dragonbone rune focus, hand motion, single word
Foresight	DIFF 1; Precognition (N); Range touch; allows the caster to see one year and one month into the future; requirements: circle, dragonbone rune focus, 2 actions to cast
Know Person	DIFF 1; Read Soul (N); Range 40yds; Requirements: elfbone rune focus, single hand motion, single word



Baerlric of Jaspertown

eccentric airship pilot

The only son to a respectable merchant family in the Bachran port of Jaspertown, Baerlric was a constant disappointment to his parents, as he never showed any interest in trade. Instead Baerlric's love was science. In fact, he spent much of his early years locked away in his attic room tinkering with strange clockwork devices procured from his gnomish friends or creating pungent smells and clouds of smoke with stolen alchemical materials. When it became clear that Baerlric would never willingly take on the mantle of merchant, his parents disowned him and chased him out of the family home. Baerlric remained in Jaspertown, sleeping in the guestrooms of his gnome friends and scratching a living by helping out in their workshops. Baerlric was constantly investigating the workings of each and every mechanical device he could lay his hands on, taking objects apart but – to the wonder of the gnomes – usually putting them back together again, often with subtle improvements made to the workings.

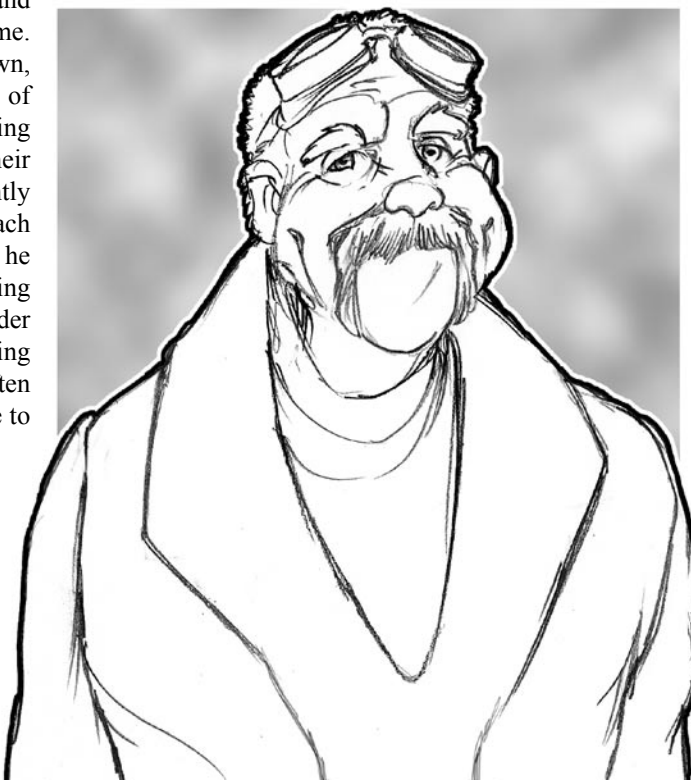
Eventually Baerlric attracted the attention and the patronage of a rather eccentric merchant and shipbuilder named Randal of Branton, who had a passion for airships and balloons. Baerlric enjoyed great success in his workshops, working alongside Randal's daughter, Norah, to build airships of their own. In time Baerlric and Norah married and had three children of their own. When Randal died Baerlric and Norah inherited his trading company. The two became the first traders in Jaspertown to make use of airships alongside their more conventional boats and for a time enjoyed great success. The wealth brought in from trade gave the pair more time to spend in their workshops.

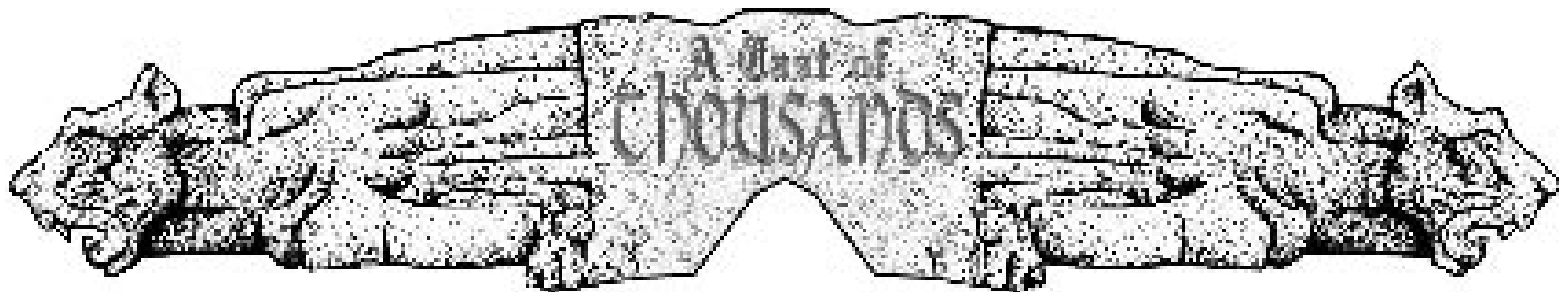
But their success would not last forever. With the outbreak of the war between Kilmoor and Corvel following the assassination of King Cedric, shipping between the Eastern Empires and the West was thrown into turmoil. With their fleet of airships, Baerlric and Norah weathered the storm better than their fellow merchant houses, but their trade was heavily hit nonetheless. And then Kilmoor invaded Bachra with their legions of foot soldiers and enslaved warriors, swiftly overpowering the weak Bachran army. The entire southern coast annexed in a campaign

that lasted a little over a month. Those in Jaspertown had little choice but to flee, or stay and be carried off by Kilmoorian slavers. Norah took the youngest two children and fled in her airship while Baerlric set off in his balloon to try and seek aid for his beleaguered country from Bachran's allies, who were not yet at war. Their eldest daughter, Kaylin, remained behind fighting with the Bachran army. Baerlric's balloon was caught by the fearsome Haushan Wind and blown far off course, eventually coming down in a fearsome thunderstorm somewhere near Greyhelm. Now he seeks the aid of the Corvelian government and whomever else he can recruit.

Appearance

Baerlric has clearly seen better days. His clothes somewhat worn and what remains of his grey hair is wispy and unkempt. Baerlric is in his late forties and his face is weathered and worried. Always perched atop his wrinkled brow is a pair of flying goggles, and he usually has some type of device in his hands. The one aspect of his visage that he takes care of is his elegant moustache, which he constantly toys with.





Personality

Baerlric is every bit the eccentric inventor; his personality and mannerisms are more akin to those of a gnome than a man. He views everything with a penetrating gaze as though he is contemplating its inner workings, even other people. He is not terribly comfortable among others – his wife, Norah, was always better with that – and has a tendency to mumble and mutter, as well as leaping from subject to subject at an erratic rate. Despite this outward eccentricity, Baerlric is a loving and passionate man. He is terribly worried about his wife and children and would like nothing more than to hop back into his balloon and fly to their side, but he knows that his first duty lies in Corvel until he can oversee the liberation of his home.

Plot Hooks

The PCs meet Baerlric as he first arrives in Corvel, witnessing his strange contraption (it is unlikely that they will have seen a Bachran balloon before) land with a mighty crash nearby. If the PCs investigate they will find a very confused man, desperate to find out where he has landed. He will ask them for aid in safely stowing his balloon away from potential thieves and for help in getting to someone of local importance, as well as regaling them with the story of his travels.

The PCs encounter Baerlric as he tries to gather the support of the Corvelian leadership. The inventor is not having much success in gaining aid, as most Corvelian nobles are more interested in his inventions than in his quest. If the PCs seem sympathetic to his cause then he will try and convince them to help him garner support.

Baerlric's quest is a good springboard for adventure in the Eastern Empires. If the PCs seem enthusiastic in helping Baerlric then the group may end up accompanying him on his return journey. Before they can depart, the PCs must help him repair his balloon. A few adventures may be required to obtain parts, supplies and money to help support the mission. The balloon flight itself is an adventure on its own, as the vessel might be attacked by flying creatures, shot at by enemy vessels as they fly over the sea or by other airships that have fallen into Kilmoorian hands. And, of course, their balloon is likely to be at the mercy of the winds, so the group might not reach the Eastern Empires at all! If you want your game to take place in the Island Nations or somewhere even further afield, then simply have the PCs crash land there!

Land ho! Brace for impact!

Baerlric of Jaspertown

Human inventor

AGL	4	INT	6
Drive	2	Cultural Sciences	2
Specialisation: Balloons	4	Education	4
Sail	1	Language: Islander	2
PER	4	Language: Western	3
Awareness	3	Lore	1
Bargain	2	Natural Sciences	2
Diagnostics	4	Theoretical Sciences	3
Social	1	Specialisation: Mathematics	5
DEX	5	STR	3
Blackpowder	3	Endurance	2
Craft: Clockwork	6	Swim	1
Repair	4	WIL	3
		Resist	1
		SPIRIT	3
		Devotion	3
		MANA	2

INITIATIVE	4/3
SAVE	3/2
ACTIONS	2

Note: Speaks Eastern as native tongue.

Weapons:

Blunderbuss P/WA+1D3/WR4/DB0

Armour:

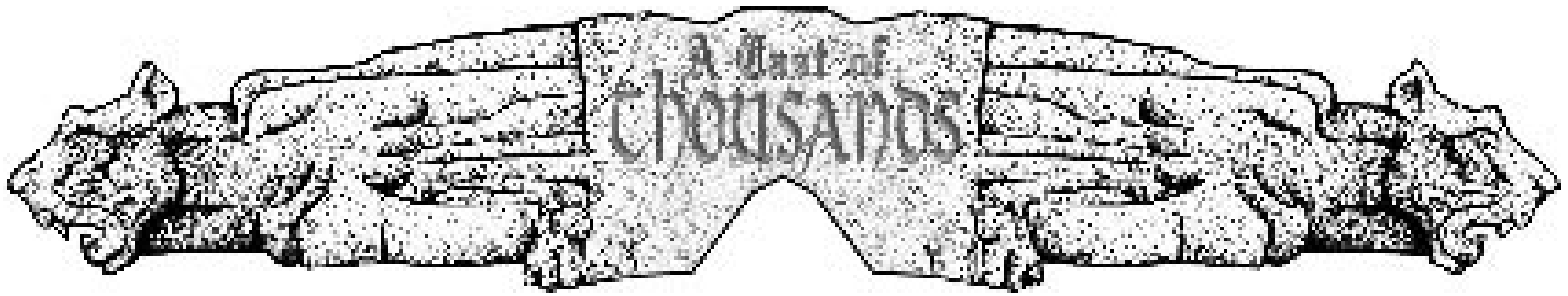
Soft leather (AV2 all over)

Prayers:

Direction DIFF 1; Common Prayer; caster is pointed in direction sought

Forecast DIFF 1; Common Prayer; answers a simple agricultural/weather related question with 1 word

Full details about Bachra, airships and aerial combat will be found in the forthcoming *Eastern Empires* world resource supplement from *Deep7*.



The Defenders of the Common Folk

bandits by any other name ...

Roselynn Blackhood bandit queen

Born to the infamous bandit-king Robert Blackhood and a young village maid, Roselynn was unwanted from birth, a painful reminder to her mother and her family of the ravages they had to endure under Blackhood and his men. Roselynn grew up on the edges of her village, her presence barely tolerated by her family, and her childhood one long tale of unhappiness, hatred and resentment. It was with a certain degree of satisfaction that Roselynn watched her father and his men lead to the scaffold by the local sheriff after being lured into a trap set by Roselynn herself.

Roselynn did not sell her father out out of any desire for justice and came out of the deal well off, the sheriff rewarding her with a sizeable share of her late father's treasure hoard. Roselynn was wily and had little respect for either the law or her fellow villagers and invested her new found wealth wisely by hiring the surviving members of Blackhood's men alongside new mercenary recruits and leaving enough left over to pay a good many of the sheriff's men to look the other way as she took up the trade of her father.

Roselynn is far cleverer than Robert, however, and although she has neither respect nor love for the locals, she knows better than to gain their enmity. She knows that if she has the locals on her side they will shelter and hide her from the authorities. She has gained their confidence by styling herself and her gang as "Defenders of the Common Folk," giving them an (admittedly small) cut of the profits she makes holding up merchants caravans and raiding the Baron's lands. Despite being no more than a cutthroat bandit

in the same mould as her father she is already thought of as a beloved local heroine.

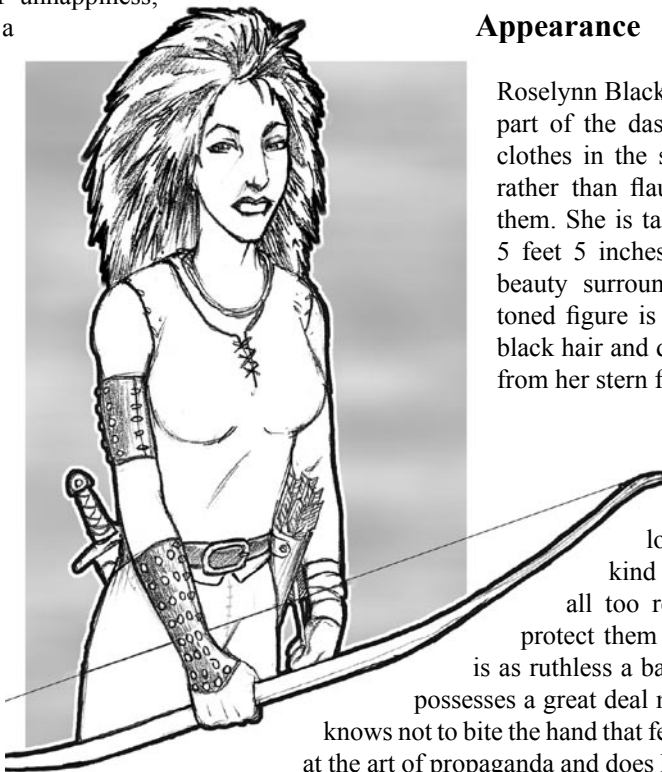
Roselynn is a proficient fighter and her skills are ever improving due to fighting alongside the rest of her gang. She excels with a longbow, having learnt the unusual fighting style of Bharata from a travelling feral elf she met in her youth. She jealously guards her knowledge, however, fearful of letting one of her men outmatch her.

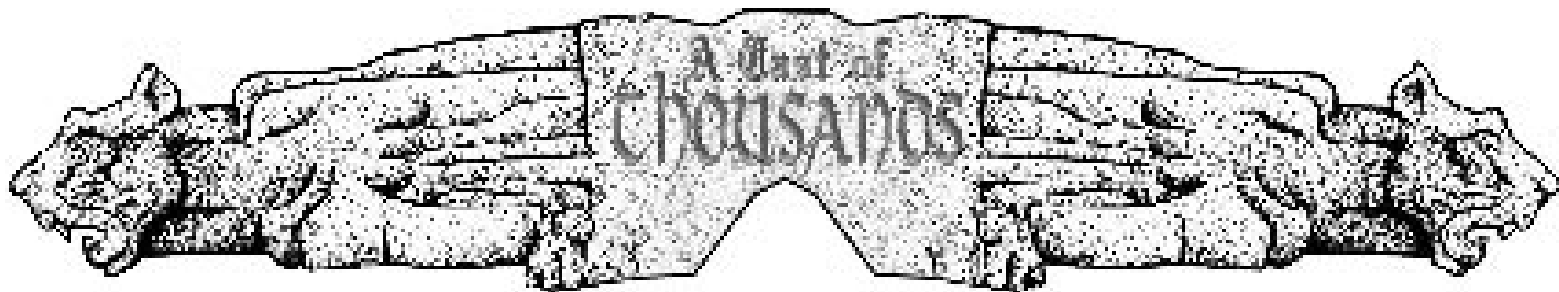
Appearance

Roselynn Blackhood does her best to look the part of the dashing heroine, wearing simple clothes in the same style as the other locals rather than flaunting her wealth in front of them. She is tall for a woman at a little over 5 feet 5 inches and she has a certain rustic beauty surrounding her. Her slender, well-toned figure is topped by a flowing mane of black hair and deep dark brown eyes stare out from her stern face.

Personality

To her supporters in the local villages, Roselynn is a kind and honourable soul who is all too ready to lay down her life to protect them from harm. In truth Roselynn is as ruthless a bandit as her late father, but she possesses a great deal more cunning and intellect and knows not to bite the hand that feeds her. She is also rather good at the art of propaganda and does her utmost to put the actions of her gang in the best possible light at every opportunity. At her heart Roselynn has the interests of only one person in mind – her own – and will only continue along her current path for as long as it suits her. At the first sign that she might be caught or sold out she will not hesitate to slay her rival, burn down a village as an example of what "the Man" is capable of or broker a deal with the sheriff. But for the time being, it suits her to continue to be a folk hero.





Plot-hooks

As the PCs journey through a quiet forest road they are alerted by screams from up ahead. If they choose to investigate they come across a small group of travellers being attacked by a huge troll. If they come to the aid of the travellers they will quickly find themselves victims of the Defenders' favourite trap as both troll, travellers and the rest of the Defenders (hidden amongst the trees) surround them and demand they hand over all their money – the price of the “Road Troll.”

One of the Defenders has turned himself in and is prepared to hand over the rest of his gang in return for a pardon. Roselynn and the rest of her crew will stop at nothing to silence the turncoat and save their own skins and the PCs are hired to protect him. Of course, it won't be as easy as all that – half of the local Watch are in the pay of the Defenders and the traitor is a particularly despicable example of a bandit who does not go out of his way to endear himself to the party.

The PCs overhear details of a particularly bold robbery that the Defenders are planning of a caravan containing something unusually valuable – the wages of the locally garrisoned army who have just returned back from fighting Kilmoorians, or particularly fine treasure intended as a coronation present for King Marcus. It's a race against time as the PCs try to get to the caravan before the Defenders do – either to protect it or to steal the treasure for themselves!

Roselynn Blackhood

Human bandit-queen

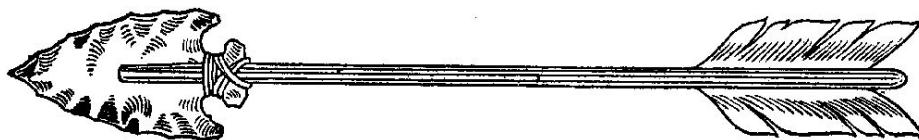
AGL	6	INT	5
Athletics	3	Lore	2
Combat Skill: Bharata	4	Natural Sciences	3
Combat Skill: Rogue	2	STR	3
Missile Weapon	2	Climb	1
Stealth	5	Endurance	3
PER	5	WIL	4
Awareness	4	Intimidation	4
Con	6	Resist	2
Command	5	SPIRIT	2
Seduction	2	MANA	2
Wilderness Skills	5		
Specialisation: Woodland	7		
DEX	4	INITIATIVE	6/4
Craft: Bowyer	3	SAVE	4/3
Craft: Fletcher	3	ACTIONS	2
Thievery	2		

Weapons:

Finely-crafted longbow WA0/WR 3/DB+1

Armour:

Cuir Bouilli on torso, left arm and upper legs (AV 4), Soft Leather on right arm and lower legs (AV 4)



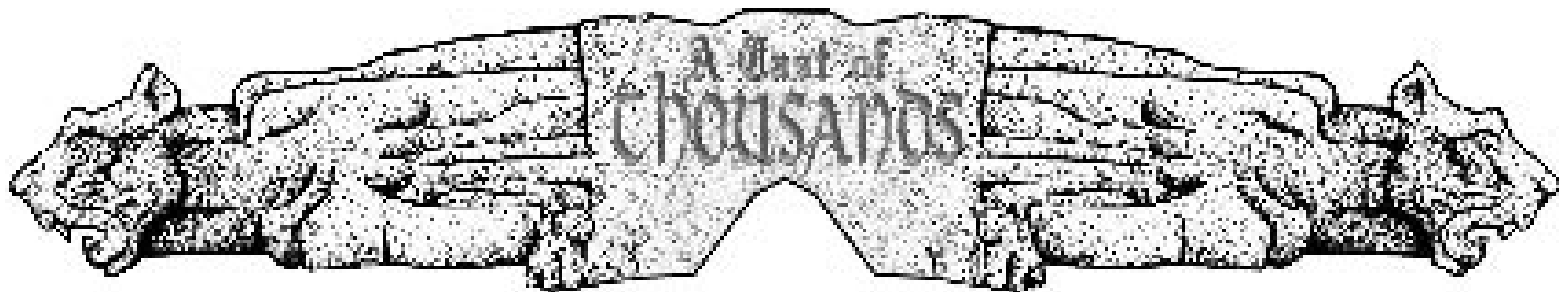
NEW COMBAT SKILL

Bharata – the Way of the Bow (2)

A rather more exotic style of archery than is commonly used throughout Corvel, Bharata, meaning “Hunter’s Battle” in Ancient is common amongst the tribes of Akrindor, as well as certain followers of the Goddess of the Hunt, Bhara. Practitioners of Bharata can sometimes be found travelling within Corvel, showing off their talents in exhibitions and archery contests. More so than typical archers, Bharatists prefer the thrill of fighting in close proximity to their foes, supporting nearby allies in melee by unleashing hails of arrows against targets who venture in front of their bow-sights.

Covers longbows and short bows only.

Skill	Style Bonus
1	Target (arm/leg: free; head/hands/feet: -1)
2	Quick Draw (may draw weapon/reload weapon and attack in one action)
3	Power Draw (may add STR to damage with bow)
4	Quick String (may draw & string bow in 1 action)
5	Double Arrow (costs 2 actions; allows 2 separate attacks to be made at one time)
6	Trick Shot (target any: free)



Alec Aldred

idealistic young noble

There are those in the world who refuse to believe the truth no matter how much it stares them in the face or how much evidence they see to the contrary, and Alec is just one of those people who prefers to believe the fantasy over the reality. Although he has been a member of the Defenders for a little over a year now since running away from his noble birth-right to uphold the rights of the everyday folk, Alec remains convinced that the Defenders are genuinely a force for good, and Roselynn is in no hurry to disillusion him.

Appearance

Alec could not look more out of place gallivanting around in the woods if he tried – everything about him looks subtly wrong and ill suited, from his now tatty finery, to his rapier and duelling pistol, to his foppish golden locks.

Personality

It is a constant wonder how someone can be so caught up in the hype and the fiction that they fail to grasp the reality of the situation. Alec is by no means stupid, just incredibly naive and with a burning desire to believe that heroes exist in real life as in legend and folklore, and that he too can be one of them. This would be more of a source of amusement to his companions were Alec not so charming and likeable, as well as being so very good at being a bandit – there are none who can be quite so determined as one pursuing ideals rather than material gains.

Alec Aldred

Human noble

AGL	4	PER	5
Ride	4	Awareness	3
Stealth	4	Social	4
Combat Skill: Gallant	4	Wilderness Skills	3
INT	5	DEX	3
Cultural Sciences	3	Black Powder	3
Domestic Arts	1	STR	3
Education	3	Endurance	3
Literary Skills	3	WIL	4
Lore	3	Resist	3
Specialisation: Legends	5	MANA	3
Natural Sciences	3	SPIRIT	3
INIT	5/4		
SAVE	4/3		
ACTIONS	2		

Weapons:

Rapier P/WA+3/WR2/DB0
Flintlock Pistol WA-1/WR4/DB0)

Armour:

Soft Leather suit (AV3 all over)

Bane

hired troll muscle

Bane was one of the first mercenaries hired by Roselynn Blackhood as part of her reconstruction of her father's band. Bane is an outcast from his own people, exiled after a failed leadership challenge, and has been readily accepted into the Defenders – after all, who wouldn't want a troll on their side in a fight?

Appearance

Bane is every bit the fearsome troll from fireside ghost stories – mere inches shy of 8 feet of lithe, well-muscled green-grey hide, topped with a fearsome skeletal visage from which fiery red eyes shine. Bane's hand crafted greatsword is almost as tall as he is, and eldritch black runes constantly twist and writhe along its entire length.

Personality

Bane likes to fight. A lot. Luckily for his companions he has long passed the stage when his favourite past time was to start fights with them, instead preferring to rough up people the Defender's rob to encourage their generosity.

Bane

Hired Troll Muscle

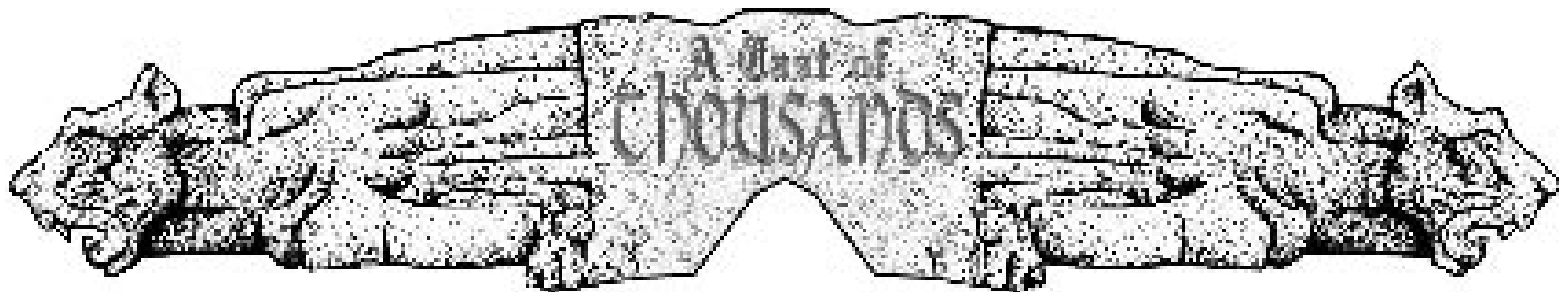
AGL	6	INT	3
Combat Skill: Soldier	4	Medicine	1
Brawling	3	Military Sciences	2
Stealth	4	STR	8
PER	4	Endurance	3
Awareness	4	Strength Feat	2
Wilderness Skills	3	WIL	3
Specialisation: Woodland	5	Intimidation	3
DEX	3	SPIRIT	1
Craft: Weaponsmithing	1	MANA	1
INITIATIVE	5/4		
SAVE	6/1		
ACTIONS	2		
WOUNDS	6		

Weapons:

Troll-Forged Runic Greatsword C/WA0/WR4/DB+1 - each time the Runic Greatsword wounds, the target must make an immediate Resist check or the weapon will drain a point of SPIRIT)

Armour:

Scale Mail suit (AV7 on torso and limbs)



Bear Firehand

Dwarf Firemage

AGL	4	STR	6
Brawling	5	Climb	1
PER	3	Endurance	3
Bargain	3	Strength Feat	2
Social	1	WIL	2
Streetwise	3	Resist	3
Wilderness Skills	2	SPIRIT	3
DEX	3	MANA	5
Craft:Furrier	2	Theory: Combat	2
INT	4	Theory: Elementalist	5
Cultural Sciences	1		
Education	3		
Language: Ancient	2		
Lore	1		
Natural Sciences	3		
Theoretical Sciences	3		

INITIATIVE 4/3

SAVE 4/3

ACTIONS 2

WOUNDS 5*

*first 5 wound boxes permanently blacked out due to drug abuse

Weapons:

none

Armour:

Bear Hide (AV 2 all over)

Possessions:

Ruby gem worn on a chain around neck

Jar of pitch

5 doses of Kilmoorian Spice

Spells:

Fireball	DIFF 4; Projection (C); Range 20yds; WR 3; Requirements: hand motion, two-handed gesture
Firebead	DIFF 2; Projection (C); Range 40yds; WR 1, seeks target, no dodge; Requirements: ruby focus, short incantation, two-handed gesture
Firehands	DIFF 2; Damage Touch (N); Range Touch; WR 3; Requirements: pitch spread on hands as focus, single word, two-handed gesture

Bear crazed pyromaniac

The most senior surviving member of Robert Blackhood's gang, Bear readily threw in his lot with Roselynn at the first sign of gold. Bear has long been the mage in Blackhood's gang, given sanctuary by Robert after Bear was kicked out of his Academ and chased across the Barony for burning down the Dean's tower.

Appearance

Bear is aptly named, for he is a wall of muscle, fur and hair, bedecked from head to toe in the charred hide of a particularly fierce grizzly which got in the way of one of his fireballs. He is short, even for a dwarf, and is almost as wide. A wild and manic look constantly plays in his eyes and only a fool would attempt to stare him down.

Personality

Bear is utterly insane, having taken one too many blows to the head in brawls over the years and one too many pinches of Kilmoorian Spice. He has two passions in life – fire and Spice – and regularly overdoses on both. Roselynn has long ceased paying him in gold and simply keeps him stocked up with Kilmoorian Spice.



GMs may use the Bandit stats on page 63 for the rest of the Defender's of the Common Folk. They number 12 in total.



Elle Olfsson

(aka Lydia Holaf)

embittered minstrel

Born into a minor arm of the ruling family in Holaf, Lydia wanted for nothing in her earlier years. When the Kilmoorian invasion occurred, Lydia was studying music at the Tseraq Academ-Theatriqa. Although she was dismayed at the assassination of the king, her family loyalty meant she couldn't condemn the actions of her more powerful kinfolk. This stance made her a persona non grata at the academy and she could not take the stress of sudden ostracism. One night she departed the academy never to return.

This rather rash move left her without many options. She was not important enough for Duchess Lea to care about, despite her family link, and she was not wealthy enough to make an honourable life for herself. The only realistic option open to her was the life of a wandering minstrel. Calling herself Elle Olfsson, the young woman started taking her violin, her singing and her dancing on the road. She earns good money in manors and, when desperate, not so good money in taverns.

Although she thinks this lifestyle is beneath her, Elle has picked up a few survival skills in her time on the road. She has rudimentary self-defence skills and has been known to relieve her drunkest patrons of their purses.

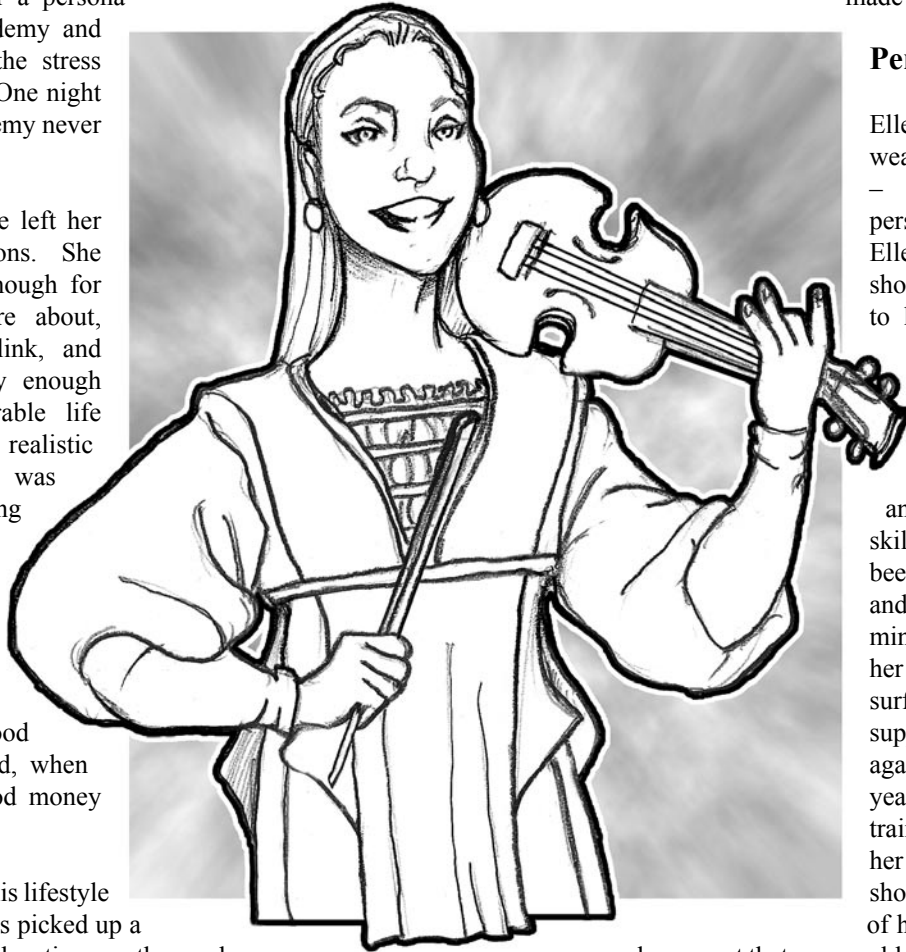
Appearance

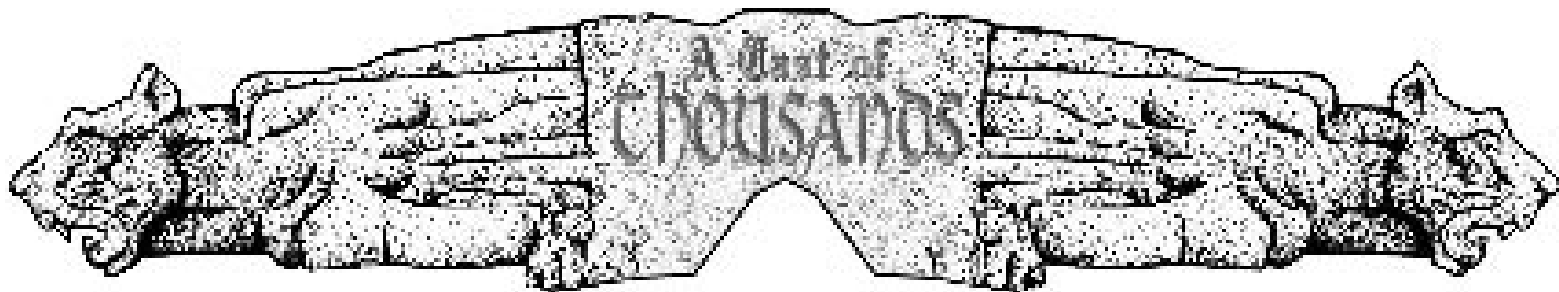
While not necessarily beautiful, Elle has sex appeal in spades. She has long, silky blonde hair, which she is inordinately proud of, although her face would at best be considered "pretty." She is 5 foot 8, but has a grace and charm in her movement that has made grown men weep.

Personality

Elle's personality is a wealth of contradictions – she has split her personality into Lydia and Elle. Lydia thinks that she should be a noble, loyal to her family and taken care of by people who love her. Elle, on the other hand, hates the underhanded history of her family and is proud of the skills by which she has been living her life. By and large, she is a typical minstrel but occasionally her privileged background surfaces. Publicly, she supports the actions taken against Holaf Duchy, but years of privilege have trained her to believe in her deepest heart that she should support the actions of her family. This contrast

has meant that some noble patrons have found her untrustworthy after a chance remark that could be seen to support the Holaf Duchy.





Plot Hooks

The PCs come across a rural manor house and are met by Elle fleeing from its guards. The guards claim that Elle is a spy for Holaf and Kilmoor. She claims she is a simple minstrel who happens to be of Holaf stock. The PCs may defend her, let her go or turn her over to the guards.

While stopping at a busy tavern the PCs witness a rowdy customer attempting to assault the attractive minstrel. Although she is making a fairly good job of fighting the man off she might get hurt unless the PCs intervene.

The PCs are passengers on a cart or ferry. Among the passengers is Elle, who gets chatting to the PCs. Also among the passengers is a Kilmoorian spy who recognises Lydia. The spy asks Elle/Lydia for help. Depending on how closely the PCs are watching her, she may ask the PCs to help catch the spy and bring him to justice.

NEW FOLK MAGIC

Tune (N)

Base DIFF: 1

Description: Perfectly tunes a single instrument. Instantaneous duration, and instrument will go out of tune again over time of its own accord.

Requirement: A hand motion and a short play of the instrument

NEW SPELL (Combat)

Distract (N)

Base DIFF: 1

Description: Causes a single target to become momentarily distracted, reducing his Initiative by one success for the next round.

Requirements: Single word, hand motion, generic focus

Visual: An effect to scale with target's size

Audio: Appropriate to scale

Duration: Instant

Range: 5ft

Variants:

+3 per Initiative success removed

+3 per round of duration

+1 per additional target

+1 per 5ft range

Elle Olfsson

(aka Lydia Holaf)

Human wandering minstrel

AGL	4	INT	4
Combat Skill: Rogue	2	Cultural Sciences	4
Ride	1	Education	4
Sail	1	Language: Kilmoorian	3
PER	5	Literary Skills	5
Awareness	4	Lore	3
Bargain	2	Natural Sciences	1
Performing Arts	3	STR	2
Social	5	WIL	4
Streetwise	2	Resist	1
DEX	5	SPIRIT	3
Play Instrument: String	5	MANA	3
Thievery	2	Folk Magic	2
		Theory: Combat	2

INITIATIVE 5/4

SAVE 3/1

ACTIONS 2

Weapons:

Shortsword S/WA0/WR2/DB0

Throwing knife WA+1/WR1/DB+1

Armour:

Soft leather jerkin (AV2 body, arms and upper legs)

Possessions:

Violin

Spells:

Create Distraction DIFF 1; Distract (N); Range 10ft; reduces target's Initiative by one success; Requirements: single word, two-handed motion, handful of dust.

Tune DIFF 1; Folk Magic; one instrument is magically tuned



Errol of Green

stalker of the living

Errol of Green was born one hundred years ago to the wealthy Green family. As the fourth son of a local Baron, it was unlikely that he would ever gain significant political power, but Errol did not seek power or riches. Instead he was born with the Fire burning brightly inside of him, and he was apprenticed to a mage by the age of 11. When he was a young man, King Flynn of Corvel was attempting to make a treaty with Kilmoor, to try to keep war from breaking out between the two nations. Errol, hoping to better understand the Kilmoorians so as to aid in uniting the two great nations, travelled to Kilmoor to study under mages of the area. He did not study long before tragedy struck. Princess Kael of Kilmoor and one of the royal guardsmen of King Flynn were found in bed together one night, and the Kilmoorians claimed rape. The Corvelians were driven home, and, though Errol was a far distance from the scene of the crime, he too returned home to avoid any troubles.

His studies abroad, however, taught him the Kilmoorian method of magic, involving a few occasional trims to the Web of Life. Seeing it not as Chaos magic, but rather a more balanced approach, Errol began using the Kilmoorian method of casting. This, however, did not run well. The Exhortiad found him guilty of Chaos magics and excommunicated him. Before he could be executed, King Flynn was assassinated and the Cathedral War broke out. In the ensuing chaos, Errol fled.

He was attempting to reach Bachra and assume a new identity there, but he did not make it far. While travelling through the Cursed Wood, he was set upon by a hungry Vampyre, who attacked him and fed from him until he was drained of all blood.

As an excommunicated victim, Errol rose again as a Vampyre himself. Though he struggled against feeding for some time, hunger finally forced him to seek out blood. Over the last seventy-five years, Errol has grown to accept what he has become, and

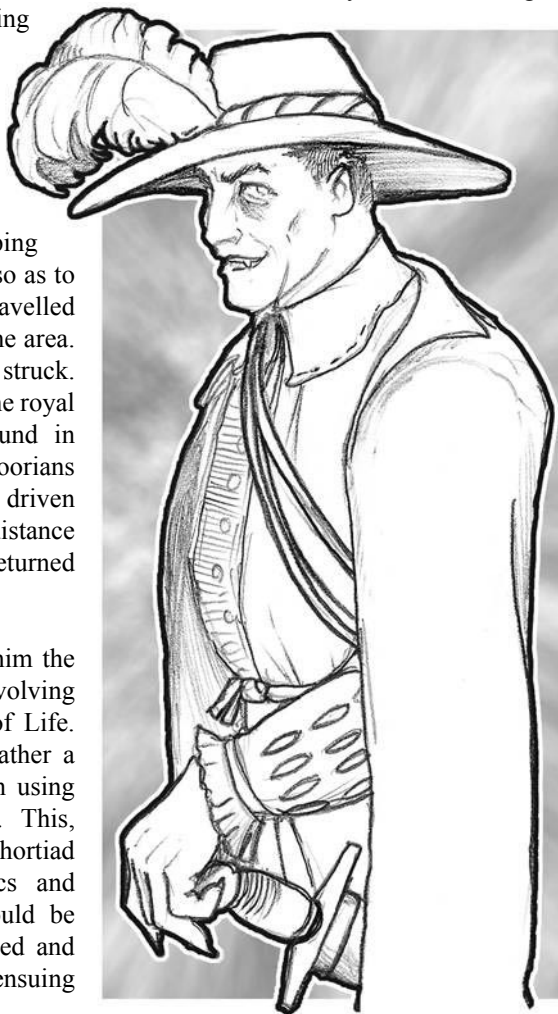
he haunts the border of Green and the Cursed Wood, feeding on small villages, farms, and the occasional lost traveller.

Appearance

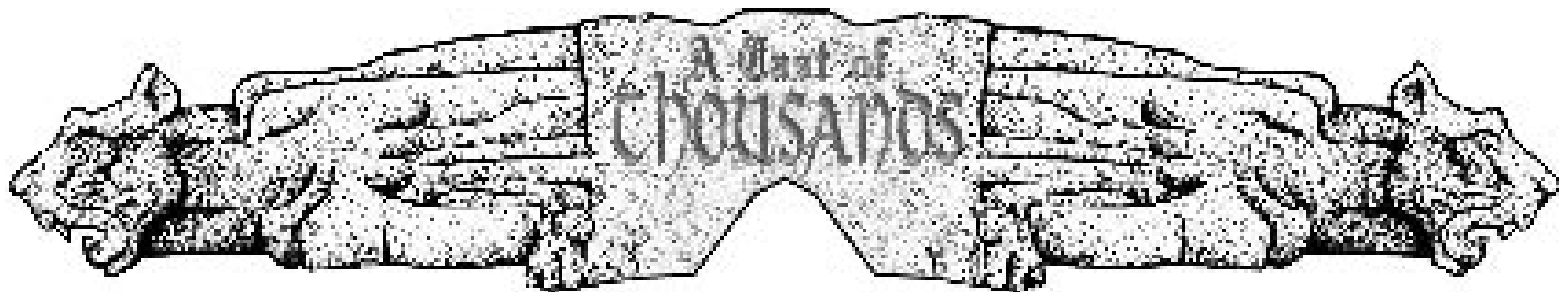
When well fed, Errol looks much as he did in life, as a thirty-two-year-old human male in good health. He has found an ancient keep originally used by Queen Mortisse's forces one thousand years ago, so he is able to keep his clothes in good repair. Despite his exile, excommunication, and undead status, he attempts to live in as civilised a manner as he can, wearing fine clothes and welcoming guests (provided he is not seeking a meal). As he goes without food, he thins, and his skin turns more and more pale. He has never let himself get so hungry as to rot ever since his first feeding.

Personality

Errol loathes both himself and the world around him. Early in his undeath, he considered suicide, but he was never able to bring himself to take his own life. When he is not or feeding, Errol is urbane, polite, and charming, albeit dark and mysterious. He has a short temper, and those who anger him rarely live to tell the tale.



hunting



Plot Hooks

While travelling, the PCs are allowed to stay the night on a small farm. Errol has already set his eyes to this farm for his feeding on this night, and the PCs must help the friendly farmer and his family escape certain death while protecting themselves at the same time. Errol will not want witnesses as to his appearance or nature.

While travelling near his hunting territory, one of the characters catches Errol's eye. He uses his summoning magicks to lure the character into getting lost in the Cursed Wood. Errol will then come to the player character's rescue, invite them into his keep, and ask them to stay for a time. He has previously invited guests to keep him company, but inevitably they learn his secret. Those who discover his secret must either be killed or transformed into one of his undead servants. It is unlikely that the PCs will agree to either path when they uncover the truth.

Word of the vampyre hunting Green's border has reached the local nobility, and they have placed a reward on Errol's head. The PCs can either be in it for the money, or they might seek revenge after losing a loved one to the vampyre's hunger. Finding him, however, is only the first step. Errol has undead to watch over him, and he has also been known to summon demons for companionship deep in the Cursed Woods. And then there is the undead creature himself...



Rules for the Summoning Theory can be found in *Severed Threads*, page 5; rules for the Primal Theory can be found in *Anima*, page 8.

Errol of Green

Vampyre

AGL	5	INT	5
Athletics	3	Cultural Sciences	2
Combat Skill: Gallant	5	Domestic Arts	2
Combat Skill: Cavalier	4	Education	2
Combat Skill: Ratahar, Elf	4	Language: Kilmoorian	5
Dance	3	Language: Ancient	4
Drive	2	Language: Eastern	3
Missile Weapon	4	Language: Akrindor	3
Ride	5	Law	3
Siege Weapon	2	Literary Skills	2
Stealth	7	Lore	5
Sail	1	Medicine	4
PER	5	Military Sciences	3
Animal Husbandry	2	Natural Sciences	4
Awareness	7	Theoretical Sciences	3
Bargain	3	STR	6
Command	5	Climb	2
Con	3	Endurance	5
Diagnostics	2	Swim	1
Performing Arts	2	Strength Feat	5
Seduction	4	WIL	6
Social	5	Interrogation	4
Streetwise	2	Intimidation	6
Wilderness Skills	4	Resist	7
DEX	5	SPIRIT	0
Play Instrument: Harp	4	MANA	6
Repair	2	Theory: Combat	5
Thievery	4	Theory: Necromancy	7
		Theory: Primal	4
		Theory: Summoning	5
INITIATIVE	5/6		
SAVE	6/6		
ACTIONS	2		

Weapons:

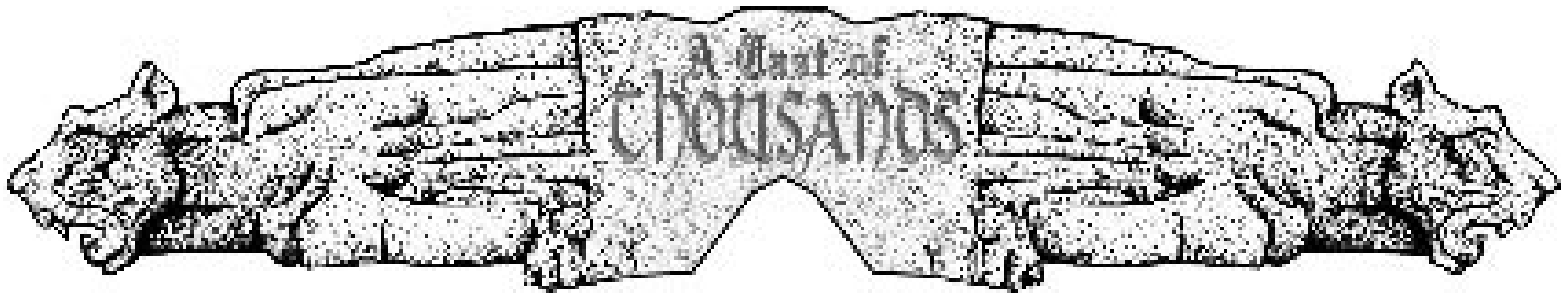
Broadsword C/WA0/WR3/DB+1

Armour:

Full plate mail (AV9 all over)

Spells: In addition to those listed below, Errol knows a wide range of spells, primarily focusing on improving his own abilities. His Summoning magic is used both to summon demons, as well as potential victims or companions. His necromancy is primarily used to create other undead to serve under him.

Demonbind	DIFF 3; Control (N); Duration 2 minutes; Range 20yds; controls a target demon; Requirements: circle, generic spell focus, short incantation, 2 handed motion
Demoncall	DIFF 2; Summon (N); Range unlimited; teleports the closest demon to caster's location; Requirements: circle, short incantation, two handed motion, takes 4 consecutive actions to cast
Ensnare Prey	DIFF 3; Summon (N); Range unlimited; teleports the closest human to caster's location; Requirements: circle, short incantation, two handed motion, takes 4 consecutive actions to cast



Hydra's Blood

islander mercenary team

Enrizzo de Voniar mercenary captain

Enrizzo de Voniar was born to a prostitute aboard a privateer ship. His mother did not know who his father was, and Enrizzo was not particularly curious. He was raised aboard the ship and adopted by the first mate, but, while Enrizzo was a skilled sailor, he preferred the art of the duel and the struggle of hand-to-hand combat. He made the position of first mate by age seventeen, and he had amassed a small fortune by age twenty-three. Instead of retiring, however, Enrizzo used his fortune to begin a new career – as the leader of a small mercenary team.

His first recruit was Petrulio Ganom, the youngest son of poor human farmers who had joined the capital guard to make his fortune. A skilled archer, Petrulio preferred the freedom of a mercenary force to the more structured life of the military.

Enrizzo also recruited Verralas Agonae, the daughter of an elf weapon merchant who had taken up bounty hunting after her father was killed in a pirate raid. With a focus in black powder weapons, Verralas was a good addition to Petrulio's archery.

Next, Enrizzo found a goblin thief and assassin named Zarra Vannea. Zarra had been born to goblin farmers, but while still young, pirates raided his farm, killed his parents, and enslaved the young boy. Freed by a privateer vessel, Zarra was left to his own devices in a trading port. In order to survive, he learned thievery as well as murder, and both these skills were useful to Enrizzo's new force.

On one of his last trips to Kilmoor as a trader, Enrizzo had purchased a mon'taka slave. O'kabolo was the son of a gladiator and a female "reward" for a good fight. He never knew his father, and his mother was killed while trying to escape when he was still

young. Enrizzo saw potential in the mon'taka slave, and purchased him, then granted him his freedom. O'kabolo has learned how to be a powerful hand-to-hand combatant, and his freedom has made him tremendously loyal to Enrizzo and his force.

The final member of Hydra's Blood was a brownie mage. Veroch had been an indentured servant to a shopkeeper, born into service to pay off her parent's debt. A local combat mage found the young brownie and purchased her debt, training the young Earthfolk while

allowing her to pay off the debt. Once her apprenticeship was complete, she finished paying off her debt, but she needed work. Enrizzo needed a mage to complete his team, and he hired her to join his forces. She eagerly agreed. Though the formation of this team cost him quite a bit of money, the team has so far been highly successful and has not yet lost a single member. Enrizzo treats his team as family, and they have grown fairly wealthy under his employ. With the new war brewing between Corvel and Kilmoor, Enrizzo has chosen to bring Hydra's Blood to the new battle zone in an attempt to make more money.

Appearance

Enrizzo is a well-groomed human male in his early thirties. He wears a fine leather tunic and breeches, and keeps a sword at his side at all times. His dark brown hair is short, and he has a small well kept moustache.

Personality

Enrizzo treats this team as a family, and it works well. Should any member die, however, they will remain professional and attempt to complete the mission rather than seek revenge. Those who try to kill a member of their team, however, will find it much more difficult in practice than in theory. Enrizzo is the team's father figure, and he keeps the others in line. He is also typically the figure who any potential employers deal with.





Plot Hooks

Hydra's Blood is hired by the Kilmoorians to accomplish some important task. (Having only dealt with Enrizzo, they only know or care about the human members of the force.) The PCs must try to foil Hydra's Blood... or somehow turn them against the Kilmoorians.

The PCs are attempting to accomplish some goal for which there has been a promised reward - perhaps they are seeking to arrest a criminal, or bring back information from an enemy force, or some other task. Hydra's Blood has also decided to get the reward. The PCs must accomplish their task while also preventing Hydra's Blood from succeeding. Or do they unite with the mercenary force - complete with a goblin member - and agree to share the prize?

The PCs are approached by Enrizzo. He wants to create a second team of Hydra's Blood and feels that they would work for a local force.

Verralas Agonae elf gunner

Appearance

Verralas is a red-haired elf woman in her late twenties. She wears her hair in a long braid, and she typically carries two double-flintlock pistols and a flintlock musket at her side. When her weapons run out of ammo, she uses the rapier, also kept at her side.

Personality

Verralas is as fiery as her hair, with an angry temper and the largest vengeful streak of the team.

Note: All of Hydra's Blood speak Islander as their native language except O'kobolo, who speaks Kilmoorian.

Enrizzo de Voniar

Human mercenary captain

AGL	5	DEX	3
Athletics	5	Black Powder	2
Combat Skill:Swashbuckler	4	Repair	2
Combat Skill: Gallant	4	INT	5
Combat Skill: Cavalier	2	Education	1
Combat Skill: Brawling	3	Language: Western	4
Missile Weapon	3	Language: Handspeak	3
Ride	4	Medicine	2
Siege Weapon	2	Military Sciences	4
Stealth	3	Natural Sciences	2
Sail	2	STR	5
PER	5	Climb	4
Animal Husbandry	2	Endurance	3
Awareness	4	Swim	2
Bargain	4	Strength Feat	2
Command	5	WIL	5
Con	2	Interrogation	3
Gambling	2	Intimidation	2
Seduction	2	Resist	3
Streetwise	4	SPIRIT	1
Wilderness Skills	2	MANA	2
INITIATIVE	4/4		
SAVE	4/3		
ACTIONS	2		

Weapons:

Rapier P/WA+3/WR 2/DB 0

Armour:

Studded leather (AV 3 all over)

Verralas Agonae

Elf gunner

AGL	4	INT	4
Athletics	3	Language: Western	3
Combat Skill: Gallant	4	Language: Handspeak	4
Combat Skill: Brawling	3	STR	5
Missile Weapon	4	Endurance	2
Ride	2	Swim	2
Stealth	2	Strength Feat	3
Sail	2	WIL	3
PER	4	Intimidation	3
Awareness	4	Resist	3
Streetwise	2	SPIRIT	2
Wilderness Skills	3	MANA	2
DEX	6		
Black Powder	4		
Repair	3		
INITIATIVE	4/4		
SAVE	4/3		
ACTIONS	2		

Weapons:

2 Double-Flintlock Pistols WA-1/WR4/DB 0

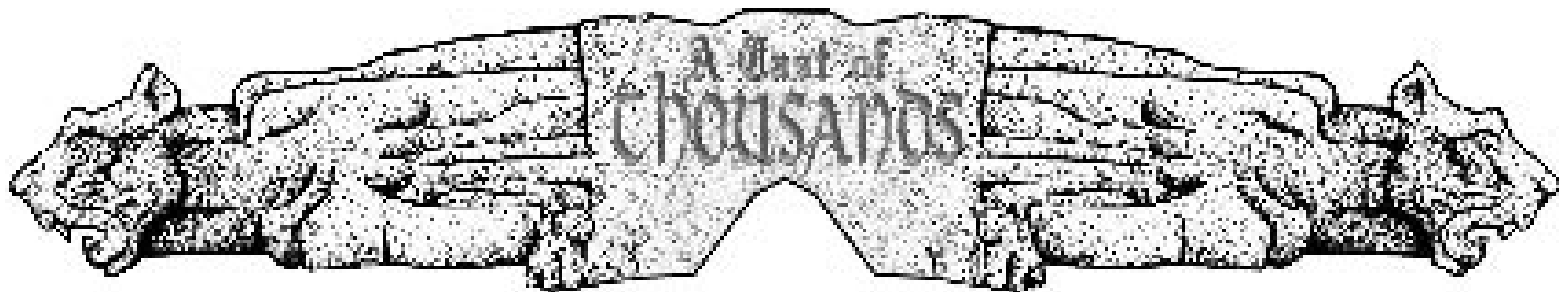
Flintlock Musket WA-1/WR4/DB+1

Rapier P/WA+3/WR2/DB0

Assorted other weapons depending on mission

Armour:

Studded leather (AV 3 all over)



O'Kabolo montaka brawler

Appearance

O'kobolo is a mon'taka in his early prime, massive even for one of his species. While travelling abroad, he wears concealing clothes, much like Zarra does, but even then he can only be mistaken for a large orc. More often, he and Zarra will remain back at camp away from natives to avoid making a scene.

Personality

O'kabolo is the most silent of the group, nearly always deferring to Enrizzo. He believes that actions speak far louder than words.

O'kobolo

Mon'taka brawler

AGL	4	STR	7
Athletics	3	Climb	3
Combat Skill: Soldier	5	Endurance	6
Combat Skill: Senvata	4	Strength Feat	5
Ride	2	WIL	6
Stealth	2	Interrogation	3
Sail	2	Intimidation	4
PER	4	Resist	2
Awareness	3	SPIRIT	2
Streetwise	2	MANA	1
Wilderness Skills	3		
DEX	3		
INT	3		
Language: Western	2		
Language: Handspeak	5		
Language: Islander	4		
Military Sciences	2		
Natural Sciences	2		
INITIATIVE	4/4		
SAVE	7/4		
ACTIONS	2		

Weapons:

Longsword P/WA+1/WR3/DB0
assorted other weapons depending on mission

Armour:

Studded leather (AV 3 all over)

Montaka are an ape-like species who can be found in *Island Nations*, page 57.

Veroch brownie mage

Appearance

Veroch is a female brownie covered in light brown fur. She typically looks much more civilised than most feral brownies, preferring tailored clothes and groomed fur.

Personality

Veroch is the closest thing to a motherly figure in Hydra's Blood, making certain that all the members of the team are well-cared for. She breaks up any disagreements and heals upset tempers as easily as wounds.

Veroch

Brownie mage

AGL	4	Lore	4
Athletics	4	Medicine	4
Combat Skill: Gallant	2	Military Sciences	1
Combat Skill: Brawling	3	Natural Sciences	5
Drive	3	Theoretical Sciences	4
Ride	3	STR	2
Stealth	4	Climb	4
Sail	1	Endurance	2
PER	4	Swim	3
Awareness	3	WIL	4
Bargain	2	Resist	3
Streetwise	2	SPIRIT	2
Wilderness Skills	4	MANA	7
DEX	3	Theory: Combat	5
Thievery	5	Theory: Healing	5
INT	5	Theory: Primal	4
Domestic Arts	2		
Language: Akrindor	3		
Language: Faerie	3		
Language: Ancient	4	INITIATIVE	4/4
Language: Western	1	SAVE	3/3
Language: Elven	4	ACTIONS	2

Weapons:

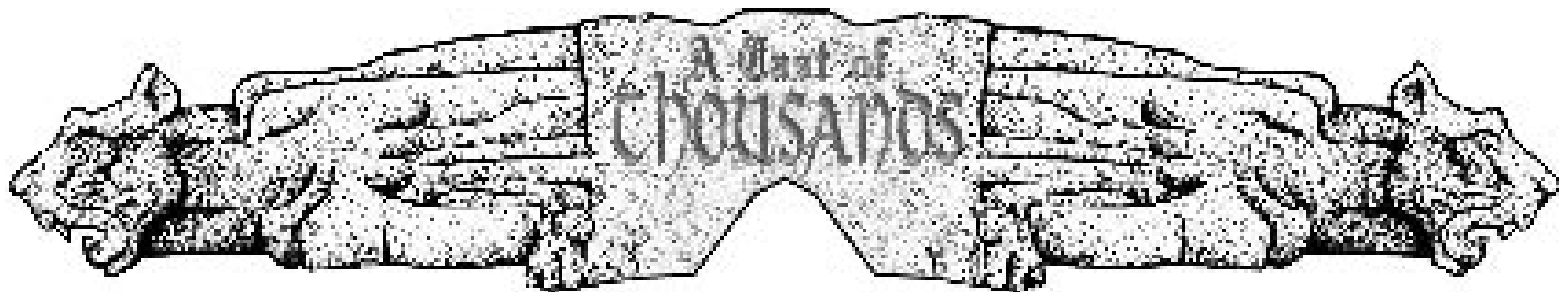
Crescent Dagger S/WA0/WR1/DB+1

Armour:

Studded leather (AV3 all over)

Spells:

Doctor	DIFF 3; Basic Healing (N); Range touch; WR4 wound damage healed; Requirements: generic focus, short incantation, two handed motion
Makesafe	DIFF 4; Barrier (C); Duration 1 minute; Range 10ft; 10ftx10ft impenetrable barrier, AV2; Requirements: generic spell focus, single word, 2 handed motion



Zarra Vannae

goblin assassin

Appearance

Zarra is a young goblin in his late teens. His skin is a pale gray, and he usually wears cloaks and other concealing clothes, especially when travelling abroad.

Personality

Zarra is sly and watchful, rarely speaking but always ready to insert a comment as pointed as any knife.



Petrulio Gonam

human archer

Appearance

Petrulio is a young human male in his early twenties. His hair is shoulder-length and blonde, revealing his Tolakii heritage (both his parents were Tolakii refugees). He typically wears loose-fitting clothes in greens and browns.

Personality

Petrulio is quiet around strangers, but when around those he trusts, he is quick to make subtle jokes and mischievous comments.

Zarra Vannae

Goblin assassin

AGL	7	INT	3
Athletics	5	Language: Western	2
Combat Skill: Tothahar	4	Language: Handspeak	4
Combat Skill: Assassin	4	Language: Goblin	3
Missile Weapon	4	Lore	2
Ride	2	Medicine	2
Stealth	5	Military Sciences	2
Sail	2	Natural Sciences	3
PER	5	STR	3
Animal Husbandry	2	Climb	3
Awareness	4	Endurance	2
Bargain	2	WIL	4
Con	2	Interrogation	4
Streetwise	4	Intimidation	4
Wilderness Skills	2	Resist	3
DEX	7	SPIRIT	1
Sleight of Hand	2	MANA	1
Thievery	5		
INITIATIVE	6/5		
SAVE	4/3		
ACTIONS	2		

Weapons:

Dirk P/WA+1/WR1/DB0

Rapier P/WA+3/WR2/DB0

Poisons and assorted other weapons depending on mission

Armour:

Studded leather (AV3 all over)

Petrulio Gonam

Human archer

AGL	6	Sleight of Hand	2
Athletics	4	Thievery	2
Combat Skill: Gallant	3	INT	4
Combat Skill: Brawling	2	Language: Kilmoorian	3
Missile Weapon	5	Language: Western	3
Ride	2	Language: Eastern	2
Stealth	3	Language: Handspeak	2
Sail	2	Lore	2
PER	5	Medicine	3
Awareness	5	Military Sciences	2
Con	2	Natural Sciences	3
Gambling	4	STR	5
Performing Arts	2	Climb	3
Seduction	3	Endurance	2
Streetwise	3	Swim	3
Wilderness Skills	4	Strength Feat	3
DEX	3	WIL	4
Black Powder	2	Resist	2
Craft: Fletching	4	SPIRIT	2
Repair	3	MANA	1
INITIATIVE	6/5		
SAVE	5/2		
ACTIONS	2		

Weapons:

Rapier P/WA+3/WR2/DB0

Short bow WA0/WR3/DB0

Armour:

Studded leather (AV 3 all over)



Isolde Kristjan

aged dwarven scholar

Isolde's early years were during the reign King Patrick the Invincible. She lived with her family in their small house in Blariston where she still lives, now on her own, to this day. Her parents were good, solid dwarves and wanted no place bigger than their humble abode - despite their friendship with the then-king. She was brought up around the sons and daughters of nobles at the court and on various country estates. Her parents were chemists and alchemists, always engaged in some experiment or other, and their work made them of great interest to the King and to their young daughter. It was not long before she had taught herself to read and began to study on her own.

Her insatiable curiosity remained with her over the intervening years as numerous Kings came and went; their names and deeds recorded for history and the glory of Corvel. Isolde became a scholar, leaving the experimental nature of her parents work behind for the most part she began to delve more deeply into books both ancient and modern. She developed several correspondences with noted scholars and became versed in all manner of subjects, albeit in only an incidental way in a number of them. Her learning grew and by the time her parents returned to the mountain homes of their kin she had replaced them at the court, giving her all for the Crown and for Corvel.

Now a little over one-hundred years old she remains in the court. She is less well known now, no longer a part of the inner circle, but the King still calls on her advice and council and she still receives many visitors each year seeking her knowledge. Her correspondence has not slowed either although some of the names on her old letters, all of which she keeps for posterity, are now considered men and women of old renown and bygone secrets. Her mind is still intact and as sharp as ever and her age

has affected her physical self far less than might be expected. She is old and reasonably frail, certainly, but she can still happily get about by herself. Over the years she has accumulated a number of gifts from various sponsors, nobles, and even Kings. These gifts include a pair of fine daggers, a riding horse she calls *Alchemy*, six acres of farmland outside of the city and an inn called *The Kings Arms*, which is run by an old human friend named Blake.

Appearance

Isolde is short even for a dwarf, barely cresting three feet. She is very old now, and at one-hundred-and-three years old, looks better than most who reach that age. Nonetheless, she has developed a certain frailty with age, and though her mind is as sharp and perceptive as ever she moves about slowly and has little strength. Her standard dress is a simple skirt and blouse with soft leather boots all of earthy colours, which match her ruddy complexion and brown eyes. Her hair turned silver many years ago. She is normally seen carrying a book, often with her nose buried deep in it as she walks absentmindedly around the palace or her home. She does own a number of fine dresses, which she wears for court functions, but in general, she keeps them packed away and out of sight. She is a distinctive and well known sight to the inhabitants of the court; a reassuring reminder that life in Corvel continues no matter who sits the throne or what attempts to break the kingdom from inside or out.

Personality

Isolde is highly intelligent and fiercely perceptive, she is strong willed and it takes a lot to sway her from a course that she has set herself upon. More than anything, she is consumed by her research; her entire life is devoted to the pursuit of knowledge and the gathering of texts, treatises, essays and to the dissemination of this knowledge whenever possible. She is wise and very worldly, able to speak a myriad of languages and to interact with the lowest and highest elements of society with equal ease. Her great and venerable age has given her a self-





assurance and confidence that radiates out from her like a wave. She is often preoccupied though, her current project or focus consuming her every waking thought but luckily for Isolde her long association with those in power leaves her relatively free to pursue whatever course she sees fit.

Plot Hooks

The PC's are in Blariston and in need of discovering knowledge on a very obscure subject, rare creature, ancient object or something else. They are told that the only person that can help them is a dwarf named Isolde who can usually be found somewhere in the palace. Of course, gaining access to the palace in such troubled times is no easy task.

The PC's are staying at an inn in Blarison called The Kings Arms when the place is turned over, a guest killed. The Watch are called in, naturally, but the landlord, a man named Blake, asks for the help of the PCs. If the PCs have some success, the true owner of the inn will wish to speak with them and, if they catch the culprits, possibly reward them.

A prominent scholar and scientist in Blariston has had her house burgled. Many important documents, ancient texts, irreplaceable volumes and other treasures have been stolen. Rumour persists that it was the work of Kilmoorian agents, and that the entire city watch is out on the hunt. Not content with this Isolde looks to others for a private investigation and the PC's seem likely candidates.

Isolde Kristjan

Dwarf scholar

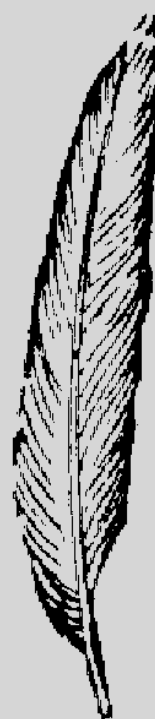
AGL	1	STR	1
Dance	4	Endurance	1
Ride	4	Swim	1
Sail	1	WIL	5
Siege Weapon	2	Resist	6
PER	6	SPIRIT	3
Animal Husbandry	2	MANA	2
Awareness	9		
Bargain	6		
Command	6		
Diagnostics	1		
Social	6		
DEX	2		
Sleight of Hand	3		
INT	6		
Cultural Sciences	12		
Education	11		
Language: Ancient	2		
Language: Western	2		
Language: Akrindor	2		
Language: Kilmoorian	2		
Language: Eastern	2		
Language: D'junn	2		
Language: Islander	2		
Language: Empire	2		
Language: Arcanian	2		
Language: Orrindan	2		
Language: Solander	2		
Language: Handspeak	1		
Law	6		
Literary Skills	11		
Lore	10		
Medicine	6		
Military Sciences	2		
Natural Sciences	11		
Theoretical Science	9		
INITIATIVE	4/5		
SAVE	3/4		
ACTIONS	2		

Weapons:

2 Fine Daggers S/WA0/WR1/DB+1

Possessions:

Family Home with a substantial library
6 Acres of Farmland
Riding Horse
The Kings Arms Inn





Leo Farlathick

tragic lycanthrope

Imagine everything in life is going well. You are young and happy, look good, have a lovely girlfriend, and the whole of your life ahead of you. This was the situation Leo Farlathick found himself in, during his twentieth year of his life. Then one day, he took his beloved girlfriend, Sylva, to the exotic and exciting circus that had just arrived in the village from the farthest corner of Akrindor. All the villagers were going to be there, and it had started off so well. The jugglers were funny, the rope-walking man was jaw-droppingly brave. Then out came the animals—beasts that the ringmaster introduced as tigers, bears, elephants, and lions. They were tremendous, but one lion looked a bit off form. It just didn't seem as interested as the others. Leo and his girl went to take a closer look, but the girl shouldn't have put her pretty little head so close to the beast's face. It savaged her, took a bite out of the astonished Leo's side, and then sprinted off.

So begun the next stage of Leo's life - his girlfriend dead in his arms, and himself severely wounded. Leo was made of stern stuff, though, and eventually the pain of the wound went away. The mental pain of his dead girlfriend was much harder to cure. But, strangest of all, was the peculiar sensation that he felt flowing through his blood, for the lion had been a lycanthrope that and his bite had passed the disease to Leo. It was perhaps one of life's little jokes that the strain of lycanthropy to afflict the feline-named Leo should be that of a were-lion. Leo has never realised exactly what is going on, but began to feel strange, primeval urges. He just wanted to rip out the heart of everyone he crossed especially the ones who kept asking if he was all right. On the next new moon, he could resist the urges no longer. He changed form into a lion and attacked a random villager, dragging him off into the nearby forest, where he resides to this day as a fully fledged were-lion.

Appearance

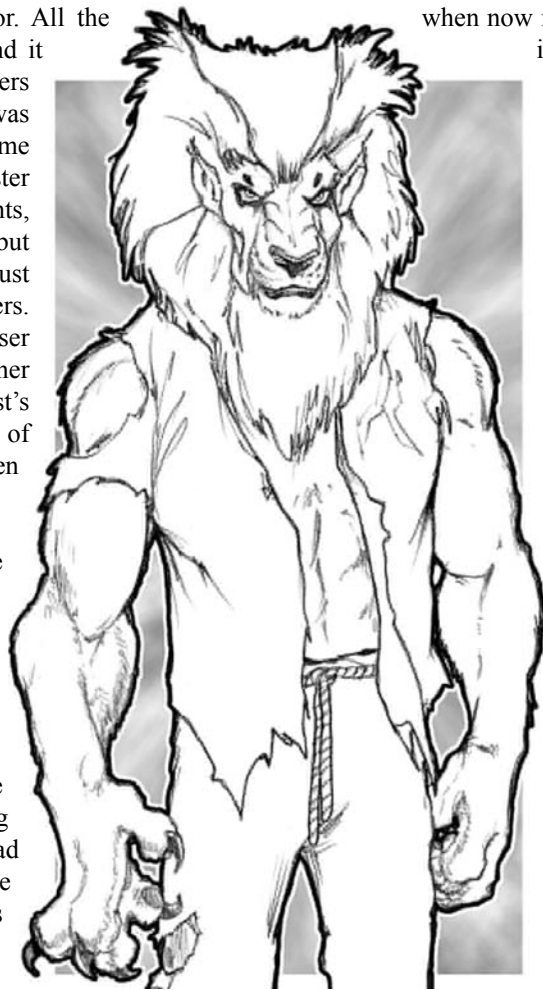
Leo now has complete control over his lycanthropy, and would be quite capable of passing himself off as a normal human, were it not for the deranged look in his eyes. He was a remarkably good-looking human, and his pleasant features remain, although when now in human form he is clearly unkempt. He is well built, with blonde hair, which he used to take pride in, but is now long and messy. His clothes are at this stage nothing more than tattered rags. When in animal form he looks like a typical lion but few in Corvel will have seen such a beast. He has developed a taste for humanoid flesh, even tough dwarfmeat, and can often be seen with blood around his mouth. He has gained an evil glint in his eyes, in both forms, as since his day at the circus he has lost his grip on sanity and just wants to pay the world back a debt he thinks it owes him.

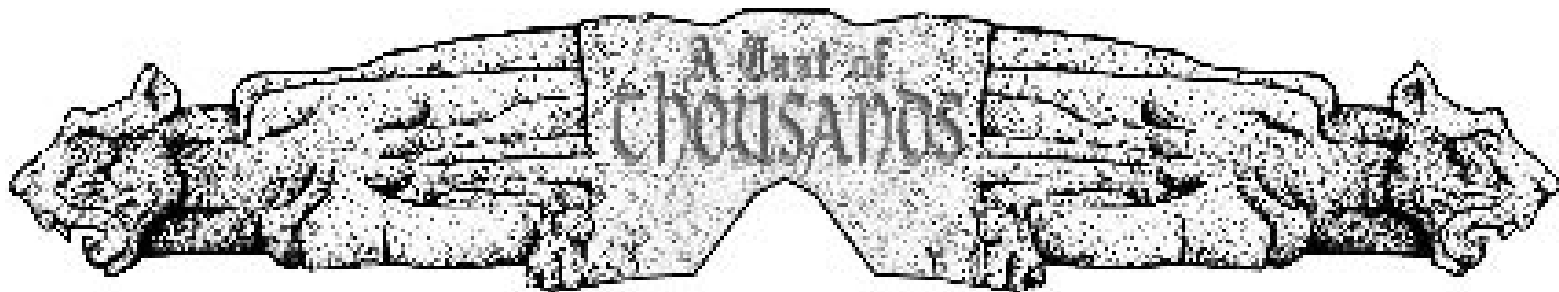
Personality

All traces of Leo's former placid nature have long since been worn away by years of insanity and anger. He lives a life of isolation in some forest, or another similar location, and the only contact he has with outsiders is when he's either hunting or eating them. If he is in human form and is spoken to, then he answers only with a snarl and a few choice words that swiftly make the conversation stop.

Plot Hooks

The PCs, on their travels, find some evidence of Leo's deeds—maybe a severed limb, a partially eaten torso, or something equally as gruesome. There is an easy to follow trail leading to Leo's lair, if they wished to follow it and investigate what it is that is eating the humans. Leo has been preying on the farm animals, and even the farmers, of some small village. In desperation, the remaining villagers scrape together some funds





and attempt to convince the PCs, who are passing through the village, to fight the creature that is plaguing them so. They will offer the PCs 500 gold to find and kill the beast, but will require evidence of its death.

The PCs arrive in Leo's old village, which he still terrorises from time to time. They meet Leo's grieving mother, who tells the PCs that lycanthropy can be cured by powerful healing prayers. She has done some research, and can inform the PCs of Leo's location, and also his vulnerability to bronze weapons. What the PCs will not know that this quest is doomed, as Leo has accepted his lycanthropy willingly and thus it can never be cured.



NEW MONSTER

Were-Lion

Were-lions are almost unheard of in Corvel, but in Akrindor and Kilmoor they are slightly more common. In human form a were-lion appears much as he did before contracting the disease, although the hair often gets bushier and more mane-like and the victim gains a predatory look to his eyes. A were-lion's alchemical weakness is bronze, and only weapons fashioned from such material (or of a magical nature) will prevent a were-lion from regenerating. Were-lions are creatures of the dark moon and most often stalk the land when the sky above Nia is dark.

Leo Farlathick Were-Lion

Human form:		Lion Form:	
AGL	5	AGL	6
Athletics	4	Athletics	3
PER	4	Animal Combat	5
Wilderness Skills	5	Stealth	3
Awareness	5	PER	4
DEX	4	Wilderness Skills	5
INT	4	Awareness	5
STR	5	DEX	0
Climb	4	INT	4
Endurance	4	STR	8
Swim	4	Endurance	4
WIL	4	WIL	4
Intimidation	3	Intimidation	3
Resist	4	Resist	4
SPIRIT	2	SPIRIT	2
MANA	2	MANA	2
INITIATIVE	5/3	INITIATIVE	5/5
SAVE	5/5	SAVE	6/4
ACTIONS	2	ACTIONS	2
WOUNDS	5	WOUNDS	6

Note: Leo does not use his human form in combat, preferring to let the beast within do the fighting for him.

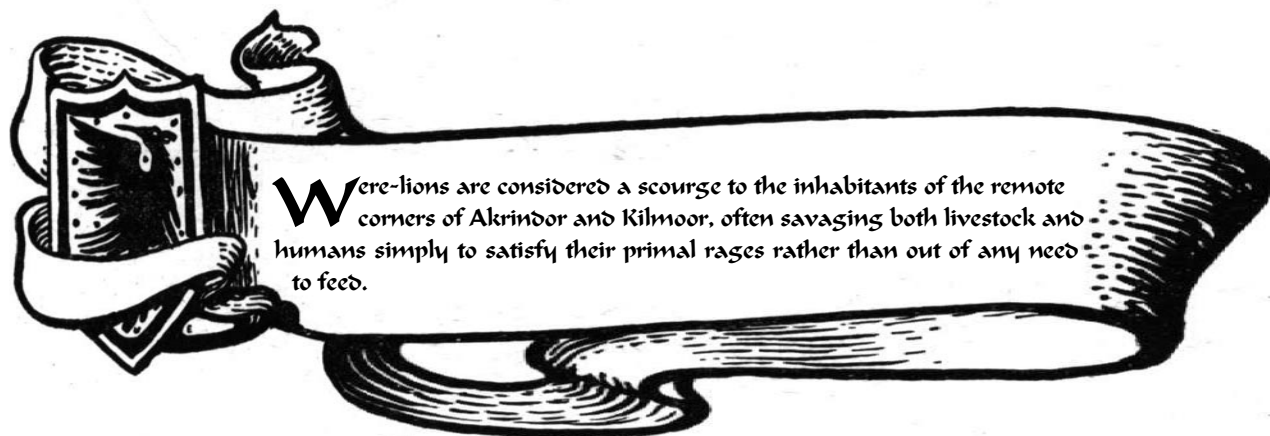
Regeneration:

1 point of damage per round

Weapons:

Bite/Claws (WR3, DB0)

Rules for werebeasts can be found in *Arrowflight*, page 144





Lord Darreck of Misthorn

provincial combat mage and reluctant noble

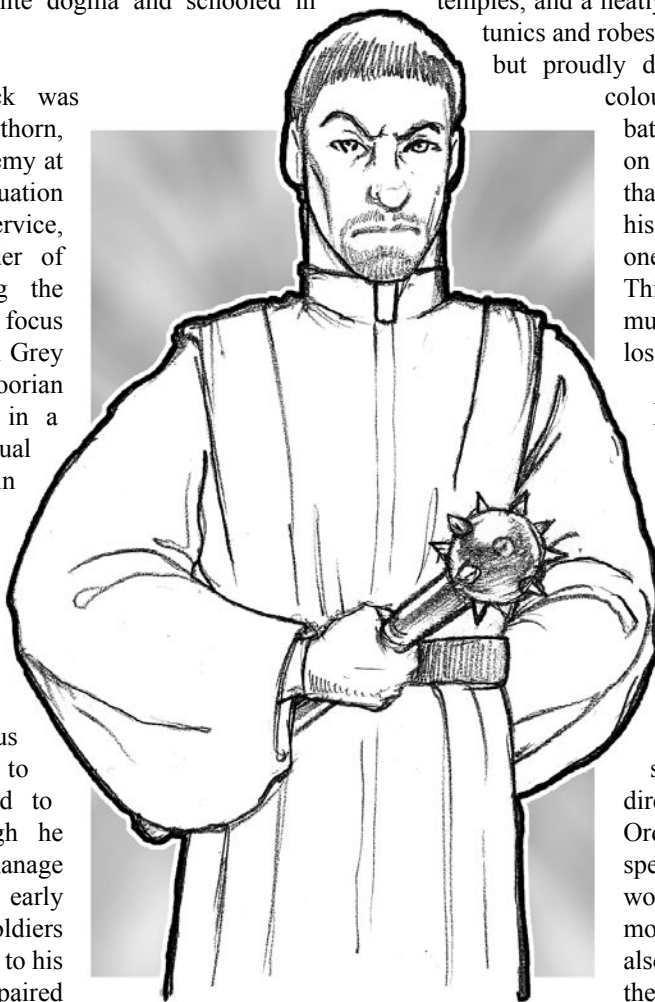
A human foundling with no known bloodline, Darreck is a prime example of Corvelian social mobility - which is based on talent and drive rather than heredity. Abandoned on the steps of a small Rellianite church in rural Brindlepass, the child was taken to the monastery at Misthorn, where he was steeped in Rellianite dogma and schooled in literature and science.

At the age of twelve Darreck was sponsored by the Bishop of Misthorn, and sent to attend the mage academy at Greyhelm. Immediately upon graduation the young adept entered military service, his firm grounding in the Order of the Holy Vagabond prohibiting the accumulation of wealth. Darreck's focus on service to the late Duke Aeron Grey and his performance in the Kilmoorian Incursion of 947 Post resulted in a battlefield knighthood and eventual ascendance to the rank of captain within the Greyhelm Provincial Army - the Northplain Regulars.

Darreck holds the honorary title of Lord Protector of Northplain Barrows, and lives in a small keep amidst the hills outside Misthorn proper. Any surplus income, from military service to noble gifts, are usually donated to the Misthorn bishopric, although he has recently started a small orphanage on his property, dedicated to the early tutelage of foundlings. The soldiers under his command have relocated to his Barrowview Keep, and have repaired and renovated the old structure inside and out, adding outbuildings for the farm and dormitories for the orphans.

Appearance

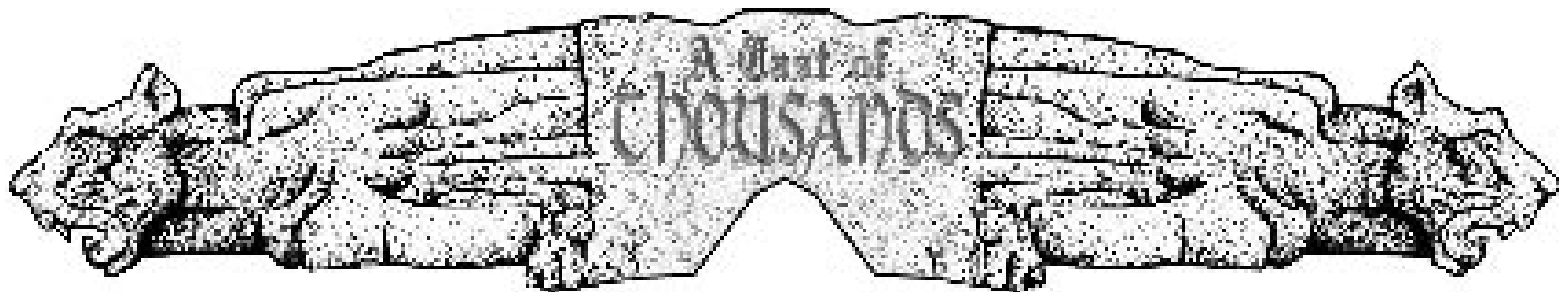
Lord Darreck is in his early thirties, and has an olive complexion. He is a fit man of six feet and 200lbs, with grey eyes and black hair, now beginning to show a silver speckle at the temples, and a neatly trimmed beard. He wears simple tunics and robes more befitting a monk than a lord, but proudly displays the provincial Greyhelm colours on his army surcoat when in battle. He has a Jinaldan owl tattoo on the palm of his left hand, a mark that has been with him since before his discovery on the parish steps (and one that he does not display publicly). This tattoo serves as the focus for much of his magic. If he were ever to lose the hand...



Personality

Darreck of Misthorn is a reserved man of quiet demeanour, slow to anger and always focused. On the battlefield he is equally unflappable, which is a source of great inspiration to the soldiers under his command. On those rare occasions when his temper flashes, one can be sure the situation is more than dire. He is a devout Rellianite of the Order of the Holy Vagabond, and spends a great deal of time and effort working with children in the Misthorn monastery and Barrowview. He is also an occasional guest lecturer at the Mage College in the capital city of Greyhelm. His soldiers address him as

"Captain;" his peers call him "Lord Darreck."



Plot Hooks

PCs can be members of Lord Darreck's unit of Northplain Regulars, fulfilling various roles in the military hierarchy. The unit can contain soldiers, archers, musketeers, scouts, servants, smiths and craftspeople. It will also include a chaplain (either Holy Vagabond or a less compatible order, depending on how much internal conflict the GM wishes to maintain). Plots in such a campaign range from mission-based objectives (escort, reinforce, search, patrol, etc.) to more specific intrigue. Perhaps Barrowview Keep is attacked in the dead of night by a ravenous band of blood children (see page 36). Or maybe Lord Darreck is called away on business - the PCs can either be his escort and return to find the keep ransacked by a brigand gang who they must then track down and bring to justice. Or perhaps the PCs were left in charge and have to deal directly with the threat.



NEW COMMON PRAYER

Blessing

DIFF 1

A basic prayer available to any priest or layperson (with Devotion), the Blessing has a DIFF of 1, and a number of basic effects. The specific purpose should be declared before invocation of the Blessing. Effects are:

Heal Stun – Blessing can heal 1 point of Stun damage per success. The process requires a short invocation and touch. Effects take 1 minute per point of Stun healed.

Heal Wound – Blessing can heal 1 point of Wound damage per success. The process requires a short invocation and touch. Effects take 1 hour per point of Wound healed.

Consecration – Blessing can consecrate the bed or comparable immediate space surrounding the blessed. The blessed becomes spiritually invisible to malevolent spirits & undead. Duration lasts 1 hour per success, requires a short invocation and touch.

Blessing was originally printed in *The King's Dispatch*, Vol 1, Number 3.

Lord Darreck of Misthorn

Human combat mage

AGL	4	STR	3
Combat: Brawling	4	Climb	2
Combat: Soldier	4	Endurance	2
Ride	3	WIL	4
Stealth	3	Resist	4
PER	4	SPIRIT	3
Awareness	4	Devotion	2
Bargain	2	MANA	5
Command	3	Theory: Combat	4
DEX	3		
Craft: Illumination	3		
Play Instrument: Wind	3		
INT	4		
Cultural Sciences	3		
Domestic Arts	2		
Education	4		
Language: Ancient	3		
Literary Skills	2		
Lore	4		
Military Sciences	2	INITIATIVE	4/4
Natural Sciences	5	SAVE	4/3
Theoretical Sciences	2	ACTIONS	2

Weapons:

Morning Star C/0/3/+1
Crescent Dagger S/0/1/+1
Stiletto P/+1/1/0
Spear P/+1/2/+1

Armour:

Plate Helm (AV9 Head)
Hard Leather* (AV4 everywhere else)

*Note: Lord Darreck only wears armour while engaged in military activities

Prayers:

Take Care DIFF 1; Common Prayer, AV1 for one day

Blessing DIFF 1; Common Prayer, effects as below

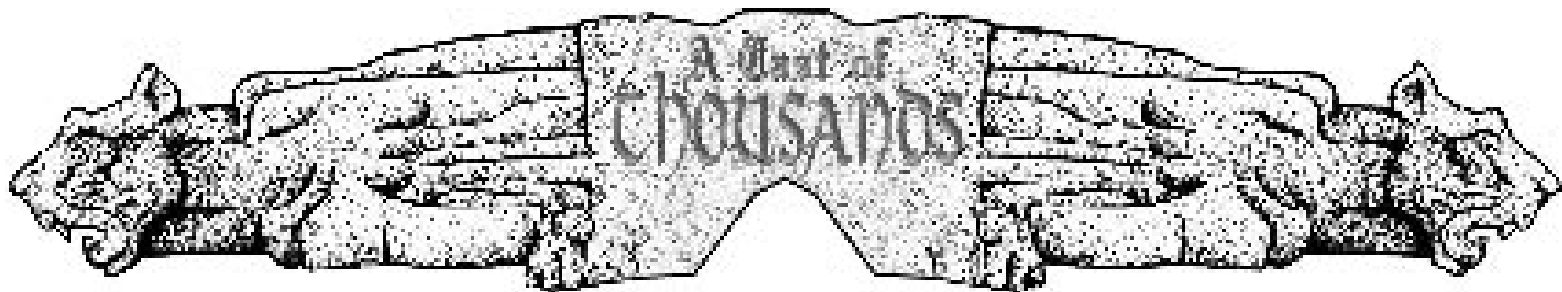
Spells:

Iron Grip DIFF 2; Hold (N); Range 20yds; freezes 1 target in place for 4 actions; Requirements: hand motion, rare focus – tattoo, single word

Dark Lance DIFF 2; Energy Projection (C); Range 20yds; WR3; Requirements: hand motion, rare focus – tattoo single word

Shield of Mystery DIFF 1; Shield (C); Duration 1 min; AV4; rare focus – tattoo, short incantation, two handed motion

GMs may use the Soldier stats on page 78 for any of Lord Darreck's rank and file men.



Pidgin Bluefeather

pixie without a cause

Never has there been a more unlikely brigand or bandit than the pixie known as Pidgin Bluefeather, a small-time thief and would-be king who claims the roof tops as his dominion and the birds who nest there as his subjects. Born and raised with the name Berryweather, Pidgin fled his hive at an early age, hounded out by his brethren who took exception to his light fingered attitude to their property.

Spurning the countryside, which he knew, Pidgin headed for the lights of the big city where opportunity abounded for a 10-inch tall thief. But opportunity is not without danger, and not long after arriving he was set upon whilst scavenging for food by a pack of vicious rats. His cries for help awakened a new gift within him, the ability to speak in the tongue of birds, and he was rescued by a flock of pigeons, who pecked and harried the rats long enough for Pidgin to fly away.

Pidgin has become great friends with his rescuers, who treat him as an oddly shaped sibling, and leads them on adventures over the rooftops of the city, using them as distractions or lookouts whilst he helps himself to the pick of city folk's belongings. In return he helps defend his adopted family cats, rats and bigger birds, and also fetches them food. Pidgin and his gang have quickly become some of the unlikeliest criminals in the city, but he is getting bolder and more brazen, aiming to surpass each robbery and sooner or later he will become a big enough problem that someone notices him.

Appearance

Pidgin is an odd sight, for he has done his best to avoid looking like a typical pixie. He stands a little under ten inches high and is scrawnyly built. His white hair is slicked up into a spiked crest with bird droppings. Pidgin's wings are somewhat tattier than a pixie would normally allow them to become, but they work just as well. However, under normal circumstances they are hidden from sight at all times, except

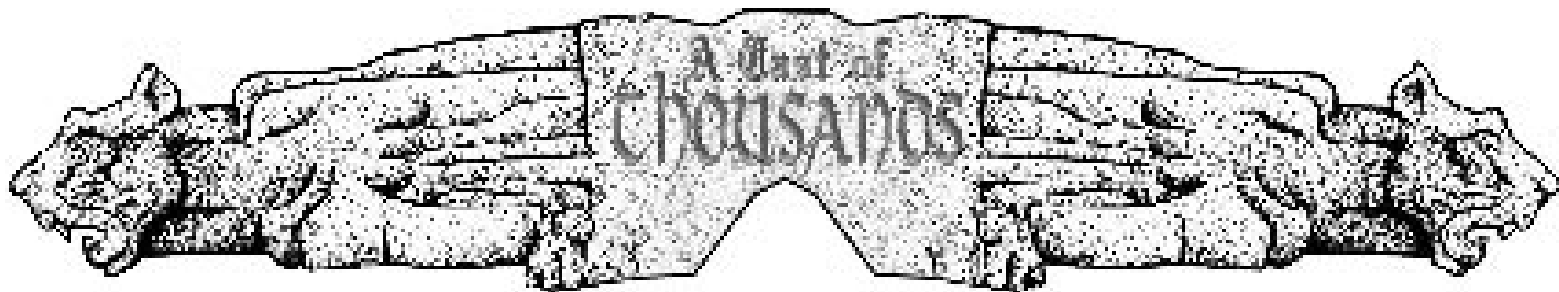


when flying, under a large bulky grey-purple cloak made from pigeon feathers which gives him the appearance of a strange puffball of feathers with a white mohican poking out of the top. When in trouble he will try and hide within his cloak amongst the other pigeons in the hope that he is overlooked.

Personality

On the surface Pidgin is a ruffian and a thief, who likes nothing more than stealing and robbing from the city folk around him and bullying the other small creatures of the city. He walks, talks, and acts as though he has something to prove and as though the world

has dealt him an unfair hand. Like all pixies he is especially brave and bold, almost to the point of being foolhardy at times. He is disdainful of typical pixie pranks, and on the rare occasion that he does try and trick someone it will be unnecessarily cruel whilst at the same time gaining himself something – their purse, for example. Yet for all this bluster, Pidgin is not a really nasty piece of work, he just likes to pretend that he is. He genuinely loves his adopted family and would do anything to protect them. He is also deeply sympathetic to others who he thinks have been hard done by and will, from time to time, go out of his way to help them out, either by dropping coin or food at their feet or by harassing folk who are giving them a hard time.



Plot Hooks

The PCs have been a little careless with their coin, showing off more of it than seems sensible, and have been targeted by Pidgin and his gang as a good target. Pidgin will use one of his two preferred tactics against them – one is to wait until they are walking down a moderately busy street, when his pigeons will become disturbed and flap up into the faces of the PCs, generally getting in the way and causing a distraction. While the PCs are distracted, Pidgin will help himself to one or more of their purses. Pidgin's second trick is to follow the PCs back to their inn or lodgings and wait until they are either asleep or out. He will leave the pigeons on the windowsill to keep a look out and then sneak into the room, either by prising the window open or by climbing up into the eaves and into the inn from the roof, and then helping himself to any small and valuable items. The only thing the PCs will remember from the robbery was the sight of a group of pigeons flying away.

The PCs are kind and gracious to a beggar or a street urchin, and Pidgin marks them as potential allies. Later that day, when the PCs run into trouble with a pickpocket or a mugger, Pidgin and his gang will step in, sending a pigeon to alert the PCs or creating a nuisance of themselves to put off the would-be thief.

While burgling a house he thought unoccupied, Pidgin is witness to a brutal murder. The killer and his gang have marked Pidgin for death, and systematically go about killing any and all pigeons they can find in an attempt to get at him. The PCs may see some of these seemingly random bird attacks, or may be contacted by Pidgin looking for someone big to protect him and his friends.

Pidgin Bluefeather

Pixie rogue

AGL	7	INT	2
Athletics	3	STR	1
Combat Skill (Rogue)	3	Endurance	2
Stealth	5	WIL	4
PER	4	Intimidation	3
Awareness	4	Resist	3
Streetwise	5	SPIRIT	2
DEX	6	MANA	4
Sleight of Hand	4	Glamours	2
Thievery	4		
INITIATIVE	6/4		
SAVE	3/3		
ACTIONS	3		
WOUNDS	2		

Weapons:

Dagger S/WA0/WR1/DB0

Glamours:

Birdspeak	DIFF 2, Animal Speak, allows caster to converse with all birds, Duration 12 hours, Requirements: hand motion, 48 minute ritual, single word
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Animal Speak is a new Glamour found on *Anima*, page 12.

NEW ANIMAL

Pigeon

Small, dumb and ubiquitous birds, pigeons can be found clustered along the rooftops or scavenging for food in any sizeable town.

AGL	flying	3	Endurance	2
	on the ground	1	WIL	2
Athletics		3	Resist	1
Stealth		3	SPIRIT	2
DEX		2	MANA	2
CUN		3		
Awareness		4		
Wilderness Skills		3		
STR		1		
INITIATIVE		3/2		
SAVE		2/2		
ACTIONS		2		
WOUNDS		2		



Rakgar

orc dreamer

Born into a tribe of wild orcs in Brudic, Rakgar never really fitted in. Where others hunted and were generally violent, Rakgar spent hours in the forests alone with his thoughts. He was a great disappointment to his father who lost standing in the tribe because of his weird son. Despite the differences between himself and his peers things only came to a head when his father forced him to join a deer hunt. Once the orcs had cornered a stag, Rakgar's father told him to kill the noble creature - frightened of disappointing his father he agreed. Once the stag was dead Rakgar was sickened with himself. From that day forth he vowed to himself never to kill another living creature except in self-defence.

Knowing that it would be impossible to keep his vow if he stayed with his tribe, he left the same day. He started travelling the roads, hiring himself out as a bodyguard and doorman.

Appearance

He is a very tall orc, standing at a height of 7 feet 2 inches. He is a chocolate-brown colour, with darker coloured fur on his head. Apart from his height his other distinguishing feature is the fact that he has filed down his tusks to show his peaceful intentions to all. No one has ever told him this looks silly – he is a big guy. He wears leather clothes, which are not exactly armour but do offer some defence against attack. Rakgar also wears a necklace and bracelets of deer antler carved into the shape of a wolf and stained red. These are his tribal symbols. Although he finds his culture abhorrent he still feels his tribe is his identity.

Personality

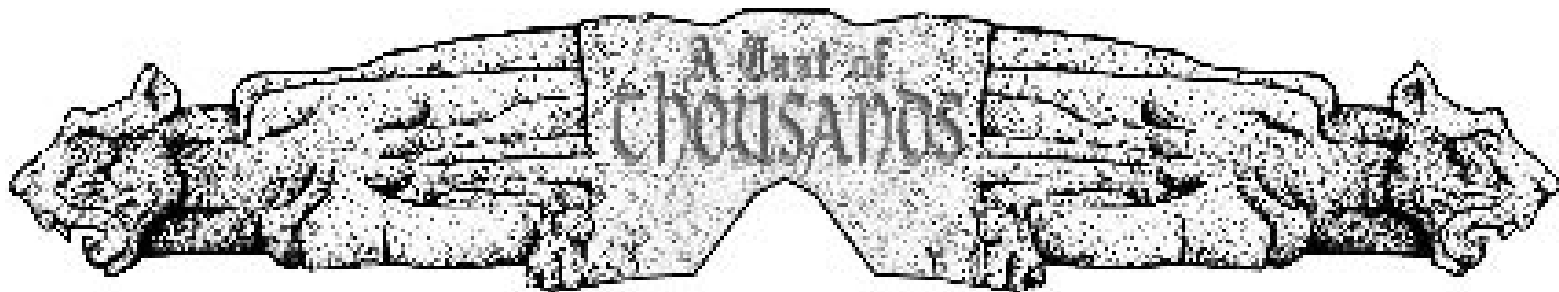
Rakgar is a dreamer. He would rather go to the wilderness and see nature in all its glory than beat someone over the head with a big stick. However when people look at him all they see is his size – and the fact that he is an orc. People have never really attempted to get to know him and if he thought about this more it might upset him. As long as he doesn't have to be a violent brute in his tribe it doesn't cross his mind. Rakgar chooses not to speak much and to others seems introverted.

When he does speak, his insight surprises those who only see him as an orc.

Although he is a dreamer, Rakgar is still a wild orc and is prone to berserk rages. This has meant that he has not always kept his vow to only kill in self-defence. On the rare occasions he has killed a living creature he is wracked with guilt afterwards and takes himself off into the wild to be alone in case he kills again. However, an orc must eat, and since he refuses to hunt for food he must eventually go back to civilisation, each time a bit more introverted. It should

be noted that although he doesn't kill his own food he has no objection to eating meat that has been killed by someone else.





Plot Hooks

The PCs come across Rakgar attacking a man in the middle of a deserted road. If Rakgar is subdued he breaks down and reveals that the man was a Kilmoorian spy. If the spy escapes the PCs may choose to hunt him down, in which case Rakgar helps track him through the wilderness.

The PCs are in a town and see a fight break out between Rakgar and another orc. The second orc is drunk and has taken offence at Rakgar's red wolf jewellery. In the melee the drunken orc accidentally stumbles into one of the PCs. Rakgar's refusal to defend himself against the impaired attacker means he will be beaten senseless unless the PCs intervene. The commotion has also aroused the local watch - they seem to be frightened by the strange behaviour of Rakgar and look to be itching to beat up the orc. The PCs may have to deal with them as well.

One of the PCs is the victim of a child pickpocket. He runs into Rakgar who does nothing to stop the child. If the PCs confront Rakgar he states that he was afraid of harming the child.

Rakgar

Orc pacifist

AGL	4	INT	3
Combat Skill: Brawling	2	Lore	4
Stealth	4	Natural Sciences	4
PER	3	Theoretical Sciences	3
Animal Husbandry	2	STR	7
Awareness	4*	Climb	2
Wilderness Skills	7	Endurance	5
DEX	2	WIL	4
Craft: Woodwork	3	Resist	3
Repair	2	SPIRIT	4
		MANA	3

*+1 hearing/smell; -1 vision

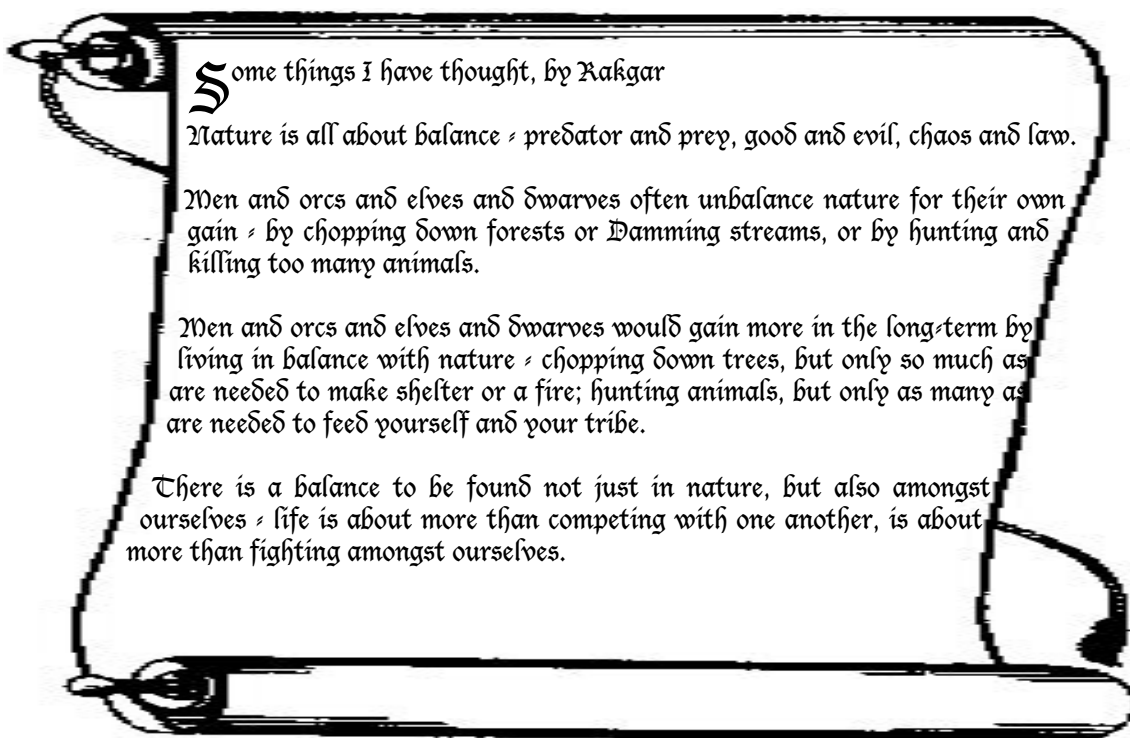
INITIATIVE	4/3
SAVE	6/5
ACTIONS	2
WOUNDS	6

Weapons:

None

Armour:

Soft leather (AV2, all over except head)





Rhakkanan

bloodfather

A goblin necromancer who threatens the countryside of Corvel, Rhakkanan is a dangerous opponent. Unlike most Bloodfathers, Rhakkanan chooses not to limit himself to just blood children in his flock. While they make up the bulk of his children, he utilises ghouls and even wights in his campaign of chaos and terror.

As a young goblin, he was considered “marked” by the spirits for great things. When his tribe encountered a wandering Blood Mother in the Cursed Woods, the tribe gave him to her as an apprentice in exchange for safe passage through her lands. Under her he learned how the humans and their allies had driven out the great goblin nations and stolen their lands. He learned how his ancestors had been slaughtered, with the survivors fleeing into exile, never again to know power as they once had. And, like most goblins, he felt that the humans had to suffer.

His mentor was stunned by how quickly Rhakkanan learned his lessons, and even captured a seer from a nearby goblin tribe to help him hone his spiritual growth. His mentor was killed by an elven knight who bore the hated symbol of Rai. He gained his revenge by following the knight in secret, kidnapping his family, and transforming them into his minions. When the knight came to rescue his wife and children, he was instead torn apart by the first members of Rhakkanan’s flock. Rhakkanan has since entered deeper into Corvelian territory, becoming a more dangerous force with each assault.

Appearance

Rhakkanan is still in his prime, and female goblins would likely consider him quite handsome. His sleek facial features possess no scars, though his bloodshot eyes hide a streak of madness. He typically dresses in cloth robes, though he desires to learn how to cure leather so that he may soon wear the skins of his enemies.

Personality

Rhakkanan is cold-blooded, merciless, and vengeful. His goal is to send all humans and their allies back to their homeland, so that the goblin nations may be re-established. He is perfectly aware of his own mortality, and he has been considering ways in which to grant himself immortality. He has heard of the mummy as a type of undead native to Kilmoor, though he does not know the secret of their creation. He has been on the lookout for Kilmoorian mages, so that he can kidnap them and torture the secrets out of them. Unlike most Blood Parents, Rhakkanan is also a shaman, able to request aid from the great goblin spirits of the past.

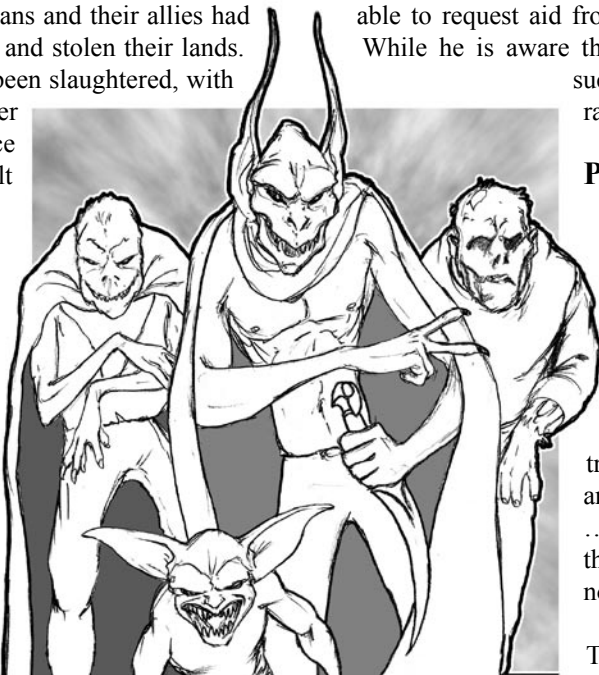
While he is aware that he will lose this ability should he successfully become undead, he would rather remain eternally in his prime.

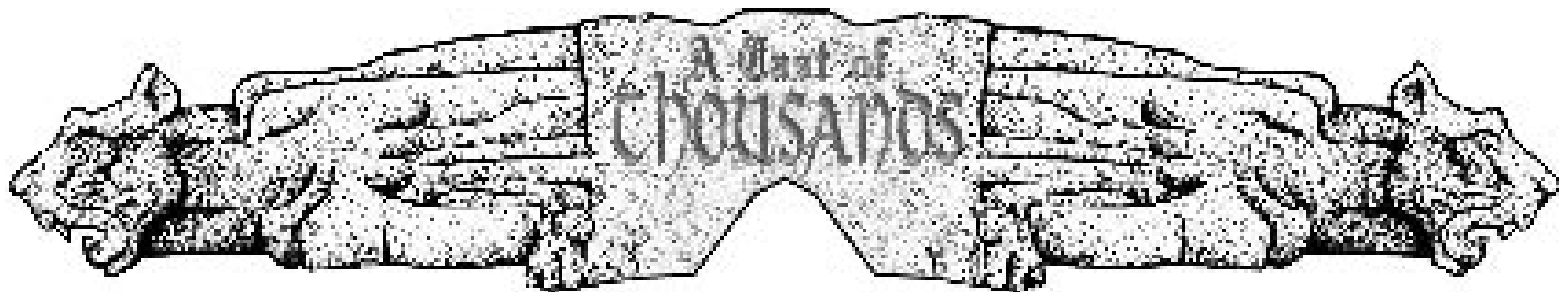
Plot Hooks

The PCs have been successful in a campaign against a goblin village. In retaliation, Rhakkanan stealthily follows them to decipher the identity of their friends and allies. He sends his flock to capture those the PCs care most about, and leaves a visible trail to follow. Even if the PCs follow and attempt a rescue, it may be too late ... and they may need to face off with their closest friends or family members, now servants to an insane necromancer.

The ice goblins of the north have heard of the Bloodfather’s assaults and have decided to try to recruit the mage. The PCs find evidence of ice goblins a far distance from their typical range. If they get involved they will have an opportunity to stop a very dangerous alliance from being made.

While battling Kilmoorians, the PCs discover that Rhakkanan’s blood children have captured the necromancer, perhaps one who has been a particular thorn in their side. It will not take much to discover that the necromancer will likely have secrets tortured out of him. They will need to decide if they will leave the enemy to his own fate, or if they will intervene to prevent a goblin necromancer from gaining even more power.





Rhakkanan

Goblin bloodfather

AGL	3	STR	2
Athletics	4	Endurance	1
Combat Skill: Rogue	3	WIL	5
Combat Skill: Brawling	3	Interrogation	3
Missile Weapon	2	Intimidation	5
Ride	3	Resist	6
PER	5	SPIRIT	4
Animal Husbandry	3	Devotion	4
Awareness	4	MANA	7
Command	3	Theory: Necromancy	9
DEX	2	Theory: Primal	4
INT	4	Theory: Summoning	5
Language: Western	2		
Language: Elvish	4		
Language: Ancient	5		
INITIATIVE	4/4		
SAVE	4/4		
ACTIONS	2		

Note: speaks goblin as native language

Weapons:

Dragonbone Dagger S/WA+1/WR 1/DB +1

Spells: In addition to those listed below, Rhakkanan knows a wide range of spells, primarily focusing creating new necromantic creatures and supplementing the abilities of those already under his control. Rhakkanan also knows the ritual used to create new Bloodchildren.

Anathral's Summons DIFF 2; Summon (N); Range unlimited; teleports the closest minor demon to caster's location; Requirements: circle, short incantation, two handed motion, takes 4 consecutive actions to cast

Magathank's Call DIFF 4; Reanimation (N); Duration 2 days; Raises undead creature with AGL, STR, INT and WIL of 1; Requirements: circle drawn around target, dragonbone dagger focus, obsidian stone, 4 hour ritual, two handed motion

Strength of the Grave DIFF 4; Enhancement (N); Duration 1 action; Range self; increases caster's STR by 2; Requirements: single word

Prayers: In addition to those listed below, Rhakkanan knows many other prayers, primarily focusing on common prayers and healing prayers.

Marrakat's Touch DIFF 2; Healing Touch (N); Range Touch; WR 3 wound damage healed; Requirements: prayer to goblin ancestor

Typical Blood Child

Rhakkanan currently has 20 blood children in his flock.

AGL	4	STR	5
Athletics	3	Climb	4
Combat Skill (Brawling)	4	Endurance	4
Stealth	3	WIL	5
PER	5	Intimidation	4
Awareness	4	Resist	3
Wilderness Skills	2	SPIRIT	0
DEX	2	MANA	2
INT	3		
INITIATIVE	5/4	Weapons:	
SAVES	5/4	Teeth & Claws WR1	
ACTIONS	2		
WOUNDS	5		

Typical Ghoul

Rhakkanan currently has 10 ghouls in his flock. They tend to have a fresher supply of meat than most ghouls, but they still are fairly cowardly unless outnumbering their opponents or being controlled by Rhakkanan's magic.

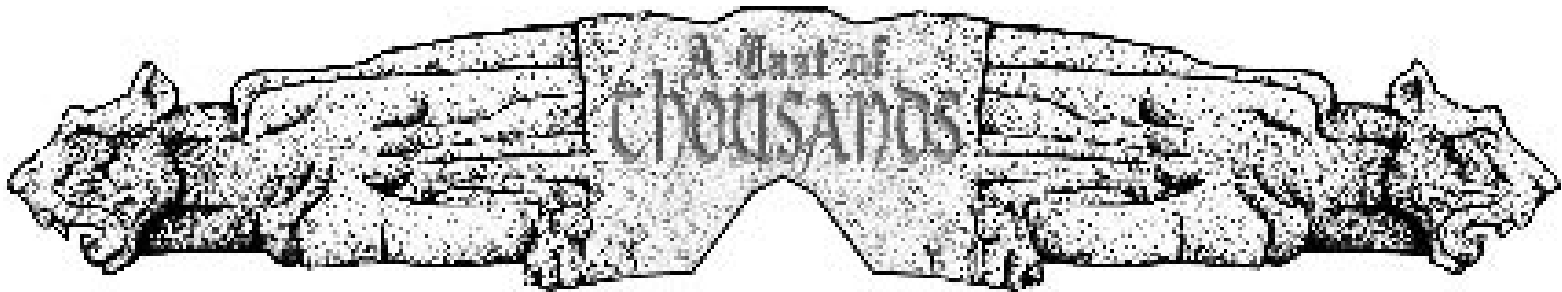
AGL	2	STR	5
Athletics	3	Climb	3
Combat Skill (Brawling)	3	Endurance	4
PER	3	WIL	2
Awareness	2	SPIRIT	2
Wilderness Skills	3	MANA	1
DEX	2		
INITIATIVE	3/3	Weapons:	
SAVES	4/2	Teeth & Claws WR1	
ACTIONS	1		
WOUNDS	5	Notes: 1 in 6 victims slain by a ghoul will rise as a ghoul.	

Typical Wight

Rhakkanan currently has 4 wights in his flock. They are happy to serve him, and rarely must he rely on magic to control them.

AGL	6	Climb	2
Combat Skill (Brawling)	4	Endurance	3
Stealth	4	WIL	4
PER	5	Resist	2
Awareness	4	SPIRIT	0
Wilderness Skills	3	MANA	2
DEX	3		
INT	4		
INITIATIVE	5/4	Weapons:	
SAVES	5/4	The touch of a wight deals WR1 damage, ignoring all armour.	
ACTIONS	2		
WOUNDS	5		

Rules for the Summoning Theory can be found in *Severed Threads*, page 5; rules for the Primal Theory can be found in *Anima*, page 8.



Sharadeyu Cabona

mer diplomat

Sharadeyu comes from the Mer kingdom of Boraba, a small kingdom located in the Sea of Courage with a population numbering roughly 120,000 mer and 10,000 merrow. Sharadeyu is a good friend and advisor to the ruler of Boraba, Regent Maka. Recent sea battles within their claimed waters have made Regent Maka concerned for the safety of his people, and he was growing ready to attack any vessel that sailed into his waters.

The diplomatic Sharadeyu instead proposed an alternative. Recognizing the Kilmoorians were on one side of this struggle, he suggested an alliance with whoever their enemies were. Regent Maka recognized the logic in this suggestion, and ordered Sharadeyu to seek out and make an alliance with the other nation. The mer then followed one of these ships back to Corvel, where he has begun searching for those who would be able to accept a treaty with his undersea nation.

Appearance

Sharadeyu is a slender mer, approaching middle age but still clearly in his prime. He has several tattoos, which faintly glow in shades of purple, red, and blue. These tattoos adorn his chest, arms, and even a portion of his face under his right eye. To an outsider, these tattoos appear to be simply blocky shapes without meaning, but to an undersea dweller, they identify his nation, his status, and great deeds of his life. Sharadeyu usually wears a loincloth adorned with shells and pearls and a fine cloth robe, but he is used to cold waters and all but freezing temperatures are very comfortable to him.

Personality

Sharadeyu is a quiet but well-spoken diplomat. Here in this strange land, he constantly keeps his eyes open, learning the ways of these land-dwellers so as not to insult them. He is travelling by river as much as possible, as his mount (a tamed aaris) carries most of his provisions. Should he be required to travel

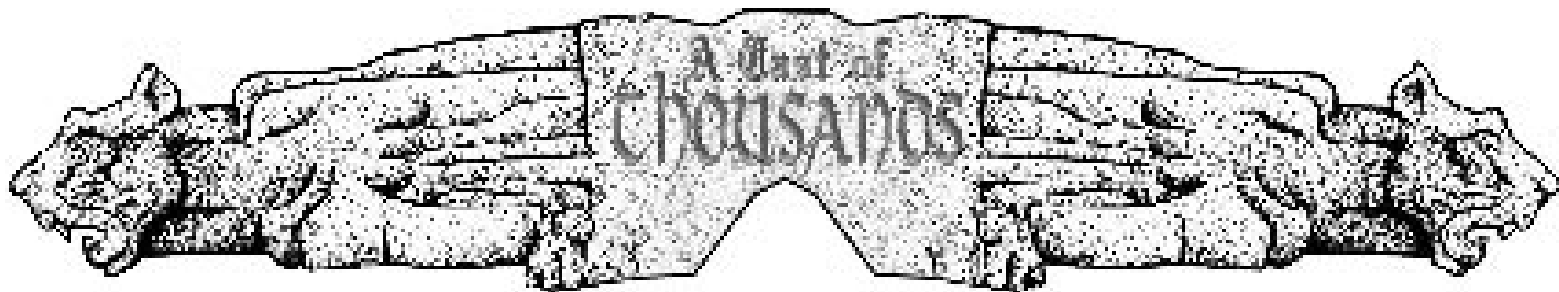
over land, he will look to trade his aaris for a horse or other land-travelling mount. At first encounter, the mer diplomat will be polite, but not overly friendly. Should Sharadeyu be befriended, the mer will be pleasant, telling tales of his kingdom and of life undersea, and giving whatever aid he can to his new-found allies. Even then, however, he will remain somewhat distant, as he will be concentrating on learning the ways of the "over-dwellers," and making certain he does not accidentally commit a social faux pax.

Plot Hooks

A foreigner is often easily spotted in Corvel, and when one is a half-dressed sea-elf with glowing tattoos, he stands out doubly so. With a loincloth embroidered with pearls, there are those who might seek to steal Sharadeyu's clothing. While the diplomat can defend himself from the casual thief, he might need help if assaulted by a rogue with more dangerous skills. Once the PCs have made his acquaintance, they may seek to help the mer in his quest, as his kingdom's waters would be safe

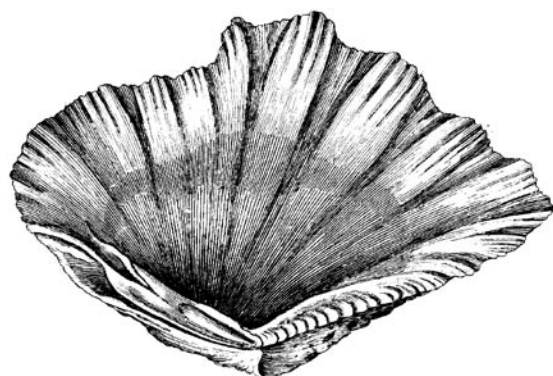
for any Corvelian vessel should this alliance be formed.





Sharadeyu also seeks alliances with tribal elves in the area; he wishes to encourage them to aid Corvel in their struggle against Kilmoor, as he has seen elf slaves on Kilmoorian vessels. He also seeks to learn more about the ways of his race's closest cousins on land, and the pureblood elf tribes are the nearest species to his own. If travelling with the diplomat, he may request several side trips to meet with these tribal groups. Some of them may not appreciate trespassers on their land, while others may require certain quests to be completed before they will consider an audience. Such travels will also likely lead through areas with goblins and other outsider races...

There is one last thing that Sharadeyu will be on the lookout for while on land. If he hears tales of a runecrafter, he will want to meet the mage and will attempt to purchase several weapons from him. With the Kilmoorians aided by greater dragons, including at least one powerful sea dragon, the nation of Boraba would be at great risk if they were unable to defend themselves. While he does not have the finances to purchase enough rune weapons, perhaps the rune-master may have some dangerous task that he needs completed; in exchange, he may agree to teach Sharadeyu the basics of simple runes, so that he may return with this knowledge to his kingdom. If the PCs have been accompanying the mer, he will likely require their aid to complete this dangerous quest.



NEW FOLK MAGIC

Protective Skin (N)

Base DIFF: 1

Description: Known only to undersea races, this folk magic keeps the caster's skin moist for ten hours, after which it dries normally.

Requirement: A 5-minute ritual bathing at the bottom of a body of water.

Sharadeyu Cabona

Mer diplomat

AGL	4	STR	4
Athletics	4	Endurance	3
Combat Skill: Deyushar	3	Strength Feat	2
Combat Skill: Soldier	3	WIL	5
PER	5	Interrogation	3
Animal Husbandry	2	Intimidation	4
Awareness	4	Resist	4
Bargain	4	SPIRIT	2
Command	4	Devotion	2
Con	2	MANA	3
Performing Arts	2	Folk Magic	3
Social	5		
Wilderness Skills	4		
DEX	2		
Play Instrument: Shell-horn	4		
INT	5		
Cultural Sciences	3		
Domestic Arts	2		
Education	3		
Language: Western	3		
Language: Elvish	3		
Law	4		
Literary Skills	3		
Lore	2		
Medicine	3		
Military Sciences	2	INITIATIVE	5/4
Natural Sciences	3	SAVE	5/4
Theoretical Sciences	3	ACTIONS	2

Note: Speaks Mer as native language.

Weapons:

Trident P/WA-1/WR 3/DB +2

Spells:

Protective Skin DIFF 1; Folk Magic; keeps caster's skin moist for ten hours; Requirements: 5-minute ritual

Prayers:

Forecast DIFF 1; Common Prayer; answers a simple agricultural/weather related question with 1 word

Mer are sea elves who can be found in *Island Nations*, page 35. Aaris are a race of eel-like sea serpent who can be found in *Island Nations*, page 66. Deyeushar is an unarmed combat skill developed for use underwater and can be found in *Island Nations*, page 54.



Sir Garion Du'Vere

& Medith Bale chivalric and stalwart mentor

Sir Garion Du'Vere questing knight

Garion is the only son of the noble knight and general Damien Du'Vere. From the day of his birth, it was clear that the handsome child was well favoured by his father's bloodline. A sense of great expectation grew up around him, and his father was keen to guide his early life diligently and enthusiastically, to fill his heart with a love of chivalry and his soul with a deep and unshakeable faith in himself. As a child, it was often remarked upon that Garion had the features of an angel, and as he matured, he developed a refined beauty that instantly marks him as a man of the finest nobility and integrity. He took as readily to swordplay as to wordplay, and excelled in almost every pursuit. He was adored by his peers and admired by his tutors. Offers of marriage flooded to the House of Du'Vere, but Garion already had his eyes firmly on a higher goal. He knew his fate was to become a knight-errant, to seek the grail of moral perfection and spread the word of chivalry throughout the known world.

Blaris, and house Du'Vere, were engaged in many wars during Garion's teenage years. His father was often away, and could no longer give Garion the attention that he was used to. Three days after Garion's fifteenth birthday, by his father's wishes, his tutelage in martial matters was taken on by the captain of his father's guard, Medith Bale. With time, he grew to respect and admire the dour veteran, and always tried to heed the simple words of pragmatic wisdom from his patient and composed mentor. Over the next three years, the two developed a strong friendship, and Damien insisted that Medith accompany the young knight to a jousting tournament that unexpectedly began his questing life as a Knight-Errant. Sometimes accompanied by others, sometimes alone, the two continued

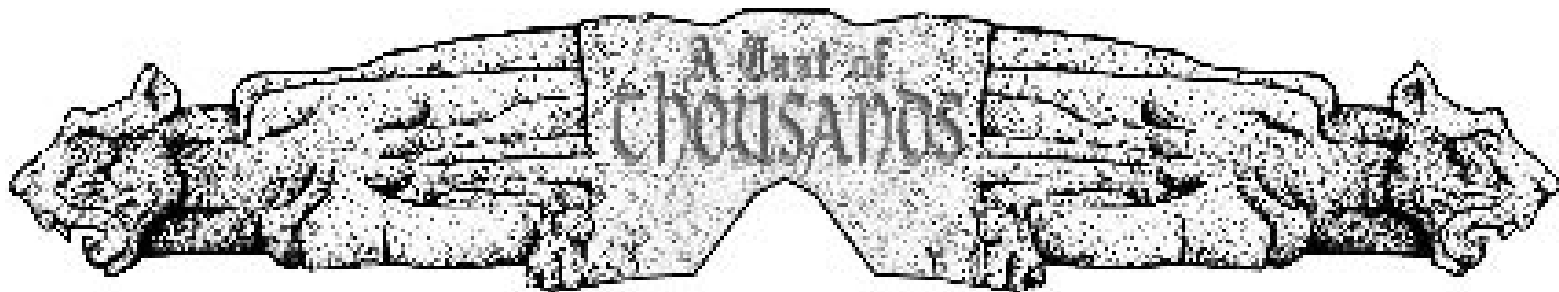
adventuring together for a year before the news came. Du'Vere had been plunged into a brutal war and it wasn't clear how long they could hold out. Garion and Medith were called back to lead a mission, which would see many members of the house Du'Vere rescued and kept safe, in exile. When the news came to Garion that his home had finally fallen, and with it his father, he had to call upon all his strength to continue fighting and not lose himself to rage and despair. He and a band of knights fought for over a year, protecting villages, striking against the Kilmoorian enemy whenever he could. His mission was eventually fated to fail. One by one, the remaining knights fell, and Garion, left without the troops to even harass the enemy, let alone defeat them, had to concede that all was lost.

Content that his family is safe, Garion has returned to questing, with Medith still at his side. But now his mission has become painfully clear, to restore the house Du'Vere to its former glory and promote the cause of chivalry wherever he can.

Appearance

Garion's appearance is always immaculate. He bathes, in warm water, with soap and rose petals; daily when possible, and maintains the habit even in the face of extreme difficulties. It does him poor service to claim that he is anything less than a perfectly beautiful specimen. He is generally to be found clean-shaven, with blonde hair that falls well, even when kept at a featureless shoulder length. His sharp blue eyes are a strong feature, and it is not within Garion's abilities, or inclination, to disguise his clear intellect to anyone that considers them a good judge of a man's face. Though he will publicly deny all vice, it could well be argued that Garion maintains a slightly more developed sense of pride than he should, and a particularly cruel satirist once remarked that the young knight might even be a trifle vain. Surely not.





Personality

Garion knows his place, and it is above everyone. He knows that it is the duty of the nobility to maintain a certain image. The advantage to creating a haughty demeanour is simple. By ordering his companions to stable his horse, fetch his bath water and other tasks worthy of servants, he constantly reasserts his authority. Few fail to carry out his requests, thanks to a lifetime of subservience. Then in the heat of battle, when Garion barks an order, it is likely to be followed, purely from habit. That level of military control is hard to gain, and wins battles.

He knows that keeping himself aloof from his companions is his duty, and that it does them a great service. Garion would love to admit weakness, to confide in someone that he also sometimes feels afraid and uncertain, but he knows that can never do that, not even for a moment.

Plot Hooks

Garion is a stalwart believer in the Code and insists that those around him do as he does. The PCs may fall foul of Garion's reproachful tongue if they commit some misdemeanour within his sight or he may come to their assistance if someone else is breaching the code to their detriment.

Garion likes to think of himself as the life and soul of any party, winning over the guests with tales of his quests and charming the ladies with his wit and honour, but he often comes across as something of an arrogant bore. The PCs might encounter him at some social gathering and spend the entire night avoiding him and his tales, but when trouble erupts they quickly find themselves fighting shoulder to shoulder with the knight against whichever foe is up to no good.

The PCs encounter Garion Du'Vere and Medith Bale hopelessly outmatched fighting a group of Kilmoorian raiders. If the PCs wade in to help then Garion tells them that the raiders were the rearguard for a party of slavers who are escaping with local villagers in chains. The PCs, Garion and Medith will have to join forces if they are to free the slaves, and fast!



Garion Du'Vere

Human knight

AGL	5	INT	5
Athletics	2	Education	4
Combat Skill: Cavalier	3	Cultural sciences	2
Combat Skill: Gallant	3	Literary skills	3
Dance	3	Natural sciences	2
Ride	2	Theoretical sciences	2
Specialisation: war horse	4	STR	5
PER	5	Endurance	2
Awareness	2	WIL	4
Seduction	3	Resist	3
Social	3	SPIRIT	2
DEX	2	MANA	2
INITIATIVE	5/3		
SAVE	5/3		
ACTIONS	2		

Weapons:

Lance P/WA-1/WR5/DB0
 Longsword P/WA+1/WR3/DB0
 Rapier P/WA+3/WR2/DB0
 Bullwhip WA+2/WR1/DB-3

Armour:

Full plate mail (AV9 all over)
 Large metal shield (10 hits)

Possessions:

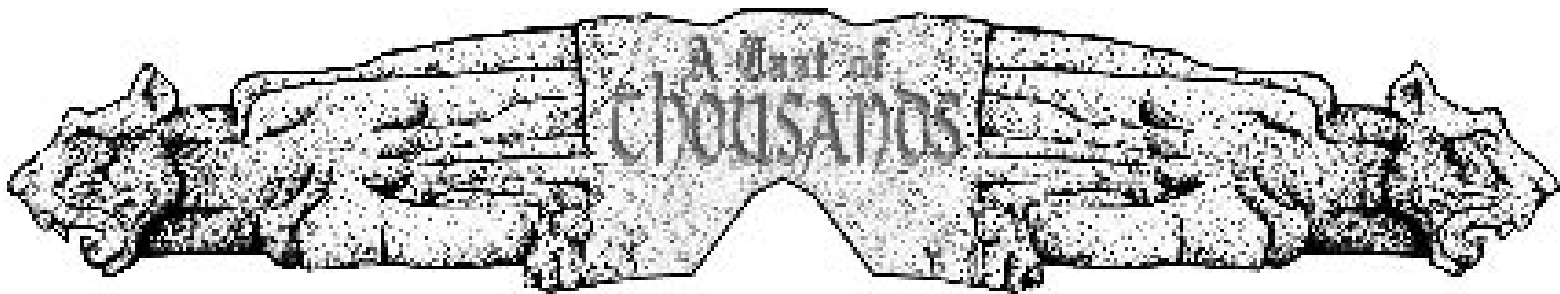
War Horse - Rocinante

Rocinante

The loyal companion and mount of Garion Du'Vere since his childhood, Rocinante is named after young Du'Vere's favourite poet.

AGL	4	STR	8
Athletics	5	Endurance	6
Animal Combat	5	Swimming	1
DEX	0	WIL	4
CUN	4	Resist	2
Awareness	4	SPIRIT	1
Wilderness Skills	4	MANA	2
INITIATIVE	4/5		
SAVE	6/4		
ACTIONS	2		
WOUNDS	6		

Weapons: Kick deals WR2 damage



Medith Bale veteran swordsman

Born Marcus Belsaire, firstborn son of a medium status noble family in south Garkan. Marcus grew to be a competent swordsman (to his father's pleasure and mother's consternation) and spent much of his time riding, hunting, reading military treatise and generally enjoying life. The winter of his twentieth year however saw all that change. His father had earned the enmity of an older noble family and, under the cover of a harsh winter storm, the family estate was attacked by mercenaries posing as bandits and his parents slain. Marcus managed to get his two younger sisters, Faith and Grace, to the safety of a nearby noble his father had trusted, who adopted the girls into his family. The two girls were both less than ten at the time and Marcus decided they would be kept safest if their enemy thought the family destroyed. To that end he let Marcus Belsaire die that night — the ruin of the estate meant no roll call of the dead could be made. In this way their enemy would not fear an heir to the family name looking for revenge - the safety of his remaining kin mattered more to Marcus than vengeance for the dead.

Deciding to use the only skills he really excelled at, Marcus named himself Medith Bale after his old tutor and became a sell-sword of no known family. He served a variety of masters over the next ten years — the constant fighting refining his duellist's skills to an exceptional level, and to these he added the tactics and experience of a soldier. Despite his growing skill he was always careful never to draw attention to himself lest his true identity somehow be discovered. One day however he could not stand by and watch when a group of his men became cut-off — throwing caution to the winds he led an impressive counter attack that distracted the enemy long enough for the group to escape. This daring rescue brought him to the attention of the army's commander - Sir Damien Du'Vere - who was so impressed he offered Medith an alternative to his of the mercenary existence. Medith in turn was won over by the knight's honesty and integrity and agreed to become captain of the lord's guard. He remained with him after the campaign was finished and over the years the two became close friends - eventually leading to Medith swearing formal fealty to Lord Du'Vere.

His last oath to Sir Damien was that he would see to the protection and education of the lord's son, Garion, a task that is all but done now that Garion is well into adulthood. Originally Medith was protector and the boy's tutor in the ways of war, but now the boy is grown the two are much more like equal friends than teacher and student or master and servant. Though Garion's insistence on obeying the very letter of the Code may cause Medith to grumble in public, privately he admires the boy's integrity, pure heart and willingness to leap to the aid of innocents — even if Garion does tend to rush in without first assessing a situation thoroughly.

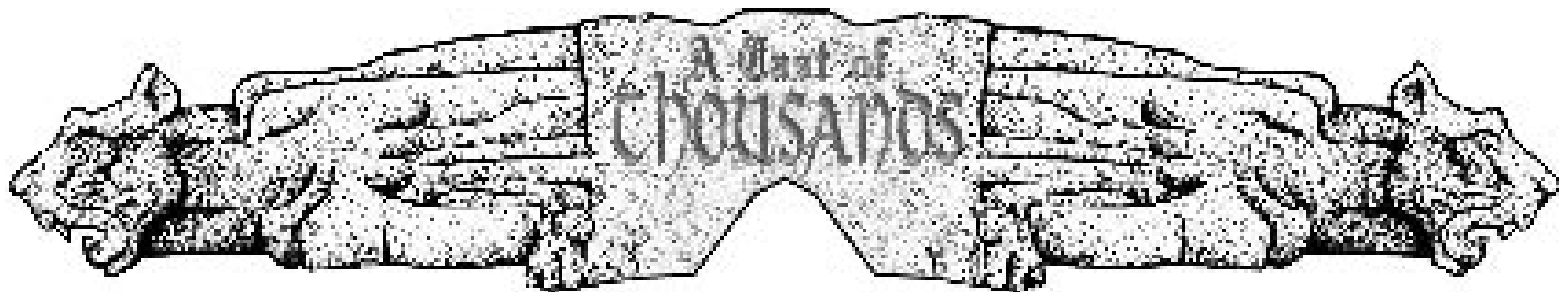
Ten years of warfare tempered Medith in fire, but his fifteen years of service to the Du'Vere family brought him a kind of peace - in his new life he has almost forgotten Marcus Belsaire and the crimes against him...almost.



Appearance

Tall, broad shouldered dark haired and with piercing blue eyes - Medith is now almost the spitting image of his father. Scars from his years of fighting cover his body and his stance and musculature immediately mark Medith as a fighting man. He is an imposing figure when he chooses to draw attention to himself. Though he has now passed 45 summers his tall frame is still thick with muscle and his broad shoulders are as yet unbowed with the weight of years. Indeed the only obvious signs of his age are the grey that is starting to creep into his black hair and close cropped beard, and the deepening lines around his eyes and mouth are gradually overshadowing the scars. He may need to hold text at arms length, but his eyes have lost none of their clarity, and if his hands should suffer occasional fits of trembling, then Medith hides it well.

But although when sitting quietly signs of his advanced years can be seen, when he is at practice or in full blooded combat the years drop away and he seems to possess the speed and agility of a much younger man. He has the unconscious grace and balance that only decades devoted to the practice of D'Makrata can bring. If the years have slowed his movements at all, it is more than compensated for by his experience.



Personality

Medith is a man of integrity, honesty and fierce loyalty. He places great value on the ability to defend oneself and will regard favourably anyone that is skilled at D'Makrata, always happy to teach any who honestly wants to learn. He doesn't necessarily dislike those without martial abilities, but feels he has little in common with anyone who must leave the defence of themselves or their loved ones to others.

He believes that the knights' code is a set of morals that represents what everyone should strive towards. However the murder of his parents taught him that there are those that will never follow the Code's ideals, because of this Medith's behaviour can seem contradictory. On the one hand he will help and defend those that uphold the Code to the best of his abilities. However he himself will break the Code if he feels it necessary for a greater good, or to do something he feels must be done but that a knight's virtue would not allow. If an enemy must die then he is not against striking from ambush or employ other 'assassin's tricks' in order to minimise the risk to others. He dearly hopes that one day all will live their lives by the Code, but until that day he believes that blind adherence to it leaves you vulnerable to treachery and deception – and Medith has vowed never to be defenceless again.

Medith has been a professional soldier for twenty-five years; it is what he knows, the way he sees himself and, with his years of experience, what he excels at. He is most happy surrounded by the practice or reality of battle. In fact, though his appearance at other times will be the model of calm and patience, he is really only passing time until he can next test his skills. Estranged from his sisters and with no family of his own, he is finding that more and more he needs the thrill of combat to feel truly alive. His greatest fear is that his deteriorating health may soon take even that from him – Medith has yet to decide how he will face that unpleasant possibility.

Plot Hooks

Medith loves to teach and believes that everyone should know how to defend themselves and others – especially in light of the recent invasion. He could be found training local militia's, guards or similar groups – or just acting as teacher to interested individuals (including the PCs). His honest, frank and bloody accounts of life as a soldier has convinced more than one restless farm hand that perhaps farming isn't so bad an occupation after all.

Medith can also be encountered travelling with his master Sir Garion Du'Vere. Should Garion's chivalric impulses involve him in some fight (as they often do) Medith will be right there in the thick with him, doing whatever is necessary to protect his

lord's back (even if his conduct may bring a frown or reprimand from the chivalrous knight). Should the PCs encounter Garion as he comes to the defence of some innocent Medith provides a pragmatic foil to Sir Garion's virtuous attitude.

Age is finally beginning to catch up with Medith and he knows that eventually he will become too slow or frail to fight. This may cause him to seek the long overdue revenge for the murder of his parents - before he loses the chance forever. Medith knows that Garion would never condone cold-blooded murder, even if done in to avenge innocents, so he will try to keep this vendetta secret from the knight. PCs could become embroiled as friends allies recruited by Medith to help, or by Garion to try and stop Medith before he is killed trying, or hung as a murderer for succeeding. Alternatively, they could be hired to protect a noble from 'a crazed assassin', only to face difficult choices when Medith's side of the story is learnt. Or perhaps Medith is wrong and there is another enemy who merely made it look like the work of the noble he blames.

Medith Bale

Human soldier

AGL	6	INT	3
Combat Skill: Gallant	3	Cultural Sciences	3
Combat Skill: Soldier	4	Education	2
Combat Skill: Tothahar	4	Medicine	2
Athletics	1	Military Sciences	4
Drive	1	STR	5
Ride	3	Climb	1
Stealth	2	Endurance	5
PER	6	Swim	1
Awareness	3	Strength Feat	1
Command	3	WIL	6
Specialisation: Military	5	Resist	4
Social	2	SPIRIT	2
Wilderness Skills	1	MANA	1
DEX	1	INITIATIVE	6/4
Repair	2	SAVE	6/5
Specialisation: Armour	4	ACTIONS	2

Weapons:

Longsword P/WA+1/WR3/DB0

Dranenmun S/WA+1/WR2/DB+2 – family heirloom, carries the Belsaire crest, all family members carry one

Armour:

Studded leather armour (AV3 arms and legs)

Chainmail shirt and hood (AV6 everywhere else)

Small metal shield (Hits = 8)



Skagrash

barefist fighter

Born in the rough section of town, as orcish quarters tend to be, Skagrash was soon subject to all manner of thugs and brigands who wanted to steal his money, clothes, teeth, or sometimes just beat him up. This had two principle effects on Skagrash, who is at heart a simple fellow – it made him angry and it made him tough. These two words alone best describe Skagrash.

Soon enough, Skagrash was the biggest, toughest orc in all of town. Then, when all the other scum in the area stopped attacking him, preferromg easier targets around, Skagrash realised something. He missed it. He enjoyed the angry feeling that overtook him when some unfortunate attempted to waylay him. He even took to wearing shiny gems in his clothes in an attempt to lure thieves to try and mug him, but his reputation meant no-one would attack. Finally, he began assaulting others to try an start fights, but his victims would take one look at the massive creature in front of them, empty their pockets and run off. This made him even angrier.

Skagrash thought long and hard about his predicament, and, after a very long time, decided to start a fight club. Anyone could come and take him on in a bare-fist fight. The entry fee was 20 geld, and he would offer 100 geld to anybody who could knock him down for a ten count. Word of this spread around the countryside and soon a veritable horde of “clients” were trying their luck. Most of them ended up without teeth, and without their prize money. This made Skagrash happy!

Appearance

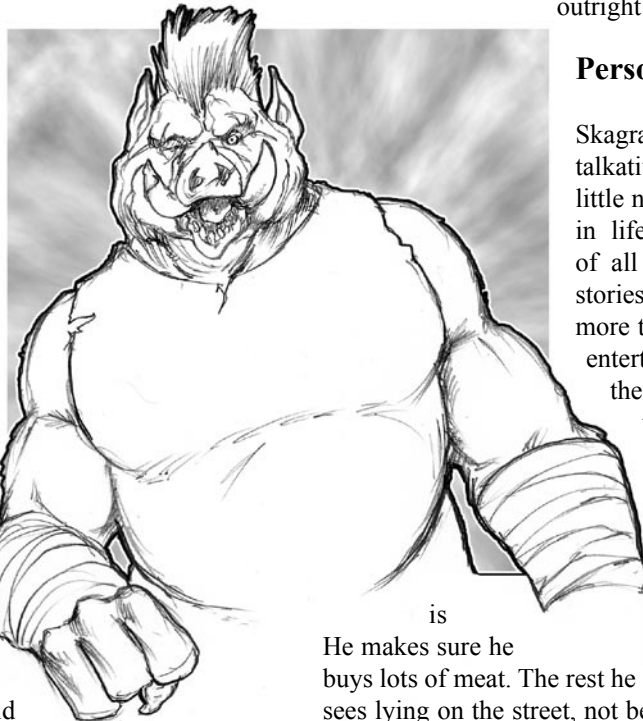
Skagrash is a giant. Few people are likely to have seen any specimen of the common races as big as he is. He claims to be eight feet tall, and although shrewd judges reckon he’s nearer seven and a half feet tall, these same shrewd judges aren’t going to argue. His features are hideous, even more porcine than the average orc, not that anybody tells him, of course. He is heavily muscled with arms as big as most people’s thighs. He wears no shirt whilst fighting, in the finest boxing tradition so as to show his huge, barrelled chest. He wears tatty trousers and refuses outright to wear a cup!

Personality

Skagrash is actually surprisingly talkative. He is very happy with the little niche he has carved out for himself in life, and delights in telling stories of all his finest fights. Of course, his stories tend not to include words of more than one syllable, but they are still entertaining. He fights whenever he gets the chance, and is truly at his happiest

when having a scrap. He never, ever cheats in his fights, as he is an honourable fellow, although some would say he just doesn’t need to. He doesn’t care about the money he has made, which actually a very sizeable sum.

He makes sure he can live a comfortable life, and buys lots of meat. The rest he generally gives away to anyone he sees lying on the street, not because he is particularly generous, but more because he doesn’t have any idea what to do with a fortune. He has become rather a hero of the commoner however, due to his perceived generosity. He always makes sure he can afford to pay should he be beaten, but with a career record of 156-1, this is unheard of . People have found it best not to mention the one, but the sign “NO BLUDY WIZZARDS” above his door gives some clues as to the nature of the defeat.





Plot Hooks

On the approach to a city, the PCs will hear a rumour of a bare fist fighter of fantastic ability, who is as big as a horse, and will give 100 geld to the man who can beat him in a straight fight. If they ask around, they can easily find the location of Skagrash's ring, which is in the cellar of an especially rough tavern.

Whilst the PCs are having a relaxing drink in a tavern, soon after arriving in town, Skagrash, or one of his hangers-on, challenges the brawniest PC to a scrap, be they male or female (Skagrash believes in equal opportunity for the sexes). If they decline then they will be hassled by Skagrash and his crew for the rest of the evening.

The PCs have heard, from one of Skagrash's disgruntled victims, of a mighty fighter who operates in the shady part of town, beating poor hapless folk out of their money. If the PCs, full of good intentions, rush to the described location to vanquish evil, the common folk who hero-worship Skagrash will try to convince PCs of his good nature. Skagrash himself is a likeable enough fellow for an eight foot tall orc with the arms of a tree-trunk and perhaps the PCs can be persuaded not to put an end to what is more or less harmless fun.

The PCs have a hard fight ahead of them and need to recruit another body. They have heard rumours of Skagrash from around the area. If they paint a convincing enough picture perhaps Skagrash will accompany them, at the cost of a few fights when they return victorious!

Skagrash

Orc wrestler

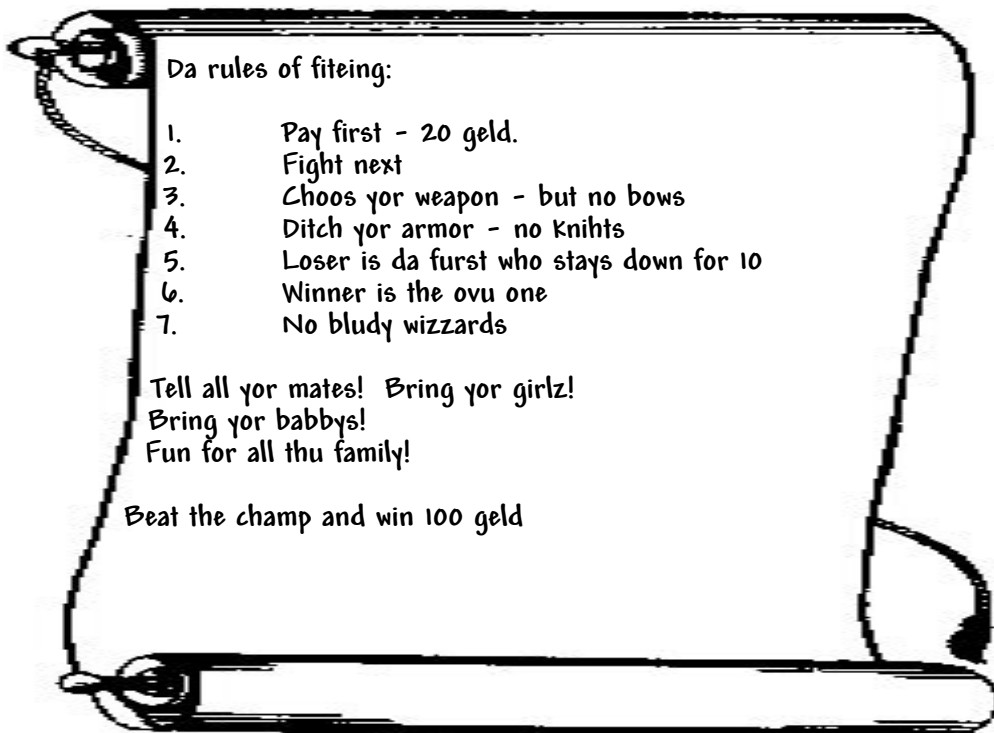
AGL	7	STR	7
Athletics	6	Climb	4
Combat Skill: Brawling	6	Endurance	5
PER	3	Strength Feat	3
Awareness	3*	Swim	4
Streetwise	3	WIL	5
DEX	3	Intimidation	5
INT	2	Resist	3
		SPIRIT	2
		MANA	1

*+1 hearing/smell; -1 vision

INITIATIVE	5/5
SAVE	6/4
ACTIONS	2
WOUNDS	6

Weapons:

Fist (WA 0, WR 1, DB 0, does stun damage)





Trugg of Garkan

Corvel Batara champion

One of several offspring of an orc family in the service of House Garkan, Trugg learned at an early age the rough and tumble delights of the batara field. By the time he was ten years of age, he'd already carved his first stick from tough Garkan oak, and was using a stuffed sheep stomach sewn by his mother to practice with.

At sixteen, Trugg was “discovered” by Duke Aelric Garkan himself during a locally hosted game. Surprised that such athletic talent was hiding under his nose in his own household, His Grace took a personal interest in the orc lad, sponsoring private training and grooming Trugg for the provincial leagues. The youth quickly joined the starting ranks of the Garkan Provincial Batara Team (known unofficially as the Wolves), and in his first season became the highest scoring centre in the history of organised play. It is said that only the hero Oriaal himself scored more goals in a single year.

Trugg played for two years in the Garkan starting line before making the journey to Blariston in the company of the just-ascended Duke Philip Wolf Garkan, a more fervent supporter than even his late father had been. When Trugg broke several St. Barlo's Fest records (and the legs and ribs of several opponents), he was named Royal Batara Champion by the late King Cedric II and earned a place on the newly formed Royal Batara Team. As the sport spreads to other Rellianite nations, Trugg has become an ambassador and international celebrity, and is considered a national treasure by his fellow Corvelians. As professional athletes go, he is among the highest paid and well known, at home and abroad.

Appearance

At twenty-two, Trugg of Garkan is a male orc in his prime, although his body does show a lot of wear and trauma for his age. Charting at 6 feet 9 inches and a massive 320 lbs., he is among the largest of his team, and he bears the scars of many a stick swipe. His nose is crooked, visibly bent from multiple breaks, and he is missing the little finger from his left hand – the trophy of a crushing wound during an early provincial championship. His hide is auburn brown with some white mottling on his shoulders

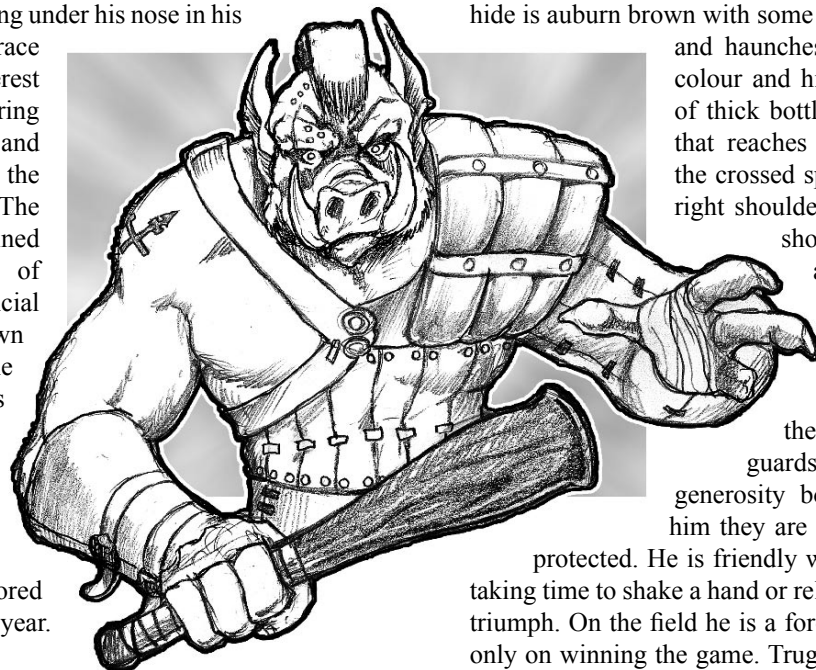
and haunches. His eyes are fiery amber in colour and his hair is a lime-bleached mass of thick bottlebrush, trimmed to a flat ridge that reaches his shoulder blades. He bears the crossed spears of Garkan tattooed on his right shoulder, eschewing the use of a right shoulder pad so as to display his allegiance proudly.

Personality

Trugg of Garkan lives for the sport of batara. He treats his guards, cutters and sentinel with generosity bordering on the extreme – to him they are a close family, to be loved and protected. He is friendly with children and elders, always taking time to shake a hand or relate a harrowing tale of injury or triumph. On the field he is a force of strength and will, focused only on winning the game. Trugg is a casual Rellianite, content more with material reward than spiritual fulfilment.

Plot Hooks

PCs can be batara players or spectators at a match when a story catalyst occurs. Perhaps an opponent is killed (magically or otherwise) on the field and Trugg is blamed for it – and it will be up to the PCs to prove his innocence. Maybe the PCs are assigned as an entourage for the great sportsman, or are hired by him to attend to some less-than-savoury matters to which a celebrity of his standing could not stoop. If the PCs are Batara players, it could be entertaining to run one or more sessions that are not much more than actual batara matches.





And it needn't end there - combined with the plot hooks associated with Skagrash (see page 44) and the gladiatorial arena based campaign from *Island Nations* (page 68) a GM could run a unique *Arrowflight* campaign set in and around the murky world of Corvelian sport, complete with dodgy dealings, shady agents and the eternal clash between the valiant underdog and the tuggish champion.



Trugg of Garkan

Orc batara player

AGL	5	INT	3
Combat: Senvata	4	Cultural Sciences	3
Combat: Melee Weapon	5	Domestic Arts	2
Athletics	4	Education	3
Specialisation: Batara	6	Language: Ancient	2
Ride	3	Lore	4
PER	4	Medicine	2
Awareness	4*	STR	7
Command	3	Climb	4
Gambling	3	Endurance	6
Social	3	Strength Feat	4
DEX	3	WIL	4
Craft: Woodwork	3	Intimidation	4
Repair	4	Resist	4
		SPIRIT	2
		MANA	2

* +1 hearing/smell; -1 vision

INITIATIVE	5/5
SAVE	6/6
ACTIONS	2
WOUNDS	6

Weapons:

Batara C/WA0/WR1/DB+1 (on field)
 Stiletto P/WA+1/WR1/DB0
 Grago C/WA-1/WR3/DB+2

Armour:

Hard Leather (AV4 head, torso, legs & left arm; on field)

Batara Overview

Each team consists of six positions: 1 sentinel (goalkeeper); 2 guards; 2 cutters and; 1 centre. Players wear leathers for protection and carry three-foot-long hardwood sticks with a wide bell flange beginning at the last foot (called the batara). Sentinels are equipped with a long leather buckler on one arm. The "ball" is constructed of a sheep stomach stuffed with fruit pits to give it heft, and is called the bladder. The point of the game is to score as many goals as possible, by means of propelling the bladder between the goalposts of the opposing team. The bladder may be carried, thrown, kicked or hit with the batara.

The centre is the lynchpin of the team, using his forward cutters to clear the way and his guards for protection when in possession of the bladder. Although any team member may score a goal, strategy usually dictates setting the centre up for the offensive drive, as everyone but the centre is required to pass the bladder backward on the move before the goal attempt. Goals made without this provision are not counted, thus centres tend to have the highest scores in the game.

A league-grade match usually lasts one hour of play, divided into two halves. Play may halt for penalties and/or removal/replacement of wounded players, but the clock never stops. Penalties include: sticking (or striking another player with the batara when he is not in possession of the bladder); back-warring (or assaulting another player when not in direct competition for possession of the bladder); or interfering with the marshals, of which there are four (2 line marshals and 2 goal marshals), as well as one minister (sort of the head marshal), who judges the game from off the field. A player who causes undue injury or death to another player is ejected from the game (and may face criminal charges, depending upon the circumstance).

Team tenders may retrieve wounded players from the field as best they can, and opposing players are supposed to keep clear of them. However, a team may have no more than six players on the field at once, therefore tactics are often used to delay tenders removing a downed player and thus delay fresh replacements.

Ancient batara was set up more as a generic field hockey game, with no team-play rules and only one set of goalposts. Players could come and go as they pleased, and everyone competed for personal score. Team batara is a more recent development, having gained public favour over the past three or four generations, and is rapidly becoming a rather lucrative industry.

The batara itself has the following profile:C/WA0/WR1/DB+1



Warburton Pike Investigations

unlikely crimefighters

Warburton Pike ...investigates

The only child of a poor gnome family, Warburton grew up in the warren like maze of alleys of downtown Greyhelm. Although his family had little money, and his father died when he was still a baby, Mrs. Pike was determined to give their son the best possible chance in life. She scraped together enough money to put him through school and to gain him an honest apprenticeship with a master clockmaker. Warburton was naturally dextrous and proved adept with the intricacies of crafting clockwork items, his attention to detail and artistic flourishes seemed to be promising a successful future as an artisan.

Warburton's hopes and dreams and plans for the future came crashing to the ground on the eve of his eighteenth birthday, when he returned home from the workshop to find his mother missing. Although Warburton's mother meant the world to him her disappearance was only mourned, only noticed, by her faithful son. The gnome had always had the utmost respect for the authorities of the city and was dismayed when the guard paid no heed to the disappearance of a poor gnome widow. Disillusioned, Warburton began his own investigations and when, after two days of searching, he found the corpse of another gnome he thought he had found his mother's remains and closed this chapter of his life. But the body did not belong to his mother and before too long Warburton found out that his mother's case was not that unusual – sometimes as frequently as once a week Earthfolk were being murdered on the streets and the Guard weren't even batting an eyelid. Warburton came to the conclusion that the murders were the work of a single killer and begun to investigate the various crime scenes for any clues.

It was over the course of his investigations that Warburton met Claria Buckel, a human wizard investigating the same series of murders and the two quickly formed a close partnership, which blossomed into outright friendship. Although they never brought Mrs Pike's killer to justice, the Earthfolk killings did cease leading the pair to believe that the culprit had fled the city. It has been fifteen years since the pair began their partnership and over the years they have made a successful crime solving duo, helping those who need help the most – mainly the city's poor.

Appearance

Warburton is of an average height for his species, a little under two-and a half feet tall, and although once quite spry he is now beginning to show the signs of a successful career around his midriff. His skin is a soft, sandy brown and his hair a much darker shade, cropped short. In a break from traditional stylings, Warburton is clean-shaven, although he does take a certain amount of pride in his bushy sideburns. The gnome dresses simply in well-tailored clothes, and when he is not clutching a magnifying glass in his hand he is puffing smoke rings from a beautiful wooden pipe.

Personality

Warburton Pike is easily mistaken for a harmless gnome minding his own business, and many a good-for-nothing opponent has been tripped up by that very same mistake. Inside Warburton beats a fierce heart and he is far braver and more courageous than his demeanour would seem to suggest. The gnome treats his investigations not as profession but as a duty, a calling, and when

on the scent of a foe is implacable and almost impossible to shake off. Warburton remains deeply suspicious of the authorities, distrusting the city watch to this day and preferring to operate without the support of the law whenever possible. This attitude has got him into trouble on more than one occasion.





Plot Hooks

One of the PC's enemies has planted evidence to link them with a case Warburton Pike is investigating. The PC's will have to prove their innocence in this matter or else be brought to "justice" by Warburton. If they can prove to him that he is being deceived and manipulated by their enemy then they will gain a valuable ally.

Whilst investigating a crime against them, the PCs encounter Warburton and Claria, who are investigating a similar series of crimes. The PCs might join forces with the investigators to solve the crimes together.

One half of the investigating duo, Claria, is kidnapped by an old foe out for a slow and painful revenge. Warburton cannot rescue his companion alone and approaches the PCs for help. The course of the investigation will not run smoothly, as the PCs are constantly harassed by Warburton's insistence that they proceed carefully and properly, rather than rushing head first into the situation.

The serial killer who killed Warburton's mother is still on the loose and has begun killing again. Despite her best efforts, Claria cannot discern the identity of the killer, suggesting the use of magic. Claria has foreseen that Warburton's life is in danger and the pair turn to the PCs to help protect them, and to help catch the killer once and for all.

Warburton Pike

Gnome detective

AGL	3	INT	4
Missile Weapon	3	Cultural Sciences	3
Stealth	3	Diagnostics	4
PER	5	Education	3
Awareness	5	Language: Islander	2
Bargain	5	Language: Kilmoorian	2
Con	3	Law	5
Social	4	Literary Skills	3
Streetwise	5	Lore	3
DEX	6	STR	3
Craft: Clockwork	6	WIL	5
Repair	2	Interrogation	4
		Resist	3
		SPIRIT	2
		MANA	2

INITIATIVE	4/4
SAVE	4/2
ACTIONS	2
WOUNDS	3



Weapons:

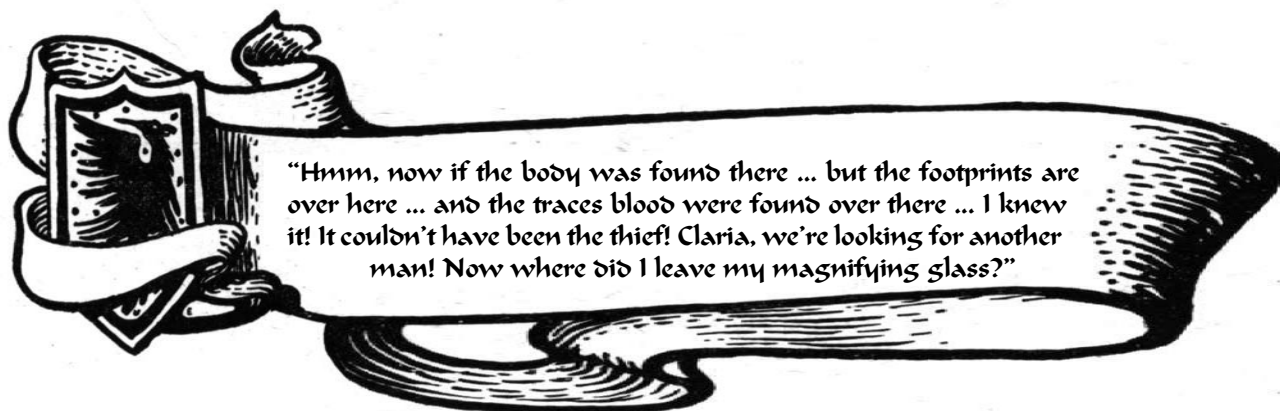
Wrist Crossbow P/WA+1/WR1/DB+1/Range 50
Dirk P/WA+1/WR1/DB0

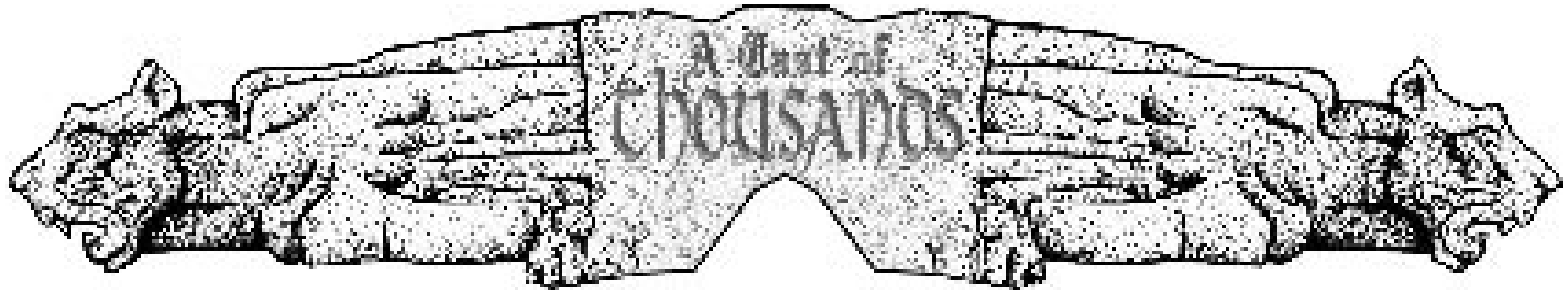
Armour:

Padded Jacket (AV2 on arms and torso only)

Possessions:

Ornate smoking pipe and smoking weed
Magnifying glass
Pocket watch





Claria Buckel crimefighting seer

Appearance

Claria was twelve when she developed “the Sight,” as she prefers to call her particular skills with divination magic. Walking home one day from school Claria was overwhelmed by a wave of emotion – fear and anger – and an over-powering desire to turn back and flee rather than continue her journey. She succumbed to these strange instincts and ran into the twisting streets of the town until she was too tired to run any further, when she found the darkest corner she could and hid. It was not until the next morning that Claria emerged from her hiding place and finished her journey home, only to find the door of her house broken down and members of the Watch rooting around inside. There had been a robbery last night and both her parents had been killed. Had Claria returned home when she did, she too would have been murdered.

Claria’s ageing uncle took her in, providing her with somewhere to call home and an attempt at a normal life. But over the next few weeks Claria saw more and more of that terrible night, the details emerging from out of the wave of raw emotion she had felt before and playing themselves over and over again in her dreams and nightmares. Claria’s uncle was a kindly man and was distraught at the torment and anguish his niece was going through, but feared that there was nought he could do for her. He turned to a friend, a retired magic teacher from the local Academ, who came to see Claria and proclaimed that she had somehow developed skills with Divination Magic. Under his encouragement Claria enrolled at the Academ where she studied for the next five years before leaving shortly before the end of her studies because of something she had seen in a vision.

Claria believed that her calling lay not with the disciplined and structured career of a Magister, but beyond the walls of the libraries and laboratories. Since leaving the Academ, Claria has increasingly been drawn to investigating crimes shown to her in her visions, particularly murders. It was during one such investigation that Claria met Warburton Pike, a gnome investigator whose techniques meshed rather well with her own. The two have become close friends and partners and work together to solve the unsolveable. Claria’s life took a turn for the worst barely two months ago when she was went blind during a particularly intense vision and her sight has yet to return. Both Warburton and Claria are beginning to doubt whether it ever will, although neither is prepared to admit it. On the bright side, with the failing of her normal sight, Claria’s mystic Sight has only increased in power.

Claria has never cared much for her appearance, even during her days as a student at the Academ and prefers to dress in loose fitting, comfortable robes. She is not especially tall, although she is like a giant next to Warburton, and is very thin, often to the point of looking gaunt. Her long brown hair is bedraggled and left hanging loose and straight. Although it no longer impedes her vision, Claria is still prone to flicking it out of her eyes while talking.

Personality

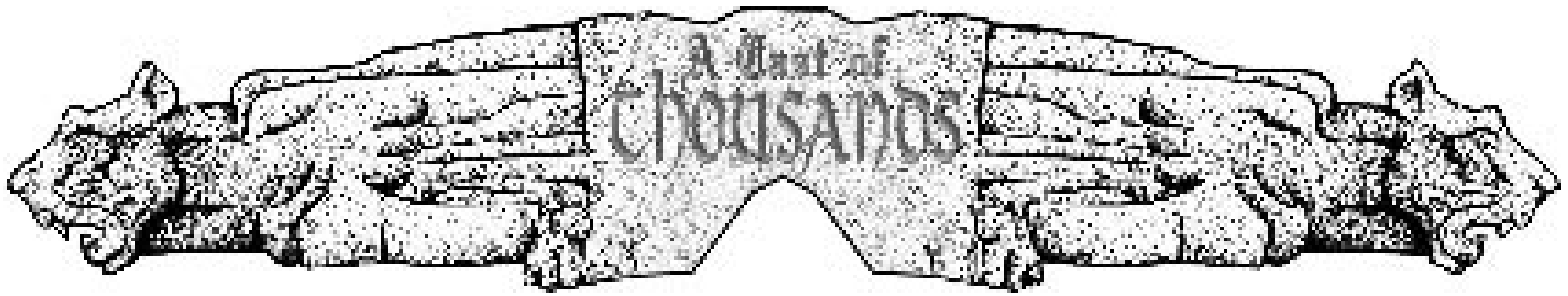
Claria is withdrawn and terribly shy, still deeply scarred from her childhood and the appearance of her gifts. She is very modest about her abilities when talking with others and is embarrassed easily by those singing her praise. Deep down she knows that she is a powerful mage, even if she is reluctant to admit it, and is determined to put her talents to use for the greater good. She believes strongly in destiny, and alongside Warburton she believes she has found hers.

Plot Hooks

Claria is seeking a cure to her blindness and her search leads her to the door of the PCs - perhaps they are seeking a similar cure, or the benedictions of a powerful priest; perhaps the cause of the blindness was a malevolent agent who the PCs have encountered before; or maybe one of the PCs is struck down with blindness during similar circumstances. Together the PCs and Claria might be able to restore her sight, but will it cost her her other Sight?

Claria receives a particularly disturbing vision involving one of the PCs and tracks him down to discover its meaning. The PC might not be any help Claria, but sooner or later the meaning will become clear, for better or worse.

During one of the PCs investigations, the trail of clues suddenly stops and no matter how much they try they keep hitting dead ends. Their only hope for completing their investigation is to bring in magical aid in the form of a diviner. If they ask around, they will be pointed in the direction of Claria and Warburton.



Claria Buckel

Human diviner

AGL	2	STR	2
Stealth	2	WIL	4
PER	5	Resist	1
Awareness	2*	SPIRIT	2
Bargain	2	MANA	6
Social	1	Folk Magic	2
Streetwise	2	Theory: Divination	6
DEX	4	Theory: Healing	3
INT	5	Theory: Necromancy	4
Cultural Sciences	1		
Education	4		
Law	2		
Language: Ancient	2		
Lore	2	INITIATIVE	4/1
Theoretical Sciences	3	SAVE	3/1
Natural Sciences	2	ACTIONS	2

*Claria is blind, and as such automatically fails an Awareness check based on vision. In addition, she suffers a -2 penalty to all skill checks relying partially on sight, such as Athletics, Combat or Missile Weapons.

Spells:

Eyes of the Dead	DIFF 2; Spirit Communion (N); Duration 1 hour; Requirements: clay head, body part of the deceased, short incantation, 2 extra actions of ritual
Find	DIFF 1; Find (N); Range 10 miles; Requirements: short incantation, 2 handed motion
Future Sight	DIFF 2; Precognition (N); Duration 1 action; Range Touch; allows the caster to see one week into the future; Requirements: steel mirror focus, 2-handed motion, short incantation, 2 actions to cast
Imbue	DIFF 2; Transfer MANA (N); Duration 1 hour; Range Touch; generic focus, short incantation, two handed motion
Past Sight	DIFF 3; Postcognition (N); Duration 1 action; Range Touch; allows the caster to see 3 months into the past; Requirements: steel mirror focus, 2 actions to cast
Rest	DIFF 2; Peace (N); Range 20yds; Requirements: heart of a dove, short incantation, 2handed motion
The Sight	DIFF 3; Read Soul (N), Range 100yds; Requirements: single word, two handed motion

NEW SPELL (Healing)

Transfer MANA (N)

BASE DIFF: 2

Description: Caster's touch transfers 1 point of MANA from the caster to the target and allows the target to use it for himself. If the caster is reduced to 0 MANA and killed, the transferred MANA stays with the target, dissipating at a rate of 1 point per day.

Requirement: Short incantation, hand motion, generic focus

Visual: Any

Audio: Any

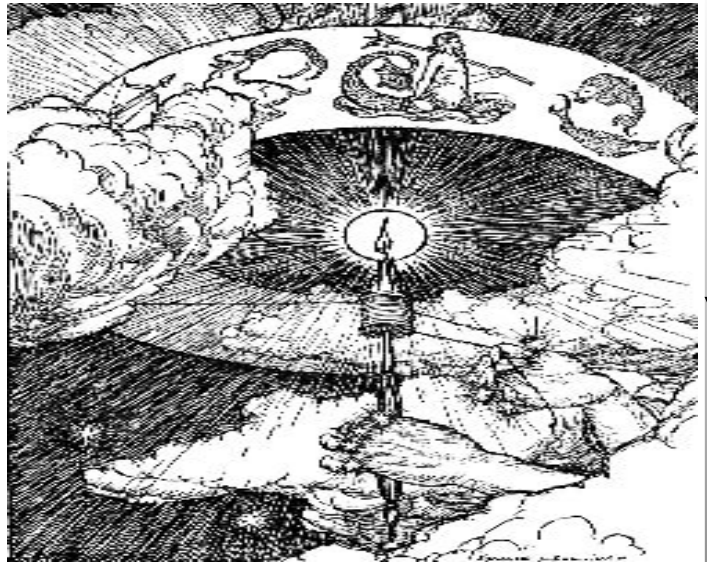
Duration: 1 hour

Range: Touch

Variants:

+1 per additional point of MANA given

+2 per 10ft range



NEW SPELL (Necromancy)

Peace (N)

BASE DIFF: 4

Description: Permanently puts a corpse or spirit to rest, discontinuing any necromantic spell currently in effect on the target, as Dispel Dead, and preventing future animation via Reanimate.

Requirement: Short incantation and heart of a dove

Visual: Any

Audio: Any

Duration: Instant

Range: 20yds

Variants:

+2 prevents Spirit Communion

+2 prevents parts being used in any necromantic spell

+3 prevents grave being desecrated



Wasper the Bold

dashing pixie hero

A handsome young pixie with an overdeveloped sense of flair, Wasper the Bold began his heroic exploits at a young age by hunting and killing several giant wasps that had set up a hive in the area near his home nest. These large wasps, reaching up to a seven inches long, were a magical experiment by a chaos mage who had fled into the wilderness to escape execution. Wasper led an assault into the centre of the hive to kill the queen. Using his glamours, he was able to disguise himself as a large wasp, invade the hive, and kill the queen, stopping the threat in short order. With his newly earned name and a head full of heroics, Wasper headed into the city to make his fortune and save lives.

Deciding he needed a fortune to fund his escapades, Wasper immediately entered the gambling arena to earn a small purse for himself. Unfortunately, this time luck was not with him, and, knowing nothing of gambling, he soon found himself an indentured servant to pay his debt. His masters never much appreciated the small servant, as he rarely completed his chores in time, and he was often found drunk, sleeping, or romping with an attractive pixie guest in the kitchen, making messes in the flour. His debt was sold from one master to another, and Wasper grew bored. He had wanted adventure, and while his escapades were entertaining, they were not the level of excitement that he had wanted.

He finally paid off his debt when he began pick pocketing as a form of supplementary income. He preferred to target thieves for his crimes, but when they were not available, he would target

rude or mean people, assuming that this would make it all right to steal from them. He was never caught, and he still sees nothing wrong with what he did. Now that he has acquired his freedom, he is ready to help save the innocent and right the injustices of the world.

Appearance

Wasper loves pretty clothes. He wears flowing shirts, elegant jackets, fancy pants, and other fancy attire. All his clothes are black and yellow, and he is never far from his trademark, a black wide-brimmed hat capped with a long bright yellow feather. A hat pin is tied to his belt, as are small sacks filled with lint, and tiny bottles alternately filled with alcohol or toxins. Over either shoulder he wears half the abdomen of a wasp, like shoulder pads.

Personality

Wasper is a good-humored and well-meaning pixie, even if he is not the most reliable ally in the world. Drink, sweet foods, and women easily distract him. Still, he is also stubborn

and, once he actually sets his mind to something, he will never rest for long until the work is complete – though he can be persuaded to take short breaks, especially if an attractive female pixie is persuading him. He has a hard time accepting the rule of law, and prefers to do merely what feels right in his heart. As such, while he will usually tolerate the law, and even respect those who keep it (since they're "good guys"), he will often break it if it is convenient.



Plot Hooks

While behaving poorly (perhaps actually doing something illegal, or perhaps merely being rude), the PC's attract Wasper's attention. He decides that the PCs should be brought to justice. He may stop at humiliating the characters, if they were simply rude, or he may attempt to arrest or kill them if he sees them breaking the law.

Wasper learns of the PCs heroic deeds and offers to join them to help them. While he is often useful, he is tremendously unreliable, and may be more trouble than he is worth. If they turn him down, Wasper may attempt to prove his worth to the party... perhaps even by causing trouble for them so that he may arrive to save them from it.

After making friends with Wasper, the young pixie's legal problems catch up to him. A criminal who he stole from has decided to kill the pixie, and has even let the law get involved, making an anonymous tip to try to get the pixie arrested. He hopes that once arrested, Wasper will make an easy target. Wasper, realising he's in over his head, requests the PCs help. Wasper can be convinced to give himself up, provided the PCs agree to speak on his behalf at his trial... and provided that his criminal foe is dealt with.



Wasper the Bold

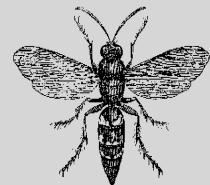
Pixie hero

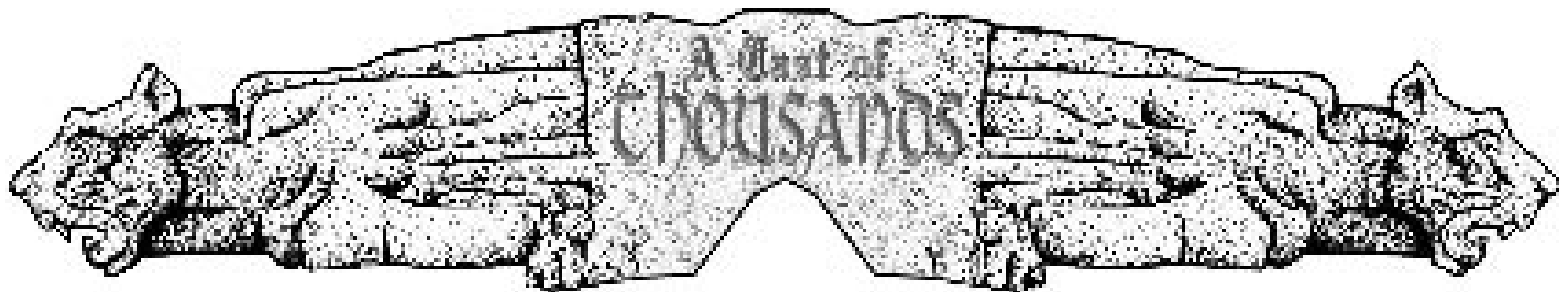
AGL	8	DEX	3
Athletics	5	Thievery	3
Combat Skill: Rogue	4	INT	2
Dance	3	Cultural Sciences	1
Missile Weapon	2	Domestic Arts	2
Ride	1	Language: Faerie	4
Stealth	4	Lore	2
Sail	1	Natural Sciences	2
PER	6	STR	1
Awareness	3	WIL	4
Bargain	3	Intimidation	1
Con	4	Resist	1
Social	2	SPIRIT	1
Streetwise	3	MANA	5
Wilderness Skills	2	Glamour	5

INITIATIVE	7/4
SAVE	3/1
ACTIONS	3
WOUNDS	2

Glamours:

Wasper's Confusion	Befuddle (N); DIFF 2; Duration 1 minute; Range 20yds; Requirements: single hand motion
Homemaking	Shape (C); DIFF 2; Duration 1 minute; Requirements: single hand motion, single word
Love Me	Charm (N); DIFF 2; Duration: 1 minute; instils a feeling of friendship in the target for the caster; Requirements: single hand motion
Easy Theft	Sleep(N); DIFF 2; Duration 3 minutes; Range 20yds; Requirements: single hand motion, the singing of a lullaby
Large Distraction	Illusion (N); DIFF 2; Duration 3 rounds; Range 20yds; creates illusion of large frightening beast that seems to blindly attack any in range, does no damage, fools senses of sight and hearing; Requirements: complex – and rude – hand motion
Wasp Shape	Illusion (N); DIFF 2; Duration 6 minutes; creates illusion of a large wasp which lays over caster's own image, fools senses of sight, hearing, and smell; Requirements: circle, short rhyming incantation, 2 minute ritual involving dancing like a wasp

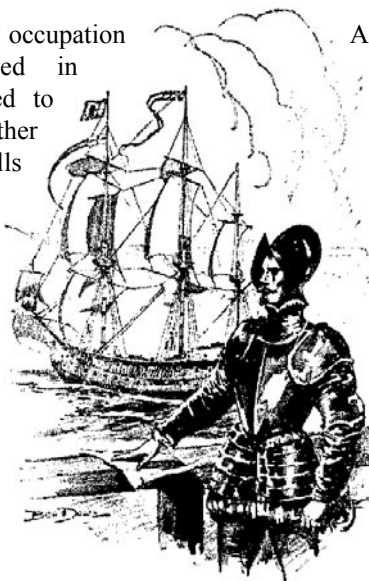




Occupation Templates

Presented in this chapter are a selection of occupation templates, supplementing those included in *Arrowflight* (page 43). These are designed to speed up the character creation process, either by providing ready made packages of skills and equipment or by providing ideas and inspiration for players.

The backgrounds, skills and spells are only suggestions for each occupation and can be tinkered with and tweaked as needed. They can be used as a springboard for new ideas and concepts during character creation, or you can assign attribute values and skill points, provide a name and occupation and otherwise use them as presented.



Attributes, skills and spells marked with an asterisk (*) are considered primary fields for the occupation and should have high values.

All equipment packages listed can be found in the *Arrowflight* core rulebook on page 118. A lifeline typical for the occupation has been provided with each template, although most of the templates could feasibly be used with any combination of lifeline choices.

Acrobat

You were born to perform and use your body to entertain, perform cartwheels, back flips and handsprings to the cheers of the crowd. The only thing more satisfying than the roar of spectators is the rush of blood to your head as you push your body to its limits. Of course, to really make your name you must venture out and seek new audiences, as well as new challenges. To do that, you need to join a travelling troupe of some sort – or any adventuring party, just so long as they will take you along with them and applaud your magnificent acrobatics!

AGL* skills

Athletics* (acrobatics)
Combat Skill (Haushahar)
Dance

PER skills

Awareness
Performing Arts
Streetwise

STR

Climb
Endurance

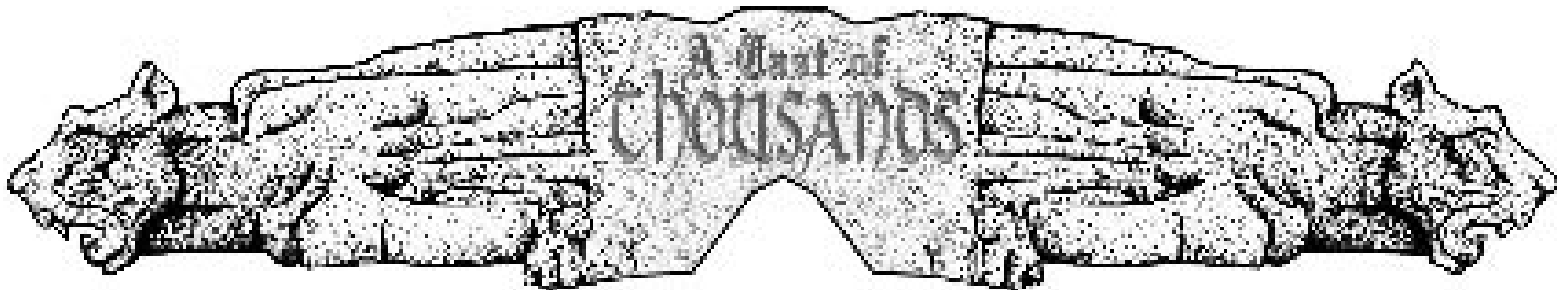
Equipment

Brightly coloured clothes
“Basic travelling gear”
equipment package

Typical lifeline

Freeman – Urban – Plains – Arts





Assassin

You remember the first time you killed a man as though it were yesterday – particularly the smell of fear and the look on his face as you slid your knife between his ribs. Since then you have killed again and again, each death blurring into the last. But you don't do this for fun – not entirely anyway – after all, you're not one of those psycho types, after all. It continues to surprise you just how many people are prepared to pay you to carry out their dirty work, and how much they are willing to pay. Your smile is as sharp as your blade and no one suspects you until you strike. But by then it is far too late.

AGL* skills

Athletics
Combat Skill (Assassin)*
Combat Skill (Tothahar)
Missile Weapon
Stealth*

PER skills

Awareness
Con
Streetwise

DEX skills

Thievery

Equipment

Crossbow
Dranenmun
5 doses of Distilled Bone Moss
"Part the fool from his money and run" equipment package

Typical lifeline

Freeman – Urban – Plains – Crime



Bounty Hunter



You can operate just as easily on the open road as you can stalking the streets of a city. You are as comfortable beneath the verdant canopy of the forest as in the dark of the sewers. As long as you are engaged in the chase you are content. You live for the thrill of the hunt, but your quarry is no deer or boar, but man. You track down murderers and rapists, thieves and traitors, hunting them not out of a sense of justice but for money, pure and simple. Of course, you are no agent of the law, but this has its advantages – you are not afraid to side-step or "forget" the law if it becomes inconvenient. And now and again you accept a job from a shadowy figure to bring in someone who may well be innocent. But, if the money is good ...

AGL skills

Combat Skill (Rogue)
Stealth

PER* skills

Awareness
Bargain
Streetwise*
Wilderness Skills*

INT skills

Law

WIL skills

Intimidation

SPIRIT

Devotion - Common Prayer
(Direction)

Equipment

Short sword
"The Hunter" equipment package

Typical Lifeline

Freeman – Wilderness – Lowlands
– Crime



Duellist

The dance of steel, the glittering silver arcs and the cut, thrust and parry of the duel – you would not trade it for the world! You are never comfortable unless you have a rapier deftly held in your hand, poised and ready to spring at your opponent. So what if you occasionally get hurt, life is dangerous, after all, and you are too good to get seriously injured. You constantly hunger after new challenges and new opponents to test your blade against. You know you are the best, but you still have to prove it to everyone



AGL* skills

Combat Skill (Gallant)*

PER skills

Awareness

Social

INT skills

Cultural Sciences

Education

Lore

Military Sciences

Equipment

Foil

Rapier

Soft Leather armour (torso only)

“Basic Travelling Gear” equipment package

Typical Lifeline

Noble – Urban – Lowlands

Military

Knight Errant

Many nobles were unseated, landowners left landless and knights left without a liege in the chaos following the invasion by Kilmoor and the assassination of King Cedric. You are one such knight – you have no master and no land, yet you retain that most important of possessions – your honour. You wander the land, righting wrongs, upholding justice and defending the weak. You are not afraid to get your hands dirty along the way, freely travelling where many of your former contemporaries would not deign to tread. Your trustiest friends are your steed and your sword, your only master the Code.



AGL* skills

Combat Skill (Cavalier)*

Combat Skill (Soldier)

Ride*

PER skills

Command

Social

INT skills

Cultural Sciences

Education

Military Sciences

Equipment

“The Knight Errant” equipment package

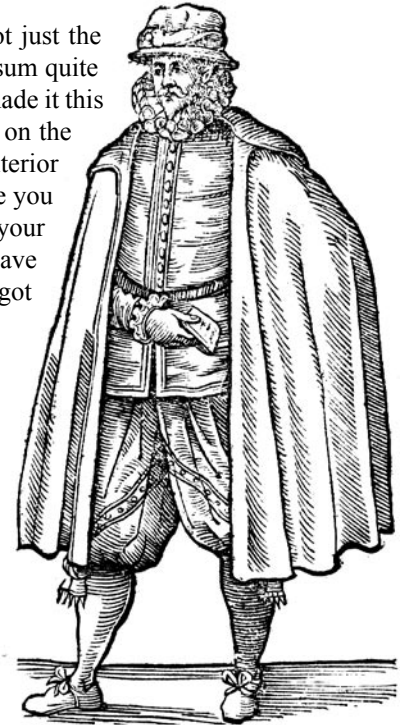
Typical Lifeline

Noble – Rural – Lowlands - Military



Merchant

Clink! Clink! Do you hear that? That is the most beautiful sound in the world – not just the sound of coins, but the sound of profit! And no one knows how to rake in a healthy sum quite like you. You have an eye for a good bargain and a nose for a sale. Still, you haven't made it this far in life by sitting on your rump and watching your belly grow. No, you like to travel out on the road, pursuing that elusive deal or finding a new source of trade. Of course, there may be ulterior motives for your nomadic existence, too, but you aren't inclined to share them with everyone you meet. Perhaps it isn't safe for you to stay in one place for too long, perhaps you can't trust your underlings to conduct your business for you or perhaps beneath that wealthy façade you have actually lost everything and are out to start afresh. But, one thing is for certain – you've still got it! Clink! Clink!



PER* skills

Awareness

Bargain*

Con

Social

Streetwise

INT skills

Cultural Sciences

Education

Law

Language (any)

Equipment

Trade goods

"Noble Travelling Gear"

equipment package, if particularly wealthy, otherwise,

"The Travelling Mage" equipment package

"Ox Cart (open, single ox)

Transportation Setup"

Typical Lifeline

Professional – Urban – Plains – Trade

Minstrel



"The land of my fathers begins at the door,
So pack up your knapsack,
Pull on your cloak,
Pick up your staff and step outside.

The land of my fathers begins at the door,
So step outside,
Set out 'long the road,
Pick up your pace and begin to explore.

The land of my fathers begins at the door,
So prick up your ears,
Open your eyes,
And mayhaps you will see stories;
And listen to tales by the fire no more."

- popular Corvelian travelling ballad

AGL skills

Combat Skills
(Rogue)

DEX skills

Play Instrument*

PER* skills

Awareness

Performing Arts*

Social

INT skills

Cultural Sciences

Education

Language (any)

Literary Skills

Lore

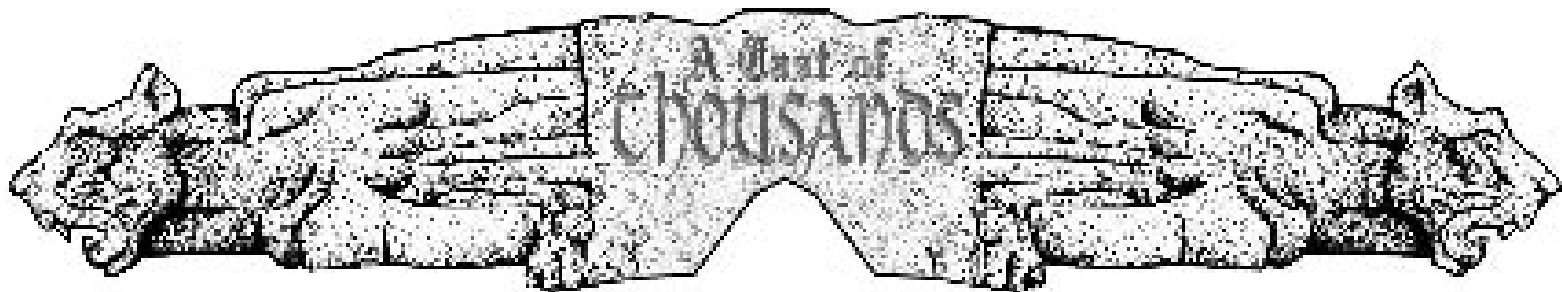
Equipment

Lute, lyre or pipes
"The Hunter"

equipment
package

Typical Lifeline

Professional-
Urban - Lowlands
– Arts



Noble

You are one of the privileged few in society who have a life of comfort and riches by virtue of your birth – the ancient and noble blood running through your veins. Ever since childhood you have never wanted for a thing – the best clothes, toys and education that money could buy were yours. You have been trained in all the nuances and subtleties of high society, as well as the art of noble combat. Yet these are troubled times, and in the past year society has been turned on its head. Many nobles have lost their land or their lives in the war with Kilmoor and you aren't going to stay in the court while others are dying to defend your way of life.

AGL skills

Combat Skill (Gallant)

Dance

Ride

PER* skills

Social*

INT skills

Cultural Sciences

Education

Language

Literary Skills

Equipment

Rapier

Foil

“Noble travelling gear” equipment package

Typical lifeline

Noble – Rural – Lowlands

Military



Outrider

You were practically born in the saddle, learning to ride almost as soon as you could walk. Perhaps you were brought up among the northerly horsemen, or on the rolling farmland of a noble in the south, but you are privileged to have had the opportunity to learn to ride for so long. Now you live for the open road and field, the sound of hooves in your ears and the wind in your hair. You are to the knight and the cavalryman what the scout is to the infantryman, riding ahead of mounted columns or conveying messages swiftly between commanders. To you, being an Outrider is not merely a profession, it's a way of life.



AGL Skills*

Combat Skill: Cavalier

Missile Weapon

Ride*

PER Skills

Animal Husbandry

Awareness

Wilderness Skills*

INT Skills

Natural Sciences

Equipment

Horse

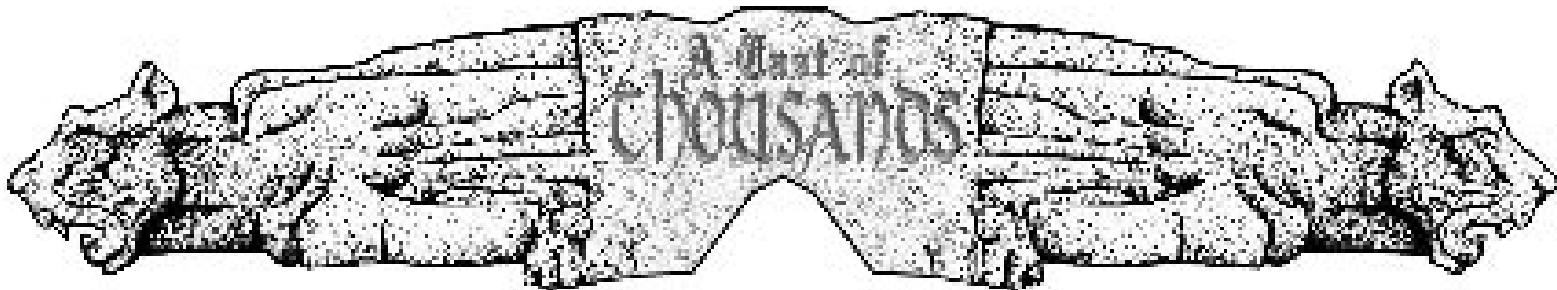
Lance

“The Hunter” equipment package

Typical lifeline

Freeman – Wilderness – Lowlands

Agriculture



Physician

How can you be expected to stay in your comfortable home and tend to the hypochondriac whining of the nobility when there are people out there who need help? How can one who has sworn the Oath be expected to sit idly by and listen to stories of the afflictions of the poor and wretched of the land? Unlike some of your contemporaries, you take your oaths to mean something. You wander the land as a veritable saint, tending to the wounds and ailments of the less well off of Corvel. So what if you are forced to leave your surgery and rub shoulders with the plague stricken. There are more than enough grateful folk willing to give you shelter and food, and warriors willing to accompany you on your mission of mercy in return for patching them up from time to time.

INT* skills

Domestic Arts
Education
Lore
Medicine*
Natural Sciences
Theoretical Sciences

PER skills

Awareness

Equipment

Bonesaw
Needle and thread
Scalpel
10 doses of Distilled Wildberry
“Basic Travelling Gear” equipment package

Typical Lifeline

Professional – Urban – Lowlands
Scholastic



Priest



Be you Rellianite or Dalahist, Jinaldan or Aelodonite, you are a servant of the gods, the intermediary between the divine and the layman, the conduit for the wishes of the almighty. Whilst others drift through life unsure of their purpose or destiny, you have felt your calling since your youth – to serve your chosen faith. Other priests take up arms and lead the faithful to war but for you the path is altogether more peaceful. Instead you wander the lands of men, preaching to all who will listen and tending to your flock. Sometimes you are forced to take up arms in the defence of the innocent, but you prefer faith to be your shield and prayer your weapon.

INT skills

Cultural Sciences
Education
Language (any)
Lore
Theoretical Sciences

Natural Sciences

WIL skills

Resist

SPIRIT*

Devotion

Signature Prayers

Undo Injury (DIFF 2, Healing Touch (N), Range Touch, WR 3 healed, short supplication two-handed motion)

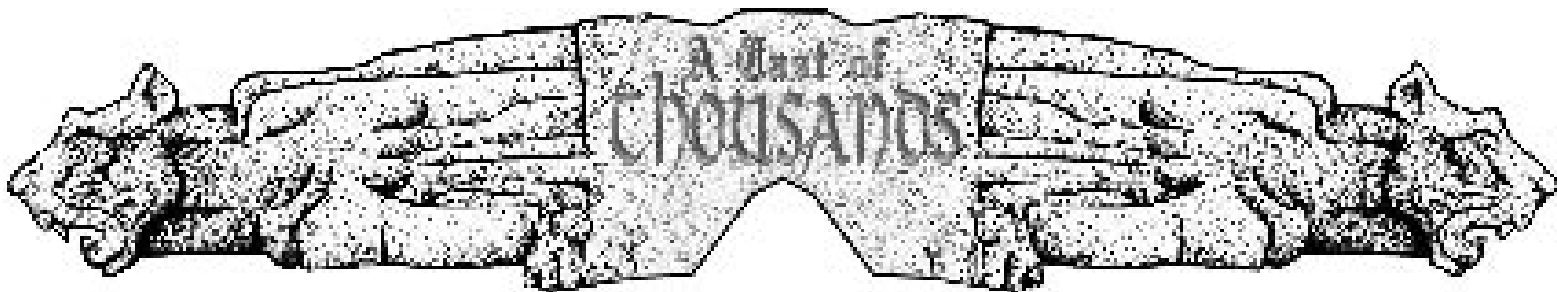
Warden (DIFF 2, Sanctuary (N), Range 10ft radius, AV4, Circle of appropriate size drawn with holy symbol (2 actions), short supplication, two-handed motion)

Equipment

Quarterstaff
“The Travelling Mage” equipment package

Typical Lifeline

Freeman – Urban – Plains
Seminary School



Scholar

For as long as you can remember, life's mysteries have fascinated you. You could read and write soon after you could walk and talk, and school quickly became boring as you learnt faster than your teachers could teach. You have spent your adult life ravenously searching out rare books and nuggets of lore and legend, fuelling your passion for research and study. But there was only so long you could remain within the confines of your library-study, and now you seek out the wonders of the world in the flesh, not simply on the page. All the while you remain on the lookout for that elusive grimoire or tome and hope to unearth the next world-shattering discovery.

PER skills
Social
INT* skills
Cultural Sciences
Education
Language (any)
Literary Skills
Lore*
Natural Sciences
Theoretical Sciences

Equipment
Quarterstaff
"Travelling mage" equipment package

Typical lifeline
Noble – Urban – Coastal
Scholastic



Scholastic Mage



Not every mage dreams of fighting for king and country, striding into battle in armour and hurling fireballs into the ranks of enemy soldiers. You believe that there is more to the Art than the crudeness of combat magic. For you, the closest you get to the horrors of war are when you read of them in journals and tomes, legend and lore. But you are no less valuable to your Kingdom, using your magic to conjure up auguries and visions of the future as easily as looking through a window, solve mysteries through spellcasting as surely as the best detective, and heal the sick and wounded as well as any priest.

INT skills
Cultural Sciences
Education
Literary Skills
Lore
Natural Sciences
Theoretical Sciences
MANA skills*
Magic Theory (Divination)*
Magic Theory (Illusory)

Signature Spells

Lore (DIFF 4, Postcognition (N), Range Touch, allows the caster to see up to five years into the past and gain information from an item, place or person, enchanted incense used as a focus, two-handed motion, short incantation, circle drawn)

Harassing Spirits (DIFF 4, Aggressive Audio(N), Duration 1 minute, Range 20yds, WR2 stun, short incantation, 2-handed motion, generic focus, 1 additional action of ritual)

Equipment
Quarterstaff
"Travelling mage" equipment package

Typical lifeline
Noble – Urban – Coastal – Scholastic



Witch

So, they say you are a witch, do they? A hedgewizard and a soothsayer? Able to mete out love potion and curse alike? Well, they say there is no smoke without fire, little fiction without truth. You are a witch, but perhaps shaman would be more appropriate. You know many things, things about other folk, about the turning of the seasons, about the land and about magic. You even know a few spells, but while the mages and priests stick to their own patch of the Fire, you prefer to mix the two together, taking what you need from both traditions. You appeal to the spirits and the gods, as well as simply appealing to the Web of Life itself, to bring you aid when you need it. And so what if someone is occasionally struck down with a cold or goes blind suddenly – you always have a cure handy, after all.

INT skills

Domestic Arts
Lore*
Medicine
Natural Sciences
Theoretical Sciences

PER skills

Wilderness Skills

WIL skills

Resist

SPIRIT

Devotion

MANA*

Folk Magic*

Arcane Theory (Divination)

Arcane Theory (Necromancy)

Equipment

Quarterstaff
5 doses of Distilled Wildberry
5 doses of Woodsong
“The Travelling Mage” equipment package

Typical Lifeline

Freeman – Rural – Lowlands Agriculture



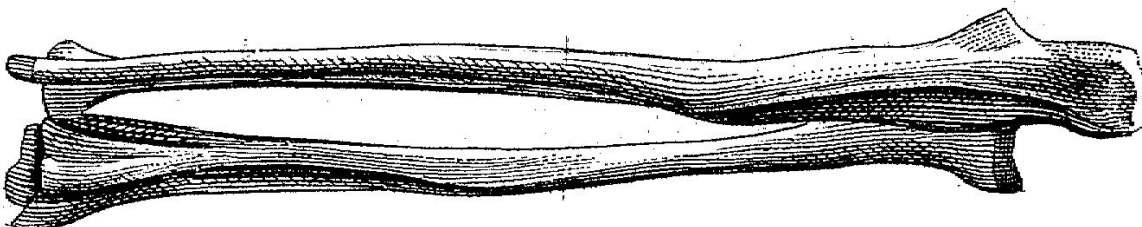
Signature Spells

Know Person (DIFF1, Read Soul (N), Range 20yds, single hand motion, single word)

Séance (DIFF2, Spirit Communion (N), Duration 1 hour, Range touch, creation and animation of clay head into which a body part is placed, short incantation, 2 extra actions of ritual)

Signature Prayer

Recuperate (DIFF3, Restorative Sleep (N), Duration 1 hour, Range Touch, WR3 healed, circle drawn around target, short supplication, two-handed motion, 3 additional actions of ritual)



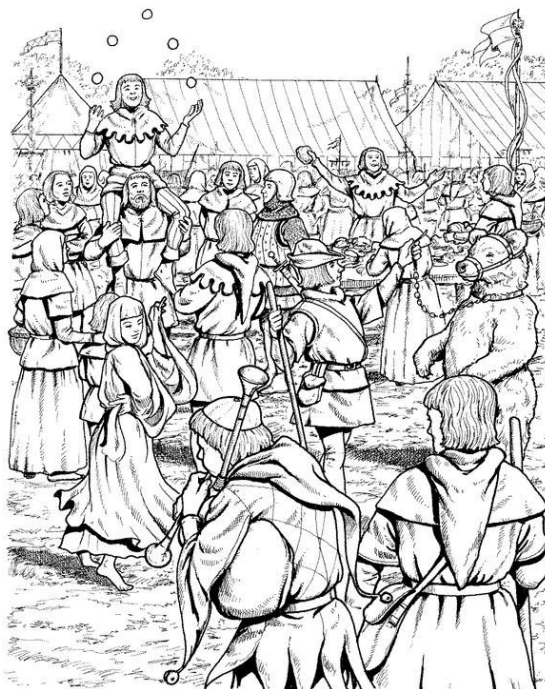


A Character for all Occasions

There are times in every GM's game when he needs to pluck the stats of an everyday Joe from out of thin air at the drop of a hat, such as when the PCs announce that they want to bargain with the cobbler, attempt to con the hedge wizard, or draw swords and fight the street urchins. Suddenly, a character who was merely stage dressing until a moment ago is now vital to the smooth running of the session.

In addition to any equipment noted as part of the profession, all NPCs are assumed to have the following: a set of clothing befitting status, dagger, money pouch containing 5d6 gold for a noble, 4d6 for a professional, 2d6 for a freeman or 1d6 for an indentured.

The NPCs presented below can be stripped out of the book and used

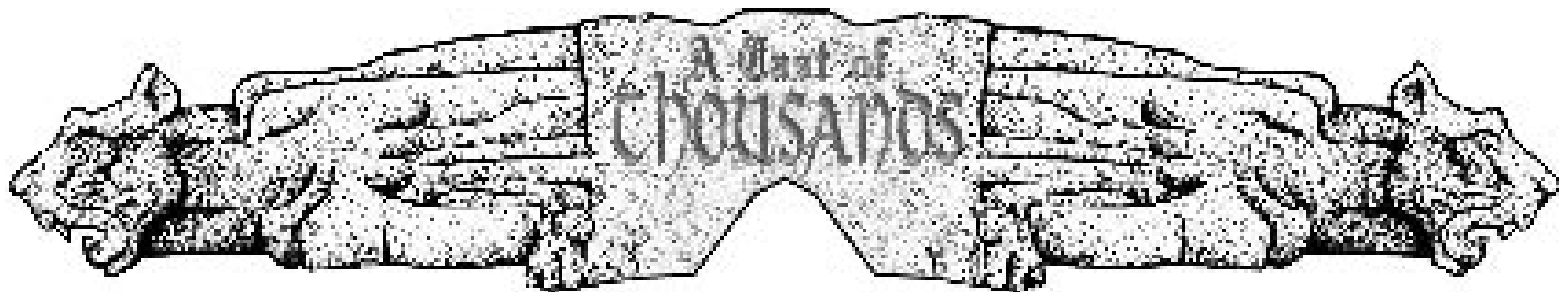


at a moment's notice. As such, the profiles comprise the bare minimum of information for each – their attribute scores; their core skills (assigned using the skill pyramid system); commonly used weapons; and magic, if appropriate. A Lifeline has not been taken into account when calculating skill ranks, and a GM is free to make use of it as appropriate. Remaining skill points (typically between 1 and 12) can be assigned to add flavour as the GM sees fit.

Out of a sense of completeness several non-playable races have been included, along with a selection of races from *Island Nations*. Not all of the following NPC types will be appropriate for use by such races, but it is left to the discretion of the Game Master, as ever.

All of the NPCs are racially non-specific, and although they have been created more or less as humans (not including the inherent +1 Resist) they can feasibly be used as-is for any race. Unless specified below, the NPC is assumed to have 5 Wounds. If you wish to tailor an NPC to a specific race, apply the following modifiers:

Dwarf	-1 AGL, +1 WIL, +1 Endurance
Earthfolk	+1 DEX, -2 STR, +1 MANA, +1 Craft, Wounds 3
Elf	-1 STR, +1 MANA, +1 Awareness,
Faerie	+2 AGL, -3 STR, +1 WIL, -1 PER, -1 INT, +2 MANA, Wounds 2, Fly
Human	+1 Resist
Orc	+1 AGL, -1 DEX, +1 STR, -1 PER, -2 MANA, +1 Save target, Wounds 6
Giant	-2 AGL, -2 DEX, +6 STR, +3 WIL, +1 PER, +3 MANA, Wounds 10, +2 Prophecy
Goblin	+1 AGL, +2 DEX, -1 STR, -1 PER, -1 INT, +1 MANA, +1 Stealth
Ogre	-2 DEX, +3 STR, -1 INT, WOUNDS 8, +1 Endurance
Troll	+1 AGL, +2 STR, -1 WIL, -2 INT, Wounds 6, +1 Weaponsmith
Aghali-ny	+2 AGL, -1 DEX, +1 STR, -1 WIL, +1 Athletics
Coriphin	-1 DEX, +1 STR, +1 PER, WOUNDS 6, +1 Stealth, Natural AV 4
Marr'ish	+3 AGL, -1 DEX, -2 STR, +1 PER, -1 INT, +1 MANA, Wounds 3, +1 Climb, +1 Swim
Mer	-1 DEX, +1 MANA, +1 Awareness
Merrow	+1 AGL, -1 DEX, +1 STR, -1 INT, +1 SPIRIT, +1 MANA, +1 Athletics
Mon'taka	+2 STR, -1 WIL, +1 PER, -2 INT, Wounds 6, +1 Strength Feat
Ordanyo	-1 AGL, -1 DEX, +1 STR, +1 WIL, , Natural AV 7 torso, AV 4 head, arms and legs
Sea Troll	+1 AGL, -1 DEX, +3 STR, -1 WIL, -1 PER, -1 INT, Wounds 6, +1 Athletics
Seeliss	+2 AGL, -2 DEX, +1 STR, -1 INT, +1 Stealth
Shal'taka	-2 DEX, +1 STR, -1 INT, +1 SPIRIT, +1 MANA, Natural AV 7



Apothecary

Professional

Used for: alchemists, chemists, herbalists, pharmacists

The apothecary is responsible for the manufacture and dispensing of chemical substances – drugs, non-magical potions, poultices and other herbal remedies. Some apothecaries work closely with physicians, fulfilling the role of a pharmacist by dispensing prescriptions for the doctor's patients. Others, most often those found in smaller towns and villages, fulfil the role of doctors themselves, dispensing not only remedies but also advice on common ailments. A pharmacist more often deals with chemicals whereas a herbalist deals with more natural preparations. An alchemist utilises much the same set of skills and training but for other chemical purposes such as the manufacture of gunpowder, explosives and poisons.

Apothecary

AGL	4	STR	3
PER	4	Endurance	1
Awareness	2	WIL	4
DEX	4	Resist	2
INT	5	SPIRIT	3
Domestic Arts	3	MANA	3
Education	3		
Lore	2		
Medicine	3		
Theoretical Sciences	2		
Natural Sciences	3	INIT	4/1
Specialisation: Chemistry	5	SAVE	3/2

Languages

Literate: Western 3

Equipment

pestle and mortar, pouches containing assorted healing compounds and drugs

Independent archers exist in Corvel, targeteers who make a living by competing in archery contests or exhibitions of skill. Those archers proficient with bows often look down on those trained merely with the use of crossbows, but it is little more than good-natured rivalry.

Archer

AGL	5	INT	3
Athletics	2	Cultural Sciences	1
Combat Skill (soldier)	2	Military Sciences	2
Missile	3	Sp: Small unit combat	4
Specialisation: Longbow	5	STR	4
Ride	2	Endurance	2
Siege Weapon	1	WIL	4
PER	4	Intimidation	1
Animal Husbandry	1	Resist	1
Awareness	1	SPIRIT	3
Command	3	Devotion	1
Gambling	1	MANA	3
DEX	4	INIT	5/3
Black Powder	1	SAVE	4/2

Languages

Illiterate: Western 0

Spells

Common Prayers: Take Care DIFF1

Equipment

whetstone, quiver containing 20 arrows, sword belt, longbow (WA0, WR3, DB 0), shortsword (WA0, WR2, DB0), half suit of hard leather (AV4 on torso/arms/head)



Bandit

Freeman

Used for: brigands, outlaws, rustlers

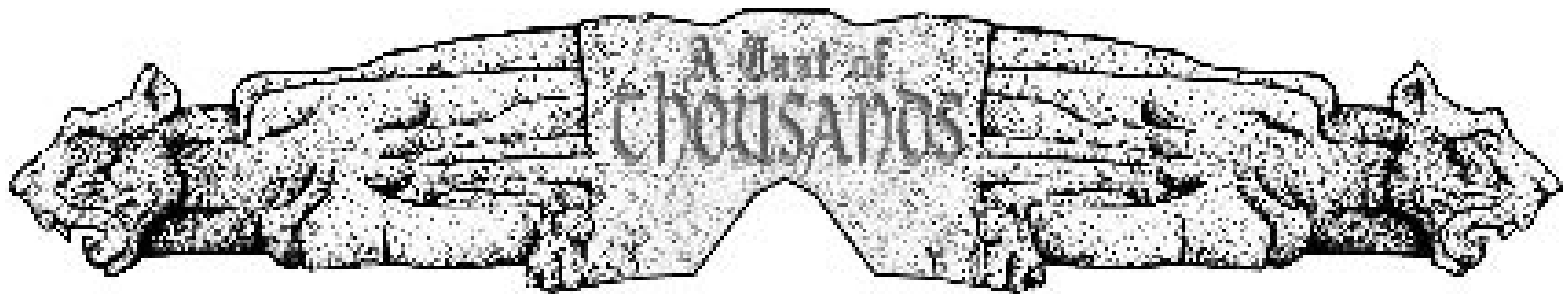
Archer

Professional

Used for: crossbowmen, skirmishers

No army in Corvel marches to war with spears and swords alone, and a good one-third of the men will be armed with missile weapons of some kind – longbows in the more rural areas and crossbows among those units drawn from the towns and cities. Units of archers are often used to defend vulnerable positions or to act as skirmishers and foray ahead of an advancing force.

A constant threat on the highways of Corvel, especially in the south where law and order have been more heavily disrupted by Kilmoorian forays, bandits are usually based in the wilderness, launching attacks on merchant caravans and travellers. Local authorities do their best to keep the roads safe, but beyond the cities and towns a traveller can walk for days without seeing another soul and it is nigh on impossible to keep watch over the entire land. In most provinces a good-sized bounty is paid for the head of a bandit.

**Bandit**

AGL	5	INT	4
Combat Skill (rogue)	3	Natural Sciences	1
Missile	3	STR	4
Specialisation: Longbow	5	Endurance	1
Stealth	2	WIL	4
PER	5	Intimidation	2
Awareness	2	Resist	1
Con	2	SPIRIT	3
Wilderness Skills	2	Devotion	1
Specialisation: Woodland	4	MANA	2
DEX	3	INIT	5/3
Thievery	1	SAVE	4/1

Languages

Illiterate: Western 0

Spells

Common Prayers: Direction DIFF 1

Equipment

whetstone, quiver containing 20 arrows, sword belt, longbow (WA0, WR3, DB 0), shortsword (WA0, WR2, DB0), half suit of hard leather (AV4 on torso/arms/head)

Barkeep

Freeman

Used for: bartenders, innkeepers

The barkeep is not only the vendor of ale, but also one of local knowledge and current rumours. A barkeep must have a limitless reserve of patience for his clientele, but also be capable of wielding a broom like a sword for when things turn nasty. In smaller settlements, the inn may well be the only lifeline with the outside world and the role of the innkeeper may become akin to that of mayor or ambassador.

Bandit

		INT	4
AGL	3	Domestic Arts	3
Melee	1	Language	1
PER	5	Lore	2
Awareness	2	STR	4
Bargain	2	Endurance	2
Con	1	WIL	4
Performing Arts	1	Resist	1
Social	3	SPIRIT	3
Streetwise	4	MANA	3
DEX	4	INIT	4/2
Play Instrument (string)	1	SAVE	4/2

... barkeep continued

Languages

Illiterate: Western 0, any other language 1

Equipment

Leather apron (AV2 on torso front only)

Beggar

Indentured

Used for: bawds

Every hub of civilisation in Corvel, no matter how small or rich or pious, has a population of beggars – exceptionally poor members of the community who have no means by which to support themselves except begging on the streets. Most beggars are homeless, although in some of the larger cities almshouses exist to provide shelter and subsistence. Many beggars try to earn a living through some form of street performance, be it playing a flute, juggling or picking the pockets of passers by. In thriving centres of trade many enterprising beggars act as bawds, showing newcomers around town ... for a price, of course.

**Beggar**

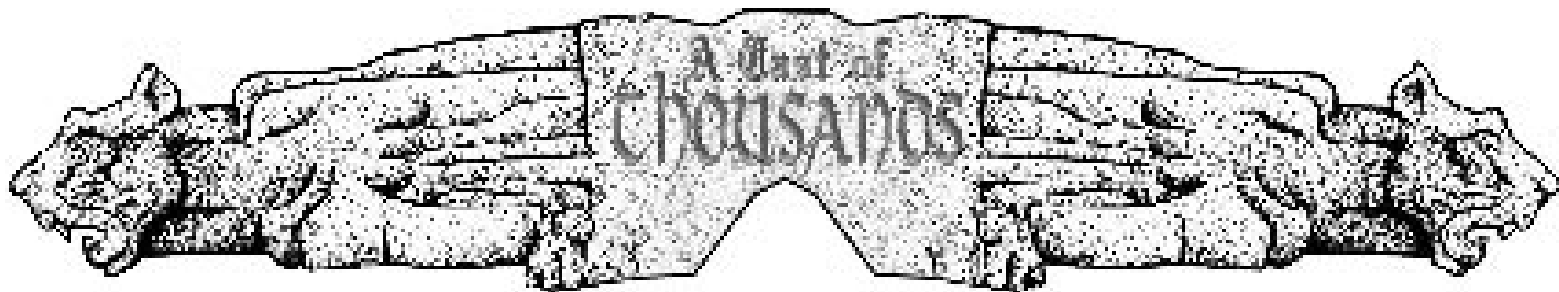
AGL	4	INT	4
Combat Skill (brawling)	2	STR	4
PER	4	Endurance	2
Awareness	1	WIL	4
Con	2	Resist	2
Gambling	2	SPIRIT	3
Performing Arts	1	MANA	3
Streetwise	4		
DEX	4		
Play Instrument (Wind)	2		
Sleight of Hand	1		
Thievery	2	INIT	4/2
Specialisation: Cutpurse	4	SAVE	4/2

Languages

Illiterate: Western 0

Equipment

beggars bowl, quarterstaff (WA+1, WR2, DB0)



Boatman

Freeman

Used for: bargemen, fishermen, waterway pilots

The many lakes and rivers of Corvel are plied daily by countless small boats, barges and skiffs carrying trade goods, merchant's wares, passengers and news from elsewhere. Although such journeys are nowhere near as hazardous as those faced by sailors on the open sea, they are no less valuable for in many areas the best contact with the next town or the nearest market is by river. Boatmen typically know their stretch of river or lake crossing like the back of their hand, and downstream where the river widens out and deepens enough for ocean going vessels to traverse, local boatmen often act as pilots and navigators.

Boatman

AGL	4	STR	4
Drive	2	Endurance	2
Sail	3	Swim	3
Specialisation: Barge	5	WIL	4
PER	4	Resist	1
Awareness	2	SPIRIT	3
Wilderness Skills	3	MANA	3
DEX	4		
Repair	2		
INT	4	INIT	4/1
Seamanship	1	SAVE	4/2

Languages

Illiterate: Western 0

Equipment

fishing rod, net

Bureaucrat

AGL	4	STR	4
PER	5	Endurance	1
Awareness	2	WIL	4
Bargain	2	Resist	2
Social	4	SPIRIT	3
DEX	4	MANA	2
INT	5		
Cultural Sciences	2		
Education	3		
Law	3		
Language	1	INIT	5/1
Literary Skills	2	SAVE	4/2

Languages

Literate: Western 3

Illiterate: any one language 1

Equipment

scroll case containing assorted rolled up parchment and paper; quill and ink

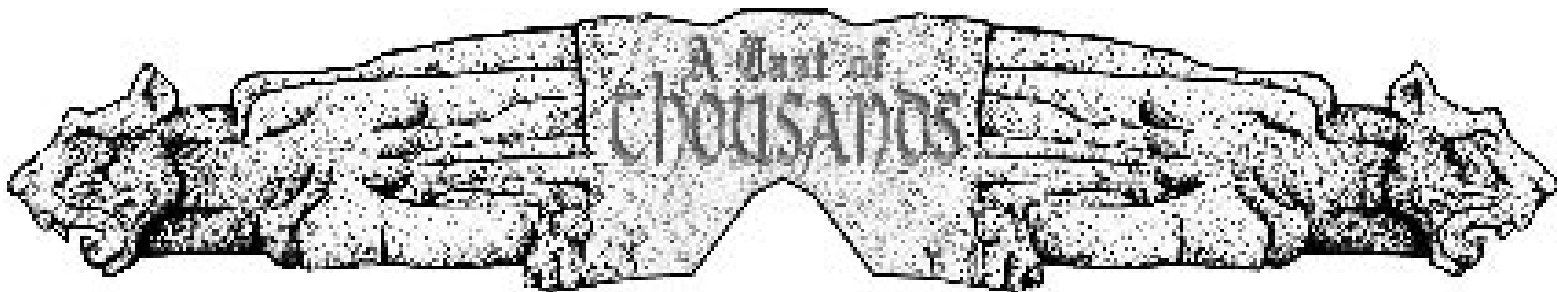


Bureaucrat

Noble

Used for: administrators, ambassadors, courtiers, diplomats, officials, statesmen, tax collectors

The "vermin of the aristocracy," said the poet Acacius Alexius (see page 6), are the bureaucrats, courtiers and officials who buzz about the nobility like so many "flies on a bloated corpse." But of course, were it not for the bureaucrats of the kingdom it is doubtful whether anything would get done at all, or so they claim. Bureaucrats can be found in any number of roles within an administration, from ambassadors to other realms, to customs officials tasked with taxing incoming trade.



Courtesan

Freeman/Indentured

Used for: prostitutes

From the lowest tavern whore to the highest courtly mistress, courtesans ply their trade throughout every strata of Corvelian society. Selling one's body is a simple living for some, degrading but necessary for a poor woman with no other skills to support herself. For others, it is a way to gain all those pleasures she longs for in life, fine clothes and jewellery, a fashionable man on her arm and influence in the court. For all though the same dangers are faced, disease, pregnancy, the threat of violent customers and the eventual loss of looks that comes with age. The lot of a prostitute can be a hard one, but for a woman with no other abilities it can often be the difference between life as a beggar and a life of comparative freedom.

Courtesan

AGL	4	INT	4
Athletics	1	Domestic Arts	2
Combat Skill (rogue)	1	Language	1
Dance	2	STR	3
PER	6	Endurance	1
Awareness	2	WIL	3
Bargain	1	Resist	2
Con	3	SPIRIT	3
Seduction	4	MANA	3
Social	3		
Streetwise	2		
DEX	4		
Sleight of Hand	1	INIT	5/2
Thievery	1	SAVE	3/2

Languages

Illiterate: Western 0, one other language 1

Craftsman

Freeman

Used for: artificers, artisans, artists, bowyers, carpenters, cobblers, fletchers, jewellers, potters, shipwrights, smiths, tanners, weavers

The glue that holds the society of Corvel together, craftsmen are those men and women who create the goods that the kingdom needs to function. From tables and chairs, to huge warships, to finely wrought jewellery for the nobility, to weapons and ammunition for the armies - there is someone out there that can make it, build it or create it.

Each craftsman tends to have a single focus, something that they do better than anyone who is not also a member of their profession, be it the humble village blacksmith or the chief shipwright to the King himself. Without these skilled individuals nothing could be done and craftsmen tend to be well aware of that, often being arrogant and demanding within the sphere of their influence.

Craftsman

AGL	3	STR	4
PER	5	Endurance	2
Awareness	2	WIL	4
Bargain	2	Resist	2
Diagnostics	3	SPIRIT	2
DEX	5	MANA	2
Craft (any one focus)	4		
Repair	3		
INT	4		
Domestic Arts	2	INIT	4/2
Education	1	SAVE	4/2

Languages

Literate: Western

Equipment

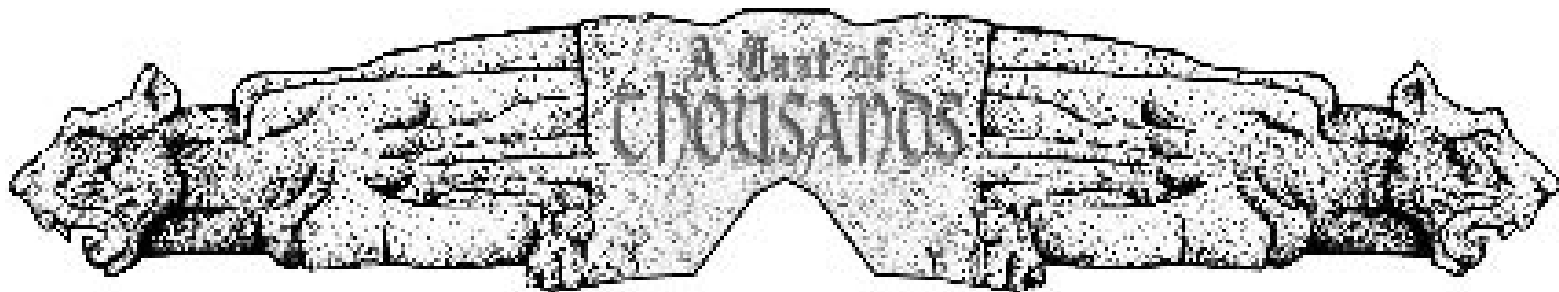
artisan's tools, leather apron (AV2 on torso/legs front only)

Domestic Servant

Indentured

Used for: barmaids, kitchen workers, slaves, stable boys, waiters

These men and women are a ubiquitous presence around the rich and wealthy. Mostly unseen by their employers, they perform often-thankless tasks for a meagre reward and frequently work in poor conditions. Still it is a wise man that keeps an eye and ear on the comings and goings of servants for as a group they probably hear more of the secrets and intrigues of the court, wealthy merchants and tradesmen than any other. As such, it is not uncommon to find a servant in the pay of a rival, enemy, or even friend of his or her employer and many make a good second wage in this fashion.



Domestic Servant

AGL	4	INT	4
Drive	2	Domestic Arts	4
PER	4	STR	4
Animal Husbandry	1	Endurance	3
Awareness	1	WIL	4
Bargain	2	Resist	2
Gambling	2	SPIRIT	2
DEX	4	MANA	2
Craft (any focus)	3	INIT	4/1
Play Instrument	2	SAVE	4/3

Note: stable boys should swap their Domestic Arts and Animal Husbandry scores

Languages

Illiterate: Western 0

Driver

Freeman

Used for: animal handlers, coachmen, drovers, muleskinners, teamsters

Driver

AGL	5	INT	4
Drive	3	Domestic Arts	1
Specialisation: Wagon	5	Natural Sciences	2
Melee	2	STR	4
Ride	2	Endurance	1
PER	5	WIL	3
Animal Husbandry	3	Resist	1
Awareness	1	SPIRIT	3
Diagnostics	1	Devotion	1
Streetwise	2	MANA	3
Wilderness Skills	3		
DEX	4	INIT	5/2
Repair	1	SAVE	4/1

Languages

Illiterate: Western 0

Spells

Common Prayers: Direction DIFF 1

Equipment

bullwhip (WA+2, WR1, DB-3)

Where rivers do not flow, roads must be used to transport goods and people from place to place. When this is necessary, as it so often is in the inner reaches of the kingdom, carts drawn by oxen are the usual method of transport. Those men skilled in the handling and driving of such beasts earn a solid wage going from place to place with the goods of craftsmen and merchants at their backs. More recently emerged are the men and women who have skill with the new horses that have begun appearing across Corvel, with ownership limited to the very wealthy elite, those who can handle the beasts are in high demand by the nobility.

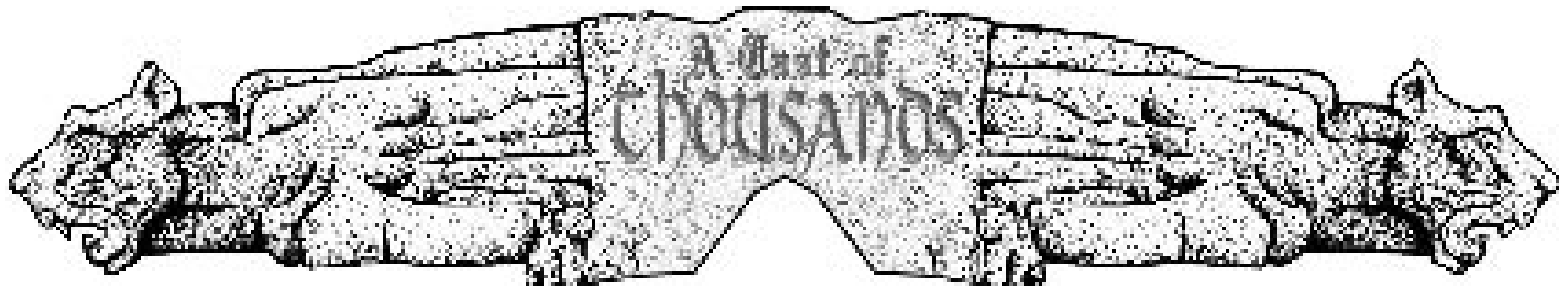


Engineer

Professional

Used for: architects, masons, sappers, siege engineers

With the growing knowledge of mathematics and the advent of black powder as used in weapons, the skills of engineers are more in demand than ever. From the wealthy noble wishing his new mansion designed to the height of current fashion to the border lord wishing the most defensible keep possible, architects and stonemasons are increasingly consulted and those able to garner the best contracts are very well paid. Of course there is a flip side to this creation, the sappers and siege engineers are likewise in high demand. Weapons of huge destructive potential designed to destroy the fortresses of an enemy, and new explosive devices aimed at undermining the fortifications of a foe, are highly sought after in this age of increasingly modern warfare and a professional engineer is the one to provide them.



Engineer			
AGL	4	STR	4
Siege Weapon	2	Endurance	1
PER	4	WIL	3
Awareness	2	Resist	2
Diagnostics	4	SPIRIT	2
DEX	5	MANA	3
Craft	2		
Repair	3		
INT	5		
Education	2		
Language	1		
Theoretical Sciences	2	INIT	4/1
Sp: Mathematics	4	SAVE	4/2
Languages			
Literate: Western 2			
Illiterate: Ancient 1			
Equipment			
assorted mathematical charts and tables, rulers and so on			

Entertainer			
AGL	4	INT	4
Athletics	1	Cultural Sciences	2
Combat Skill (Rogue)	1	Domestic Arts	1
Dance	2	Education	1
PER	5	Language	1
Awareness	1	Literary Skills	2
Con	1	Lore	3
Performing Arts	4	STR	3
Seduction	1	Endurance	1
Social	2	WIL	4
Streetwise	1	Resist	2
DEX	5	SPIRIT	2
Play Instrument	3	MANA	3
		INIT	5/1
		SAVE	4/2
Languages			
Literate: Western 1			
Illiterate: any other language 1			
Equipment			
brightly coloured clothes, musical instrument, scroll case containing assorted rolled up parchment and paper, quill and ink, short sword (WA0, WR2, DB0)			

Entertainer

Freeman

Used for: acrobats, actors, bards, minstrels, musicians, singers, troubadours

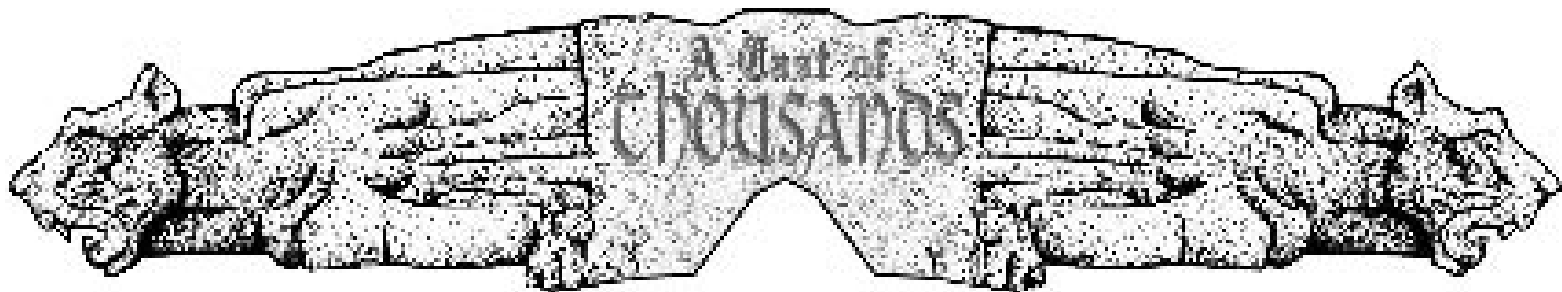
Wherever there are sentient races there will be call for entertainers. These folk are the ones who make the bad days go away, allow you to be swept up in the moment of their performance, to forget about your cares and the harshness of the world for a few scant hours. That or they provide an excellent method of disposing of your rotten fruit and vegetables. There are many skilled entertainers in Corvel, some make their living in the finest way as bards to the nobles, while others entertain the wealthy merchants at parties. Some wander the roads of the kingdom searching for adventure and fun and plying their trade wherever they end up, both in troupes and alone; and some are simply local villagers who perform at the village tavern every night for some extra coin and a free meal. All tend to share one thing in common, a love for their art and a brash self-confidence in their talent, warranted or not.

Farmer

Freeman

Used for: any rural commoners, herders

The backbone of Corvel, farmers are the people who keep the kingdom running even if they are not well paid for it. Without the food grown and raised by the farmers Corvel could not survive - for is it not written 'any population is little more than three meals away from revolution,' or at least so the scholars will tell you. The farmers themselves would probably just shrug and get on with their work for they tend to be hardy folk with a sense of responsibility for their farm and pride in its success. The same family will have run most farms in the kingdom for generations and so such feelings run deep and strong in most of the rural commoners.



Farmer

AGL	4	STR	4
Drive	2	Endurance	1
Missile	2	Strength Feat	1
PER	4	WIL	4
Animal Husbandry	3	Resist	2
Specialisation: Cattle	5	SPIRIT	3
Awareness	1	Devotion	2
Wilderness Skills	1	MANA	3
DEX	4		
Craft (any focus)	2		
Repair	1		
INT	4		
Domestic Arts	3	INIT	4/2
Natural Sciences	1	SAVE	4/2

Languages

Illiterate: Western 0

Spells

Common Prayers – Forecast 1

Equipment

ox cart and 2 oxen, pitchfork (WA0, WR2, DB+2), shortbow (WA0, WR3, DB0)

... Farmer continued

Languages

Illiterate: Western 0

Equipment

club (WA-1, WR2, DB0; declare either stun or wound), studded leather armour and cap (AV3 on torso/head)

Hunter

Freeman

Used for: gamekeepers, guides, poachers, scouts, trackers, trappers

Away from the cities and towns, large tracts of the kingdom of Corvel are little more than wilderness, lands roamed by opportunistic bandits, or where the feral elf tribes and the brownie clans hold court. In these wilds the civilised peoples are often lost and confused yet there are some who call these lands their home. These are the hunters, the trappers, the poachers and the scouts. Supremely confident in the wild lands, these men and women are often awkward when they are forced to venture into cities. Still their services are highly sought after as, much as the nobles and merchants may wish to avoid it, it is a rare journey across land that does not require the skills of ones of these individuals.

Guard

Freeman

Used for: bodyguards, bouncers, sentries, watchmen

Wherever you go in Corvel you will find guards. These men and women tend to be tough, strong and adept at the finer points of brawling and fighting. Whether working for the meanest innkeeper or highest born noble they will usually have a few things in common. Scars and broken noses abound, as does a fierce love of fighting and a sense of personal power over those weaker than themselves. Bouncers and hired toughs tend to be the most simplistic, but even the best dressed palace guard is often little more than a ruffian at heart.

Guard		STR	5
		Endurance	1
AGL	4	Strength Feat	1
Combat Skill (brawl)	4	WIL	4
Combat Skill (rogue)	3	Interrogation	2
PER	4	Intimidation	3
Awareness	2	Resist	2
Gambling	2	SPIRIT	3
Streetwise	2	MANA	3
DEX	4	INIT	4/3
INT	3	SAVE	5/2

Hunter

AGL	4	STR	4
Athletics	2	Climb	1
Missile	3	Endurance	1
Stealth	3	WIL	3
PER	5	Resist	1
Animal Husbandry	2	SPIRIT	3
Awareness	2	Devotion	1
Wilderness Skills	3	MANA	3
Specialisation: Woodland	5	Folk Magic	1
DEX	4		
INT	4	INIT	5/3
Natural Sciences	2	SAVE	4/2

Languages

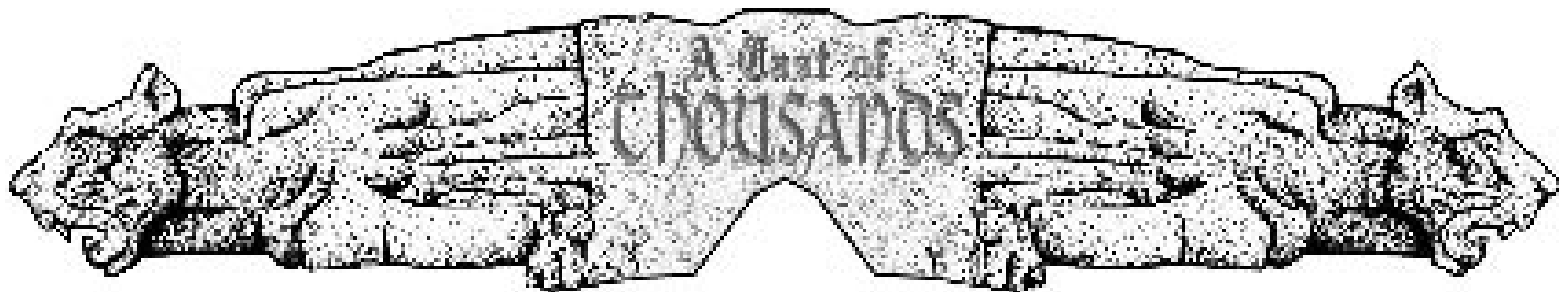
Illiterate: Western 0

Spells

Common Prayer: Direction 1;
Folk Magic: Animal Speak 1

Equipment

quiver containing 15 arrows, longbow (WA0, WR3, DB 0), shortsword (WA0, WR2, DB0), half suit of soft leather (AV2 on torso/arms/head)



Jailer

Freeman

Used for: interrogators, prison wardens, torturers

Tough and hard minded, these are the men and women who deal with the criminals of Corvel. Often cruel and vindictive they will get a confession by whatever means possible if they believe a felon to be guilty of the crime of which he is accused - or sometimes even if they do not. Many wardens are honest men doing honest work for honest pay for what they see as the benefit of the community and do not resort to torture in their interrogations nor beating their prisoners in their cells. Unfortunately, many are mere thugs with a sharper mind than the average, a strong constitution and a love of pain.

Jailer

AGL	4	STR	4
Combat Skill (brawling)	3	Endurance	2
Combat Skill (rogue)	2	Strength Feat	1
Melee	1	WIL	5
PER	4	Interrogation	4
Awareness	2	Intimidation	3
Gambling	2	Resist	2
DEX	4	SPIRIT	3
INT	3	MANA	3
		INIT	4/3
		SAVE	5/2

Languages

Illiterate: Western 0

Equipment

branding irons, hand and leg manacles, large bunch of keys, thumb screws, club (WA-1, WR2, DB0; declare either stun or wound), studded leather armour and cap (AV3 on torso/head)

Labourer

Indentured

Used for: any urban commoners, dockers, miners, thugs, stevedores

In any city or large town, the majority of the population will not be made up by those individuals that stand out, such as the craftsmen and nobles, entertainers and merchants. Rather, it will be comprised of common workers, such as the labourers in the docks and warehouses, workers whose day is comprised of lifting and carrying for next to no money. The lowest strata of society

ranking only slightly above beggars and slaves these men and women are all but ignored by the rest, useful for their muscle and willingness to work for very little each week. Of course, many of these men and women are intelligent, articulate individuals, but by accident of birth or financial mismanagement they will never be able to fulfil their potential. Often depressed and bitter with their lot many turn to drink, drugs and gambling to forget the drudgery of their daily lives.



Labourer

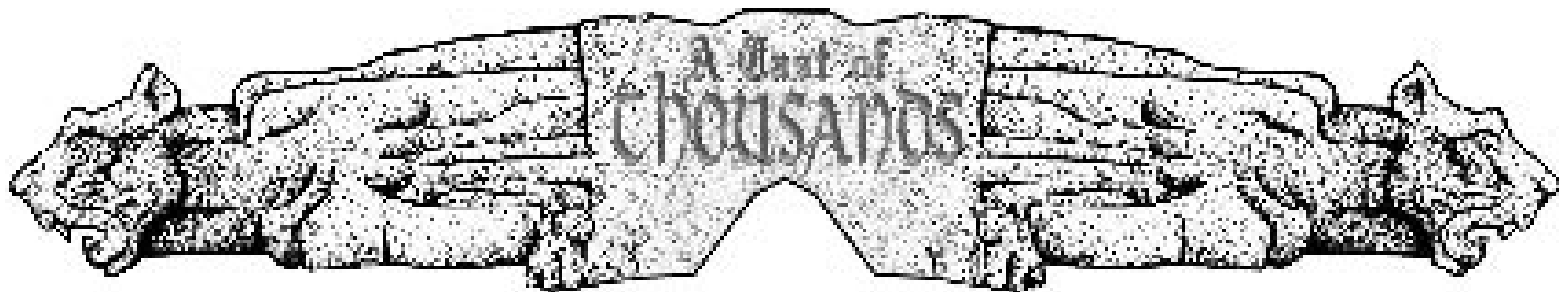
AGL	4	STR	4
Combat Skill (brawling)	3	Climb	1
Drive	2	Endurance	3
Melee	2	Strength Feat	4
PER	4	WIL	4
Awareness	2	Intimidation	2
Bargain	1	Resist	2
Gambling	1	SPIRIT	3
Streetwise	1	MANA	3
DEX	4		
Craft	2		
Repair	1		
INT	4	INIT	4/3
Domestic Arts	1	SAVE	4/3

Languages

Illiterate: Western 0

Equipment

leather jerkin (AV2 on torso)



Lawyer

Professional

Used for: arbiters, judges, magistrates

An Ode to Lawyers, by Lydia Holaf

*Feather and paper, velum and quill,
Who in this world always makes me ill?
No not the bandits, they don't do it for me,
So who oh who in this land can it be?
Why, 'tis lawyers you see!*

Written slightly before her recent disappearance, this piece illustrates the commonly held view of lawyers rather well. It is also, unfortunately, based largely in fact as most members of the legal profession are swayed more by whoever is currently in power in their region than by a sense of fair-play or justice. Nonetheless, such professionals are seen as necessary for the dealing out of justice to the criminal element of Corvel when they are caught and are unlikely to be done away with any time soon.

Knight

Noble

Used for: freelances, knight errants, questing nobles, squires, templars

The hero of every child's favourite legends and stories, the knight in shining armour is a little seen sight in such troubled times. Many of those that are seen are little more than nobles with a suit of armour and a sword. The true knight, however, is an honour-bound servant of good, dedicated to slaying beasts, defending the innocent and upholding law and justice throughout the land. Some knights owe loyalty to the gods and fight as holy warriors and templars, others for king and country, but all devote their lives to the Code.



Lawyer

		STR	3
AGL	3	Endurance	1
PER	5	WIL	4
Awareness	2	Interrogation	3
Bargain	1	Intimidation	1
Con	2	Resist	2
Performing Arts	3	SPIRIT	4
DEX	4	MANA	2
INT	5		
Education	2		
Law	3		
Sp: Criminal Law	5	INIT	4/1
Language	1	SAVE	4/2
Literary Skills	2		

Languages

Literate: Western 2
Illiterate: any one 1

Equipment

scroll case containing assorted rolled up parchment and paper; quill and ink

Knight

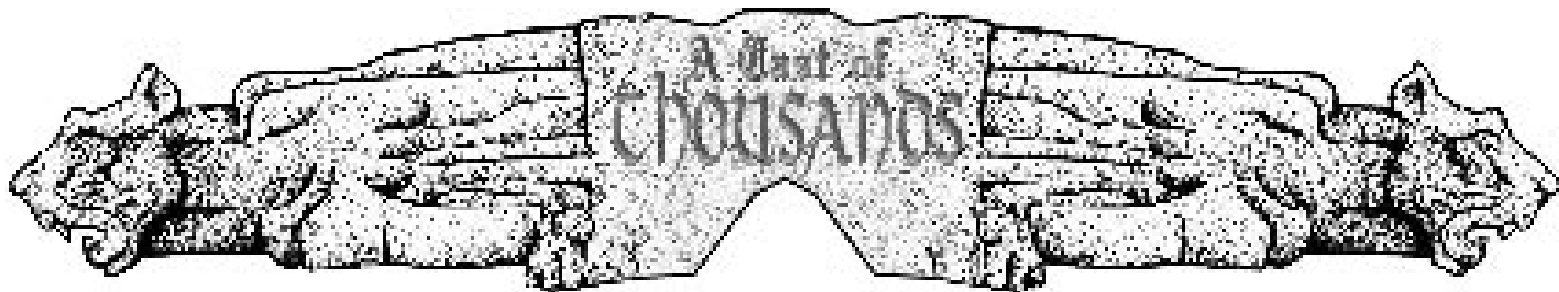
AGL	5	STR	4
Combat Skill (cavalier)	4	Endurance	2
Ride	2	WIL	4
Specialisation: Horse	4	Intimidation	2
PER	5	Resist	2
Awareness	1	SPIRIT	3
Command	2	MANA	2
DEX	3		
Repair	2		
INT	4		
Education	1	INIT	5/3
Military Sciences	3	SAVE	4/2

Languages

Literate: Western 1

Equipment

full suit plate mail (AV8: all locations), long sword (WA+1, WR3, DB0), lance (WA-1, WR5, DB0), medium-sized steel shield, war-horse



Martial Artist

Freeman/Professional

Used for: athletes, monks, professional brawlers, wrestlers

While many do not feel comfortable fighting without a length of steel or wood in their hands, there are those who shun the use of weapons in favour of their own natural armaments. There are many long-standing traditions of unarmed combat throughout Corvel, and although their practice is not commonplace there are many devotees of Tothahar, Senvatta or Dalahar. To some it is an art form rather than a tool of fighting, while others just like to swing their fists and to feel the crack of bone.

Martial Artist

AGL	5	STR	5
Athletics	2	Climb	1
Sp: Acrobatics	4	Endurance	3
Combat Skill (any unarmed)	4	Strength Feat	2
PER	4	WIL	4
Awareness	1	Intimidation	1
Performing Arts	2	Resist	2
DEX	3	SPIRIT	3
INT	4	MANA	3
Lore	2	INIT	5/3
Theoretical Sciences	2	SAVE	5/3

Languages

Illiterate: Western

Merchant

AGL	3	STR	4
PER	5	Endurance	1
Awareness	1	WIL	4
Bargain	4	Resist	1
Con	2	SPIRIT	3
Social	3	MANA	3
Streetwise	1		
DEX	4		
Craft (any one focus)	2		
INT	4		
Education	2		
Law	2		
Specialisation: Trade	4		
Language	2	INIT	4/1
Literary Skills	1	SAVE	4/1

Languages

Literate: Western 2, any other language 2

Equipment

market stall, shop or warehouse depending on success of merchant, assorted wares



Merchant

Freeman/Professional

Used for: peddlers, shopkeepers, traders

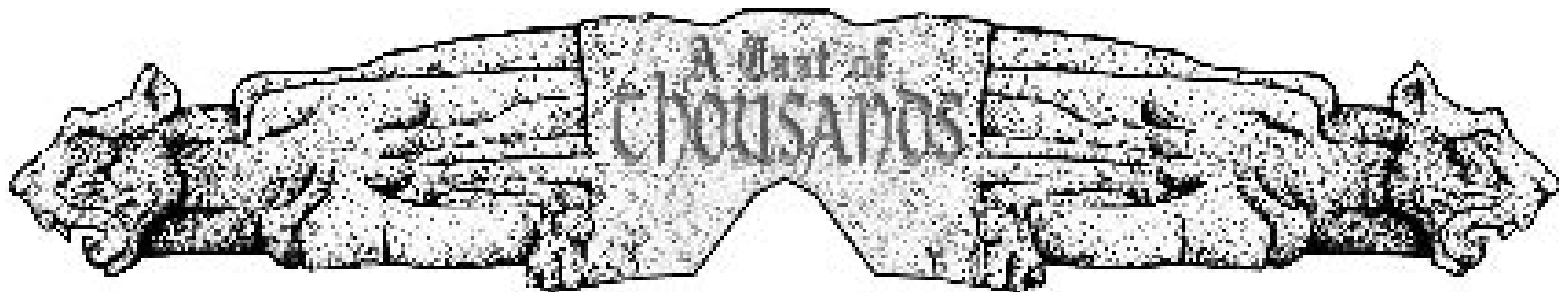
There is little in Corvel that cannot be bought for the right price, and if someone wishes to pay coin for a commodity, then within a few yards there will be someone willing to take it off them. From the lowliest trader to the wealthiest merchant, all are in the business of supply and demand. If there is a market for something, then someone, somewhere will be waiting to make the sale. In many of the larger cities there are large merchant houses – dynasties of wealthy merchants who guard their territory vociferously. The upheaval in Corvel has caused all manner of upset to trade routes, but has opened up that greatest market force of all – war!

Messenger

Freeman/Indentured

Used for: couriers, heralds, runners

There is a tidy, if meagre, profit to be made for a messenger on the streets of the cities of Corvel. Whether a street urchin who has found the ideal way to make some coin, or a professional courier for a merchant or noble, young men and women zip around the alleyways and roads with missives in hand every hour of the day and night. Most are proud of their little trade and do not allow the message to fall into the hands of any other than the designated recipient, although this tends to be more out of fear of losing trade than of loyalty to their current employer. In Corvel, a runner is often the fastest, most efficient way of getting a letter to someone, so they are well utilised and generally well respected when doing their jobs.



Messenger

AGL	5	INT	4
Athletics	3	Education	2
Specialisation: Running	5	Language	2
Drive	1	Language	1
Ride	1	Literary Skills	3
PER	4	STR	4
Awareness	1	Endurance	1
Social	1	WIL	3
Streetwise	3	Resist	1
Wilderness Skills	2	SPIRIT	3
DEX	4	Devotion	1
		MANA	3
		INIT	5/1
		SAVE	4/1

Languages

Literate: Western 2, any one language 2

Illiterate: any one language 1

Spells

Common Prayers: Direction DIFF 1

Equipment

leather courier satchel

Musketeer

AGL	5	INT	3
Athletics	2	Cultural Sciences	1
Combat Skill (soldier)	2	Military Sciences	2
Missile	1	Sp: Small unit combat	4
Ride	2	STR	4
Siege Weapon	1	Endurance	2
PER	4	WIL	4
Animal Husbandry	1	Intimidation	1
Awareness	1	Resist	1
Command	3	SPIRIT	3
Gambling	1	Devotion	1
DEX	4	MANA	3
Black Powder	4	INIT	5/3
		SAVE	4/2

Languages

Illiterate: Western 0

Spells

Common Prayers: Take Care 1

Equipment

ammunition pouch containing 15 metal roundshots, whetstone, powder horn containing 15 charges of blackpowder, sword belt, flintlock musket (WA-1, WR4, DB+1) or brace of flintlock pistols (WA-1, WR4, DB0), shortsword (WA0, WR2, DB0), half suit of cuir boulli (AV4 on torso/arms/head)

Musketeer

Professional

Used for: field cannon crews, pistoliers, riflemen

A new sight in the King's Army, the gun-toting musketeers are newly trained and armed with the latest in flintlock blackpowder technology, able to launch thunderous salvos of metal at their foes from across the battlefield. Gone are the days when the musketeers were more of a danger to themselves than their enemies, although make no mistake, it's still best not to stand too close to a musketeer, just in case. Only the wealthiest lord can afford larger blackpowder weapons such as cannon or mortar, but skilled operators are in high demand and the pay easily outweighs the danger blackpowder poses.

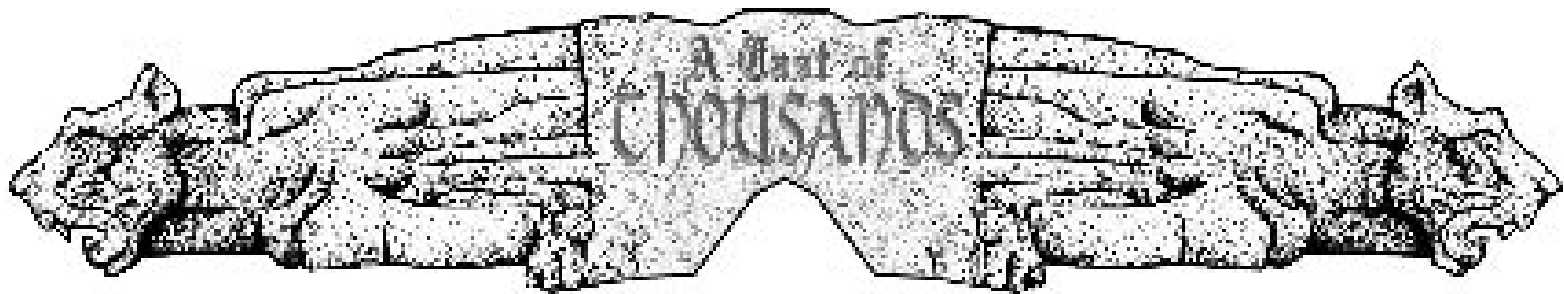
Noble

Noble

Used for: aristocrats, gallants, ladies-in-waiting

*Never ask a noble what he does all day.
Simply accept the fact that he is far wealthier,
With far more style and finesse,
And is oh so much more important,.
Just don't ask what he does all day ...*

Anonymous



Physician

Professional

Used for: doctors, healers, midwives, nurses, surgeons



From the cradle to the grave, the physician will be by your side, if you can afford their charges, of course. Medicine is still very much a developing science, its growth restricted for far too long under the influence of the major faiths of the world – much of the clergy still hold the belief that healing is a miracle of the gods, not of men. But scientific thought is gaining ground and it would seem that there is room for the humble doctor in the world after all. Among the wealthy, the talents of the finest surgeons and doctors are at their beck and call to keep them as healthy as they can afford. In smaller settlements the nurse or the midwife may be the only medical provision available, and even she may be little more than the local wise woman.

Physician

AGL	4	STR	3
PER	4	Endurance	1
Awareness	2	WIL	4
DEX	4	Resist	2
INT	6	SPIRIT	3
Cultural Sciences	2	MANA	3
Education	3		
Language	1		
Lore	2		
Medicine	3		
Sp: either surgery or racial specific	5		
Theoretical Sciences	2		
Natural Sciences	2	INIT	4/2
Specialisation: Biology	4	SAVE	4/2

Languages

Literate: Western 3

Illiterate: any other language 1

Equipment

doctor's bag containing assorted healing compounds, knives, needles and syringes

Noble

AGL	4	INT	4
Athletics	1	Cultural Sciences	3
Combat Skill (gallant)	2	Education	3
Dance	2	Language	1
Ride	2	Language	1
PER	5	Literary Skills	1
Awareness	1	Theoretical Sciences	1
Command	2	STR	3
Social	4	Endurance	1
DEX	4	WIL	4
Black Powder	1	Intimidation	1
Play Instrument	1	Resist	2
		SPIRIT	3
		MANA	3
		INIT	4/2
		SAVE	4/2

Languages

Literate: Western 3

Illiterate: any two other languages 1

Equipment

ammunition pouch containing 10 metal roundshots, powder horn containing 10 charges of blackpowder, duelling pistols (WA-1, WR4, DB0), horse, rapier (WA+3, WR2, DB0)





Pilot

Professional

Used for: explorers, navigators, ships captains

Many of the waterways and coasts of Corvel have hidden dangers to passing vessels – strong currents, submerged sandbars and concealed reefs are all too easy for an inexperienced captain to fall prey to. In areas where such hazards exist and at the entrance to many harbours, experienced local pilots hire their knowledge and skills out to passing ships, coming aboard and steering a course past the danger before leaping onto a ship heading back the other way. The dangers faced on the open sea are no less, and only a foolhardy captain would depart without a navigator and his charts who is skilled in plotting a safe route and avoiding any unnecessary dangers.

Preacher

Freeman

Used for: demagogues, doomsayers, missionaries

Everybody has something to say, its just that some people have more to say than others. Or are just louder. The preacher is to the priest what the soothsayer is to the mage – halfway between the layman and the clergy. Many preachers are genuinely pious and eager to drum up support for their chosen faith, some even commanding loyal congregations of their own. Others simply enjoy gathering a crowd around them who hang on their every word, others still just enjoy standing about and shouting. The best preachers can be kingmakers, the worst little more than a nuisance.

Pilot

AGL	4	STR	4
Sail	2	Climb	2
Sp: Galley or Caravel	4	Endurance	1
PER	5	Swim	2
Awareness	2	WIL	3
Diagnostics	1	Resist	1
Wilderness Skills	2	SPIRIT	3
Specialisation: Sea	4	Devotion	1
DEX	3	MANA	3
Black Powder	1		
Repair	2		
INT	5		
Education	1		
Natural Sciences	1	INIT	5/1
Seamanship	4	SAVE	4/1

Note: the captain of a ship should swap their Repair or Sail and Command scores

Languages

Literate: Western 1

Spells

Common Prayers: Direction 1, Forecast 1

Equipment

assorted charts, compass, sextant

Preacher

AGL	3	STR	3
PER	4	Endurance	1
Awareness	1	WIL	4
Command	2	Intimidation	2
Con	2	Resist	2
Performing Arts	3	SPIRIT	5
Sp: Public Speaking	5	Devotion	3
Streetwise	1	MANA	3
DEX	4		
INT	4		
Cultural Sciences	1		
Language	1		
Lore	2		
Sp: Prophecy	4	INIT	4/1
Theoretical Sciences	2	SAVE	4/2

Languages

Illiterate: Western 0, any other language 1

Spells

Common Prayers – Forecast DIFF 1, Luck 1, Purify Water 1

Priest

Any status

Used for: battle chaplains, faith healers

The Church of Rellian is the dominant faith in Corvel by a long way, and its priests are never far from sight. Most settlements have at least a shrine or small Church to Rellian or one of his saints and in larger centres ever more extravagant churches and cathedrals dominate the skyline. Rellian is a faith of mercy, tolerance, and compassion - His priests are pillars of wisdom and good in a community, willing to help any who come to them.



Of course, the King's Army needs its faith leaders too and is always accompanied on campaign with formidable battle chaplains who lead the soldiers not only in prayer, but also in battle.

Priest

AGL	4	STR	3
Combat Skill (Soldier)	2	Endurance	1
PER	4	WIL	4
Awareness	1	Intimidation	1
Command	2	Resist	2
Social	1	SPIRIT	6
DEX	3	Devotion	4
INT	4	MANA	2
Cultural Sciences	2		
Education	1		
Language	1		
Language	1		
Lore	2		
Specialisation: Divine	4		
Natural Sciences	2	INIT	4/2
Theoretical Sciences	3	SAVE	4/2
Note: battle chaplains should swap their Lore and Combat Skill scores			

Languages

Literate: Western 1

Illiterate: Ancient 1, any other language 1

Spells

Common Prayers – Take Care DIFF1, Luck 1

Prayers – Divine Force 2, Healing Touch 2, Sanctuary 2

Equipment

Ceremonial mace (WA0, WR3, DB0), clerical vestments (AV1 on arms, torso and legs), holy symbol of appropriate deity

Sailor

Freeman

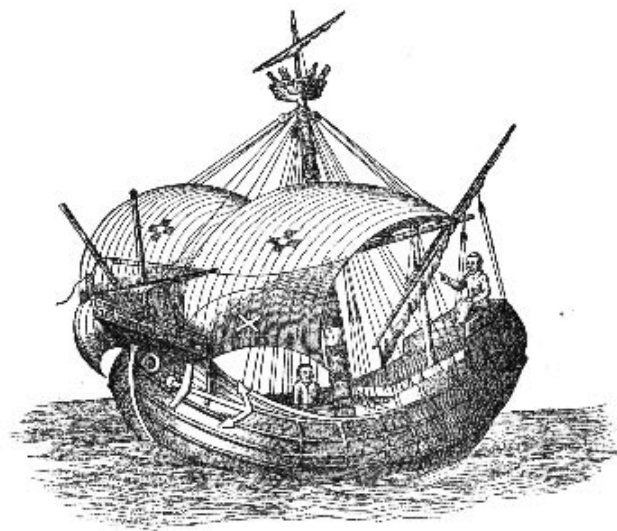
Used for: corsairs, marines, seamen, pirates

"O! To be a sailor, to sail the sea! That is the life for me!"

sea shanty chorus

Despite its huge landmass, Corvel has always been a kingdom with a proud maritime tradition. Its many ports are cosmopolitan centres, where travellers from as far afield as the Eastern Empires and the Island Nations rub shoulders, and exotic goods exchange hands for unusual coin. The life of a sailor is not for the weak

of mind, body or spirit, for life aboard a ship is hard work. The cost can be great, for nowhere is the weather as extreme as out on the ocean waves, and dangers abound - from pirates to sea monsters. But the rewards are likewise great – a life of freedom and adventure as well as the prospect of riches for a particularly successful trade run. But, with the rise of Kilmoor, the seas are an even more dangerous place – once friendly ports now fly the flag of the dragon and the Royal Navy is not as ever present as many would like to think. Piracy is on the increase and many ships refuse to sail without a compliment of marines – soldiers trained to fight on the rolling deck of a sailing ship.



Sailor

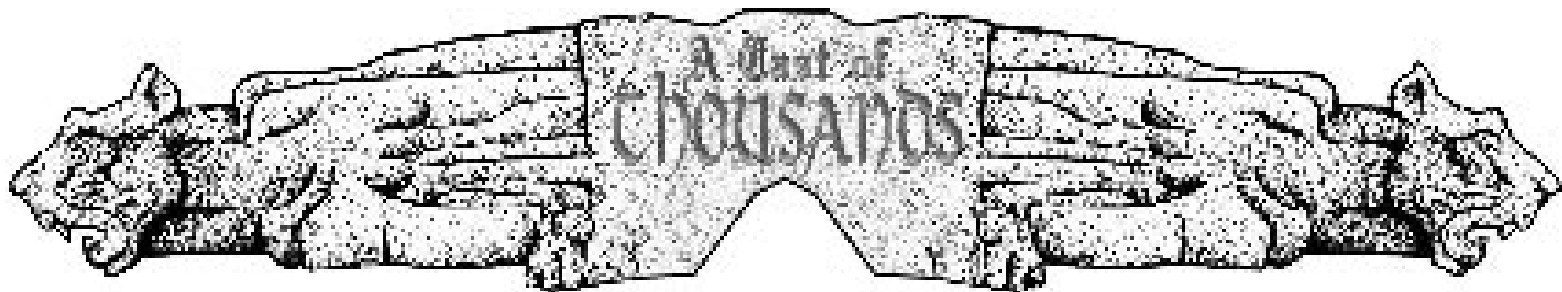
AGL	5	INT	4
Combat Skill (swashbuckler)	3	Lore	2
Missile	1	Natural Sciences	1
Sail	4	Seamanship	3
PER	5	STR	4
Awareness	2	Climb	2
Con	1	Endurance	1
Wilderness Skills	1	WIL	3
DEX	4	Intimidation	1
Black Powder	2	Resist	1
Craft (needlework)	1	SPIRIT	3
Play Instrument (wind)	1	MANA	3
Repair	1	INIT	5/3
		SAVE	4/1

Languages

Illiterate: Western 0

Equipment

cutlass (WA+1, WR2, DB0), ringmail shirt (AV5 on torso), small metal shield



Scholar

Noble/Professional

Used for: librarians, philosophers, sages, savants, scientists, teachers

Perhaps not the most essential of professions, the scholar nonetheless remains a respected vocation. The academic halls of Corvel are a thriving place of debate, invention and discovery, patronised by the rich and the noble throughout the land. The more immediately useful side of scholars are the teachers who provide education to all social-classes in schools, seminaries, and universities. Of course many teachers are simply scholars who have turned to educating others as a means to pay the bills, and they often resent every moment that their students keep them away from their beloved research.

Scribe

Professional

Used for: annalists, clerks, playwrights, stationers, writers

Although literacy levels and education are high throughout the kingdom, there remain many who cannot read or write. The scribe fulfils the role of providing literacy skills to these people, as well as adding an element of sophistication and style to the penmanship of the barely literate. Annalists and copyists are specialised scribes who share the role of preserving Corvelian culture, the one meticulously recording history as it happens, the other duplicating books and tomes. Elsewhere the works of the writer and the playwright entertains men and women of all classes, wordsmiths who specialise in entertaining the masses. Rather less glamorous is the role of the clerk, little more than a bureaucrat with a stylus, responsible for recording taxes, transactions, or other such mundanities.

Scholar

AGL	3	STR	2
PER	5	Endurance	1
Awareness	1	WIL	4
DEX	3	Resist	2
INT	6	SPIRIT	3
Cultural Sciences*	4	MANA	4
Education	4		
Language	2		
Language	1		
Literary Skills*	3		
Lore	2		
Theoretical Sciences*	3	INIT	4/1
Natural Sciences*	3	SAVE	3/1

Note: each scholar should have a specialist subject in one or more of the fields marked with an (*)

Languages

Literate: Western 4, Ancient 2

Illiterate: any other language 1

Equipment

scroll case containing assorted rolled up parchment and paper; quill and ink, satchel of books, magnifying glass

Scribe

AGL	3	STR	3
PER	4	Endurance	1
Awareness	1	WIL	4
DEX	4	Resist	2
INT	5	SPIRIT	3
Cultural Sciences	2	MANA	4
Education	3		
Law	2		
Language	2		
Language	2		
Language	2		
Literary Skills	4		
Lore	2		
Theoretical Sciences	2	INIT	4/1
Natural Sciences	1	SAVE	3/2

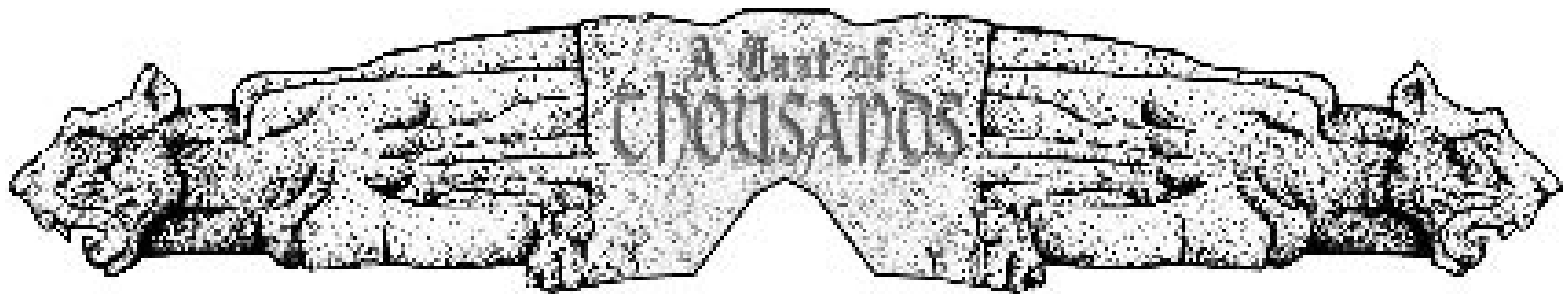
Languages

Literate: Western 3, Ancient 2, any other two languages 2

Equipment

writing case containing ink pen, replacement nibs, inks and blotting paper; scroll case containing assorted rolled up parchment and paper





Soldier

Professional

Used for: mercenaries, officers, tribesmen, warriors

The stalwart guardian of any kingdom is its army, and the backbone of any army is its soldiers. Corvel is curious in that the Royal Army is a professional organisation and only in the most desperate of times has the King been forced to resort to conscription. In addition the local lords maintain provincial armies to keep peace within their own domains as well as to provide men to fight when the Kingdom marches to war. Many provincial lords, particularly those in the southern provinces, have felt the squeeze lately as more and more of their armies are called away to fight the Kilmoorians, forcing more and more to turn to hired mercenaries. It is a profitable time to be in the business of war in the current climate.

Soothsayer

Freeman/Indentured

Used for: fortune-tellers, hedge wizards, oracles, mystics, witches

For every genuine mage and wizard there are a handful of hedge wizards, soothsayers, and mystics who tout their “magical powers” for such trivial ends as profit and entertainment - floating feathers, and juggling balls or making pretty light shows. Others claim to be diviners or oracles, forecasting the weather or telling the fortune of those who cross their palm with silver or gold. The Magistae look down on hedge wizards, but the difference between the two is often not raw talent but, rather, opportunity and training.



Soldier

AGL	5	INT	3
Athletics	2	Cultural Sciences	1
Combat Skill (soldier)	4	Military Sciences	2
Missile	2	Sp: Small unit combat	4
Ride	2	STR	4
Siege Weapon	1	Endurance	2
PER	4	WIL	4
Animal Husbandry	1	Intimidation	1
Awareness	1	Resist	1
Command	3	SPIRIT	3
Gambling	1	Devotion	1
DEX	4	MANA	3
Black Powder	1	INIT	5/3
		SAVE	4/2

Languages

Illiterate: Western 0

Spells

Common Prayers: Take Care DIFF 1

Equipment: leather case containing 10 crossbow bolts, whetstone, sword belt, crossbow (WA0, WR3, DB+1), halberd (WA-1, WR2, DB+1), short sword (WA0, WR2, DB0), full suit of chainmail (AV6 all over)

Soothsayer

		STR	3
AGL	3	Endurance	1
PER	4	WIL	4
Awareness	1	Resist	2
Con	2	SPIRIT	5
Performing Arts	2	Devotion	3
Streetwise	2	MANA	5
DEX	3	Folk Magic	4
INT	4		
Cultural Sciences	1		
Domestic Arts	1		
Language	1		
Lore	2	INIT	4/1
Specialisation: Occult	4	SAVE	4/2
Natural Sciences	2		

Languages

Illiterate: Western 0, any other language 1

Spells

Common Prayers – Forecast DIFF 1, Luck 1

Folk Magic – Dousing 1, Float 1, Light 1

Equipment

miscellaneous collection of bones, beads, cards and other mystical-appearing tat



Spy

Noble

Used for: assassins, infiltrators, saboteurs, secret agents

It is a sad fact that in times of turmoil one has to be extra vigilant for the walls have eyes and ears and the enemies of law have agents everywhere. An even sadder fact is that even Corvel's supposed allies have spies scattered throughout the kingdom – rival lords and barons unsympathetic to the new king all vie for information that they could use against one another to better their own lot. The corruption obviously runs deep in Corvel's veins, for how else could Kilmoor assassinate King Cedric within his own palace?

Street Urchin

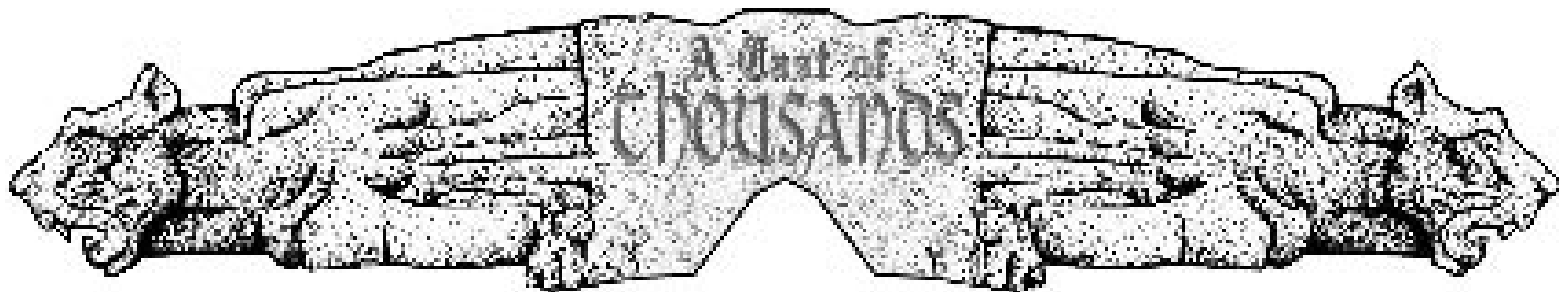
Indentured

Used for: any street kid

An unfortunate by-product of city life, the observant city dweller will easily notice these young children hanging about on the streets and alleys of any city. They are the children abandoned by society, the sons and daughters of prostitutes, the orphans, the illegitimate children of wealthy men and women. Theirs is a hard existence, scrounging a life for themselves on the streets with no one to rely upon but themselves. Many turn to crime to get by, thievery and picking pockets being the most common methods. Most also act, when asked, as the cheapest form of runner available - taking a message here or their for a few coppers. It's safer than picking a pocket after all, even if the profit margin tends to be much slimmer. Generally, though, those who live in the cities simply ignore the existence of these poor children.

Spy			
AGL	6	STR	3
Combat Skill (assassin)	3	Endurance	1
Missile	1	WIL	4
Stealth	4	Interrogation	1
PER	5	Intimidation	1
Awareness	2	Resist	3
Con	3	SPIRIT	2
Social	2	MANA	2
Streetwise	1		
DEX	3		
Sleight of Hand	1		
Thievery	1		
INT	4		
Cultural Sciences	1		
Education	2		
Language	2	INIT	6/3
Literary Skills	1	SAVE	4/2
Languages			
Literate: native tongue 2, any other language 2			
Equipment			
leather case containing 10 bolts, crossbow (WA0, WR3, DB+1), Dranenmun (WA+1, WR2, DB+1), Essence of Nightshade blade venom (DR4), courtly clothes, false documents			

Street Urchin			
AGL	4	STR	2
Stealth	3	Climb	2
PER	3	Endurance	1
Awareness	2	WIL	3
Con	2	Resist	1
Streetwise	4	SPIRIT	2
DEX	3	MANA	2
Craft (any one focus)	1		
Sleight of Hand	3		
Thievery	2	INIT	4/1
INT	3	SAVE	3/1
Note: the street urchin has only 22 character points allocated between his stats to take into account his age.			
Languages			
Illiterate: Western 0			



Thief

Freeman

Used for: burglars, fences, forgers, pick pockets

Larceny is an all too common profession in the towns and cities of Corvel. From the delicate dexterity and sleight of hand of the pickpocket, to the night time voyages of the burglar to the crude brute force of the mugger - all employ a talent of sorts to illegally obtain the property of another. Often working alongside the common thief is the fence, who specialises in the sale of the goods brought to him by the criminally inclined, no questions asked. The forger is more of an artist than a thief, specialising in duplicating objects of value such as coins, paintings or artefacts, or creating official looking documents for those able to pay.

Thief

AGL	4	INT	3
Athletics	1	STR	3
Melee	1	Climb	1
Stealth	3	Endurance	1
Combat Skill (rogue)	2	WIL	4
PER	5	Intimidation	2
Awareness	2	Resist	1
Con	1	SPIRIT	3
Gambling	1	MANA	2
Streetwise	2		
DEX	5		
Sleight of Hand	3		
Thievery	3	INIT	5/2
Specialisation: any one	5	SAVE	4/1

Languages

Illiterate: Western 0

Equipment

Soft-soled leather boots, lockpick set, rope, dirk (WA+1, WR1, DB0), set of 5 throwing knives (WA+1, WR1, DB0; Range 3xSTR), leather jerkin and cap (AV2 on torso/head/arms)



Wizard

Noble/Professional

Used for: courtly mages, diviners, Magistae, scholarly mages

*"Never cross a mage my friend,
'Tis never wise,*

*To cross a mage with lies,
For it so often leads to an inglorious end,
So never cross a mage my friend."*

The Frog's Lament

Magic flows deeply in Corvelian society, with the Magistae wielding great power – both magical and political. Since the time of Barlo, the kings have taken the council of a mage, and it is a practice copied by most noble houses. Of course not all mages are content to play the power behind the throne, and the old cliché of 'power corrupts, absolute power corrupts absolutely' never rings truer than where wizardry and magic are concerned. Who can forget the stories of the terrible reign of the Dark Queen, Mortisse? Or in more recent times, the shadow cast over Greyhelm by Baron De Quincey.

Wizard

AGL	3	STR	2
PER	4	Endurance	1
Awareness	1	WIL	4
DEX	3	Resist	2
INT	5	SPIRIT	2
Cultural Sciences	2	MANA	6
Education	2	Arcane Theory (Combat)	4
Language	2	Arcane Theory (Divination)	3
Literary Skills	1		
Lore	2		
Theoretical Sciences	2		
Specialisation: Arcana	4	INIT	4/1
Natural Sciences	2	SAVE	3/2

Note: combat mages should swap their Arcane Theory (Divination) and Combat Skill (Soldier) scores.

Languages

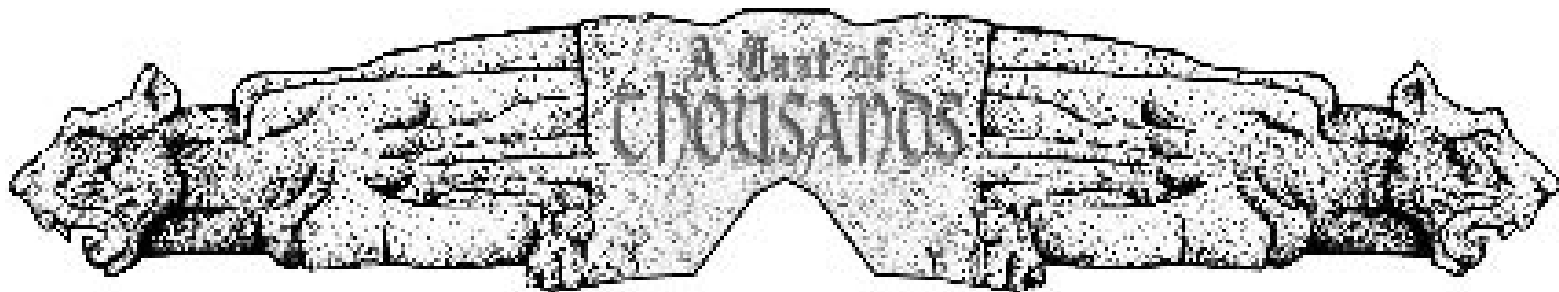
Literate: Western 2, Ancient 2

Spells

Combat Theory – Energy Projection 1, Shield 1;
Divination Theory – Precognition 2

Equipment

candles, chalk, musty tomes, spell components, ornate staff (WA+1, WR2, DB0; declare either wound or stun)



Naming Conventions in Arrowflight

by Todd Downing

Corvelian Names

The culture of Corvel is akin to a fantasy Holy Roman Empire (Europe under Charlemagne's rule) and essentially there is a mix of both historical European names and European-sounding fantasy variants. If the character is a member of a landed family of some import, he will have a surname to reflect that (Marcus Greystone, Tarin Rose, Victor St. Glas). Middle names are uncommon, but when used they will invoke a family tradition or

talisman of some kind (Philip Wolf Garkan). If the character has no surname and/or middle name, he will carry the name of his place of origin (Anthony of St. Michael's Gate, Janna of Penbrook), or his/her family's trade (Seera Fisher, Stephen Fletcher, Miranda Brewer). Nobles sometimes use both a surname AND a place name to denote traditional domain or seat of power (Lady Alicia Aerondel d'Barlotia).

Common human/elf names (male): 1d50 (1d100/2)

1	Aaron, Aeron	27	Jacob, Jakob
2	Adam	28	Jasper (neut)
3	Adarc	29	Jeffrey, Geoffrey,
4	Adrian		Joffrey
5	Aidan	30	Kenneth, Kenton
6	Alec, Alek, Alik	31	Kurt
7	Andrew	32	Leo
8	Baelric	33	Marcus
9	Balderi	34	Marshal, Marshall
10	Barlo	35	Michael
11	Blake	36	Patric, Patrick, Patrik
12	Brindle	37	Peter, Piter
13	Carl, Karl, Karrel	38	Peyton
14	Cedric	39	Phillip, Philip
15	Darren, Darrin, Dairn,	40	Randal, Ronald
	Darien, Dariun	41	Simon
16	David	42	Stephen
17	Derek, Darec, Darreck	43	Tarin, Torin
18	Dewan	44	Terence, Terens
19	Elliott, Elliot, Aylott	45	Thorne
20	Eric, Erik	46	Tren
21	Flynn, Flynn	47	Tristian
22	Frederic, Frederick,	48	Tyrel, Tyrell, Tyril
	Fredrick	49	Victor, Victor
23	Gar, Garth, Gareth,	50	William, Wiliam
	Garret, Garrett		
24	George, Georg, Jorgen		
25	Gerard, Gerald, Geralt		
26	Holen, Holton		

Common human/elf names (female): 1d50 (d100/2)

1	Aileen, Alene, Elene	25	Lorinda
2	Alicia	26	Marta, Martha
3	Anne, Anna, Annabeth	27	Mary, Mari
4	Caitlin, Kayla, Kael,	28	Melissa, Lissa, Missa
	Kaeli	29	Miranda, Moira,
5	Catherine, Kate,		Morra
	Katrina, Trina	30	Morgan
6	Corina, Corrine	31	Nadine, Ondine
7	Darrene	32	Nerissa
8	Elanor, Elenor	33	Nora, Norrah
9	Elizabeth, Elsbeth	34	Olivia
10	Estelle, Estella, Stella	35	Rachel, Rachelle
11	Evelyn, Evelynne	36	Roselynn
12	Felice	37	Sabrina, Brianna, Bri
13	Flora, Fiorella	38	Sarah, Sera, Seera
14	Gabrielle, Gabriella	39	Selene, Celyne, Selyn
15	Gloriana Gwendolyn,	40	Serena
	Gwen, Gwyn,	41	Shira, Shara
	Gwynneth	42	Sylvia
16	Janna, Jeena, Jayna	43	Tristesse, Tris,
17	Jasper (neut)		Tristiana
18	Jinalda	44	Vaela
19	Jocelin, Joselyn,	45	Valerie, Valeria
	Jocelyna	46	Varna
20	Julia, Juliana	47	Veena, Vinia
21	Layna, Lana, Leanna	48	Violet, Viola
22	Lea, Leah, Leia	49	Vivian, Vivienne
23	Lena	50	Ygraine, Ysolde,
24	Lorena, Lorna		Isolde





Dwarven Names

Dwarves share similar naming conventions with their urban elf/human associates, with a decidedly more Norse flavour to their first names. They are also more likely to use occupations as surnames (Stonecutter, Fletcher, Brewer, Gunner, Baker, Fisher, etc).

Common dwarf names (male):

1d20

1	Abercht	11	Grimmor
2	Agnar	12	Grom
3	Albrecht	13	Grundt, Grundy
4	Alrec, Alrek	14	Olaf
5	Borgar	15	Rolf
6	Brant	16	Stark, Starka, Starkad
7	Brondar	17	Thord, Thorin
8	Dagnir	18	Thrand
9	Folvar	19	Throdo
10	Gilling	20	Vikar

Common dwarf names (female):

1d20

1	Arnora	11	Hervor
2	Aslang	12	Isgerd
3	Bera	13	Isolde
4	Brigitte, Brigitta	14	Kara
5	Dagmar	15	Marta
6	Edda	16	Meg, Meghan
7	Gerta	17	Nauma
8	Gretel, Greta	18	Norna
9	Helga	19	Olvar
10	Henni	20	Tofa

Feral Elf Names

Feral Elves have a name that reflects a talisman or spiritual quality (such as Aelodon, which means "justice"). These will most often be single names, but Feral Elves occasionally use the name of the tribe when interacting with civilised characters ("Raiharfe'ny oda Cetimun" would indicate "Fire Daughter of the Cetimun Tribe"). It is not unheard of for Feral Elves to be known by the Western translation of their names – it is often easier that way than to continuously have their names mispronounced and mangled by human tongues.

Sample feral elf names 1d6:

1	Aelodon ("justice")	4	Munfe'ny ("moon daughter")
2	Brudic'ny ("hunter's child")	5	Raiharta'ny ("son of fire")
3	Dalah'ny ("earth child")	6	Verrata ("great battle")

Orc Names

Orcs (both feral and civilised) favour single one- or two-syllable names, which are guttural and occasionally Germanic sounding.



Common orc names:

1d20

1	Arkol, Arkola	11	Hurg, Hurga
2	Borak, Boruk, Boraka	12	Kergg, Kergga
3	Bregg, Bregga	13	Leif
4	Firk, Firka	14	Snipe
5	Gerrick, Gerki	15	Stragg, Stragga
6	Gerrtog, Gerrta	16	Torag, Torug
7	Grisst, Grissta	17	Torrk, Torrka
8	Grokk, Grokka	18	Treg, Trega
9	Grott, Grotta	19	Ulrich
10	Gruff, Gruffa	20	Urig, Uriga

Faerie and Earthfolk Names

Earthfolk naming conventions vary by type. Gnomes have more interaction with urban society, thus their names are closer to human/elf/dwarf names. Sprigs take mysterious "codenames" like Nightwind, Darkfire and Whiteshadow, for reasons best known only to themselves. Their real names are kept close secrets, but are probably akin to those of the faerie folk. Brownies are a feral people and favour single, totemic names, much like Feral Elves.

Faeries take a single name. Often silly or nonsensical to the staid ears of humans, they are always a celebration of their dynamic life force. Humans uncomfortable pronouncing such gibberish can always bestow their own nicknames on their faerie friends, which is taken either as a compliment or a badge of honour by the little winged folk.

Sample faerie names:

3d6

3	Brightwing	11	Pindle
4	Flooter	12	Redmud
5	Flufflehair	13	Squeeg
6	Galawee	14	Twigster
7	Jeeffe	15	Wasper
8	Lascha	16	Whistletop
9	Leeffe	17	Wiggamur
10	Minxie	18	Yesterfar



Name	Race	M/	Occupation	Could also be used for ...	PC?	Pg
Agonae, Verralas	Elf	F	Pistolier	Cannon crews, musketeers	Y	23
Aldred, Alec	Human	M	Bandit	Nobles, swashbucklers	Y	16
Alexius, Acacius	Elf	M	Warrior Poet	Entertainers, nobles	Y	6
Baerlric of Jaspertown	Human	M	Airship pilot	Alchemists, artificers, inventors,	Y	12
Bale, Medith	Human	M	Veteran soldier	Mercenaries, nobles	Y	42
Bane	Troll	M	Bandit	Any troll	N	16
Blackhood, Roselynn	Human	F	Bandit	Archers, hunters, targeteers	N	14
Bluefeather, Pidgin	Pixie	M	Thief	Bawds, pickpockets, spies	Y	32
Boneseer, Azag	Goblin	M	Chaos Mage	Prophets, shamans	N	10
Buckel, Claria	Human	F	Diviner	Fortune tellers, oracles, soothsayers	Y	50
Cabona, Sharadeyu	Mer	M	Diplomat	Any mer	N	38
Darreck, Lord	Human	M	Combat mage	Military captains, nobles	N	30
de Voniar, Enrizzo	Human	M	Mercenary Captain	Corsairs, swashbucklers	N	22
Du'Vere, Garion	Human	M	Knight Errant	Cavaliers, nobles	Y	40
Farlathick, Leo	Were-lion	M	Man-eater	Any were-beast	N	28
Firehand, Bear	Dwarf	M	Fire mage	Combat mages, elementalists	Y	17
Ganom, Petrulio	Human	M	Archer	Corsairs, swashbucklers	Y	25
Green, Errol of	Vampyre	M	Lord of the Night	Ancient wizards, any vampire	N	20
Greymantle, Archbishop	Human	M	Religious Fanatic	Flagellants, preachers, priests	N	8
Kristjan, Isolde	Dwarf	F	Scholar	Librarians, sages	N	26
O'Kabolo	Montaka	M	Brawler	Gladiators, wrestlers, any montaka	Y	24
Olfsson, Elle	Human	F	Minstrel	Entertainers, nobles	Y	18
Pike, Warburton	Gnome	M	Private investigator	Detectives, spies, any gnome	Y	48
Rakgar	Orc	M	Pacifist	Philosophers	Y	34
Rhakkanan	Goblin	M	Bloodfather	Necromancers	N	36
Skagrash	Orc	M	Barefist fighter	Barbarians, brawlers, wrestlers, any	Y	44
Trugg of Garkan	Orc	M	Batara champion	Athletes, wrestlers, any orc	N	46
Vannea, Zarra	Goblin	M	Assassin	Spies, thieves, any goblin	Y	25
Veroch	Brownie	F	Mage	Healers	Y	24
Wasper the Bold	Pixie	M	Hero	Swashbucklers, any pixie	Y	52



New Rules Compiled

Combat Styles

Bharata – the Way of the Bow (2)

A rather more exotic style of archery than is commonly used throughout Corvel, Bharata, meaning “Hunter’s Battle” in Ancient is common amongst the tribes of Akrindor, as well as certain followers of the Goddess of the Hunt, Bhara. Practitioners of Bharata can sometimes be found travelling within Corvel, showing off their talents in exhibitions and archery contests. More so than typical archers, Bharatists prefer the thrill of fighting in close proximity to their foes, supporting nearby allies in melee by unleashing hails of arrows against targets who venture in front of their bow-sights.

Covers longbows and short bows only.

Skill	Style Bonus
1	Target (arm/leg: free; head/hands/feet: -1)
2	Quick Draw (may draw weapon/reload weapon and attack in one action)
3	Power Draw (may add STR to damage with bow)
4	Quick String (may draw & string bow in 1 action)
5	Double Arrow (costs 2 actions; allows 2 separate attacks to be made at one time)
6	Trick Shot (target any: free)

Equipment

Fine, Heirloom and Mastercrafted Weapons

Any weapon may be bought as a Fine or Mastercrafted item, rather than the typical variety. A Fine weapon costs 3x the standard price and provides an extra +1 DB in addition to the weapon’s normal statistics. A Mastercrafted weapon costs 4x the standard price and provides either a +1 WA or +2 DB. An Heirloom weapon, as rolled on the Lifeline Inheritance table, can either be a (d6 1-4) Fine or (5-6) Mastercrafted weapon of the player’s choosing.

Common Prayers

Blessing

DIFF 1

A basic prayer available to any priest or layperson (with Devotion), the Blessing has a DIFF of 1, and a number of basic effects. The specific purpose should be declared before invocation of the Blessing. Effects are:

Heal Stun – Blessing can heal 1 point of Stun damage per success. The process requires a short invocation and touch. Effects take 1 minute per point of Stun healed.

Heal Wound – Blessing can heal 1 point of Wound damage per success. The process requires a short invocation and touch. Effects take 1 hour per point of Wound healed.

Consecration – Blessing can consecrate the bed or comparable immediate space surrounding the blessed. The blessed becomes spiritually invisible to malevolent spirits & undead. Duration lasts 1 hour per success, requires a short invocation and touch.

Blessing was originally printed in *The King’s Dispatch*, Vol 1, Number 3.

Folk Magic

Protective Skin (N)

Base DIFF: 1

Description: Known only to undersea races, this folk magic keeps the caster’s skin moist for ten hours, after which it dries normally.

Requirement: A 5-minute ritual bathing at the bottom of a body of water.

Tune (N)

Base DIFF: 1

Description: Perfectly tunes a single instrument. Instantaneous duration, and instrument will go out of tune again over time of its own accord.

Requirement: A hand motion and a short play of the instrument



Monsters

Were-Lion

Were-lions are almost unheard of in Corvel, but in Akrindor and Kilmoor they are slightly more common. In human form a were-lion appears much as he did before contracting the disease, although the hair often gets bushier and more mane-like and the victim gains a predatory look to his eyes. A were-lion's alchemical weakness is bronze, and only weapons fashioned from such material (or of a magical nature) will prevent a were-lion from regenerating. Were-lions are creatures of the dark moon and most often stalk the land when the sky above Nia is dark.

Prayers

Divine Power (C)

Base DIFF: 2

Description: Projects a deity-appropriate blast of force, which concusses and stuns an opponent.

Requirement: Single word, holy symbol

Visual: Appropriate to scale

Audio: Appropriate to scale

Duration: Instant

Range: Touch

WR: 2 stun (armour has no effect)

Variants:

+2 per 1WR stun damage

+2 per additional target

+1 per 20yd range

+1 per 10ft radius

Spells

Distract (N) [Combat]

Base DIFF: 1

Description: Causes a single target to become momentarily distracted, reducing his Initiative by one success for the next round.

Requirements: Single word, hand motion, generic focus

Visual: An effect to scale with target's size

Audio: Appropriate to scale

Duration: Instant

Range: 5ft

Variants:

+3 per Initiative success removed

+3 per round of duration

+1 per additional target

+1 per 5ft range

Transfer MANA (N)

BASE DIFF: 2

Description: Caster's touch transfers 1 point of MANA from the caster to the target and allows the target to use it for himself. If the caster is reduced to 0 MANA and killed, the transferred MANA stays with the target, dissipating at a rate of 1 point per day.

Requirement: Short incantation, hand motion, generic focus

Visual: Any

Audio: Any

Duration: 1 hour

Range: Touch

Variants:

+1 per additional point of MANA given

+2 per 10ft range



Peace (N)

BASE DIFF: 4

Description: Permanently puts a corpse or spirit to rest, discontinuing any necromantic spell currently in effect on the target, as Dispel Dead, and preventing future animation via Reanimate.

Requirement: Short incantation and heart of a dove

Visual: Any

Audio: Any

Duration: Instant

Range: 20yds

Variants:

+2 prevents Spirit Communion

+2 prevents parts being used in any necromantic spell

+3 prevents grave being desecrated

NPC Wound Status Sheet

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Moderate Wound -1

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Mortal Wound -4

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Name: _____

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Grievous Wound -3

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Mortal Wound -4

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Grievous Wound -3

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Name: _____

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Grievous Wound -3

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Mortal Wound -4

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NPC Sheet

Name: Race: Role: Distinguishing Features	Combat: Dice/Target: / Weapon/Type/Attributes	AGL Athletics Combat Skill: _____ Combat Skill: _____ _____ _____	INT Language: _____ _____ _____ _____	SPIRIT Devotion MANA Folk Magic Theory: _____ Theory: _____ Theory: _____
	Notes:	Spells/Prayers:	PER Awareness _____ _____ DEX _____ _____ _____ _____	STR Endurance _____ _____ WILL Resist _____ _____ _____

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DEX _____ _____ _____			WILL Resist _____ _____	INIT: Dice Target SAVE: Dice Target

These NPC sheets can be used by a Game Master to keep track of a variety of NPCs in game, without resorting to using whole page character sheets or countless scraps of paper. Simply fill in the key information for each NPC. The wound status sheet provides 5 wound record trackers to save time in combat. Permission to photocopy this page for personal, non-commercial use is granted by SteamPower Publishing.

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