

DRAGON WARRIORS

FRIENDS OR FOES



A COLLECTION OF HEROES, VILLAINS,
ALLIES, ADVERSARIES AND ODDITIES

Edited by James Wallis

DRAGON WARRIORS FRIENDS OR FOES

Wherein are described the persons and lives of many notables in the several countries of the worlde. Among them are numbered the noble and great, those with hidden power or influence, the holy and unholy, strangers from foreign lands, ne'er-do-wells, some beset by foul sorcery, some who trade in strange goods, and others beside from many stations and walks of life. Appended hereto are also notes on ordinary people, including hirelings and other miscreants.

Edited by James Wallis

**MAGNUM
OPUS-PRESS**

DRAGON WARRIORS

FRIENDS

OR FOES

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DRAGON WARRIORS: FRIENDS OR FOES
Digital edition
ISBN 978-1-906402-11-2

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Print edition published by Magnum Opus Press in association with Flaming Cobra.

MAGNUM·OPUS·PRESS

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For more information on the *Dragon Warriors* game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Magnum Opus Press website at <http://www.magnumopuspress.com>

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HOW TO USE THIS BOOK

FRIENDS OR FOES is a collection of non-player characters from all across the Lands of Legend. They range in professions, social standing, personality and power-levels from negligible to awesome.

All the characters are intended for you to use in your campaign, but that doesn't mean you have to use all of them, or use them all at once. Obviously it's unlikely for a low-level group to start mixing with barons, dukes, earls and the Magi of Krarth. On the other hand they would have heard of these people, and would know stories about them. If you put references to important or interesting characters into your game's backstory, it will help to make Legend feel like a living world. Then as your player-characters

increase in level and renown, they will start to meet the characters they've only heard of or whose lands they've walked through.

All the characters are inter-connected, through a network of narrative links. This makes it easy for you to give your players leads to new adventures, patrons or potential enemies around the world—and adds to the feeling that Legend is a real society, where things happen and information spreads without the PCs doing anything about it, or despite their attempts to stop it. When they are sent on a tricky mission to Baron Grisaille, and he greets them with the words, "I've heard about you from your former colleague Grifter Grimm," it makes the game-world an altogether more interesting place.

Locations and characters

- 1 Abelard of Clyster
- 2 Brother Aelfric
- 3 Father Alessandro
- 4 Duke Alonso
- 5 Father Corbin
- 6 Baron Darcheaux
- 7 Delilah of the Crossroads
- 8 Sister Dominique of Braeburg
- 9 Marcus Dorsteny
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An underlined number indicates that although the character has their primary base or origin at the location marked on the map, they are a wanderer and may be found elsewhere. See the character's main description for details of where they may be located.

Abelard of Clyster

Disgraced merchant with a grudge

THIS GRIMY BEGGAR bears the brand of a thief on his forehead, barely hidden by his greasy hair. His ragged clothes were once quite fine, suggesting that he has a story to tell. His honest blue eyes persuade one to listen.

'I was born and raised in Clyster, growing up in my father's shop. When he died, I sold the shop and became a merchant, travelling between Clyster and outlying towns and monasteries. I made a name for myself; perhaps too good a name for some to stomach. I captured a market: incense and candles, pigments and parchment. These sold well to pilgrims, priests and monasteries, and I always gave a little more than other merchants, which made me popular with the Church, but not with my peers!

'Last year while on the road, I met a friar with a scar on his tonsured head who asked of my wares. I weighed out and sold him incense, and we went on our ways. At dusk I entered a town where I was set upon by the guards of

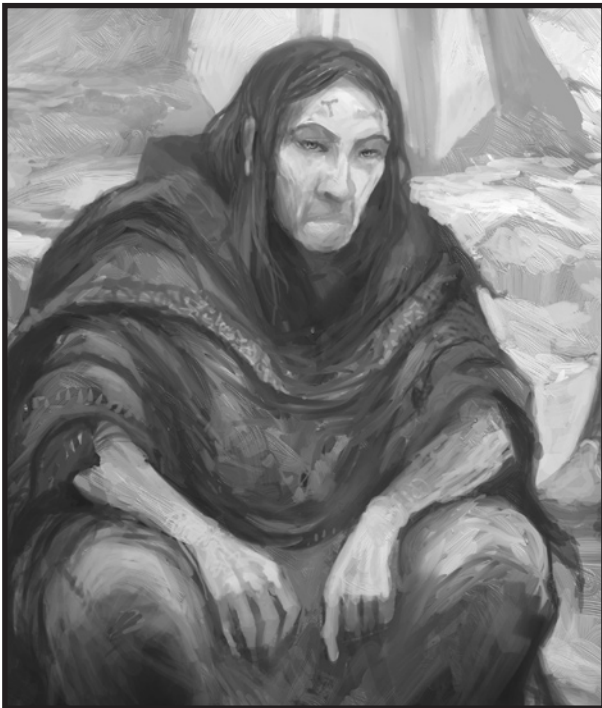
a King's Court magistrate. That same friar had accused me of cheating him. I denied it, but when my weights and measures were tested they were false! Someone must have switched them, but who or why I know not.

'The magistrate ignored my protests and demands for a judgement in Clyster's Civil Court, and found me guilty of Robbery on the King's Highway. In defiance of law and justice I was branded as a common pilferer! With this mark upon my scalp I was no longer trusted as an honest merchant, and all I owned was confiscated and given to the Church.

'I am not undone, though! With quick-witted folk to act as my honest face I can run a business, perhaps better than before, as beggars are oft ignored and tongues less guarded around them. Perhaps if you are willing to play the part we can all benefit from some honest trading.'

For a man who has lost everything Abelard is an optimistic survivor, if a little grim and bitter on a bad day. Living on the streets, he has learnt much about Clyster he never knew before, mostly by keeping his eyes and ears open, and respecting the experience of the poor and sick he now lives with. His new knowledge includes which priests will spare a copper, which cellars can be forced open for a dry night's sleep and how to use oatmeal and pig fat to create a skin disease to provoke pity or wariness. He spends time at the docks, keeping an eye on what's happening.

The streets are not his chosen home, however. Abelard wants to be a merchant again, and he seeks allies who can work the markets under his direction. He would advise on what to buy, who to buy from, who to sell to, and how to make the best deals. If he finds people he trusts then he can draw on his hidden pot of coin to fund the business. He knows many religious



"I know it will be hard to trust one who carries the brand of a thief, but I beseech you to try."

establishments around Clyster and encourages business outside the port.

Although Abelard wants to get trading again, he also wants revenge. Abelard has not discovered who set him up, but he can name a handful of merchants he out-competed. The 'friar' was probably a hired man who also switched his weights and scales, but Abelard believes the King's Judge must have been bribed to pass such an extreme sentence.

He spends time at the town's gates and market, keeping an ear open for tales of men with scars on their heads, stories of harsh King's Judges, or any merchant foolish enough to boast of putting an unnamed rival out of business. He actively questions Clyster's visitors, wearing a ragged old cap to hide his brand, and his questions might form the characters' first experience of Abelard. He hasn't realised it, but he could easily become an information broker with his knowledge of travellers in Clyster.

Abelard can offer helpful characters a reward, specifically a share in a business. There is an old eye-for-an-eye law, meaning that if Abelard can prove another merchant dishonestly destroyed his business, he can lay claim to all of that merchant's assets. Abelard is willing to share the business with characters inclined to a merchant's life, or simply pay them a modest monthly percentage. Additionally, the chance to bring a corrupt King's Judge to justice might appeal to righteous characters, or having a hold over one might prove useful in itself. Characters who prove themselves capable of investigation and upholding justice can earn themselves a good reputation, perhaps encouraging Clyster's authorities or local nobles to offer them occasional work or substantial positions. Abelard is canny enough to make all these arguments.

Abelard is a one-man three-act play. Act one

is his background. Act two involves the characters meeting him, involving themselves in his business plans and making use of his knowledge of the streets. Act three concerns discovering who framed him and seeing justice done.

CONTACTS

While on the road in better times, Abelard bumped into the merchant Marcus Dorsteny (see p. 22) on several occasions, and directed him to a couple of monasteries where he might get some sales. Those monasteries have never quite forgiven him.

Since finding himself on the streets, Abelard has heard the names of some interesting people. Although Abelard hasn't met him, he has heard of someone called Guy Lupus (see p. 36) operating in Clyster, and of his reputation for finding objects that have been, ah, misplaced.

ADVENTURE SEEDS

- ♣ With the brand of a thief, Abelard is an easy suspect if he is around when a purse is cut or a pie stolen.
- ♣ Having no luck finding respectable allies, Abelard trains his fellow beggars to pull off their first big deal.
- ♣ Someone hears about the questions a beggar is asking around the gates and markets, and someone (the characters?) is asked to put a stop to them.
- ♣ In a tavern, the PCs overhear someone telling the tale of how they framed Abelard. If they can find out more and help him to get justice, he would be extremely grateful.

MALE, 1ST RANK

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement 10m (20m)
MAGICAL ATTACK —	STEALTH 12
MAGICAL DEFENCE 3	PERCEPTION 5 (normal)
Reflexes 12	EVASION 3
Health Points 8	

Treasure: A sealed pot containing 40 florins, 10 crowns and three jewelled broaches worth 50 florins each.

Brother Aelfric

Sage and librarian at the Abbey of Saint Marcus

HIGHLY INTELLIGENT AND possessing an unending drive for knowledge, Brother Aelfric is considered one of the greatest sages in Ellesland by those who know him.

Aelfric is the librarian of the Abbey of Saint Marcus, on the border of Albion and Cornumbria, and has made its library of hundreds of ancient manuscripts, tomes, scrolls, and relics his personal empire. Most are about religious matters, and many more relate to the history and folklore of Ellesland. But his personal collection, kept well hidden from prying eyes, is concerned with the occult, the dark lore of necromancy, and demonology. He studies these matters not to worship the powers of darkness, but to oppose them.

To most people Brother Aelfric is gentle and kind, but to those who do evil he is a fierce and tireless opponent. Despite the seriousness of his self-appointed mission he remains jovial and very personable, finding it easy to talk to just about anyone.

Aelfric spent his youthful years as a journeying monk and pilgrim, travelling Ellesland, learning its history and legends. Now he almost never leaves the abbey, and relies on adventurers to do his work for him, and is willing to trade access to the abbey's collection for it.

APPEARANCE

Brother Aelfric is an elderly man of Albian decent with a wispy ring of white hair and sharp grey eyes.

CONTACTS

Brother Aelfric has many contacts around Ellesland, and a good number of correspondents (mostly other monks) with whom he exchanges

letters. The two most unique of his friends are Jasper the Gargoyle (p. 34) with whom he shares a mutual respect for each other's learning and faith, and Guy Lupus (p. 36) who Brother Aelfric saved from a life of petty crime by introducing him to the study of the past.

ADVENTURE SEEDS

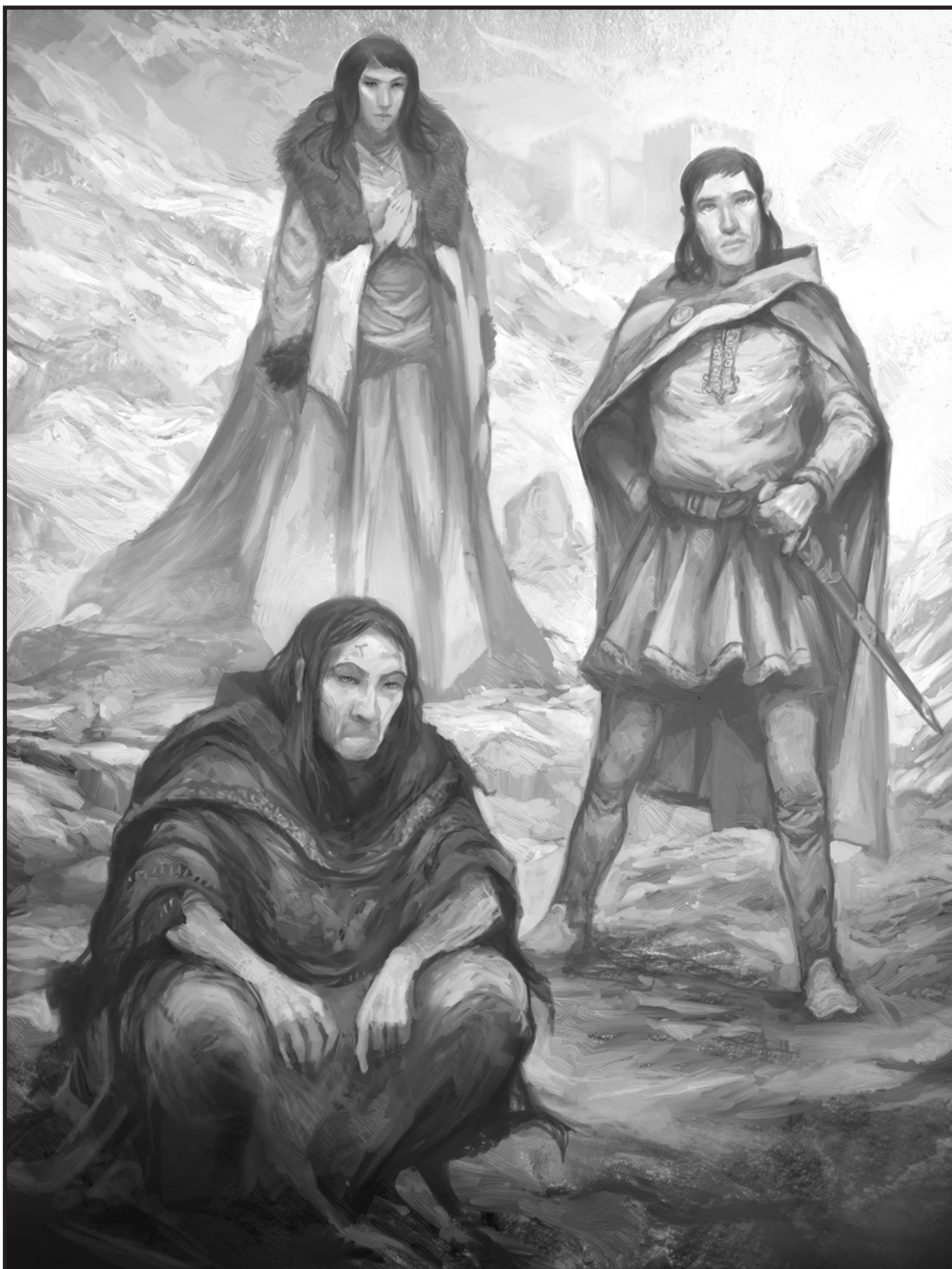
- ♣ Adventurers may come to the Abbey seeking some forgotten lore or occult knowledge, but if they are not on a mission for the Church then Aelfric will ask them to do something for him in return. Common tasks are finding and acquiring a particular manuscript, scroll or book to add to the library.
- ♣ Alternatively a party can gain access to the library if they can procure an item of great value or religious significance for the library.
- ♣ On rare occasions Aelfric's research gives him the name of an unholy power: a mighty demon, or a man capable of summoning one. He will call upon adventurers he knows and trusts to deal with such a threat.
- ♣ A rival Order within the Church learns of Aelfric's heretical library, and demands that it be destroyed, and he burnt for heresy. Are the party prepared to risk themselves to protect their friend and his unique archive?

MALE, 1ST RANK

ATTACK 11, staff (d6, 3)	Armour Factor 0 (none)
DEFENCE 3	Movement 10m (20m)
MAGICAL ATTACK —	STEALTH 12
MAGICAL DEFENCE 3	PERCEPTION 4 (normal)
Health Points 7	EVASION 3

(Strength 9; Reflexes 9; Intelligence 15; Psychic Ability 12; Looks 10)

He is *fluent* (both reading and writing) in the following languages: Elleslandic, Visic, Bacchile, Old Mercanian, Latter Mercanian, Angate, Old Kurlish, Kurlish, and Lughwyd (reading only).



TRAVELLERS AND TRADERS

TUANKU (P. 54), ABELARD OF CLYSTER (P. 6) AND LUCIO VASSILVIO (P. 56)

Father Alessandro

Self-appointed inquisitor of Algandy and purger of the wicked

FATHER ALESSANDRO IS one of the most dangerous men in Algandy though to look at his beatific face you would not think so. The priest is a self-appointed inquisitor and a true believer. Algandy has strict laws when it comes to the practice of black arts and Father Alessandro believes it his duty to travel the land making sure that all witches and heretics burn for their sins. The priest has successfully uncovered dozens of 'witches', mostly innocents with a minor knowledge of herbs or a folk charm or two. Once Father Alessandro believes someone is a witch then that person will almost invariably burn.

Father Alessandro seeks out more than witches; heretics of all colours are fair game to this zealot and an entourage of like-minded followers assists the inquisitor wherever he goes. Over a hundred foreigners and followers of the old ways have burned for their 'sins'. Two years ago Alessandro and his followers burned out a small trading post set up by traders from Krarth, earning him the enmity of Mantla's merchant princes. Only Alessandro's connections in the

church prevent him from having an unfortunate accident at the end of an assassin's blade.

The priest's usual *modus operandi* when arriving in a new town is to make for the marketplace or town square and begin extolling the virtues of a pious life, all the while damning those who dare to believe differently. Soon 'different' is portrayed as 'evil', and a peasant harvest ritual becomes dire witchcraft. Alessandro is a charismatic speaker, capable of whipping any crowd into a righteous frenzy in a matter of minutes. It takes very little time before the townsfolk turn on each other, seeing heresy and sorcery in the simplest actions.

As a child Alessandro lost his crusader father to a Ta'ashim sorcerer's spell. Alessandro's grieving mother was quick to blame both the faith of the heretic and the evils of sorcery. This hatred quickly caught flame in the young man's soul and he joined the Selentine church in the hopes of being sent south to purge the Ta'ashim faith from the land. The Church was concerned that Alessandro would ignite a conflict that it was not ready for and sent the furious young priest to a parish in rural Algandy.

This was a mistake; isolated and without an outlet for his righteous anger Alessandro grew more and more frustrated and suspicious, until finally he went on a rampage, seeking out heretics and witches in the surrounding area. The priest and his parishioners put three heretics to the sword and burned half a dozen witches before Alessandro took to the road and began his 'purge of the wicked'.

Three years have passed and Alessandro's reputation has grown significantly. The young man is in danger of re-igniting the witch-burning zeal that caused Algandy to ban sorcery outside of its cities thirty years ago. The church is torn over what to do about the young priest;



a sizable faction of the higher-ranking clergy approves of Alessandro's actions either because they agree with him or because they see an opportunity to use him to break the power of the nobility and merchant class. There are a few amongst the church and nobility who fear—possibly correctly—that Alessandro's crusade could end in a bloodbath.

Whatever the future holds for Father Alessandro, it is likely to be interesting. Already a formal church inquisition has been instigated to investigate heretical practices and those that might have been 'polluted' by foreign gods. A sizable minority of the church and nobility wonder if this new inquisition could be used to topple the power of the Knights Capellars. The knighthood has both temporal and religious power, a combination that makes the church and nobility very nervous.

APPEARANCE

Father Alessandro is quite nondescript, even dull in appearance. He wears the plain robes of a low priest of the True Faith and eschews any ornament or sign of wealth or rank. It is only when he begins to preach that the fire flashes in his eyes and his voice sweeps the crowd along with his fervour.

CONTACTS

King Vergang himself has taken note of the young priest (see *Dragon Warriors*, p. 153) and wonders if he can use his excesses as an excuse to curb the power of the Church. Algandy law prohibits the use of sorcery outside of Mantla and Carind without a special exemption, but since Alessandro does not bring his victims before the local courts he is, strictly speaking, breaking the law. If this witch-fever spreads then Vergang would be able to accuse key church leaders of encouraging their followers to break the law and have them arrested.

Alessandro has heard of the efforts of Sister Dominique of Braeburg (see p. 20) and is insane with rage; he is convinced that the woman is

possessed by the devil. Should the former nun or her followers arrive in Algandy trouble is sure to follow.

"I see the blood of innocents on your hands. Tell me my child, confess to me, where is the witch that has caused you to sin so, that we may spare your life?"

ADVENTURE SEEDS

- ♣ The adventurers are staying in a town in Algandy when Father Alessandro arrives; any sorcerers in the party had best take cover.
- ♣ Father Alessandro accuses a knight's daughter of witchcraft based on testimony from a witness that has since vanished. Alessandro claims that the girl spirited the witness away. The knight asks the PCs to find the witness before his daughter burns.
- ♣ The heroes are escorting a monk from Albion on a mission to bring an ancient sacred text to a monastery in Algandy. Alessandro, hearing about the text and suspecting it is heretical, moves to block the heroes' passage through Algandy.
- ♣ Alessandro's hatred of the Novus cult has reached fever pitch. The crazed priest attempts to raise an army of the faithful to 'wipe this scourge from the land'.

MALE, 1ST RANK

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement 10m
MAGICAL ATTACK 0	STEALTH 13
MAGICAL DEFENCE 3	EVASION 3
Reflexes 10	PERCEPTION 5
Health points 7	

Treasure: None. Alessandro has forsaken all personal wealth, though his followers carry quite a few expensive trinkets liberated from heretics.

Duke Alonso

Vassal-monarch of the mountainous Duchy of Lavasse

DESCENDED FROM THE royal Lavassan bloodline, Duke Alonso is regent of the semi-autonomous Duchy of Lavasse, where he has governed his loyal subjects for more than two decades. Like his forebears, he is forced to pledge fealty to the Algandian throne due to the ill fortunes of history, and must always wear the Collar of Lavasse as a symbol of his vassalage to Algandy. Despite this, the honourable Alonso has always obeyed King Vergang of Algandy (see *Dragon Warriors*, p. 153), just as his courageous father Anvaro did before him.

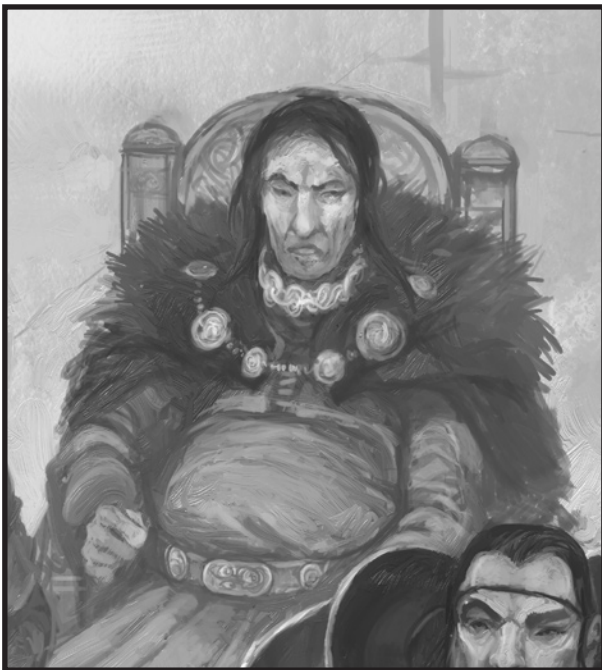
Alonso inherited his title on the death of his father twenty-six years ago, during the War of Trulons—the last armed conflict between Chaubrette and Algandy. The eventual stalemate with its horrendous death toll resulted in an armistice and peace between the states, thus paving the way for the Crusades. However, some patriots have persisted in their bitter hatred; when Alonso visited the splendid cities of Crescentium and Ibrahim five years

ago, a Chaubrettan conspiracy to assassinate him was narrowly thwarted by Lord Javier (see p. 35).

Alonso has earned the respect of his hardy, Algandarve-speaking Lavassan mountain people, who wear traditional garb of simple kilts and cloaks of wool, leather and fur. At the age of 16 he proved his courage at the traditional Lavassan mid-summer's day festival; running through narrow limestone canyons pursued by huge, vicious, wild boars. In later years, he traversed the spectacular ravines and canyons that wend their way northwards through the thin Lavasse mountain air to the magnificent glacier of the Great Lavasse Massif and Balan's Pass—formed, according to legend, by the axe-blows of a ferocious Chaubrettan giant.

Alonso rules from the mountain fortress of Castava, situated atop an immense sheer wall of granite some forty feet high, amid a majestic panorama of tall snow-capped peaks at the southern edge of the mighty Lavasse mountain range. In the Great Hall at the heart of the fortress he holds his court, where the wooden walls, furs and tapestries are dominated by a huge hearth that burns throughout the cold Lavassan winters. Living in chambers above the Great Hall, the elegant and beautiful Duchess Tabeda has been Alonso's faithful wife for twenty-three years, bearing him one teenage heir, Andelo, and three daughters: Aneda, Estefena and Isabela. Descended from Lavassan nobles, the Duchess is an intelligent and warm-hearted person who cares deeply for her husband and children.

Castava protects the fertile plateau and valleys that encompass the powerful Lavassan towns of Areja and Ebaso, whose noble leaders are governed directly by Alonso. Meanwhile, scattered valley settlements are overseen by Alonso's younger brother Fernan, the Earl of



the Mountains. Fernan resides in a fort near the town of Renava, situated North of Balan's Pass. Although Alonso trusts Fernan implicitly, he has failed to realise that Fernan has grown increasingly resentful of Alonso's long reign and now secretly covets the Duke's title for himself. Alonso's sister Princess Sancha was married at an early age to Prince Jimesto of Algandy at the 'request' of King Vergang. Sancha is in regular contact with Alonso and is his most trusted representative at the Algardian court.

The Lavassan Guard is a troupe of lightly armoured Barbarians that wield traditional shortswords and spears. They are entrusted with protecting Alonso, and are commanded by the steadfast Lord Reno. Meanwhile, the elite Morodars fight in foreign fields under the command of Lord Javier (see p. 35).

Like his subjects Alonso is fiercely proud and independent, remaining wary of outsiders, including his Algardian 'cousins' on his frequent state visits to Algandy. He is also devoted to the True Faith and regularly undertakes pilgrimage to the Sanctuary of San Peteo, a secluded high-altitude monastery that contains the tomb of Saint Petine of Selentium, who converted Lavasse to the True Faith centuries ago.

Now in his autumn years, Alonso longs for the kingship that is his birthright, and has made a solemn oath to regain the Lavassan crown and throne from King Vergang's vaults in the Algardian city of Carind.

APPEARANCE

Duke Alonso is a tall, stocky, man in his late forties with greying hair, a handsome chiselled face and dark eyes. His courtly attire consists of a fine regal tunic and kilt beneath a dark fur cloak, with a heavy golden collar-chain that drapes around his chest and shoulders.

CONTACTS

Due to the political bond between their two nations, Alonso has always had close contact with the Algardian nobility at tourneys, grand

banquets and state occasions—particularly King Vergang (see *Dragon Warriors*, p. 153) and his sister Princess Sancha (see above). For many years Alonso has sought religious guidance from the Pontiff of the Selentine Church (see *Dragon Warriors*, p. 164). Direct correspondence with Lord Javier (see p. 35) ensures that Alonso is fully informed of Lavassan military operations.

*“My people need a king!
And by the grace of God,
they shall have one!”*

ADVENTURE SEEDS

- ♣ Alonso may arrange the theft of the Lavassan regalia from King Vergang's vaults, using third parties to divert the blame if the attempt is unsuccessful (see above).
- ♣ An Algardian conspiracy could seek to remove Alonso and annex the Duchy.
- ♣ Fernan (see above) might imprison Alonso and his children in a bid to seize power.
- ♣ On a visit to Alonso, Princess Sancha (see above) may be mysteriously abducted.
- ♣ Under a sorcerous influence, Lord Reno (see above) could betray Alonso.
- ♣ Renegade Chaubrettan assassins may once again conspire against Alonso.

MALE, 1ST RANK

ATTACK 11, +1 enchanted dagger (d4 +1,4)	Armour Factor 0
DEFENCE 5	Movement 10m (20m)
MAGICAL ATTACK –	Reflexes 13
MAGICAL DEFENCE 3	STEALTH 12
Health Points 8	EVASION 3
	PERCEPTION 4 (normal)

Languages and Literacy: Algandarve (fluent), Bacchile (intermediate), Kurlish (intermediate), Beaulangue (basic) and Classic scripts.

Treasure and Equipment: +1 enchanted dagger, Golden Collar of Lavasse. Alonso's treasury contains many fine Lavassan antiquities, including the enchanted silver Eagle Javelin and, hidden from Algardian eyes on the treasury walls, the Lavasse Tapestry—a history of Alonso's nation.

Father Corbin

Ensorcelled priest of the True Faith

FATHER CORBIN BEGAN his life as the third son of a minor lord of Albion. His father, Lord Edric Turnell, was a stern man who followed the old practice: the firstborn inherited, the secondborn would learn skill at arms, and the third was sent to the clergy. So in his fourteenth year Corbin Turnell was sent as a novice to a monastery in the Shrivens Hills.

Initially a reluctant student, Corbin eventually found peace in his new station. He accepted the lessons of the monks he served. Over time his devotion grew into faith. By his twenty-eighth birthday Father Corbin was overwhelmed by his love of God.

Unlike the monks with whom he prayed, Father Corbin was not content to sit in isolation. He longed to bring his faith to the world at large. He recalled the years he spent as a child thinking the True Faith a pursuit suitable only for the old or effeminate. Father Corbin set forth to show all the glory of the True Faith.



The young priest proved to be an able preacher. He was young, handsome, kind, gentle, and his voice rang with joy as he spoke of God's glory. He drew many to the Faith and his early success swelled his head along with his zealotry. Soon Father Corbin set out upon his foolish mission.

The status of the souls of the Fay, should such strange spirits in fact have souls, had been debated among the religious elite for some time. None had ever been so foolhardy as to journey into the lands of the Fay to spread the gospel. This was precisely what Father Corbin decided to do, to his great misfortune.

Father Corbin wandered for a time, learning what he could of the faeries of Ellesland. Little over a year had passed when he finally encountered a group of them, and attracted the attention of a Fay lord named Glittergrin Hopesend. Lord Hopesend, as he titled himself, listened to the gospels of Father Corbin, expressing great interest in their content. He also flattered the priest with rich gifts and royal services. He praised the overconfident young man's superior physical and mental qualities, and soon Father Corbin treated the wild-eyed trickster lord as a trusted companion.

Over time his trust for this faerie exceeded his caution. Lord Hopesend promised the youthful priest safety and wellbeing in his lands 'until every faerie nook and cranny praises God above' and then like a spider he entangled Father Corbin into his home and served the trusting fool faerie food and drink, playing him haunting melodies which would never quite leave his ear, and with these simple things he bound Father Corbin in chains of magic. 'At least Hell began with a fine feast!' Father Corbin will now rant to anyone who will listen, a hundred and fifty years later.

Since that day, Father Corbin has not aged. He has died several times, to the blades of bandits or drowned in the sea. Each time he awakens, whole and unharmed in the feasting hall of Lord Hopesend, who is keeping his promise to keep Father Corbin safe until the faery lands have been converted.

As the years stretched onward Father Corbin grew desperate for his freedom. He had become studied in magic, and spent a great deal of his time learning the ways of the Fay, hoping that some scrap of knowledge might hold the key to breaking his enchantment. This quest has taken him across the length and breadth of Ellesland. With despair beginning to gnaw at his will, and no hope for release from the enchantment in sight, Father Corbin returned to the monastery where he was trained. The site was a deserted ruin, and he has spent the most recent years there in prayer, slowly restoring the site.

With his family and all he knew long dead, Father Corbin is bitter and alone. He feels abandoned by God and has begun to doubt even the existence of his own soul.

"I am awash in a sea of torments, oh Lord. Hast thou turned thy gaze from your servant? I am bound to the vile whim of my foe. Oh Lord, am I forgotten? Oh Lord, am I damned?"

APPEARANCE

Father Corbin is still a man of great charisma. Of average height with a thick head of golden curls, his face is round and jovial, with laugh-lines that appear at the corners of his mouth and eyes. His frame, always thin, has begun to grow sparse and skeletal as despair begins to show its mark upon him.

CONTACTS

Father Corbin has recently heard of another Fay-touched soul: the Wild Man of the Hills (p. 58). He sees in this roaming madman a shade of himself, and though they have never met Father Corbin wants to encounter the stricken man in hope of supplying him a cure, or at least some measure of solace.

One of Father Corbin's trips crossed the path of Thallson the Elementalist (p. 49). After hearing the man's mournful tale, he offered his own. A year later Father Corbin returned to update his story. This cycle has repeated several times, and while the two are far from friends, they find comfort in each other's shared woes.

The priest has encountered Gaston (p. 25) at gatherings of the Fay; he regards him as a tragic fool but is determined to help him if he can.

ADVENTURE SEEDS

- ♣ Father Corbin may draw the PCs into some scheme to break his curse and thereby entangle them in the Fay realm, for good or ill.
- ♣ Lord Hopesend may serve as a villain, or a key NPC that must be dealt with, Father Corbin holding the key to successfully defeating or dealing with him.

MALE, 3RD-RANK MYSTIC

ATTACK 13, unarmed (d3, 2)	Armour Factor 1 (gambeson)
DEFENCE 7	Movement 10m (20m)
MAGICAL ATTACK 18	STEALTH 14
MAGICAL DEFENCE 8	EVASION 3
Health Points 12	PERCEPTION 10
<i>(Strength 10; Reflexes 9; Intelligence 13; Psychic Talent 16; Looks 16)</i>	

Special Abilities: Spell Mastery (*Allseeing Eye*) (see *Dragon Warriors*, p. 91), ESP 14%, Premonition 41%. If Father Corbin is ever slain he will awaken unharmed, as if from deep sleep, in front of the hearth in the great hall of Lord Hopesend's castle.

Treasure: Father Corbin keeps only thick travelling clothing, a well-worn copy of the scriptures and a small collection of journals with notes from his studies. These would be very valuable to any magic user interested in the ways of the Fay.

Baron Darcheaux

A haunted noble bent on vengeance

BARON DARCHEAUX WAS once a good man, full of energy and ruler of one of the most bountiful fiefs in southern Chaubrette. Carnivean, right on the Algandy border, was held up to all Chaubrette nobility as an example of the feudal system at its finest. This is no longer the case.

About seven years ago Tristram, the baron's only son and heir, was unseated at the Fay Bridge Tourney in Albion and fell badly. The young man died on the spot and a few months later the boy's mother died of grief. Darcheaux became a virtual recluse after that day, emerging occasionally to mete out harsh punishments at his courts and to appoint a succession of wicked stewards. Carnivean suffers greatly under Darcheaux's rule and open rebellion is a real threat.

It was King Vergang, the current ruler of Algandy, who unseated Darcheaux's son Tris-

tram. Vergang holds court in Carind, a city famous for long knives and longer memories. The king sits in the middle of a complex web of intrigue; a dark, dangerous politician as capable with contract and pen as he is with sword and lance. Vergang maintains the loyalty of the Church and nobility through clever manipulation and the careful application of terror. Even Mantla's powerful merchant princes pay tribute to the king; after all, Vergang has made Algandy rich and safe for the first time since the Selenine invasions.

Vergang does nothing without a reason and the 'unfortunate death' of Darcheaux's heir was carefully planned from the beginning, part of a plot which the king never needed to expand on following the baron's 'madness'. Carnivean lies on the northern borders of Algandy and its rich lands make a tempting prize. King Vergang intends to wait until open rebellion breaks out (inflamed in part by his own men) before sending the bulk of his army to 'stabilize the border'. When the land is under his control he plans to bargain with the king of Chaubrette, offering to take this troublesome fife from him in exchange for trade concessions in Mantla.

King Vergang has no idea of the depth of hatred Darcheaux holds for him. On the night after the fatal joust the baron was visited by the shade of his dead son. The ghost revealed the king's treachery and demanded that his father avenge him. At first the baron resisted but after weeks of mental torture and agonising nightmares cumulating in his wife's death Darcheaux finally broke. The baron has spent the subsequent seven years creating a great network of agents and co-conspirators intended to tear apart both Vergang's family and his kingdom. And all the while the shade of Darcheaux's son has whispered madness and secrets in his ear.



The baron's plan is simple; once the king makes his move to capture Carnivean, Vergang's enemies amongst the Algandan nobility will rise up in open revolt. In the meantime, assassins will move to strike at Vergang's family and Chaubrette's king will receive proof of Algandy's treachery. Vergang's world will come crashing down around him.

"I know what you did to that priest, and if you want that to stay a secret then it would be in your best interest to grant my request."

APPEARANCE

Baron Darcheaux is a handsome older man, whose eyes hold a subtle mad gleam. The baron frequently appears distracted, as if listening to voices that only he can hear. The voices come from his ghostly son Tristram, who serves as the perfect spy, intangible and invisible, and capable of asking the dead to give up their secrets.

Darcheaux has not left his castle in Carnivean in years; his ghostly and mortal agents act for him in nearly all regards. The castle servants live in terror of the baron and his ability to know when they are lying to him; they are unsure if he is mad, cursed, haunted or bewitched.

CONTACTS

Baron Darcheaux has sought allies from every country in Legend. Delilah of the Crossroads (see p. 18) was one of the baron's first allies; the vengeful witch was delighted at the opportunity to avenge some imagined insult that Vergang had given to her. The baron's information network and Delilah's raw power make a dangerous combination.

Darcheaux has links to the assassins of the Clan of Harbingers from Ereworn, whom he has contracted to kill Talia, the niece of Vergang and wife of Earl Montombre (see *Dragon Warriors*, p. 153). Those who cross Darcheaux in Ellesland may also find themselves encountering the Harbingers on a dark night.

ADVENTURE SEEDS

- ♣ One of the characters has something dark in his past, or a secret he would rather not have exposed. Baron Darcheaux approaches the character asking for a 'small favour' in exchange for his silence.
- ♣ The characters inadvertently foil one of Darcheaux's plans. In revenge the baron sets a friend or family member up as a traitor to the crown. Unless the characters can clear their friend's name they are likely to be executed. To make matters worse, part of what the friend is accused of is actually true.
- ♣ Slowly over the course of many adventures the heroes uncover pieces of Baron Darcheaux's plot. Can the adventurers stop the plot before it destroys one of the greatest kingdoms in the west?
- ♣ One of the characters is plagued by nightmares in which a dead loved one begs them to release them from their personal hell. They claim their soul is enslaved to a noble from Chaubrette. Could it be that the ghost Darcheaux listens to is not that of his son or maybe this is just another of Darcheaux's tricks.

MALE, 5TH-RANK KNIGHT

ATTACK 17	Armour Factor 0
DEFENCE 11	Movement 10m
MAGICAL ATTACK 0	STEALTH 14
MAGICAL DEFENCE 7	EVASION 5
Reflexes 11	PERCEPTION 8 (but rarely surprised due to his ghostly ally)

Health Points 15

Treasure: The shade of his son provides Darcheaux with a wealth of blackmail material and he has amassed a vast fortune.

Delilah of the Crossroads

Power-mad witch, weaver of intrigue and deceit

DELILAH DID NOT begin her days a twisted crone. Born in a small village in south-eastern Chaubrette to a loving mother, her early years were spent in happy poverty. Her father was a handsome knight of Albion journeying through Chaubrette on his way to the crusades in Ta'ashim. The promises he whispered in wooing her mother proved empty. For the first eight years of Delilah's life, all she knew was her mother's love.

Sibylle, Delilah's mother, was cast out and scorned for her bastard child. She managed to earn some coin selling herbal cures and poultices. When able, she would work the fields or wash clothes for anyone willing to hire her. Thus Sibylle eked out a living for herself, gaining a reputation over time as an able healer and wise woman. This ended in Delilah's ninth year with the arrival of Alexandre Du'chant.

An overzealous minister who burned with the fires of faith and madness, Du'chant came to Les Ville Coeby and immediately won over the faithful of the region with his sermons of hellfire and brimstone. The times had not been good, a drought had settled. At its tail an illness came that left more dead than alive. Many of those who did survive had Sibylle's care to thank for it.

The good-hearted woman reaped a poor reward, however. Du'chant blamed the drought and illness on Sibylle, denouncing her as a witch

in league with the devil. Du'chant claimed Sibylle was actively causing the illness in order to profit from her cures. They came for her one evening, blacker than most with the moon absent from the sky. Du'chant led his murderous mob through the darkness to Sibylle's cottage. They dragged the innocent woman screaming from her bed, then bound her to a pyre where she burned.

Delilah watched her mother's last moments, hidden in the shadows. From then on she grew up feral. Many stories were attributed to the lost child, and she became something of a ghost story for the children of Coeby. 'Best not wander the woods at night, or Delilah will get you!' mothers would warn their children. 'If you don't eat your soup Delilah will come for the leftovers.' The years came and went, and for a dozen of them Delilah wondered among the wild places, learning many secrets. None of Coeby's villagers associated the tan, raven-haired beauty that emerged from the woods with the awkward child of memory. She came asking after a man absent from Coeby for ten years, Alexandre Du'chant.

It took her two years to track Du'chant down. When Delilah did she had little trouble seducing the pious preacher. Alone together in his bedchamber a hidden dagger and two quick stabs to the belly ensured that Du'chant ended his life screaming in pain.

With her vengeance complete Delilah found herself lost. Hatred had been the fire that sustained her. What next? She wandered for a time, practicing the art as her mother did. Slowly as she studied she began to hunger for more, and discovered a new obsession with which to fill herself: magic.

She began by trading her body for knowledge. She would learn all she could from the



fools she bedded then kill them when they were no longer useful. With each murder, however, Delilah grew older and uglier. Eventually she learned enough to barter for knowledge she sought with pieces of her own. She would never take coin, insisting that it was beyond worthless. Finally she abandoned humanity for the second time, to perform her own studies into the deeper and darker mysteries.

Delilah became known as the 'Witch of the Crossroads', due to her tower's location at a fork in an overgrown road. Over time she became an infamous figure in the lore of Chaubrette.

The years have aged Delilah terribly. With each new piece of magical knowledge she loses a portion of her humanity. Beyond her hideous form, there is a supernatural air about Delilah. Animals grow frightened in her presence and bitter cold accompanies her throughout the year. Strange lights can be seen coming from her home and those who will speak of her dread tower tell tales of bodiless servants, strange artefacts and symbols adorning every corner.

There are visitors though, irregular but not infrequent. Despite Delilah's vile reputation there are many who are desperate, stupid or wicked enough to seek out the aid of Delilah of the Crossroads. Good or evil, Delilah cares little as long as her price, which must always be something more precious than coin, is met.

*"You offer me gold? I know
there are things you value
more than riches, child, so
let us make a true deal."*

APPEARANCE

As wicked as she is ugly, Delilah is a twisted crone with matted black hair streaked with gray and falling to her waist in strands. Her flesh is loose and sags over a frame of bones that seems to jut out at odd angles. Her face hangs in much the same way, drooping over deep sunken emer-

ald eyes, yellowed by jaundice. A sharply hooked nose sticks forward from her face, looming over a toothless smile.

CONTACTS

Delilah has recently become aware of Father Alessandro (p. 10), and sees in him visions of her past. What the witch has in mind is questionable, but it will certainly not be good for the priest.

Baron Darcheaux (p. 16) has come to Delilah more than once seeking her dark sorcery to further his own ends, a fact that is a closely guarded secret for both.

ADVENTURE SEEDS

- ♣ Delilah may commit some offense so vile that she can be ignored no longer by the authorities, and they put a bounty on her head.
- ♣ The party meet someone who, many years ago, went to Delilah for aid. He profited greatly from it, and has since become a worthy and godfearing man. But the time for the debt to be paid draws close: he cannot or will not pay, and is terrified of the repercussions.
- ♣ The party may need Delilah's aid. What she asks for in return from the players could provide an entire string of adventures.

FEMALE, 11TH-RANK SORCERESS

ATTACK 13, wand (d6, 3)	Armour Factor 0
DEFENCE 7	Movement 10m (20m)
MAGICAL ATTACK 29	STEALTH 15
MAGICAL DEFENCE 18	EVASION 3
Hit Points 12	PERCEPTION 9

Magic Points 33 (19 with scrolls)

(Strength 6; Reflexes 5; Intelligence 17; Psychic Talent 18; Looks 2)

Special Abilities: Calligraphy, Alchemy, Artifice.

Treasure: Wand of Energy (9 magic points) (*Dragon Warriors*, p. 33), carved from the blackened portion of an oak struck by lightning with a small crystal orb on top. Any seven scrolls, a Ring of Sentinels (*Dragon Warriors*, p. 145), an Eye of Foreboding (*Dragon Warriors*, p. 142).

Sister Dominique

Devout prophet of the heretical Novan faith

SISTER DOMINIQUE PREACHES the heretical message of the newly established Novan Church throughout the County of Braeburg, Chaubrette and Kurland. Like all Novan clergy—known as Pure Souls in the Novan faith—her life is a pious, celibate, ascetic existence, and she rejects all earthly vices and material wealth. Dominique is usually accompanied by two Pure Souls: Sisters Analise and Ellise.

Since being magically healed six years ago, Dominique claims to see a shimmering white aura that radiates from all living matter—whether human, animal, saint or sinner—which she believes to be the Soul, as described in Novan teachings. She also claims to hear it, which she describes as beautiful ‘music’.

Orphaned at birth, the baby Dominique was rescued by the kindly Bishop Nimon of Braeburg, and raised as a nun of the Selentine Church. Six years ago, Nimon and Dominique embarked on a fateful mission to Crescentium where they witnessed at first hand the horrific cruelty of the Knights Capellars towards civilians at the Siege of Bizur. Tragically, the grief-struck Dominique fell from the city wall and gravely injured her head. In an instant, Dominique’s sanity was lost—swept away by constant, traumatic visions of death and excruciating agony that required her to be physically restrained at all times.

Eventually, after five long months, a kindly pagan sorcerer removed Dominique’s pain and sealed her terrifying memories within her subconscious. Since then Dominique has possessed superior sight and hearing. Upon witnessing the merciful healing by the sorcerer, Nimon’s faith in the One God was finally shattered. Gripped by a revelation that the sadistic One God was unworthy of worship, he left the Selentine Church and established the Novan Faith.

Following his capture in Kurland several months ago, Nimon was tortured and executed for heresy by the Selentine Inquisition (see below). Subsequently, Dominique’s apparently divine gift has led to her adoption as the new leader of the Novans, despite her meek protestations.

THE NOVAN HERESY

Novan theology radically challenges the perception of the mortal world. Novan doctrine observes that during their lifetime all living creatures gradually weaken and decay, enduring much pain and torment throughout their journey. Critically, it questions why the supposedly ‘merciful’ and ‘all-mighty’ One God does nothing to prevent wars, plague, famine and other aspects of human suffering.

Thus Novan doctrine asserts that the mortal realm and its creator—the One God—are inherently evil. To explain this evil world, Novans preach that the One God and the material world are in reality the Devil and his dominion of Hell.

In contrast, Novans venerate the non-corporeal Divine Spirit, a god of love. Novans believe that Gatanades was not the son of the evil One God, rather a manifestation of the Divine Spirit in human form.

Novans believe that after death, the Soul is reincarnated within a newborn child, and so its eternal torment continues. However, Novan scripture asserts that Pure Souls are freed from this cycle when they die and are delivered unto the Divine Spirit, thus releasing them from the One God’s evil prison-realm. Unlike the ascetic Pure Souls, the Novan flock are merely required to worship the Divine Spirit, love one another, and renounce all violence.

Novans do not possess church buildings, which they reject as a symbol of material wealth. Instead, the Pure Souls spread the word of Novus in a quiet, unassuming manner; visiting settlements with a warm smile and working hard for a loaf of bread. Then, on long nights, they will quietly ask villagers to talk with them for a while by their campfires. As more believers are converted, so the Pure Souls move onwards to the prosperous houses of merchants and nobles.

The Novans have established a heartland of several small, unobtrusive, fortified hilltop settlements in the remote, rocky wilderness of north-western Braeburg; most notably the stronghold of Martimons. The political centre of Braeburg is the south-western town of Corvenna, home to Saint Luc's Basilica, cathedral of the Selentine Church. Spanning the River Lons, Corvenna's city walls adjoin Chateau Braeburg, residence of Count Marcel, the noble governor of Braeburg—who is a Novan convert, though he dare never admit so publicly. On a nearby hill overlooking the city lies the forbidding facade of Chateau Braxus, the Provincial Headquarters of the Knights Capellars.

Over the last ten centuries, the True Faith has evolved into a monolithic bureaucracy, where some of the most powerful bishops and cardinals—even the Pontiff in Selentium—have become slowly tainted by greed and corruption. In response, some people in more enlightened societies such as Braeburg harbour a resentment of this injustice, which provides a seed from which the Novan Faith can take root.

The radical theology of the Novan Faith identifies the True Faith as part of the world created by the Devil, and therefore Novanism presents a critical threat to the authority of the True Faith. To preserve the supremacy of the Church, the Pontiff has created the Selentine Inquisition, a group of zealous, shadowy priests charged with eradicating any organised group that spreads ideas that threaten the True Faith. The Inquisition is headed by the sadistic Grand Inquisitor Dante, who regards all heresy as 'a poisonous wound to be cauterised by fire'.

Novans must always be on guard against those who would betray them to the Inquisition.

APPEARANCE

Sister Dominique is a kind, graceful, fair-haired woman in her late twenties with bright blue eyes. Only her pale, angelic face and hands remain uncovered by her white nun's habit and cowl.

CONTACTS

Dominique met Runalf of Corvenna on several occasions during his tenure as Provincial Commander of the Knights Capellars in Braeburg (see *Sleeping Gods*, p. 67). Before her mission to Crescentium, Dominique briefly met the Pontiff of the Selentine Church (see *Dragon Warriors*, p. 164) on his official visit to Braeburg.

ADVENTURE SEEDS

- ♣ Dominique may need an armed escort in order to preach the good word of Novus to potential converts in other countries.
- ♣ The Novans will seek allies to prevent the Selentine Inquisition (see above) and the Knights Capellars from crushing the heresy in Braeburg.
- ♣ Dominique may need help to convey secret messages to other Novan communities.
- ♣ Novans may attempt to convert the adventurers to the Novan Faith.
- ♣ Dominique's health may suffer a relapse that requires powerful sorcerous healing.

FEMALE

ATTACK 10, hands (d3,2)	Armour Factor 0
DEFENCE 4	Movement 10m (20m)
MAGICAL ATTACK –	STEALTH 12
MAGICAL DEFENCE 3	EVASION 3
health points 9	PERCEPTION 15 (elfsight)
Languages and Literacy: Beaulangue (fluent), Bacchile (intermediate), Kurlish (intermediate) and Classic scripts.	
Treasure and Equipment: Book of Novan teachings, backpack.	

Marcus Dorsteny

Purveyor of equipment and oddities

MARCUS IS A scrawny, annoying merchant who hawks his wares throughout Ellesland. Always on the move, his travels follow the seasons to the most pleasant areas (the north in the summer, south in the winter). He can often be found along the road, stopped off for a few days in a town, or at many of the major festivals.

Marcus is the classic example of a 'hard-sell' salesman. He will push, harass and harangue the PCs until they either drive him away or agree to buy his dubious wares. Of course, there is always a tiny chance that something Marcus is selling is actually useful, or special, and worth the exorbitant cost. When he first meets the PCs, he should be able to sell them something useful; enough so that they will welcome the sight of him for the next few encounters. Only after that do they find what a tremendously annoying person Marcus can be.

And woe to the poor character who ever actually buys something from him! Marcus never forgets a face, so once the PCs have done business with him, every time he runs across them from then on he will pester them to buy his latest 'find'. His insistence on the usefulness of his rummage and salvage will test the patience of even the most hardened characters.

Marcus does some basic trading (bolts of cloth, craftwork, etc.) but he has a knack for finding the strangest items, often of dubious usefulness, but occasionally something of actual value or interest to adventuring characters.

Magical weapons and armor, scrolls or magical tomes would rarely (if ever) be found amongst the bric-a-brac in his wagon. Instead the sorts of exotic items Marcus may have—almost never more than one at a time—run toward the things which will bring the gleam of possible adventure to the eye of most PCs: half of a treasure map; a tome detailing a never-completed quest

for riches; an amulet with mysterious runes; a corroded clockwork device which, when activated, scratches seemingly (and quite probably) nonsensical designs in the dust. For these items he will ask ridiculous sums of money, and hope the prospective buyer is foolish enough to pay.

CONTACTS

Marcus is known throughout the land. Many welcome his arrival, and others harbor resentment for past purchases. Guy Lupus (see p. 36) frequently unloads his less valuable items on Marcus, with exorbitant backstories, and for a hefty sum.

ADVENTURE SEEDS

- ♣ Marcus is involved in a brawl with a displeased customer, and rushes to the PCs for protection, causing confusion, and associating the PCs with this charlatan.
- ♣ Perhaps Marcus could hire the PCs to help him recover some item of dubious provenance; or simply to guard him as he travels.
- ♣ The PCs learn that Marcus has been selling genuine magic items, and in some quantity. He's no fence, and pays low prices, so where on earth is he getting these artefacts from—and are there more where they came from?

MALE, RANK-EQUIVALENT 3RD

ATTACK 7, staff, (d6, 3)	Armour Factor 1
or shortsword (d8, 3)	(gambeson)
DEFENCE: 5	Movement: 10m (20m)
MAGICAL ATTACK —	STEALTH 6
MAGICAL DEFENCE 5	PERCEPTION 8
Health Points 7	EVASION 3

Equipment: staff, shortsword, traveling clothes, 'fair day' clothes, 100 florins, merchant's wagon and horse, other items for sale at the GM's whim.

Ealdun the Fool

Dwarf jester at the court of King Hadric

LIKE MANY WEAK rulers, King Hadric of Albion is attended by a host of advisors, relatives, ambassadors and courtiers, who circle him as crows circle the body of a dead horse. But in the king's palace in Ongus, the man who may wield the most influence is the one who most dismiss as a clown.

Ealdun the Fool is Hadric's jester, and has been for the last eight years. However, anyone who spends any time around the king's court will note that Ealdun is the king's constant companion, and the two of them are alone together for some time each day.

In fact Ealdun fills two lynchpin roles at court. Firstly he is Hadric's informer. The king relies on Ealdun to bring him the latest news and gossip about goings-on in the court, and from the other nobles in the rest of the kingdom. As a result Ealdun has a network of informants in the palace, ranging from servants and guards to courtiers, ambassadors, lords and ladies, who feed him the latest news in exchange for gold, information or, in the case of the more highly ranked, access to the king himself.

Secondly, Ealdun controls who can approach the king. By being the only advisor that the king trusts completely, he has the ability to promote or discredit any other member of the court. Usually this is done with a discreet word in the king's ear, though several times Ealdun has used a jest or comic song at a banquet or state occasion to eviscerate someone's reputation and make them a laughing-stock.

By determining who the king hears and who he takes seriously, Ealdun essentially guides the politics of Albion. He works hard to keep it on track, as much as he can. Most of Hadric's advisors are sharks, out for personal gain instead of the good of the king or the kingdom. Hadric is aware of this, but also knows that his grip on

power relies on keeping a majority of his nobles loyal, and that means keeping them happy. He is a poor player of the games of power, and without Ealdun's information and advice his control of the kingdom would dissolve within weeks.

Ealdun is a dwarf; that is, he is a human who is afflicted with dwarfism. To observers outside the court he seems to be little more than the king's fool: he performs at meals and social events, where he rhymes, riddles, philosophises, sings songs, tumbles and does sleight-of-hand magic. He is a gifted improviser, but has been known to borrow or buy songs from travelling minstrels when inspiration deserts him. He also brings other entertainers such as acrobats, contortionists, skilled musicians, mummers and travelling players for the king's entertainment—Hadric revels in such diversions. Ealdun would never bring another clown before the king, lest he endanger his own position.

Ealdun uses his dwarfism to give himself an air of mystery and danger. Although he has never claimed that he is a true dwarf or in any way connected to the Fay realms, he is happy to let such rumours circulate in the palace. Most people believe that there is something supernatural about him, and many believe that this is the source of his information. Current rumours say that he is an exiled son of the Dwarven king, a changeling, Hadric's son by a faerie princess, or a Fay or Dwarf prince sent as an ambassador to the human court. Hadric certainly believes that Ealdun has some supernatural powers: it is one of the reasons he trusts him so completely.

Ealdun's information-gathering activities have brought him knowledge that he could use to blackmail many members of the court or Albion nobility. At present he doesn't do anything of the kind, but if he or his position were threatened he would have no compunction

about using his influence to ‘persuade’ a young knight to challenge the offender to a duel, or an officer of the guard to make a tragic, fatal mistake on a dark night.

Ealdun is a born performer and he can be charming, witty, persuasive, self-effacing and scarily direct by turns. He has a cutting, vicious wit and uses humour to make himself seem larger by bringing others low. (GM hint: do not speak to the adventurers using Ealdun’s voice, instead report what he says and does. Saying, ‘Ealdun makes a joke about Baron Aldred’s manhood’ is easier than trying to think of such a joke yourself on the spur of the moment.)

There is one way to persuade Ealdun to arrange an audience with Hadric, or to put in a good word for your cause with the king: you pay him. Often in gold, but frequently in information, favours or debts of another kind. Maintaining his position requires a lot of resources, and Ealdun often needs things done at very short notice. Many of the things that he needs done must be at arm’s length so that nobody can trace them back to him.

Through his endeavours and the favour of his monarch Ealdun has become a rich man. He has rooms within the palace, where he is almost always to be found, but also owns a large house nearby where his wife Peony, a former handmaiden of the queen, lives with their three children. However he has a roving eye and has fathered at least four other children that he knows of. None of the children have inherited his dwarfism.

Ealdun does not aspire to the throne himself, but he jealously defends his position close to the king. He has also been currying the favour of Hadric’s children as they grow older and more ambitious; he knows that few advisors survive the death of their royal patron, and he is intent on retaining his grip on power and wealth no matter who rules Albion.

APPEARANCE

Ealdun stands just over three feet high, with a domed forehead, brown hair, and a neatly

trimmed moustache and beard. He walks with a slight waddle but this is deceptive; he is a trained and practised tumbler, with unusual agility and reflexes. He is in his mid thirties.

CONTACTS

Ealdun knows every nobleman and lady in Albion. The intelligent ones know him; the less clever regard him as no more than a minor member of Hadric’s entourage.

Ealdun knows Sir Roderick of Pellard (p. 45) and the two have the measure of each other. He also knows some dark secrets about Sir Gerard Grisaille (p. 29). He dislikes Rocelin (p. 44), fearing that the man knows too many secrets that Ealdun regards as rightly his.

ADVENTURE SEEDS

- ♣ The main thing that gives Ealdun his power is Hadric’s trust. If that slipped, he would be ruined. Perhaps Ealdun fears a young courtier who is becoming the king’s new favourite, and requires some unscrupulous adventurers to see that the rival meets with an accident. Or someone is poisoning Hadric’s opinions—but who, and how?
- ♣ Ambitious nobles, aware of Ealdun’s stranglehold on the information that reaches the king, arrange for the dwarf to disappear. The court is thrown into chaos. If Ealdun is not found, Hadric’s reign will surely end.
- ♣ It becomes known that Ealdun was born to human parents. Stories begin to circulate that his small stature is not a sign of supernatural power, but a curse. He loses his favoured position, and the kingdom begins to slide into anarchy. How can the PCs intervene?

MALE, 1ST RANK

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement 10m
MAGICAL ATTACK –	STEALTH 13
MAGICAL DEFENCE 3	PERCEPTION 5
Reflexes 16	EVASION 3
Health points 7	

Gaston the Wanderer

The cursed píper of Argwen

UNTIL FIFTEEN YEARS ago Gaston was a simple goatherd from Chaubrette, herding his uncle's flock for a living. While hunting for a stray goat he came across a sleeping Fay lady in a forest clearing. Gaston spotted a beautiful set of uilleann pipes at her side and, acting on impulse, carried them away. The stolen pipes bestowed upon him a musical skill surpassing any mortal musician, but at a terrible cost.

Gaston became an overnight sensation but it was not to last. The pipes carried with them a dire curse; should the owner sleep two nights in the same place the water will foul, the crops rot and the children sicken. The young man is cursed to wander Legend until such time as he can find a way to break the curse.

APPEARANCE

Gaston is a white-haired man of slim build who appears to be in his early twenties. His reputation as a minstrel of unsurpassed skill should make him highly desired as an entertainer but the legend of his curse is such that few would invite him to stay.

CONTACTS

Gaston is compelled to play for any gathering of Fay that demand it, and at one of these courts he met Father Corbin (p. 14). The two men shared their sad tales and swore to tell the other if they found a way to break their Fay bindings.

Sara the weaver (p. 46) has encountered Gaston in the past and has seen that he will be the source of a great tragedy in the near future.

Gaston returns to the Old Ash (p. 40) every year for the winter solstice, where he performs for a Fay gathering. The events he witnessed at these celebrations turned his hair white.

ADVENTURE SEEDS

- ♣ Agents of the demon Fengris capture Gaston and hide him in catacombs under Port Clyster. As sickness overcomes the town the burgomaster begs the heroes to help find the source and put an end to it. Sara the weaver or another seer may point the heroes in the right direction. Alternatively Gaston can be jailed for a minor crime in a place where he and his legend aren't known.
- ♣ The PCs are nearby when Fay magic calls Gaston, bringing them along with him. A misunderstanding leads the Fay to accuse them of treachery. The heroes can either spend the rest of their lives as pigs or agree to rescue a Fay maiden secretly held prisoner by a respected member of the clergy.

MALE, 1ST RANK

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement 10m
MAGICAL ATTACK –	STEALTH 13
MAGICAL DEFENCE 3	PERCEPTION 5
Reflexes 10	EVASION 3
Health points 5	

Treasure: Pipes of the Fay (see below)

PIPES OF THE FAY

This cursed artefact transforms even an unskilled player into the greatest musician that Legend has ever seen. The pipes are bestowed with intelligence and use the following abilities to keep their owner safe.

Whistle up the Wind – The piper transforms into a gust of wind and a mournful tune. The piper is effectively teleported to a location of the pipes' choosing up to one mile distant. On nights sacred to the Fay the teleportation has almost unlimited range; the Fay invoke this ability to summon Gaston to their gatherings.

Wake the Dead – Once per week, the piper's music calls forth up to thirteen corpses buried within a mile. These corpses rise from their graves as Zombies under the control of the pipes.

Grifter Grimm

Arrogant Cornumbrian sell-sword

GRIFTER GRIMM IS a sellsword and occasional bandit, with a taste for the finer things in life that goes beyond his means.

An extremely deadly man with a blade in his hands, Grifter has had a successful career as a mercenary. This same skill has led to many offers of position, and has made him wealthy more than once. Despite this Grifter has sworn no oath of fealty. He has not yet met a man he considers worthy to be his master. His fortunes are invariably spent either in drunken debauchery or ill-advised business investments.

Grifter is an attack-dog of a man. He does not plan, he reacts. In his reactions he is quick, cool and confident. He is fast and deadly with his sword and utterly amoral in its use. He serves no master but gold. He has not yet betrayed an employer.

Grifter's one soft spot is his family. He grew up herding sheep with his father, until the old man took ill and would not die. He teetered on the precipice, eating away food and money. Finally Grifter left his family with a blade inherited from his grandfather and notions of wealth. His father died four months later. A colder man now, Grifter still sees to the well-being of his family. He works hard to ensure that his aging mother Gertrude, younger sister Helen and younger brother Marius all live comfortably.

Grifter is encountered mainly in Cornumbria, but will travel anywhere a loyal swordsman could find employment.

APPEARANCE

Grifter is a tall, lean Cornumbrian who moves with the swift surety of a predator. His tan skin is traced over with many scars. Light red hair falls loose to his shoulders. The features of his face are angular and hawk like, with an oft

broken nose dominating his grinning face. He always tries to dress at the peak of fashion and it is a good indication to the state of his purse what condition his clothes are in.

CONTACTS

Grifter knows many people. In particular he has crossed blades with Xaxamedes (p. 59) many times. While he professionally dislikes the man due to their confrontational history, the wandering philosopher is one of the few men the arrogant Grifter respects.

Grifter has developed a great fondness for the craftsmanship of Gromark the Smith (see p. 31), and will travel well out of his way to purchase from the Thulander.

ADVENTURE SEEDS

- ♣ Grifter can be hired to aid the party or oppose it.
- ♣ Grifter would be grateful to anyone who helped his family. Alternatively he would be extremely upset if anyone harmed his family, even unintentionally.

MALE, 5TH-RANK KNIGHT

ATTACK 19, sword (d8, 6) Armour Factor 4 (mail armour)

DEFENCE 13 Movement 10m (20m)

MAGICAL ATTACK – STEALTH 15

MAGICAL DEFENCE: 7 PERCEPTION 7

Health Points 15 EVASION 7

(Strength 13; Reflexes 16; Intelligence 11; Psychic 10; Looks 13)

Special Abilities: Track, Armour Expert, Ride Warhorse.

Equipment: Clothes of the previous year's highest fashion, a blade fashioned by Gromark, mail armour. His family's housing costs him 260F annually for a cottage and 12 acres (*Dragon Warriors* p. 134)

Baron Grisaille

Brutish, bull-headed overlord of Wincaster

BARON GRISAILLE IS at his happiest when he is conquering someone, or something. He has learned not to be disappointed if, at any time, he cannot expand his fief by conquest, due to political expediency or other factors, though he keeps a close eye on changing circumstances, in case such an opportunity does arise.

He has made three attempts at such expansion in the nearly twenty years he has ruled the area, two of them successful, thanks to an indifferent or distracted king or a particularly weak local rival from whom he can seize power without attracting more than a reprimand. He barely makes any effort to obfuscate or justify such attempts, relying on force of arms and personality to deal with dissenters.

When conquest of a neighbouring land is not an option, Grisaille will substitute tourneys, hunts, torture and bullying, so as to have some means of asserting his dominance over others.



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He is active in the manor court, and very ready to dish out harsh punishments, particularly ones that directly benefit him, such as fines and confiscations.

Grisaille has surrounded himself with ruthless, brutal men-at-arms and knights, and is well aware of their strengths and weaknesses; who among them is suited only to war, and who might be trusted with more complex intrigues, like assassination.

Notably he has no sorcerer or mystic working for him; he distrusts magic. In his own way, he thinks of himself as a good, god-fearing man. He believes firmly in divine right, and nobility. So far as he can see, God put him in power, and wants him to hold on to power, and enjoy all his rights and privileges to the full.

Wincaster, Grisaille's castle, lies to the south of Baron Aldred's fief, and to the west of Earl Montombre's, on the south road from Braying Cross. It's on the edge of a large walled town of the same name, with the castle's walls joining directly on to the town's, giving solid mutual support—so long as the residents of the castle and town can trust each other.

APPEARANCE

Grisaille is in his mid-forties, a huge, sturdy brute of a man, over six feet tall. He might seem fat, but for the bulging muscles of his shoulders and chest, which distract from his equally titanic stomach. As might be expected, he's as enthusiastic a trencherman as he is a warrior. In his youth, he placed very highly in several tourneys, and he is still noteworthy as a foot combatant, whether playing at war or in earnest.

He moves and acts more like an angry bull than a graceful athlete, but those who assume him to be slow or clumsy tend to find, a moment

too late, that they have underestimated his deadliness. In war, he wears a distinctive suit of armour, with each plate and lame deliberately dulled and greyed in the centre, but brightly polished silver in an inch-wide band around each edge.

“You will forfeit your lands and moneys to this manor court, as restitution for your crimes. Consider yourself fortunate that you retain both hands, and both daughters. This time.”

CONTACTS

Grisaille sometimes works with Montombre, ‘the Elfin Earl’ (see *Sleeping Gods*, p. 7). In most cases the two are allies; each recognises that the other is too ruthless and canny to be an easy target for conquest or raid, and so they plot together for the day they can overthrow Baron Aldred and take his lands for themselves. Montombre is smarter than Grisaille, though, and quite prepared to use the baron as a catspaw or fall guy, if it suits his plans. Grisaille does not entirely trust Montombre, but only because he knows that Montombre is prepared to use sorcery to get what he wants. Still, he will overlook this character flaw of Montombre’s, so long as the man is a useful ally.

Grisaille’s other allies are across the sea—his family is old Chaubrette nobility, and he keeps in regular contact with cousins who still hold lands there. The family sends their youngsters and sometimes new-made knights to each other’s castles for years at a time, to strengthen those ties; the Grisailles on both sides of the sea also use such visitors for their own purposes, often having them carry out risky or disreputable tasks.

Grisaille’s own son, Gerard, has recently returned from three years in Chaubrette. Grisaille plans to test both his loyalty and his toughness soon, but is concerned that the lad is a wimp.

Baron Aldred (see *Dragon Warriors*, p. 236) is an old enemy and rival of Grisaille’s. Their two families have feuded for generations; the present Baron Aldred’s father killed Grisaille’s father, when the latter besieged Aldred’s castle. Grisaille claims this is enough reason to continue the feud, though he hated his own father and benefited considerably from his death. Aldred has tried to make peace but Grisaille still hungers for Aldred’s rich lands; he would happily divide them up with Montombre, if he thought they could get away with it, or work with the Elfin Earl to replace Aldred with a figurehead in their pay.

ADVENTURE SEEDS

- ♣ Sir Edwin, a knight who holds lands from Aldred, close to the border with Grisaille’s fief, contacts the players for help. Grisaille has arrested his wife on a trumped-up charge of witchcraft, threatening to have her killed unless Edwin collaborates with Grisaille over an equally spurious legal claim that Edwin’s lands should actually be held from him, rather than Aldred.
- ♣ En route through woods, just inside Grisaille’s fief, the players are chased down by Grisaille and a party of hunting knights, and accused of being poachers.

MALE, 9TH-RANK KNIGHT

ATTACK 23, two-handed sword (d10+1, 6)	Armour Factor 5 (plate armour)
DEFENCE 16	Movement 10m (20m)
MAGICAL ATTACK –	STEALTH 9
MAGICAL DEFENCE 11	EVASION 6
Health points 20	PERCEPTION 9
Reflexes 11	

Treasure: Grisaille has access to most ordinary items of armour, weaponry, livestock, and equipment, in Wincaster’s stores, stables, and armouries. He could get his hands on around 1000 silver florins from his treasury, but will rarely carry more than 50 or 60.

Sir Gerard Grisaille

Conniving, backstabbing, weaselly son of Baron Grisaille

THOUGH A KNIGHT, with a small manor of two hamlets close to Wincaster, Gerard is not rich. As a result he rarely travels far from his father Baron Grisaille's lands, other than on some task for the Baron himself. He's concerned to increase his social standing, so if he has had some kind of windfall, or can persuade the Baron to send him on a diplomatic mission rather than one of treachery, he will temporarily attach himself to the king's court, or to those of other powerful nobles.

Gerard has not yet found his place at Wincaster. Some part of him would love to be the warrior lord, like his father. He knows this can never happen; he will always be a coward. So he tries to avoid dangerous work—which can be difficult, for any of Baron Grisaille's hangers-on. If he must lead a raid on a rival lord, or assassinate a troublesome dignitary, he relies on the men-at-arms he surrounds himself with. He pays them for their brawn, their loyalty and their silence.

He would consider almost any scheme that could advance his personal power, or make his life more comfortable. The latter is probably his strongest motivation; not power for its own sake, but power for the life of ease and luxury he would like to lead. Thus the potential rewards of any scheme must be weighed up against not only its risks, but also the effort involved—which means that he spends more time scheming than actually attempting to carry out any of his schemes.

He has no loyalty, even to his father, and no scruples. What he does have is good luck. Whether through this, or his willingness to treat his henchmen as disposable, or his genuinely quick wit, he has not only survived so far, but continues to come across as surprisingly likeable, even noble.

APPEARANCE

Gerard Grisaille is in his early twenties, with features too regular and unblemished to be truly ugly, but too rodent-like and furtive to be entirely handsome. Of average height and build, he tends to stoop and cringe, particularly around his social superiors, making him seem smaller. If one meets him alongside his hulking father, this impression is further exaggerated by contrast and by his fear of the Baron.

CONTACTS

Gerard's father, Baron Grisaille (p. 27), is pleasantly surprised that his seemingly weak son has so far succeeded in every task set him.

Gerard has twice visited the court of Baron Aldred (see *Dragon Warriors*, p. 236), and both times claimed to be doing his best to broker peace with his father.

ADVENTURE SEEDS

- ♣ Gerard hires the players, his last group of henchmen having been massacred in a horrendous battle, of which Gerard was the sole survivor on the Baron's side.
- ♣ Gerard attempts to spy on the players when they are meeting a local lord, or even king, to whom Gerard is currently paying court.

MALE, 4TH-RANK KNIGHT

ATTACK 16, Morning Star (d6, 5)	Armour Factor 5 (plate armour)
DEFENCE 9	Movement 10m (20m)
MAGICAL DEFENCE 6	Reflexes 7
STEALTH 8	PERCEPTION 6
EVASION 4	Health points 14

Treasure: 4d10 florins, warhorse, plate armour, morning star, dagger and crossbow.

Gromark the Smith

Barbarian blacksmith, far from home

GROMARK IS A tattooed barbarian originally from the wilds of Thuland. The northerner works as a blacksmith in the village of Trefall and is famed for both the quality of his work and his direct manner. The villagers have a fondness for this huge surly foreigner, referring to him as 'our barbarian'. Gromark towers over most men and the locals joke that he pounds iron with his fists instead of a hammer.

Gromark is the fifth son of a minor Thuland noble, exiled for killing one of his brothers in a drunken brawl. Following his exile the barbarian swore never to raise his hand in anger to another again. The hulking northerner practices his pagan religion by moonlight and has found himself in trouble with the local priest for not attending church. Gromark's direct manner does not endear him to everyone and if a villager should suffer a bout of misfortune there is a real risk his enemies would blame his 'devil-worshipping ways'.

Gromark has a fondness for a good yarn and can often be found in the local tavern when a travelling bard or minstrel is passing through the town. Gromark prides himself on being able to identify the work of any smith in northern Albion. More than once a shire reeve has had cause to thank him for tracing the origin of an assassin's blade.

In the last year the massive blacksmith has received a number of commissions from men he suspects shouldn't have the money to pay his fees. The men are agents of the Harbingers assassin clan from Ereworn, and if someone makes the connection there will be trouble.

CONTACTS

Gromark is a minor celebrity in northern Albion and his blades are of such quality that Sir Rod-

erick of Pellard, master of the Fay Bridge tourney has been known to commission them as prizes for the tourney winners.

Last summer a man who Gromark later found out was a servant of Earl Montombre commissioned an ornamented blade with a secret compartment in the hilt. Should Gromark spot the sword again he might be tempted to find out exactly what use the blade is being put to. (See the adventure 'A Shadow on the Mist' from *Sleeping Gods* for more detail.)

ADVENTURE SEEDS

- ♣ Gromark is accused of a crime he did not commit (possibly heresy) by a local merchant with a grudge. The locals band together to pay the characters to help 'their barbarian'.
- ♣ The blacksmith offers to sell the adventurers an enchanted blade he received as payment from a returning crusader. Something about the weapon is not quite right.
- ♣ Gromark's past follows him: someone is looking for revenge (or justice, blood-money or blackmail) for his brother's murder.
- ♣ Word of the smith's skill as a weapon-maker spreads. An unscrupulous noble sends a group of ruffians to capture Gromark with the intention of having him outfit his personal army.

MALE, 1ST-RANK BARBARIAN

ATTACK 16, hammer (d6+1, 5) Armour Factor 0
(including bonus from 16 strength)
DEFENCE 7 Movement 10m
MAGICAL ATTACK – STEALTH 13
MAGICAL DEFENCE 3 EVASION 5
Reflexes 11 PERCEPTION 5
Health Points 12

Treasure: 100 florins hidden under his anvil.



THE SUPERNATURAL

RAKOV, MAGUS LIM (P. 42); DELILAH OF THE CROSSROADS (P. 18) AND THRALLSON (P. 49)

Captain Hidago

The hound of Meore, a night-watch captain with a secret

HIDAGO IS THE captain of the night-watch in the city of Meore in Chaubrette. The captain is a native of Algandy and came to Chaubrette over ten years ago. Hidago's time in the night-watch has been marked by a steep decline in street crime and he was promoted to watch commander about three years ago. The captain is something of an oddity among the guards, being an honest man, and his unwillingness to compromise has led him to suffer a number of assassination attempts.

The captain has a great secret; when he arrived in Chaubrette he was fleeing from the law. Hidago is a warlock, a profession strictly forbidden by law in Algandy. As a young for-ester growing up in an isolated village Hidago found and tended an injured warrior. In gratitude the injured man taught Hidago what he knew of magic and warfare. When the inquisition arrived in his village and caught Hidago practicing 'witchcraft' he was lucky to escape with his life.

The captain uses his abilities to great advantage in his new career; criminals find it hard to keep 'Hidago the Hound' from uncovering their plans. The captain has a towering reputation and most criminals genuinely fear him, attributing a host of supernatural talents to him.

APPEARANCE

Those meeting Hidago are often surprised; to hear the city thieves talk you might be forgiven for expecting some kind of monstrous supernatural predator. Nothing could be further from the truth; the captain is a short man with curly hair and an easy manner. Hidago is only ruthless when it comes to dealing with those who prey on the weak, and only a handful or criminals have ever escaped him.

CONTACTS

Captain Hidago met Grifter Grimm (p. 27) a few years ago when the sellsword came to Meore, tracking a murderer with a bounty on his head. Hidago took a liking to Grifter despite his misgivings about the man's methods.

The captain recently had a series of run-ins with agents of an unknown nobleman seeking to smuggle dangerous alchemy items through Meore. It is only a matter of time before the smuggler's lord, Baron Darcheaux (p. 16), sends a warning to Hidago.

ADVENTURE SEEDS

- ♣ Hidago suspects one of Meore's burgomasters is responsible for the disappearance of children in the city. The captain cannot act against a city lord and so he starts feeding the heroes the information they need to solve the crimes.
- ♣ An injured man wearing a tattered guard's uniform staggers into the heroes' camp one night. The man claims to be a guard captain from Chaubrette, kidnapped by the Algandy inquisition, and recently escaped. As baying hounds draw closer, will the heroes hide him and risk the ire of the inquisition?

MALE, 4TH-RANK WARLOCK

ATTACK 15, club (d3,3) or dagger (d4,3)	Armour Factor 3 (mail hauberk)
DEFENCE 8	Movement 10m
MAGICAL ATTACK 16	STEALTH 14
MAGICAL DEFENCE 7	PERCEPTION 8
Reflexes 11	EVASION 3
Health points 12	

Treasure: A finely wrought +2 dagger with a brass crosspiece featuring dancing foxes that Hidago keeps highly polished.

Itz!!kung

Volucreth slave imprisoned outside a dockside tavern

THE VOLUCRETH ITZ!!KUNG (it is pronounced 'Its[click]KUNG') is a member of the Volucreth warrior-caste (see *Dragon Warriors*, p. 252 or *Bestiary*, p. 25). He was captured near the Mungoda river, sold into slavery in the estuary town of Paru, bought by a Coradian merchant and brought to the great port of Ferromaine.

Here he has ended up in a cage outside a dockside tavern, 'The Caged Parrot', as an attraction. Hanging on a wall inside the tavern are his war-harness and two-handed sword, both curiously untarnished by the sea air. For 20 florins the tavern-owner will let an unarmed individual enter the cage and fight Itz!!kung. Large sums of money are often bet on such fights.

In halting Angate Itz!!kung claims to passers-by that he is a Volucreth prince, a victim of treachery. His homeland is embroiled in a civil war between warrior nobles and mystic priests, and the ambush that led to his predicament was engineered by traitorous priests in league with the swamp tribes. Itz!!kung will promise riches to those who free him and help him return home. If this is not enough of an inducement, he also claims to know the secret of his weapon and armour's manufacture, and other Volucreth lore besides. Whether there is truth in any of this is up to the GM to decide.

APPEARANCE

Itz!!kung's once-mighty frame is scrawny and his plumage dull and bare. Heavy iron chains restrict his hands and head, preventing him from using his beak to tear his own wrists open.

CONTACTS

Itz!!kung is a frequent target of those willing to display their combat prowess, and has beaten

and been beaten by bravoos like Marco Senfriti (*Dragon Warriors*, p. 195) and Flodorien Senta-polo (*Dragon Warriors*, p. 196). Merchants such as Melano Fiorensca (*Sleeping Gods*, pp. 64-81) and Tsef Amashin (p. 52) may see Itz!!kung as a potential key to the riches of the mysterious and little-known Volucreth civilization.

ADVENTURE SEEDS

- ♣ A player-character may decide to engage the Volucreth in a cage-fight, or may see one of the above contacts doing the same.
- ♣ The PCs may take pity on Itz!!kung and try to free him from captivity (though this concept is rare for Legend, especially considering the war-like nature of the Volucreth). This could lead to a series of adventures as they venture south to Mungoda.
- ♣ The characters will be hired by scholars or merchants to kidnap Itz!!kung in order to get information concerning the location of the Volucreth homelands.
- ♣ A rival innkeeper or curio-collector may engage the characters to steal Itz!!kung for their own display or collection.

MALE VOLUCRETH, 5TH-RANK BARBARIAN

ATTACK 20, beak (d4, 3)	Armour Factor 1 (plumage/scales) or 3 with war-harness (+2 AF)
or two-handed sword (d10 +1, 6)	
DEFENCE 11	Movement 10m (20m)
MAGICAL DEFENCE 6	STEALTH 13
EVASION 6	PERCEPTION 6 (normal)
Health Points 15 (now 7)	Reflexes 14

Equipment: Two-handed sword and war-harness (leather straps with metal discs)—both confiscated.
 Languages: Volucreth (*fluent*), several Mungodan dialects such as Tenuk (*Dragon Warriors* p. 55), Angate, Coradian Traders' Argot (all *intermediate*).
 Special Abilities: Tracking (*Dragon Warriors* p. 63) and going Beserk (*Dragon Warriors* pp. 27-28).

Jasper

Saint Deniol's faithful gargoyle

AT THE FOOT of a high Cornumbrian peak, a well-travelled path leads to the cave where the Cornumbrian holy man Saint Deniol spent his last days and is believed to be buried. Annually it draws scores of pilgrims to see not only the saint's cave, but also the source of his reputation: the gargoyle Jasper.

Outside the cave is a stone monolith. Its carvings reveal how Deniol met a gargoyle sorely wounded by its bestial brothers. Showing compassion, Deniol tended the creature's wounds. The gargoyle, astounded by this charity, devoted its life to Deniol, protecting him on his journeys throughout Cornumbria. It even converted to the True Faith and accepted the name 'Jasper'. In the tales of their travels the two use trickery and humour to tweak the noses of the mean and unfaithful. When Deniol died, Jasper is said to have cried out in despair before flying north, never to be seen again.

Crouched atop the monolith is a winged monster, dark and cracked and scabbed with lichen. This hideous sculpture is seen as a representation of Jasper, but in truth it is Jasper himself! After he had buried Deniol and sent word of his passing, Jasper carved the monolith in Deniol's memory. In the decades since, hunched still and silent on the monolith, he has contemplated Deniol's compassion. He has asked himself: did Deniol's kindness grow from the True Faith, or was Deniol simply a good man?

Year after year, Jasper observes the pilgrims, watching for signs of true goodness, but has always been disappointed by pious but otherwise uninspired followers. He has considered staging some test to provoke pilgrims to action and discover just what sort of folk they truly are. However, he is fearful of discovering that the True Faith is a thin mask behind which the real

self lurks. If that is true, then is he only a monster pretending to be good?

Faith is the key to Jasper's character. If his hope that the True Faith has meaning is proven true, he is loyal and friendly to those who prove it. If his faith is crushed, then he believes that he is an unredeemable monster and, in a despairing rage, begins a vendetta against the Church. In both cases he will be subtle, and careful not to let anyone see him move from his perch: leaving after nightfall, returning before dawn.

CONTACTS

Years before his doubts began, Jasper revealed himself to Brother Aelfric (see p. 8), impressed by his knowledge of Deniol's travels.

ADVENTURE SEEDS

- ♣ Pilgrims to Deniol's cave require escorts for the journey and several nights of vigil.
- ♣ Saintry relics are valuable and Deniol's bones attract grave-robbers.
- ♣ Jasper witnesses a crime, but seeks to bring the villain to justice without revealing himself.
- ♣ A Gargoyle claiming to be Jasper asks for shelter at a monastery, but is it the real Jasper, an interloper or something more sinister still?

GARGOYLE, 6TH RANK-EQUIVALENT

ATTACK 16, talons (d10, 3)	Armour Factor 7 (but only 2 vs magic weapons)
DEFENCE 8	Movement: 8m (15m) (flying—50m)
MAGICAL ATTACK —	STEALTH 16
MAGICAL DEFENCE 6	EVASION 4
Reflexes 9	PERCEPTION 12 (panoptical)
Health Points 21	

Lord Javier of Lavasse

Commander of the Morodars, elite soldiers of the True Faith

A SKILLED MILITARY tactician, Lord Javier leads the formidable Lavassan mountain-warriors known as the Morodars. By royal decree he contracts the deadly services of his devout expeditionary force to kings and clergy throughout Legend, in the service of the True Faith. Inevitably, the Morodars have achieved notoriety among the Ta'ashim for their participation in the Crusades.

Morodars are highly disciplined Barbarian infantry armed with javelins, spears and short-swords. Wearing drab balaclava-hooded tunics over mail hauberks, they patrol in small units of around eight men, each led by a captain. Their expertise in scouting and ambush tactics—perfected through constant training—has ensured many successful lightning raids on enemy forces over the years.

Bitterly regretting his failings over a decade ago at the horrific Siege of Harat, Javier has since ensured that the Morodars observe their religious vows, and regards any robber-knight who mistreats civilians or pursues riches and glory with contempt. His lordly title is merely a contrivance for the courts of kings; his loyal men respectfully call him 'Javier'.

Born on a cold, snow-capped mountain in the Duchy of Lavasse, from an early age Javier demonstrated an aptitude for martial combat and was selected for the Morodars. He married a Lavassan maiden named Maria, and has two sons—Ramon and Sancho. Five years ago, after serving with distinction in the burning desert near Ibrahim, he protected Duke Alonso of Lavasse (see p. 12) from a renegade Chaubretan assassin. Alonso rewarded him with command of the Morodars and an enchanted shortsword. Javier himself was saved from a Wight's blade three years earlier by Morodar Captain Garcia, who is now Javier's personal bodyguard.

APPEARANCE

Lord Javier is an athletic, purposeful, clean-shaven man in his mid-thirties with dark short-cropped hair and eyes. Though he usually wears Morodar apparel (see above), in formal settings he wears an embroidered navy blue cloak.

CONTACTS

Javier has been the trusted military representative of Duke Alonso (p. 12) for half a decade, working for warlords like Fengor Svartsen of Ibrahim and the Grandmasters of the Knights Capellars (*Dragon Warriors*, p. 166). Javier suspects Mhyse of Chaubrette (see p. 39) of involvement in the attempted assassination of Duke Alonso.

ADVENTURE SEEDS

- ♣ Javier's squad usually lurks somewhere in a war zone, issuing orders to nearby Morodar units.
- ♣ If Duke Alonso or Lavasse ever face grave peril, Javier and his men will leap to their defence.
- ♣ A contact (see above) may call on Javier for one final exhausting mission.

MALE, 8TH-RANK BARBARIAN

ATTACK 23, +2 enchanted shortsword (d8 +2, 5)	Armour Factor 3 (mail hauberk)
DEFENCE 15	Movement 10m (20m)
MAGICAL ATTACK n/a	STEALTH 17
MAGICAL DEFENCE 9	EVASION 8
Health Points 20	PERCEPTION 8 (normal)

(Strength:13; Reflexes:16; Intelligence:15; Psychic Talent:7; Looks:13)

Skills: Berserk, Track, Ride Warhorse, Blood Rage.
 Languages and Literacy: Algandarve (*fluent*), Beaulangue (*basic*), Kurlish (*basic*), Nascérine (*basic*) and Classic scripts.

Equipment: +2 enchanted shortsword, javelin, mail hauberk, backpack, 3d100 florins or equivalent in local coinage.

Guy Lupus

Recoverer of lost artefacts

GUY LUPUS IS a man who has made a name for himself as someone who can retrieve lost (or stolen) items, mundane or magical, under even the most difficult of circumstances.

Prior to his current occupation, Guy Lupus made a living as common thug, beggar and thief; but a chance encounter with a monk named Brother Aelfric (see p. 6) changed his life. Aelfric introduced Guy to a new world composed of the tales and legends of the past, and the fabulous treasures they mentioned. Guy has dropped his self-centered ways and become more open to the feelings and needs of others and has become notably less cruel and violent. He has not committed as fully to the True Faith as Aelfric would have liked, but he does believe in God and hopes that the Saviour is as merciful as Aelfric says he is.

Guy is a pragmatist after all, and sometimes you have to do what you have to do. Thanks to Aelfric, that no longer includes killing in cold blood, which is something Lupus now avoids at all costs. He may con you out of your last copper, but he won't literally stab you in the back.

*"Acquiring Helgrim's
Hand is certainly possible,
but it will not be cheap.
Shall we discuss price?"*

APPEARANCE

A wiry man of medium height and dark hair, Guy doesn't stand out in a crowd—which is how he prefers it. Although he considers his reputation to be more important than gold, he only wants to be known by those who may be of

use to him. To the rest of the world he prefers to remain a mystery.

CONTACTS

Brother Aelfric (see p. 6) is like a father to Guy and is cherished for his insight and guidance. Guy Lupus is also known to work with Marcus Dorsteny (see p. 22) when it is in both their financial interests.

ADVENTURE SEEDS

- ♣ Adventurers may find themselves running up against Guy Lupus in a race to discover some long-lost relic hidden in the underground.
- ♣ The PCs may already possess an item Guy's employers swear is theirs, or perhaps in a role reversal the PCs may have to steal an item in Guy's possession before he can hand it off.
- ♣ The heroes could find themselves working with Guy on a 'recovery' or they may be called in as protectors to shield him from those he has taken items from.

MALE, 3RD RANK

ATTACK 15, sword (d8,4)	Armour Factor 2 (padded)
DEFENCE 9	Movement 10m (20m)
MAGICAL ATTACK —	STEALTH 19
MAGICAL DEFENCE 7	PERCEPTION 8
Health Points 10	EVASION 5

(Strength 14, Reflexes 18, Intelligence 14, Psychic Talent 13, Looks 10)

Special Abilities: Open Lock (40%)

Guy is fluent (& literate) in Elleslandic, Visic, Bacchile.

Treasure and Equipment: backpack, bedroll, sword, padded armour, staff, crossbow, 30 quarrels, miscellaneous equipment (rope, hand lantern, etc.). If met after completing an assignment Guy can be carrying an artefact appropriate to the current adventure, worth d100 florins.

Malcolm the Smith

Melancholic crafter of wondrous metalwork

MALCOLM IS THE fifth in a line of smiths in the village of Pillaton, in southern Albion. Malcolm's great-great-grandfather Eirik once met and assisted an elven Prince. For his act of kindness Eirik was given an enchanted hammer and tongs, which allow one of Eirik's blood to create wondrous items.

Being the current owner of Eirik's Tools, Malcolm is a highly sought-after smith. People travel great distances to commission armour, weapons and forged objects of all sorts, allowing him to charge up to ten times the normal price for such items.

None of this brings him any joy. He suffers from Melancholia (*Dragon Warriors*, p. 125), fearing that without the tools he would have no skill as a crafter. What is more, on occasion Malcolm refuses to craft an item for a patron. Generally this happens if they have done a disservice to the Fay. The tongs and hammer know this person as an enemy and refuse to give them aid. This seemingly capricious attitude to his clients has earned him more than a few enemies.

Malcolm is a bachelor, with little interest in marriage. Needless to say, if he dies childless, the magic of Eirik's Tools will be lost forever.

APPEARANCE

Malcolm is a barrel-chested man. His long black hair is tied back with a leather thong. Piercing blue eyes sparkle beneath bushy brows, and his thick beard hides a mouth which rarely smiles.

CONTACTS

Malcolm's work is known throughout Ellesland. Kings and lords have commissioned work from him and his family. In Trefell to the north, Gro-mark the Smith (p. 30) publicly chides Malcolm

for relying on the Fays' aid rather than true skill. However, possibly the only person in the village of Pillaton which Malcolm considers a true friend is Sara the Weaver (see p. 46).

ADVENTURE SEEDS

- ♣ Malcolm inadvertently offends an elder of the local church. The slight festers, and the church elder eventually demands Malcolm be executed as a practitioner of pagan magic.
- ♣ He goes missing, and the town elders of Pillaton offer a reward for his safe return.
- ♣ Someone steals the Tools, and the PCs get caught up in the adventure to get them back.

MALE, 2ND RANK

ATTACK 10, smith's hammer (d6, 4)	Armour Factor: 1 (padded leather)
DEFENCE 6	Movement 10m (20m)
MAGICAL DEFENCE 5	STEALTH 10
PERCEPTION 6	EVASION 4
Health Points 7	Reflexes 10

Equipment: clothing (Fay-cloth, woven by Sara the Weaver) and padded leather armor of Fay-cloth, 1d10 florins, walking stick/staff, Eirik's tools (see below).

*All of Malcolm's clothing is Fay-Cloth (see p. 46).

SPECIAL: EIRIK'S TOOLS

This hammer and tongs were forged by the Elves. They are simple-looking, but are inscribed with subtle Elven runes of power. The tools only work for Eirik's bloodline; for anyone else they are just normal tools.

When an item is crafted by Malcolm with these tools, the GM rolls on the Magic Bonus tables for Arms or Armour tables in the *Dragon Warriors* rulebook (pp. 137-138). This will give a magic bonus between +1 and +3. There is no way for a character to choose what he gets.

Additionally, when Malcolm crafts an item for a PC or notable NPC personage there is a chance that the item will have additional enchantments. Roll 1d20; if it is under the character's Rank then the item will have additional properties—GM's choice.

Mistress Marta

Dame-school teacher with an adventurous past

MISTRESS MARTA LIVES in a well-kept house in a poorer area of Ongus and runs a well-known dame school where, for a few pennies a week, locals can send their children to receive a basic education. She is known to be a generous woman, if somewhat feared by her young charges. She will even take in orphans if she sees potential in them, and will help them to secure apprenticeships as they get older.

Few know that Marta is a retired adventurer, a sorcerer of considerable power. In her younger days she travelled to the New Selentine Empire and was impressed by its academies of magic (see *Dragon Warriors*, p. 160) and she dreams of setting up similar schools in Albion. Her dame school is a step along this path. She provides a basic education to all, but takes those who display unusual talent and secretly trains them further as apprentices in the art of sorcery.

Marta uses her older students to gather information, which she supplies to certain members of the King's court including Ealdun (see p. 23). Through this she obtains protection for herself and her pupils. She knows that many, including some within the Church, would not like her plans and she has no desire to face public exposure and condemnation as a witch.

APPEARANCE

Marta is a tall, thin woman in her sixties, of stern and dignified appearance, invariably seen wearing a simple though well-made dark blue dress, and often with a birch rod in hand.

CONTACTS

Though Marta keeps her past a secret from those in Ongus, during her adventuring career she travelled alongside a number of well-known

people including Sir Roderick (see p. 45), Llarra the Seeress and Gunthur the Red (see *Dragon Warriors*, p. 180). Many of Albion's experienced adventurers know her for who she really is.

ADVENTURE SEEDS

- ♣ Marta is an excellent source of information on affairs in Ongus and the Kingdom, willing to provide information for fair payment.
- ♣ She will hire out her services as a tutor to those who wish to learn one of the languages she knows (see *Dragon Warriors*, p. 185) and is also willing to do translation work.
- ♣ She is a potential mistress for a PC sorcerer to have trained under.
- ♣ A former pupil of Mistress Marta denounces her to the Church, and she goes into hiding. One of her apprentices is sent to get help, and finds the PCs.

FEMALE, 8TH-RANK SORCERER

ATTACK 14	Armour Factor 0
DEFENCE 8	Movement 10m (20m)
MAGICAL ATTACK 26	STEALTH 15
MAGICAL DEFENCE 16	EVASION 4
Health Points 11	PERCEPTION 8

(Strength 9, Reflexes 11, Intelligence 17, Psychic Talent 16
Looks 10)

Treasure and equipment: Potions of Strength, Dexterity, Theriac, and Elixir Vitae. Scrolls of *Cure Disease* and *Dispel Magic*.

At any one time, she is likely to have a few hundred florins stored with her other valuables in a *Rune (Stasis)* secured chest.

Languages: Elleslandic (*fluent*), Angate (*fluent*), Old Mercanian (*fluent*), Beaulangue (*fluent*), Algandarve (*fluent*), Ancient Emphidian (*fluent*), Lughwyd (*fluent*), Bacchile (*fluent*), Visic (*intermediate*), Modern Emphidian (*intermediate*), Arcane (*fluent*)
Scripts: Classic, Nikkar Runic, Kell

Mhysse of Chaubrette

Scholar and tomb-robber of old Emphidor and Kaikuhuru

ORIGINALLY A SCHOLAR from Quadrille, Mhysse ventured south during the Crusades to see the epic sites of Emphidor and Kaikuhuru. Enraptured, she decided to stay on in Crescentium. Here she initially fell in with Chaubrettan thugs and assassins, before establishing herself as an expert on forgotten cultures. Now she has become an explorer of ancient ruins and a liberator of their antiquities, while furthering her research into hidden lore and secrets unobtainable in the college cloisters of home.

For half the year Mhysse lives in her simple Crescentium villa, whose only luxury is a small alchemical workshop. Here she works as a freelance advisor and scholar. At other times she will be on expedition while her Ta'ashim neighbours and extensive booby-traps guard her abode.

Her current obsession is the ruins of pre-Ta'ashim cults, like the Temple of Faresh on the Marazid coast (*Dragon Warriors*, p. 176). A model of this temple occupies a table in her home, alongside codices and scrolls. It is clear Mhysse is planning another voyage of discovery.

APPEARANCE

Mhysse is a short, lithe woman with tanned skin and pageboy-cut black hair. Normally she will wear the long robes of the Ta'ashim race, under which will be several concealed weapons.

She has a quiet, reserved manner, and puts thought into whatever she says, particularly when consulted on matters of lore. However, when exploring Mhysse will be curt and to the point, using gestures more often than words.

CONTACTS

Five years ago Mhysse was involved in the logistical side of an assassination attempt on

Duke Alonso of Lavasse (see Lord Javier, p. 35), but not the mission itself. She has explored with Xaxamedes in Emphidor (p. 59). Contacts include the diplomat Tuanku (p. 54) and the recently disappeared Tsef Amashin (p. 52).

ADVENTURE SEEDS

Mhysse may be encountered as follows:

- ♣ Exploring ruins anywhere from Emphidor, through the Principalities of the Crusade, to the Emirate of Marazid.
- ♣ Referred to the PCs as a source of rare lore of the Emphidian Empire and Kaikuhuru.
- ♣ Caught up in a Crescentium turf war between the Marijah sect of the Ta'ashim, and crusaders such as the Knights Capellars.
- ♣ Daring adventurers who get to know the patterns of Mhysse's lifestyle may chance a raid on her home while she is absent.

FEMALE, 5TH-RANK ASSASSIN

ATTACK 19, sword (d8 +1, 4), Armour Factor 2
throwing spike (d2 +1, 2) (padded armour)
or fist (d6, 3)

DEFENCE 10 Movement 10m (20m)

MAGICAL ATTACK – STEALTH 23

MAGICAL DEFENCE 8 EVASION 8

Health Points 15 PERCEPTION 12

(Strength: 11; Reflexes: 16; Intelligence: 16; Psychic
Talent: 10; Looks: 10)

Equipment: sword, bandolier of 9 throwing spikes, padded armour, dagger, flask of Assassin's lotion (5 doses), 3 flash pellets, lock picks, backpack, Vial of Smoke (*Dragon Warriors*, p. 140), Blue Scarab (*Dragon Warriors*, p. 142), 100 florins.

Languages: Beaulangue, Elleslandic, Bacchile, Emphidian (Modern and Ancient) (all *fluent* and *literate*). Coradian Traders' Argot (*fluent* and *spoken* only). Kaikuhuran (not *spoken*), Nascérine (all *intermediate* and *literate*). Scripts known: Classic, Emphidian, Jezant, Qemor Hieroglyphs.

The Old Ash

Ancient tree wrapped in folklore and superstition

ATOP A HIGH hill near by Tarpin Ford, a small village in Albion, sits the Old Ash: a warped tree that stays bare year round, yet continues to somehow grow. Its branches are long, thin and spidery, rattling in the slightest breeze. No birds make their home in the Old Ash's branches and even well-trained animals only approach the tree when compelled to do so.

The ancient tree is a favorite subject of conversation for the residents of Tarpin Ford, who regale travelers with tales of its evil reputation. While happy to speak of it in the comfort of their homes, few of them will set foot upon the hill where it sits, and none will do so at night.

Most of Tarpin Ford will tell you that the Old Ash is an ancient site from which the faeries took all happiness and transplanted it to some Fay land. Others insist that the Old Ash is special to the faerie folk, that they keep it shrouded so men will avoid it, only to use it nightly for their councils and revelries.

If the party consults local elders, they will hear a version of the following tale: a century ago an outlaw made his home in the region. Jareth the Damned he was called, for his hatred of the church and his delight in assaulting holy men. His career was bloody but not long. A band of knights hunted him down and found evidence of his devil worship, though they never did find all he'd stolen. They executed Jareth beneath the Old Ash and burned his unholy altar. After that winter the Ash never grew leaves again. It is said that to spend a night on that hill beneath a full moon is to invite a visit from Jareth's spirit.

Occasionally a whisper is passed of ways the powers of the Old Ash can be harnessed. A branch cut from the tree is said to retain its ability to drive away animals, and locals claim that if one is placed in a barn or house it will cause the residents, man or beast, to sicken and

die. Wood from the Ash burns with a greenish flame. If burned with bones from a fresh grave the voice of the dead may be heard in the fire and will answer questions, though cautionary tales surrounds this practice.

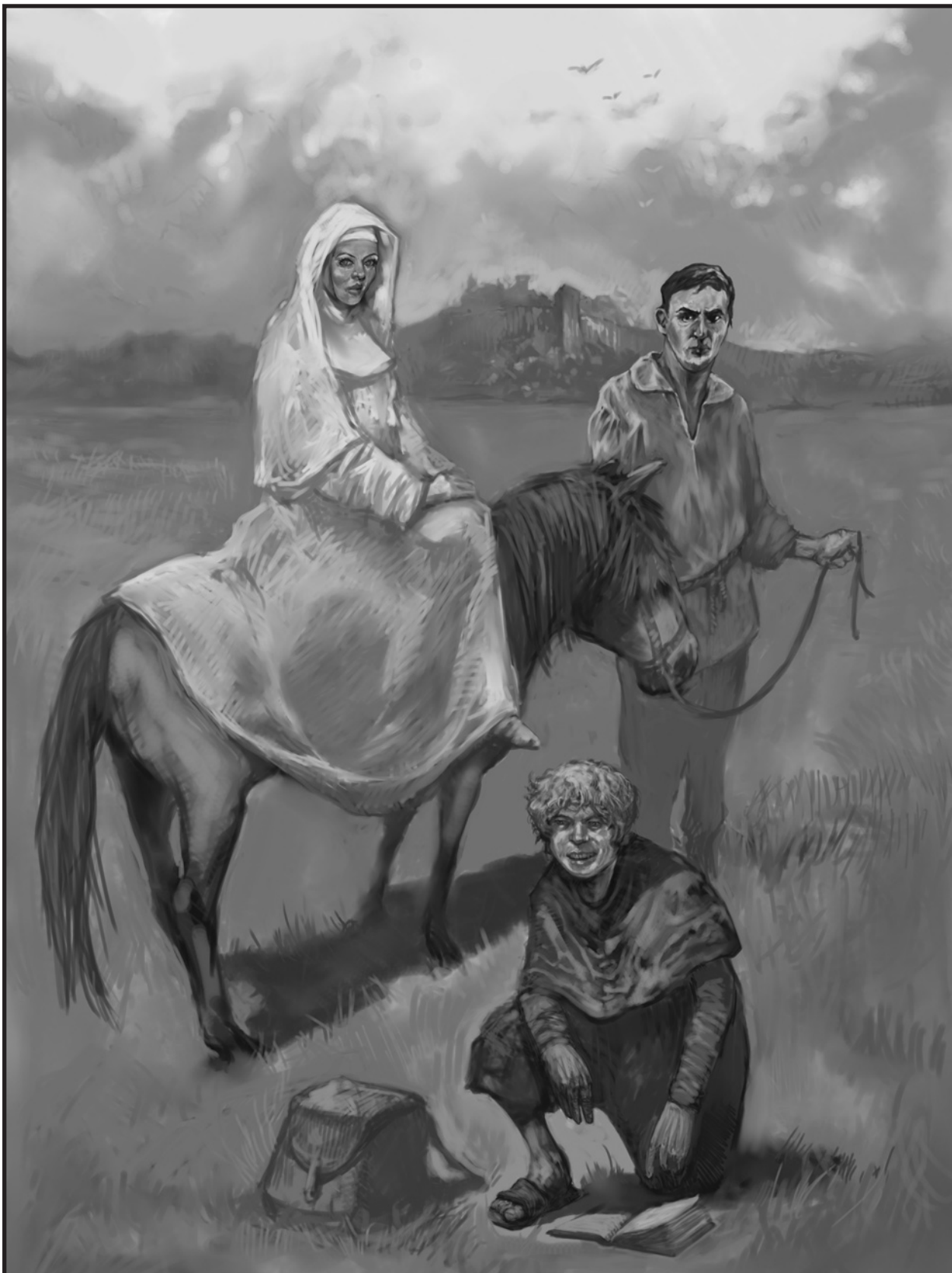
CONTACTS

Each year Gaston the Piper (see p. 25) is compelled to visit the Old Ash upon the evening of the winter solstice. There he plays for the faerie ball held there, and prays to see the pipe's former owner so he can beg to return their property.

The truth behind the Old Ash lies in its connection to the Silver Stag (p. 47). Years ago the forest god that was to become the stag fought atop the hill where the Old Ash now grows. So furious was the battle that a shard of the god's antler was broken off and trampled into the ground. Over time this grew into the Ash. Weapons crafted from the Old Ash are the only weapon capable of slaying the Silver Stag.

ADVENTURE SEEDS

- ♣ Someone possessing knowledge that the characters need dies, either naturally or suspiciously, forcing the party to find a way to contact the deceased. This could lead to an ongoing haunting by the now restless spirit.
- ♣ A series of murders of holy men mirroring those of Jareth begins in the area around Tarpin Ford. This could be his spirit at work, or a madman bent on continuing his legacy.
- ♣ A wise-woman claims a PC with a strange ailment can only be cured by drinking tea made from the Ash's bark. But such tea brings hallucinations, visions of old spirits and other worlds, calling the character to a mission that can only be performed by one of the living.



FOLLOWERS OF FAITH

SISTER DOMINIQUE OF BRAEBURG (P. 20), FATHER CORBIN (P. 14) AND FATHER ALESSANDRO (P. 10)

Rakov, Magus Lim

Krarth Magus, vampire, and master of the undead

RAKOV, THE MAGUS Lim, is a member of the aristocratic Magi of Krarth (see *Dragon Warriors*, pp. 155-157).

Rakov's great dark keep lies in western Krarth, among the forested foothills of the Flint Knives on the Mercanian border, and he rules these lands with a mighty fist.

Among the Magi and in the area around his keep it is well-known that Rakov is a vampire, and that he demands his subjects give him a young maiden every new moon to slake his blood-thirst. Around half of these brides become unranked Vampires (see *Bestiary*, pp. 84-85), while the others rise from the dead as Zombies (see *Bestiary*, p. 87), thanks to Rakov's copious stocks of Virus Lunare (see *Dragon Warriors*, p. 141). These 'wives' roam across the lands of Magus Lim uncontrolled, and occasionally into Mercania, adding further fear to an already terrified populace of serfs and cottars.

The keep houses numerous servants, a small coterie of non-undead courtiers, and a guard contingent of around fifty mercenaries drawn from across northern Legend (treat all as 2nd-rank Barbarians). These rough troops follow

the orders of Guard Captain Hrorsten, a one-eyed renegade from Mercania (and 8th-rank Barbarian), who has served the Magus Lim for the best part of two decades.

The upper levels of the keep consist of living chambers, a kitchen, feasting hall, a maze-like library, and several watch-towers. The lower and underground levels include an extensive dungeon, torture chamber, various workshops and cadaver-preparation chambers, a secure treasury (assume a bountiful hoard; see *Dragon Warriors*, p. 131) spell-trapped with Rakov's Rune (see *Dragon Warriors*, p. 87), and various secret chambers containing Rakov's crypt and spare coffins.

Rakov also owns several ships, which sail from a secret base on the southern Mercanian coastline and ply the waters of the Mergeld Sea. The biggest of these is his personal black-sailed flagship, a large cog named *Night Beast*.

Despite his undeath, the Magus Lim is worryingly sane and lucid, although he tends to talk in the third person, especially when speaking a non-native language. His immediate goals relate to a continued consolidation of his regional power in this area of Krarth, linked with an early warning and later eradication of impending threats, such as vengeful peasant demagogues, wandering adventurers, and vampire-hunting zealots. More long-term plans concern an expansion of his foreign network of spies and assassins, all furtively seeking out ancient lore on undeath, followed by an eventual expedition into the ruins of Spyte.

APPEARANCE

Rakov is tall and thin, with an almost hairless white complexion, and a face frozen forever in a bestial scowl. Rakov is perpetually cloaked



in rich velvet robes of crimson and gold, and his symbol, emblazoned on his pennant for the Battlepits, takes the form of a spiny bronze serpent coiled on a field of scarlet. At all times he carries his Wand of Necromancy (see below), a sapphire-studded Frost Giant femur to which has been nailed the skull of a Snow Ape whose eye sockets contain two enormous rubies.

CONTACTS

Owing to his condition, Rakov is on strained terms with other Krarth Magi, especially those with nearby domains, such as Aytarn, the Magus Byl (see *Dragon Warriors*, p. 156). However, he does have cordial relations with a minor relative, Byl of the Blue Tower (see *The Chronicles of the Magi Book One: The Sword of Life*), who, like him is one of the risen dead. Both Rakov and Byl are members of the Unholy Company of the Eternally Damned, a secretive sect of powerful vampires, best recognized by its five-pronged symbol. Other followers include near-legendary individuals such as Lord Abraxus of Kurland, reputed creator of the Abraxus Stone, and Lord Tenebron of Wistren Wood in Albion.

Some say Rakov has a spy at the Rathurbosk Bridge community, possibly Rauk the wizard or Hiabuor the librarian (see *Dragon Warriors*, p. 155).

*"More blood for Magus
Lim! More fiends to stalk
the tundra!"*

ADVENTURE SEEDS

- ✦ Rakov is one of those NPCs best used as an eternal foe. Initially, players' characters may hear rumours about the Magus, or see his black ship docked at port. Later, they could encounter Rakov's emissaries as they go about their dark deeds abroad. Finally, the characters might enter Krarth itself, whether heading for the ruins of Spyte or the Bat-

tlepits, and encounter the Magus' wives, his Battlepit champions, or even the Magus Lim himself in all his undead glory.

- ✦ Bear in mind that despite being a vampire, Rakov is very much part of the political establishment in Krarth. The Krarth Magi may hate each other, but they abhor interfering outlanders even more, and any attempt to slay Rakov, while rightly cheered by the serfs and slaves, may be greeted with a far-reaching and long-ranging retributive action by the remaining Magi, who are of course, very evil and very rich.
- ✦ A recent disturbing rumour, given Rakov's interest in death and the undead, is that he is emulating the feat of Magister Praetorius and attempting to construct an undead golem using Stygian Water (see *Dragon Warriors*, p. 179).

MALE VAMPIRE, 9TH-RANK SORCERER

ATTACK 16, wand (d6 +2, 5)	Armour Factor 2 (padded armour)
DEFENCE 10	Movement 10m (20m)
MAGICAL ATTACK 26	STEALTH 18
MAGICAL DEFENCE 17	EVASION 7
Health Points 28	PERCEPTION 10 (darksight)
Magic Points 23	
<i>(Strength: 19; Reflexes: 18; Intelligence: 14; Psychic Talent: 17; Looks: 9)</i>	

Treasure and Equipment: Wand of Necromancy (stores 12 Magic Points; see *Dragon Warriors*, pp. 32-33), padded armour, velvet robes, Shielding Charm (see *Dragon Warriors*, p. 143), Ring of the Burning Halo (15 charges; see *Dragon Warriors*, p. 144), flask of Virus Lunare (see *Dragon Warriors*, p. 141), dagger, d100 crowns, half of it in the form of rings and jewellery.

Languages: High Cabbandari, Ancient Emphidian, Bacchile, Arcane (all *fluent* and *literate*). Low Cabbandari (*fluent* and *spoken* only). Beaulangue, Latter Mercanian (*intermediate* and *spoken* only). Elleslandic (*basic* and *spoken* only). Scripts known: Arcane, Classic, Majestic, Emphidian.

Special Abilities: Calligraphy, Alchemy, Artifice, Wands (see *Dragon Warriors*, pp. 30-33). Mesmerism, Partial Immunity to non-magical weapons, Healed by blood and difficult to kill, Raise dead victims as Vampires, Transformation (bat, wolf or mist) (see *Bestiary*, pp. 84-85). Weaknesses: sunlight, running water, garlic, crucifixes.

Rocelin the Minstrel

Singer of songs, teller of tales, and shaper of opinions

ROCELIN IS A well-liked wandering minstrel who travels a peripatetic route through the parts of the Lands of Legend frequented by the adventurers. He is a regular at festivals, tournaments and gatherings, and is also heard in inns and market-places. His repertoire includes the popular *chansons de geste*, folktales of old heroes, as well as more recent songs. He has a rich baritone voice, accompanying himself on the lute.

What sets Rocelin apart from other minstrels and gleemen are his abilities as a gifted writer of new songs, often with a satirical angle. It takes him a couple of hours to turn recent events and rumours into a new song, celebrating the deeds of the valiant, or poking fun at villains, weak nobles, corrupt leaders or inept heroes.

The adventurers are likely to cross Rocelin's path regularly. His songs will help to keep them informed about what is going on across the Lands of Legend. In person he can be a useful source of rumours, background and folklore on the local region; three of his abiding interests.

More importantly, Rocelin will help to mark the party's growing stature as adventurers and heroes. If they score a great victory, defeat an evil menace or do something particularly brave, selfless or spectacular while he is in the area (or sometimes if he just hears of it), they will find themselves as the heroes of his latest song. If they do something cowardly, stupid or evil, the same thing will happen—but the lyrics will be derogatory and insulting, and funny.

Because of Rocelin's skill and renown, other minstrels who hear his songs will take them and sing them, and so the PCs' reputation will spread across the country and even the world. They may find that their reputation—good or bad—precedes them into new towns or foreign regions. They may be treated as heroes, or decide to travel under false names.

If you use Rocelin as a regular character in your game, make up names for the songs he sings regularly, and couplets and verses from the ones about the PCs. You don't have to sing them.

APPEARANCE

Rocelin is below-average height and not particularly handsome, but has a winning smile and a charm that puts people at their ease. He has long brown hair and a scar on his forehead. Gold rings in his ears speak of a seafaring past, but he never talks of his own history.

CONTACTS

Rocelin seems to know everyone. If he hasn't met them, he's aware of them. He has songs about Father Corbin, Delilah, Gaston the Wanderer, Gerard Grisaille, Jasper and the Silver Stag.

ADVENTURE SEEDS

- ♣ The subject of one of Rocelin's songs has taken offence and has put a price on the minstrel's head. Various ne'er-do-wells are intent on collecting.
- ♣ Despite his interest in folklore, Rocelin will never sing songs about the Fay. This is more than simple superstition: the Fay respect his talent and some pay him to perform at their revels. If this were to become known, things would not go well for Rocelin.

MALE, 2ND RANK

ATTACK 10, shortsword (d8, 3)	Armour Factor: 1 (padded leather)
DEFENCE 6	Movement 10m (20m)
MAGICAL DEFENCE 5	STEALTH 10
PERCEPTION 6	EVASION 4
Health Points 5	Reflexes 13

Sir Roderick of Pellard

King's herald of Albion and Master of the Tournaments

SIR RODERICK OF Pellard is one of the King's Heralds of Albion. In this role he travels the country with a small retinue, overseeing the most famous and prestigious tournaments. In most years he acts as Master of the Fay Bridge Tourney.

He maintains a register of armorial bearings of knights and noble families, and is developing a set of rules for heraldry within Albion. He arbitrates disputes between families whose coats of arms are too similar. His fairmindedness is respected by almost all who come into contact with him and he is often asked to settle more complicated and serious arguments as well.

Sir Roderick has good connections within the King's Court at Ongus and many speculate that his itinerant role was given to him as a way of keeping such an honest and fair-minded man away from the halls of power. He carries it out as he would any other legitimately assigned duty—as best he can. Without fear or favour, and for the good of the kingdom. It is his duty.

APPEARANCE

Sir Roderick is a powerful straight-backed man of about sixty, with a full head of almost white hair. He walks with a pronounced limp, but this is his only sign of infirmity. He is nearly always seen in public fully armed and armoured, his tabard bearing the King's red lion quartered with a green star on silver.

CONTACTS

Sir Roderick knows most of the senior nobles of Albion. He especially seeks contact with those he believes to be fundamentally decent men such as Baron Aldred (see *Dragon Warriors*, p. 152), although he disagrees with Aldred on how much loyalty is owed to the King. He

is distantly related to Baron Grissaile (see p. 27) and has taken an interest in the guidance of his son. He is a confidant of King Hadric, and takes pains to stay on Ealdun's good side (see p. 23) though he distrusts the dwarf's motives. He was an adventurer as a younger man, travelling alongside Mistress Marta (see p. 38). Sir Roderick admires the work of the smith Gromark (see p. 31) commissioning him for custom pieces and recommending him to others.

ADVENTURE SEEDS

- ♣ Sir Roderick is always on the look-out for young knights who he feels display the right attitudes of chivalry, decency and loyalty. He will try to persuade such knights to seek service with the crown or with a noble lord that he has decided is worthy.
- ♣ He may sometimes ask a particularly promising knight to take service with a less than honourable lord, to keep him and the crown informed of what is happening within that lord's circle.

MALE, 9TH-RANK KNIGHT

ATTACK 23, 26 with +3 sword (d8 +4, 7), or 24 with +1 dagger (d4 +1, 4)	Armour Factor 6
DEFENCE 17	Movement 10m (10m)
MAGICAL ATTACK —	STEALTH 15
MAGICAL DEFENCE 11	EVASION 7
Health Points 19	PERCEPTION 9

(Strength 14, Reflexes 13, Intelligence 16, Psychic Talent 8, Looks 12)

Treasure and equipment: Sir Roderick travels light, depending on the hospitality of others. He may be carrying one or more weapons made by Gromark. Skills: Swordmaster, Weaponskill (Sword) Languages: Elleslandic (*fluent*), Bacchile (*fluent*), Algardarve (*fluent*), Beaulangue (*fluent*), Kurlish (*fluent*). Scripts: Classic

Sara the Weaver

Spinner of fates and weaver of dreams

SARA IS A spinner and weaver from the village of Pillaton in southern Albion. Unknown to everyone including herself is the fact that she is a Changeling. Left by faeries to replace a stolen child, Sara has been raised alongside the villagers of Pillaton, assuming herself to be human just like them.

However, in her teens, she began to show signs of what some call 'the Sight'. Notably she often sees things which others do not, and seems to have an intrinsic insight into the mystical patterns of the land (in game terms, treat Sara as if she continually has the Mystic abilities *See Enchantment* and *Allseeing Eye* active).

Occasionally while at the loom, the meditative monotony of the weaving causes her mind to wander, and she has visions; sometimes about people she knows, occasionally those she does not. The predictions are wild and varied, as often dire and grim as hopeful and uplifting. These images are expressed in her weaving as subtle, mysterious tapestries, full of symbols and iconography. There are no game rules for this. The GM should use Sara's abilities as a plot device, to disseminate information.

Sara is seen as something of a wise woman in the village. People come to her with problems: trouble conceiving children, finding lost objects, or general advice. She occasionally clashes with the clergy of the town's church. It would probably not take much to provoke them into declaring Sara a witch.

APPEARANCE

Sara is a slight, unassuming woman, but when provoked has a scathing tongue and caustic wit. She dresses simply. Her eyes are bright, and her smile cheerful. Her long dark hair is prematurely grey, and she has an artist's delicate hands.

CONTACTS

Sara is well known in the area around Pillaton. Many locals own clothing made by her, but some shun her as the local priest considers her work to be akin to witchcraft. At the GM's discretion, her reputation may have spread further.

She has a long and fast friendship with Malcolm the Smith (p. 37), seeing him as a kindred spirit. She cares for him as if he were a younger brother, despite him being a few years older.

ADVENTURE SEEDS

- ♣ When they are in Pillaton visiting Malcolm the Smith (or for any other reason) Sara has a vision about one or more of the characters.
- ♣ Sara is finally branded a witch by the parish priest, and the PCs become involved in the accusations, either defending her, or collecting evidence for the church.
- ♣ A Fay or someone with Elfsight recognises Sarah as a Changeling and she must flee the village and seek friends and a life elsewhere.

FEMALE, 1ST RANK

ATTACK 6, bodkin (d3, 3)	Armour Factor 0
DEFENCE 5	Movement 10m (20m)
MAGICAL ATTACK –	STEALTH 10
MAGICAL DEFENCE: 11	PERCEPTION 14
Reflexes 8	EVASION 5
Health Points 9	

Equipment: Spinning wheel, loom, unspun wool, spun wool, knitting needles, 1d6 florins, 1d20 pennies.

The Fay-Cloth: in addition to the symbolic, mystical tapestries Sara weaves, her cloth has an additional property, not known to any human including herself. Anyone wearing cloth made by Sara is identified by the Fay as 'friendly' and left alone. Indeed, the Fay may even offer subtle aid if they come across a wearer in need. For example, an animal track may appear, helping the wearer find his way when lost in the forest.

The Silver Stag

Legendary beast of Dimadrin Wood

IN ALBION THE bards tell tales of the Silver Stag of Dimadrin. In these stories the Stag is alternately a saviour of the weak and punisher of the wicked. No two tales agree but one point is common to them all; the legendary and noble beast makes its home in a hidden valley deep within Dimadrin Wood in central Albion.

The origin of the Silver Stag is lost to the mists of time but some pagan sages whisper that it is a remnant of the forest God, Kaeranos, who disappeared with the coming of the Selenine Legions. Regardless of its true origin, the Stag has attracted knights and wise men to the borders of Dimadrin for hundreds of years. The tales claim that if a man can prove his worth to the Stag he will receive its blessing; though the tales are vague about the nature of the blessing and how a man could prove his worth.

Twice a year, on the nights of the vernal and autumnal equinoxes, the local peasants hold feasts to honour the Silver Stag, claiming that it protects them from evil. Nobody knows for sure if this is true but a few years ago a particularly brutal local lord was found murdered while hunting in the woods, his armour pierced as if by many long knives. The lord's son claimed he was assassinated by vengeful peasants but others point out that the lord's pack of vicious hunting hounds were found cowering nearby and died soon after for no apparent reason.

CONTACTS

An obscure folk tale connects the Silver Stag with the Old Ash of Tarpin Ford (see p. 40). The tale says that the Silver Stag slew a great unnamed evil on the hilltop where the Ash now stands. To keep the evil from rising again the Stag shed its antlers which transformed as they hit the ground, becoming a great ash tree.

Rocelin the Minstrel (see p. 44) knows much of the folklore surrounding the Silver Stag's origin and nature, though he has no idea how much of it is true.

As a young man, Sir Roderick of Pel-lard encountered the Silver Stag in Dimadrin Wood. He does not speak of it today. Mistress Marta, who was with him at the time, knows that something happened between the two of them but did not see the stag herself.

ADVENTURE SEEDS

- ♣ Legend says that the only thing that can kill the Silver Stag is an arrow made from a branch of the Old Ash of Tarpin Ford. The villagers beg the PCs to help them when a group of mercenaries arrives in the area parading a branch torn from the enchanted tree and looking to arrange a hunting party.
- ♣ A PC's love-interest insists that she could only marry someone pure of heart. She demands that the PC prove his worth by obtaining the blessing of the Silver Stag.

RANK-EQUIVALENT: 12TH

ATTACK 28, antlers (d10, 7)	Armour Factor 6 (enchanted hide)
DEFENCE 18	Movement 20m
MAGICAL ATTACK 0	STEALTH 25
MAGICAL DEFENCE 15	PERCEPTION 14
Reflexes 16	EVASION 7
Health points 40	

Special: The Stag can make a 1d10 strength *fright* attack against those with evil in their hearts.

Treasure: The blessing of Kaeranos. This blessing is only bestowed on the most noble of men and can be whatever the GM wants, making it more of a story element. At the GM's option the blessing may, for example, remove the curse visited by killing Garambar in the adventure 'Sins of the Fathers' in the adventure-book *Sleeping Gods*.

Tarquil, Earl of Casseille

Penniless nobleman and desperate father

THE EARL OF Casseille does not sleep well at night. His Earldom consists of extensive lands in north-western Algandy but most of these are covered in dense forests or set in mountainous terrain. The Earl is almost broke and the pan-creator has blessed him with six daughters... their dowries alone will beggar him. Tarquil is desperate to find a few good men who he can trick into marrying his daughters in exchange for worthless lands.

The worst part of it all is that the Earl truly loves his daughters, but fears that they will never make a good match. Esmerelda, Amelia, Cassandra, Merideth and Arabella are all blessed with sweet dispositions but cursed with looks that would make a goat sick. Tarquil's youngest daughter Sophia is a true beauty but according to Algandy tradition her older sisters must be married before she can take a husband.

A few months ago, after weeks of failed marriage negotiations in Carind the Earl came up with a bright idea. He would seek out foreigners who did not know of the quality of his lands or his daughter's homely looks and make proposals to them. The heroes may encounter Tarquil on one of his frequent suitor-seeking voyages as the Earl likes to meet his daughters' suitors first-hand; he is desperate but will not engage his children to evil or crazed men.

CONTACTS

Tarquil wasn't too careful about who he sent his initial marriage messages to. One of his proposals made it to the keep of Rakov, the Magus Lim of Krarth (see p. 42). What the Magus makes of this is yet to be seen.

Sir Roderick of Pellard is famous throughout the western lands and Tarquil made sure that he received an offer to discuss a possible marriage

to one of his sons. Failing that, the Earl is aware that Roderick knows a good many nobles and might be able to arrange introductions to a few eligible bachelors.

"Have you met my daughter Sophia? She's quite the beauty, isn't she?"

ADVENTURE SEEDS

- ♣ The Earl knows that most seasoned adventurers are quite wealthy. He invents a problem that requires adventurers to solve and then offers his daughter's hand in marriage (and extensive lands, albeit on the side of a mountain) as a reward. Of course, the daughter that the hero sees is Sophia, and the one he is to marry is Cassandra.
- ♣ Sophia goes missing while travelling with the Earl. Tarquil begs the PCs to help him, unaware that this daughter, despairing of ever being married, has run off with a handsome and roguish knight.

MALE, 3RD-RANK KNIGHT

ATTACK 15	Armour Factor 0, or 5 in plate armour
DEFENCE 9	Movement 10m
MAGICAL ATTACK 0	STEALTH 13
MAGICAL DEFENCE 5	EVASION 4
Reflexes 11	PERCEPTION 5
Health points 13	

Treasure: The Earl wears a lot of expensive clothing and jewellery when meeting prospective husbands so as to give the impression that he is very wealthy. In an emergency and in an area with plenty of merchants his clothing and jewellery could easily be traded for a couple of trained warhorses.

Captain Thallson

Melancholy sailor-elementalist ploughing the cold seas

AT THE HEAD of his long-ship, the mage Captain Thallson stands as its figurehead. Despite the sadness in his voice, when he stands magically commanding the elements at the height of a storm at sea, his voice is loud and brutal enough to challenge even the thunder and the lightning.

Captain of the small longship *Herkir*, which means 'enduring', Thallson commonly sails the coast of Thuland and the northern Thulan islands. He will carry passengers and goods to Glissom and Ereworn, or as far as the Mercanian coast on the Rymchaeld Sea. However he refuses to sail south of Brymstone, no matter what he is offered, saying only that he needs to remain in colder waters. *Herkir* can most commonly be caught at Beltayn, Brymstone and Katorheim, although Thallson does not neglect smaller ports where merchants and travellers might need his services.

Thallson's command of wind and water means that the crew of the *Herkir* is only small. A dozen look after the sail, maintain the vessel and see to the needs of passengers and cargo. Most of the crew has been with the *Herkir* for many years and are used to and comfortable with Thallson's melancholy demeanour. They amiably challenge his sad songs by following them with rousing shanties. Thallson just smiles, happy enough to laugh at himself.

Thallson was born and raised close to Katorheim. His father and his uncles were part of a long-standing family business of shipbuilding. Family tradition maintained that a seventh child born to a couple in the family should be sent away to become an elementalists' apprentice. Thallson left his family with reluctance, but with a desire to honour tradition. In recent years his contact with his immediate and extended family has been infrequent but cordial, and he

still tries to attend significant family celebrations and anniversaries.

As an apprentice, Thallson struggled with magic for several years and he began to despair of successfully mastering the elements, considering returning to his family in shame and failure. Sailing alone to a remote Thulan island, he stood on a jutting sea-swept rock and cried out into the wind, promising anything to the gods of the sea if they would only give him the talent he craved.

His rash words caught the attention not of gods but of something older and more terrible: a spirit with a body of ice-crushed keels and frost-shattered stone, limbs like frozen spars, and draped in rimed loops of rope; icicle-fanged, with frozen tears for blood and the howling



northern winds for breath appeared before him. The spirit's offer was simple: a tangible magical gift to aid Thallson, in return for his absolute obedience when the spirit finally called for him to honour his promise of 'anything'. Desperate and in terrified awe, Thallson agreed... and he has despaired ever since.

Thallson has not the slightest knowledge of what this monstrous spirit will call upon him to do when the time comes, although he knows he must never sail or walk south of the borders of Thuland and Ereworn. He suspects, though, that it will involve terrible, icy death. This lack of knowledge and the fear it brings has worn away at his soul with the relentless weight of a glacier, and accounts for his demeanour and pre-occupation with stories of tragedy and despair. However, he remains melancholy rather than maudlin, and he is perhaps far stronger in spirit than he believes himself to be.

Thallson's magical harp reduces the Magic Point cost of all spells and mundane uses of raw elemental power connected to air and water by one. This means that the simplest magic is effectively free. The harp functions as both an Aeolian harp and crystal of pure spring-water. However, the harp's magic only works for Thallson... or someone else who has made the same bargain.

*"The sea is not my mistress;
it is my master."*

APPEARANCE

Thallson is tall, lean and long-limbed, his flowing hair like strands of spun ice. His hooded cloak is the dark blue of deepening night. Always, he carries his harp of black wood, inlaid with mother-of-pearl, on which he plays mournful ballads of the cruel seas.

CONTACTS

As a ship's captain, Thallson has had dealings with many travellers, merchants and other cap-

tains, and his name is recognised by those Mercanians who still follow their older traditions or raiding and piracy. Thallson once carried Father Corbin (see p. 14) aboard the *Herkir* and recognised a man carrying a burden not entirely unfamiliar. When they meet, he offers the priest free passage to wherever he is going.

Although they do not know one another, it is possible that Grifter Grimm (see p. 26) might be hired to acquire Thallson's harp for a jealous elemental or bard. Thallson might hire the characters to retrieve it if it is taken south of Brymstone, or they might even be involved in the theft!

ADVENTURE SEEDS

- ♣ Thanks to his command of wind and water Thallson can offer a much faster journey than other captains, perfect for characters in a hurry or chasing someone.
- ♣ Thallson collects songs, poems and stories that tell of sadness, loss and woe, and asks the characters to seek out and record new ones for him, especially those from lands south of Brymstone.
- ♣ Thallson is one of the few captains willing to sail to the far northern Thulan islands and the Mercanian coast in the depths of winter or during stormy weather.
- ♣ The characters acquire a mysterious old sealskin map charting a course through the northernmost Thulan islands to an unexplained X, but Thallson is the only captain who recognises the destination: the rocky island where he made his pact.

MALE, 9TH-RANK ELEMENTALIST (WATER)

ATTACK 13, enchanted dagger +1 (d4+1, 4)	Armour Factor 0
DEFENCE 7	Movement 10m (20m)
MAGICAL ATTACK 24	STEALTH 15
MAGICAL DEFENCE 14	PERCEPTION 7 (normal)
Reflexes 14	EVASION 6
Health Points 12	Magic Points 27/9/9

Treasure: 200 florins, Potion of Dexterity, Healing Potion, Thieriac, Potion of Night Vision.

Thomas and William

Brothers in ales, with trouble brewing

THOMAS AND WILLIAM are brothers from a long line of respected brewers in Albion. While their home and brewhouse is just outside the city of Clyster, they can be found at festivals throughout the land, and their ales and beers are welcome at any fair. People travel far to try their seasonal ales and their family recipe, rumored to have come from ancient Marazid, but now outlawed in that alcohol-free land.

Unfortunately they have more than their share of brotherly rivalry between them.

Thomas is the face of the family business: handsome, well-spoken and agreeable. He is also a shiftless, lazy, narcissistic spendthrift. Just under six feet tall, with a strong jaw and shoulder-length blond hair, Thomas draws the attention of ladies wherever the brothers travel. However, he knows next to nothing of the craft and business of brewing, leaving such menial concerns to his older brother, William.

William is the opposite of Thomas: short, stocky, prematurely bald, a penny-pincher, and yet almost magical in his skill as a brewmaster. He is also introverted: sweating and hyperventilating when approached by an attractive woman, and desperately flustered when spoken to by any of a higher social class than he. Prone to agoraphobia, and panic attacks in crowds, he cannot handle public appearances at all.

William generally keeps to himself, concocting the latest seasonal ales, perfecting new beers and watching over the brewing of the family recipe. He is desperately jealous of Thomas's confidence, stature and amiability. On more than one occasion he has sabotaged their ales, mildly poisoning a batch (not to the point where anyone would die, but many might become ill) or breaking barrels so that the brew leaks out en route—all so that Thomas would suffer a loss of face or momentary humiliation.

Thomas is unaware of these little sabotages, chalking them up—when they occur—to bad luck. Even more frustrating to William is Thomas's ability to smooth over these incidents.

CONTACTS

Thomas and William are known across the land. They have contacts at many levels of society, from farmers who supply their barley, to lords who claim entire batches of their seasonal ales.

ADVENTURE SEEDS

- ♣ A person of some importance becomes ill and dies when William poisons a barrel of brew.
- ♣ Thomas's mouth, or maybe one of his amorous encounters, comes back to haunt the brothers. The PCs are called in to sort it out.
- ♣ When tapping a barrel for a festival, a corpse is found within. How did it get there?

THOMAS THE BREWER: MALE, 1ST RANK

ATTACK 9, dagger (d4, 3 points) Armour Factor: 0 (none)

DEFENCE: 5 Movement: 10m (20m)

MAGICAL ATTACK – STEALTH: 10

MAGICAL DEFENCE: 3 PERCEPTION: 6

Health Points: 6 EVASION: 3

Equipment: Travelling clothes, festival clothes, purse containing 3d6 florins, small knife at belt.

WILLIAM THE BREWER: MALE, 1ST RANK

ATTACK: 8, dagger (d4, 3 points) Armour Factor: 0 (none)

DEFENCE: 6 Movement: 10m (20m)

MAGICAL ATTACK – STEALTH: 12

MAGICAL DEFENCE: 3 PERCEPTION: 9

Health Points: 5 EVASION: 4

Equipment: Travelling clothes, tasting tankard, purse containing 2d6 florins, notebook, quill and inkpot, small knife at belt, walking stick.

Tsef Amashin

Shipwrecked trader and Marijah contact

TSEF AMASHIN HAS spent a lifetime trading between Mungoda and lands of the Ta'ashim faith, dealing in spices, fragrant woods, gold, gems and tribal artefacts, with bases in the ports of Paru and Kiri Umoor.

Half a year ago, on a voyage to expand his business into the Coradian Sea, his vessel *Dawn Courser* was shipwrecked off a rocky stretch of coastline near Ferromaine. The cargo was gold and other valuables, a joint venture between Tsef and a prince from Kiri Umoor to set up a trading legation with the rich merchant families of Ferromaine. Tsef alone survived, a stranger in an incomprehensible new land. Now he ekes out a poor living on the streets of Ferromaine, scheming for ways to salvage his ship, return home and regain control of his trading empire.

Tsef's youth was spent in a Marijah Assassin sect in the river-port of Amasa'im, and he is not as helpless as appearances may suggest. However, he keeps a low profile as those who seek him may not have his best interests in mind. The prince has sent agents north to find out what happened to the gold, and the merchant lords of Ferromaine are likewise searching for the missing trade mission.

APPEARANCE

A grey-haired native of Opalar, clad in ragged clothes, with a dagger up one sleeve, and a small pouch of money slung around his neck. He barely speaks the local language.

CONTACTS

Prior to his shipwreck, two of Tsef's most trusted contacts were Tuanku (p. 54), and Mhyse (p. 39), for her skill in identifying ancient artefacts. In Ferromaine, Tsef recognised Itz!!kung (p.

33) both as a fellow exile, and a key to future glory. If you run the adventure 'Mungoda Gold' (*Sleeping Gods*, pp. 64-81) then Tsef may be a useful ally for Melano Fiorensca's venture.

ADVENTURE SEEDS

- ♣ The first contact that players' characters may have with Tsef is right after his shipwreck, when he appears as a new and rather menacing beggar on the streets of Ferromaine.
- ♣ Following that, the characters become aware of strangers in the city, searching for a man who looks like Tsef. They may be friendly operatives from his merchant outfit, agents of the Kiri Umoor prince, or even Marijah enemies from his past.
- ♣ If Tsef is restored to his previous life, he can be a valuable contact for the characters, with a web of influence that covers the southern ports of Mungoda and the Ta'ashim.

MALE, 8TH-RANK ASSASSIN

ATTACK 20, dagger (d4 +1, 3) Armour Factor 0
or fist (d6, 3)
DEFENCE 9 Movement 10m (20m)
MAGICAL DEFENCE 12 STEALTH 25
EVASION 7
Health Points 17 PERCEPTION 16
(Strength: 9; Reflexes: 15; Intelligence: 11; Psychic Talent: 16; Looks: 8)

Treasure and Equipment: dagger, d20 matapans.
Languages: Opalarian, Nascérine (all *fluent* and *literate*). Several Mungodan dialects (such as Tenuk (*Dragon Warriors* p. 55)) (all *fluent* and spoken only). Coradian Traders' Argot (*intermediate* and spoken only). Scripts known: Jezant.

Special Abilities: (see *Dragon Warriors*, pp. 42-48)
Armour Piercing, Shock Attack, Unarmed Combat, Inner Sense, Memorize, Meditational Trances (Light, Darkness, Water, Earth, and Void), Breakfall, Climbing, Jumping, Pilfer, Pick Lock, and Tracking.



THE GREAT AND THE GOOD

BARON DARCHEAUX (P. 16), DUKE ALONSO (P. 12) AND BARON GRISAILLE (P. 27)

Tuanku

Powerful diplomat with a hidden past and a dangerous legacy

TUANKU FIRST CAME to the attention of the Emir of Marazid in the port of Kiri Umoor, arriving with a shipment of spices from the far south. She was brought into the Emir's household and soon caught the old man's eye, becoming his fifty-third wife. However the strange occurrences that seemed to accompany her soon led to her falling out of favour.

It was only when it was noted by the first wife that the girl had a gift for languages and a good head for numbers that she was delivered from life within the confines of the harem. The Emir made her one of his representatives and she almost immediately secured a supply route through Badawin territories to the north.

Tuanku's life did not begin on the docks of Kiri Umoor, however. It began three hundred and twelve years ago on the westernmost island of a vast southern archipelago. Her name was Samudra and she was the young and beautiful bride of a powerful local merchant-prince. She was beaten regularly by him for not falling pregnant, so she went to *dukan* (sorcerers) to find a way of falling pregnant. Eventually she did, but the child was stillborn.

Enraged, her husband strangled the life from her; the dead child's eyes staring up at its mother's murder as the pool of her black blood soaked into the earthen floor.

The next month a child went missing from a nearby village, the next, a farmer was found dead with his body gutted and organs vanished, and the next a certain merchant-prince was found butchered and castrated within his locked house.

The attacks continued for the better part of three centuries. Sometimes years would pass but always she would return. Strange cries would echo in the tropical night, and the delicate scent of orchids underlaid by a horrible smell

of putrescence announced her presence. Her screams echoed in the distance when she stood before you and her whispers reached your ears only when she was far away. She was described as a young pale woman in a white shroud with a mane of rich black hair; to see her was said to presage your own death. Few ventured out after dark if they could help it.

One day an old man arrived in the area from a distant island and agreed to help them to lift the curse. The local people had seen dark sorcerers and great swordsmen destroyed, and asked him how he would defeat her. He held up a simple iron nail in his arthritic fingers and walked off into the moonlit jungle.

Three days later, a young ragged woman dressed in a torn and dirty white shroud stumbled into the port town of Berlak. She was easy prey for the opportunistic captain of the merchant-ship *Kepah* and soon found herself in the crowded hold of the cargo-vessel.

Tuanku means 'princess' in her local dialect, it was the name the Minji captain dubbed her with. She does not recall her own name or her previous existence except for within strange and horrifying dreams.

*"I will not speak of it.
Why do you dwell on the
past when there is so much
future to be arranged?"*

There is a nail in the back of Tuanku's neck between her vertebrae. To her it is invisible and intangible. Others may occasionally catch a glimpse of it but it is difficult to notice without the use of spells or the like, and as she wears her

hair long it is unlikely to be discovered without careful inspection.

When confronted with scenes similar to her own death the nail works itself loose a little and those around her detect the overpowering scent of orchids. If the stimulus continues then the nail will shift further and a scent of rotting flesh will flood the area before fading.

Remaining in the presence of the stimulus her voice takes on an unworldly quality. Her whispers become shouts, her shouts whispers. She will likely begin to panic as floods of memory begin to return. If allowed rest and peace for a day or more the nail will resettle and the strangeness will cease, it will do so immediately if she is exposed to the scent of banana flowers.

Removing the nail is a very bad idea. Tuanku will cease to exist, her body will rot away to dust in a matter of moments and that will appear to be the end of things. Some days later the killings will begin again. If things progress to this stage treat the risen creature as an embodied Barudath (see *Bestiary*, p. 74) with maximum health points.

A number of strange happenings may occur around Tuanku. These include the disappearance of small objects, feelings of being watched and occasional snatches of childish laughter. All of these are due to the spirit of her dead child which was never separated from her in the flesh and thus remains with her in death. The ghost child (*toyol*) is harmless but those who catch a glimpse of a grey-fleshed newborn standing on two legs and giggling to itself may be disconcerted. Tuanku herself cannot see or hear the *toyol* in life or undeath.

APPEARANCE

Tuanku appears to be a quiet but ambitious young woman in her twenties, with long black hair and olive skin. She often wears a long wrapped piece of cloth paired with a fitted shirt in preference to traditional Ta'ashim dress, and wears a long fur-trimmed double-breasted Khanate coat when travelling in colder climes. She is pictured on page 9.

CONTACTS

Tuanku can be found wherever the Emir of Marazid (see *Dragon Warriors*, p. 165) requires her to be, whether it is negotiating trading terms with such worthies as Tsef Amashin (see p. 52), transporting sensitive information, contracting the services of Mhyse of Chaubrette (see p. 39) as a provider of distracting baubles for the Emir or inspecting yet another prospective wife for her husband as far afield as Analika, Emphidor or the Azure Coast.

ADVENTURE SEEDS

- ♣ Making a representation to Tuanku is probably the least expensive and most pleasant method of gaining an audience with the Emir.
- ♣ The companions may be hired as investigators by a ruler or merchant who is hosting Tuanku's retinue and is troubled by the strange happenings in his dwelling since their arrival.
- ♣ Lore or knowledge of the pontianak is for the most part restricted to the archipelagos of Tuanku's homeland; though it is likely that there are snatches of lore amongst the writings of Khitan and Minji tomes on the subjects of the undying and the undead.

PONTIANAK, RANK EQUIVALENT 2

ATTACK 12	Armour Factor 0 (silk and cotton; AF 1 with jacket)
DEFENCE 6	Movement 10m (20m)
MAGICAL ATTACK –	STEALTH 12
MAGICAL DEFENCE 4	EVASION 3
Health Points 6	PERCEPTION 4
<i>(Strength 9; Reflexes 12; Intelligence 16; Psychic Talent 12; Looks 16)</i>	

Treasure and Equipment: Rich clothing, quill, official documents, parchment, 200-500 florins worth of stones and jewelry, a Seal of Marazid ring.

She speaks *fluent* Nazerine, *intermediate* Opalarian, *intermediate* Coradian Traders Argot, a number of Mungodan languages to the *intermediate* and *basic* level. She is of course fluent in the languages of her homeland. Tuanku can learn a language to basic level within a week of exposure to it.

Lucio Vassilvio

Miscreant son of a noble house

LUCIO IS A son of a minor branch of Ferromaine's great Vassilvio family. Intelligent but spoiled, he used his wealth and position to enjoy the high life—young ladies, good parties and occasional indiscretions in the name of fun, secure in the knowledge that the head of his family would pay whatever was necessary to avoid embarrassment to the family name.

He finally went too far when a dispute over a gambling debt incurred in a fixed game of cards led to the death of a family retainer. While his debts were cleared and additional money laid out to deal with the problems he had caused, his uncle made it quite clear to him that this was the last time that would happen and that he would no longer be welcome in Ferromaine or anywhere the Vassilvio family might gather. Lucio now searches for a way to maintain the lifestyle to which he has become accustomed, outside of his family's control and protection.

He is likely to be found in a tavern in any port town surrounding the Coradian Sea that lie outside of Ferromaine's border. Whenever he has enough money to maintain the appearance of a wealthy young gentleman he will make himself visible in his efforts to impress others and to find opportunities—perhaps around a card table—of making even more money.

Lucio is intelligent enough to maintain a reserve of cash that he will only draw upon if he becomes desperate. Whenever he approaches this state, he moves to cheaper accommodation and seeks to draw upon his skills as an adventurer. He is not fussy about the work he undertakes at these times, he will work as a mercenary or bodyguard if necessary, but his preference is to find something exciting to do. Treasure-hunting and exploration are his preferences and things he has come to enjoy. Lucio will look for other adventurers who are seeking companions,

or if he has a current lead will quietly approach likely looking groups to see if they are interested in joining him on an undertaking.

Though dishonest when dealing with strangers or those he regards as less important than himself, Lucio does have some sense of honour and a strong desire to be seen as chivalrous. Not religious enough to go on a Crusade, he nonetheless feels a connection to the traditional ideas of knightly behaviour, today more strongly observed in the northern kingdoms than his own homeland of Ferromaine. He would be eager to participate in a tournament if an opportunity to do so presented itself, both for the experience and the potential to obtain a sizeable ransom in the *mêlée* (see *Dragon Warriors*, p. 197). He would be eager to make the acquaintance of any person he saw as representative of his ideal of knightly behaviour.

Through all of his adventuring Lucio hopes to achieve enough fame and recognition to be able to return home safely. He has accepted his current lot in life but he has no desire to remain an outcast from his family and an exile from his homeland for the rest of his life. He knows that if he can acquire enough wealth and status to convince his uncle that he will no longer be a drain on the family's resources and if he can foster a reputation that enhances the Vassilvio name in the eyes of the world, that he will be welcomed home with open arms. It is his fervent hope that someday he will make that happen. Youth is a time for indiscretion but a youth still hopes to be more than that someday.

APPEARANCE

Lucio is a tall, slim, and attractive man in his early twenties with shoulder-length black hair and blue eyes. He wears his adventuring gear

when he is engaged in activities that require it but at other times he will be found in hose and tunic, richly embroidered, as befits a young man of means.

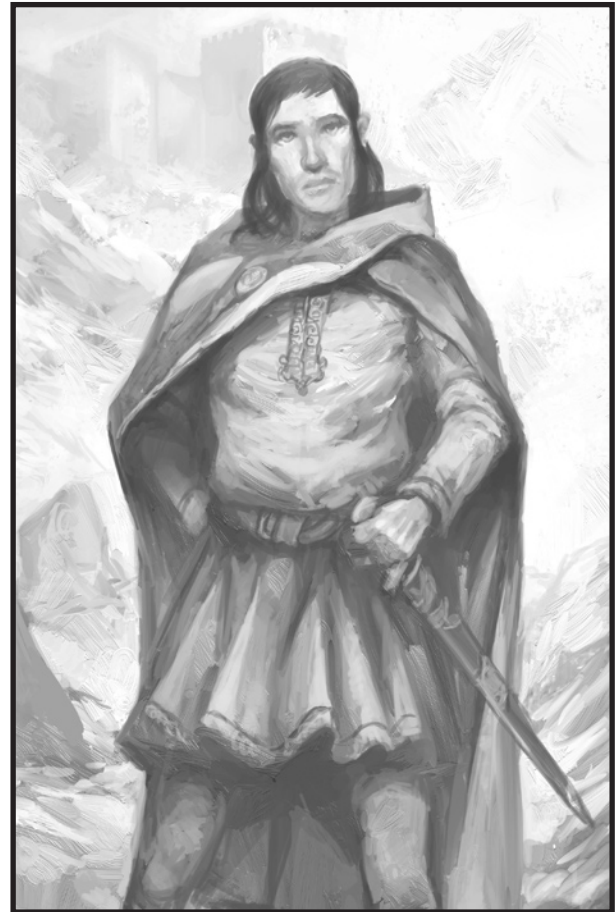
CONTACTS

Forbidden to enter Ferromaine, Lucio has been cut off from easy access to many of his old friends. However, should they leave the borders of the League he will always be eager to travel alongside such childhood friends as Marco Senfriti (see *Dragon Warriors*, p. 195) or Flodorien Sentapolo (see *Dragon Warriors*, p. 196). He has recently been adventuring in the company of Xaxamedes (see p. 59).

“Honour. Yes. Duty, certainly. But without a little fun in life, is there really any point to anything else?”

ADVENTURE SEEDS

- ♣ Lucio's desire to make a great deal of money quickly means he is always seeking companions willing to explore the legendary under-worlds and ruins. He is particularly eager to find others willing to explore the Tombs of Kala (see *Dragon Warriors*, p. 177).
- ♣ After winning a significant amount of money in a game of chance that wasn't entirely honest, he may seek to engage a likely looking group of people to escort him back to his lodgings.
- ♣ If losing at a game of chance, he may try to pay off his debt by offering information about an adventuring opportunity which he'd be very willing to let the others accompany him on, with any treasure they share more than making up for this gambling debt.
- ♣ He may try to seduce an attractive female character.



MALE, 4TH-RANK KNIGHT

ATTACK 16	Armour Factor 5
DEFENCE 10	Movement 10m (20m)
MAGICAL ATTACK –	STEALTH 14
MAGICAL DEFENCE 6	EVASION 4
Health Points 15	PERCEPTION 6

(Strength 11, Reflexes 12, Intelligence 15, Psychic Talent 12, Looks 16)

Languages: Angate (*fluent*), Coradian Trader's Argot (*fluent*) Bacchile (*intermediate*), Beaulangue (*intermediate*), Elleslandic (*intermediate*), Kurlish (*intermediate*), Algandarve (*basic*), Kurlish (*basic*)
Scripts: Classic

Treasure and equipment: When adventuring or whenever he feels under threat and it is not totally inappropriate to be armoured, Lucio wears a suit of fine plate armour with a magical shortsword (d8 +2,5) by his side. His only other unusual items are a Love Philtre that he obtained on an earlier adventure, and which he will tell others he carries only to keep it out of the wrong hands; and a set of high-quality playing cards, the backs of which contain subtle and deniable markings that give him an advantage when he can persuade others to play with this deck.

The Wild Man

Fay-touched madman of mysterious origins

TRAVELLERS SOMETIMES SEE him capering along the skyline at dawn, wearing only rags and his matted beard. At dusk he might sit atop a standing stone playing a bone flute, slipping off and vanishing into the night if approached. Nearby villagers say he was a young shepherd who, one midsummer night, saw a hillside crack open and a glorious faerie host march out to dance and play upon the land. That splendid sight sent him wild and barmy. Now, he scampers on the hills, hoping for the day the hillside reopens so he can enter the Lands of the Fay forever.

At least that's what folk say. Nobody local has ever spoken to the Wild Man so his true origin remains mysterious, although someone always says that somebody else's grandfather one village over spoke to him many years ago.

Villagers warn travellers to be wary, whispering that the Wild Man creeps into your camp at night and steals things. Worse still, they say, he leaves things behind. It might be something good, like a rabbit fresh for the pot, but it might be something more sinister like a sheep's bloody jawbone or a handful of elf-shot (miniature spear and arrow heads). Their significance is unclear, but the superstitious consider them cursed, drawing the attention of the Fay.

What makes him dangerous is his connection to the Fay and his desire to enter their lands. He tries to use others to draw the attention of the Fay, enticing them out of the hillsides so he can sneak in through the opened gate. If he feels that someone holds the key to this goal, he will become obsessed with them and follow them, furtively and at a distance, for weeks at a time.

The few who have spoken to him say that he is not mad or touched. He knows many things, but few that relate to humankind or even to this world. He can, somehow, read and write.

APPEARANCE

Furtive and cautious, the Wild Man is curious nonetheless. With wild bright eyes and sharp white teeth gleaming through a tangled beard it is hard to imagine him a man at all. If hunted he runs and hides; if threatened he cowers in fear or lashes out in desperation. He will talk if treated kindly, but it may take several encounters to gain his trust, and even if the adventurers can understand his language, what he says is obscure and strangely phrased.

CONTACTS

The Wild Man knows the hill where the Old Ash (see p. 40) grows, and a hidden path into the valley where the Silver Stag (see p. 47) sleeps. He visits both at least once a year, often on nights sacred in ancient calendars.

ADVENTURE SEEDS

- ♣ The Wild Man steals the key to a noble's trapped, iron-bound strongbox that contains vital documents.
- ♣ The Wild Man becomes aware that Sara the Weaver (see p. 46) is a Changeling and kidnaps her from Pillaton, trying to use her as a key to open the gates to the Fay realms, or a hostage to demand that others open them for him.

MALE, 1ST RANK

ATTACK 11, cudgel (d3, 3)	Armour Factor: 0
DEFENCE 5	Movement 12m (25m)
MAGICAL ATTACK 0	STEALTH 18
MAGICAL DEFENCE 4	PERCEPTION 10 (<i>elfsight</i>)
Reflexes 16	EVASION 4
Health Points 8	

Treasure: none, despite rumours.

Xaxamedes

Philosopher and wanderer of the Coradian Sea ruins

XAXAMEDES IS A warrior-mystic from Emphidor, who is often found wandering the ruins that dot the shores of the Coradian Sea.

He exists in a state of profound melancholy, and alternates between long expeditions to recover some obscure scrap of ancient lore, versus drunken blowouts at a local tavern whose wine-cellar he invariably makes significant inroads into. This reflects his attempts to reconcile his heightened musings on the nature of existence with the more drab and squalid concerns of his chosen adventuring lifestyle.

Others say he has never been the same after being cursed by a godless automaton in the Tombs of Kala, on the isle of Kaxos.

APPEARANCE

Xaxamedes is a tall, muscular man, with curly brown hair and brown eyes. On expedition he will be in adventuring gear; otherwise he will be wearing simple peasant-style clothing. He always has a golden key around his neck.

CONTACTS

Xaxamedes is a fixture of the Coradian coastline from Algandy to Analika, with the city of Ferromaine his base of operations. As a result he is often seen working with or against such notables as Marco Senfriti (*Dragon Warriors*, p. 195), Flodorien Sentapolo (*Dragon Warriors*, p. 196), and Lucio Vassilvio (p. 56). Xaxamedes has also tangled with Grifter Grimm (p. 26).

ADVENTURE SEEDS

Xaxamedes may be encountered as follows:

- ♣ Exploring one of the many coastal ruins of the Emphidian or old Selentine Empires,

either alone or with companions. Is he after the same treasure as the player-characters? Will they join forces or will there be strife?

- ♣ Engaged in a tavern brawl. Xaxamedes will usually be outnumbered, offering braver characters a chance to gain his favour by helping out.
- ♣ Referred to the adventurers as a source of rare lore from the Emphidian and old Selentine Empires. Perhaps the characters wish Xaxamedes to guide them through the nefarious underworld where melancholia settled like a black veil across his soul.
- ♣ Xaxamedes wears a classical amulet of rare power—the Key of the Dark Labyrinth. The characters may need one of their own, and wish to know where Xaxamedes discovered his. Alternatively they may try to take his, through either force or deception.

MALE, 7TH-RANK MYSTIC

ATTACK 17, sword (d8, 4)	Armour Factor 3 (mail hauberk)
DEFENCE 11	Movement 10m (20m)
MAGICAL ATTACK 21	STEALTH 16
MAGICAL DEFENCE 12	EVASION 5
Health Points 12	PERCEPTION 12 (normal)

(Strength: 16; Reflexes: 14; Intelligence: 10; Psychic Talent: 13; Looks: 16)

Treasure and Equipment: sword, shield, mail hauberk, lantern, flint and tinder, dagger, rope (10m), Key of the Dark Labyrinth (*Dragon Warriors*, p. 143), d100 florins or matapans, or the local equivalent.

Languages: Emphidian (Modern and Ancient), Angate, Bacchile, Kurlish (all *fluent* and literate). Coradian Traders' Argot (*fluent* and spoken only). Algardarve, Beaulangue (all *intermediate* and literate), Raukil (*basic* and spoken only). Scripts known: Classic, Emphidian.

Special Abilities: Xaxamedes has the following Mystic abilities: Spell mastery (See *Enchantment*), Premonition (49%), ESP (26%). Xaxamedes suffers from Melancholia (see *Dragon Warriors*, p. 125).

hirelings

HENCHMEN, HIRELINGS AND guides are regular features of most *Dragon Warriors* games, but if not given some personality they can be colourless, or at worst just an excuse for PCs to increase the amount they can carry. So here is a checklist of personality traits that you can drop on to anyone the party hires or travels with to make them more memorable. If used well, some can also turn into springboards for future adventures. You can use these same features and foibles for any NPC, whether pre-written or someone that you create on the fly.

The system works best if you choose a major and a minor personality trait for each character. Starting a character with an obvious flaw and slowly letting the PCs discover their more noble trait is a great way to build a personality for a memorable game-character.

Amiable fool. The party has hired the village idiot. They will give him instructions, and he will smile and nod and not understand any of it. Mostly he will imitate any other hirelings, doing roughly what they do, only not as well. Easily scared. Easily mistaken for Taciturn (q.v.).

Chancer. At regular intervals this hireling will try to persuade his employers that he deserves a share of the loot. Sometimes will do extra 'risky' tasks if he thinks it might increase his chances.

Clumsy. This hireling's Reflexes are well below average. His fellow villagers have decided that they don't want him swinging a scythe anywhere near their ankles and instead recommend him vigorously to anyone who might hire him away. Drops things, falls over and sets off traps.

Coward. Will flee the first time the party is attacked or threatened. May just leg it in terror,

or may wait for an opportune moment to slip away without being noticed.

Doomsayer. To this hireling everything is an omen of doom: local geography ('nobody's ever come back from there'), weather patterns, sightings of wildlife, vegetation ('it only grows where a man will die') folklore, and so on. Often goes hand in hand with Superstitious (see below).

Drunk. Either over-indulges on alcohol when given the chance, or is actually an alcoholic with a physical craving for drink. Often hung over.

Dull.

Faint of heart. Passes out (or possibly just throws up) at the sight of blood.

Foolhardy. Will rush into trouble while wiser heads are still making plans. Will head off along unlit and possibly trapped corridors, opening doors and chests before they've been checked for danger. This may be from stupidity, bravado, or a desire for more pay (see 'Chancer', above).

Illegitimate. Rightly or wrongly, the person believes that they are the illegitimate offspring of a noble or royal figure; possibly even Fay royalty. Talks about it a lot. May ask for the adventurers' help in claiming his birthright. May not understand the basic principles of nobility, hereditary, or biology.

Impenetrable accent. This character does talk and answer questions, but in a local accent so thick that only another local can understand it. This becomes interesting when he suddenly has some important information that he needs to communicate urgently.

Knows better. Whatever the PCs are doing—lighting a fire, picking a lock, negotiating with a demon—he knows a better way to do it, and will tell them so. There’s a small chance that his way actually is better.

Liar. Maybe this hireling tells the party what he thinks they want to hear. Maybe he wants to make himself seem bigger, braver or more competent than he is, or is covering up shoddy work. Maybe there’s a more sinister motive. Whatever the reason, his words can’t be trusted.

Minor phobia. The hireling will discover in the course of the adventure that they have a minor phobia. These can include a fear of enclosed spaces (claustrophobia), fear of spiders (arachnophobia) or other types of beast; vertigo; darkness¹; or magic. Of course, events during the adventure may instill new phobias: flames; rockslides; ogres with big clubs and so on.

Model worker. Completely competent and absolutely trustworthy. Makes useful suggestions when asked. If you want to give him a downside, then he may not be who he seems. Alternatively, wait until the PCs have grown fond of him, and then have him killed or kidnapped by a bad guy, or arrested for misdeeds performed years ago before he became a reformed soul. A rescue mission and proving his innocence (if he is innocent) can form a whole new adventure.

Nightmares. If the party stops to sleep, he will break their rest, screaming and thrashing at night-terrors. His dreams might contain something relevant: a vision, or a message from the spirits, a memory triggered by something he’s seen recently. Or they might just be dreams.

Religious. An adherent to the True Faith, this hireling will frown upon cursing, drinking alcohol, stealing, despoiling graves, killing people, and other adventuring business. May become so offended that they leave the party’s employ.

¹ Even in the Lands of Legend most people have never experienced the complete blackness of subterranea. Even the most starless night is not as overwhelmingly dark as the depths of an underworld.

Sense of direction. You can play this two ways: either the character has a terrific sense of direction, knows instinctively which way is north and can backtrack their steps for miles; or they have no idea where they are and can get lost in bed.

Sensitive. Believes he has a sixth sense for danger, the Fay, ghosts and so on. Might be right.

Sniffles. Has an annoying sniff. Occasionally coughs or sneezes, sometimes just after someone has said, ‘Quiet!’ or ‘Listen!’ A less blatantly annoying variant is someone who frequently clears his throat and spits.

Superstitious. Everyone in Legend is superstitious to an extent; this fellow more than most. Uses gestures, sayings, herbs and small items to protect himself and people he likes from the baneful influences of the environment.

Taciturn. Doesn’t say much.

Talkative. This fellow was probably recommended to the adventurers as a valuable source of local knowledge and folklore. In reality he talks a lot. His local knowledge may be useful, or may be at the level of ‘That’s the pond where Widow Clyff’s cow drowned last summer.’

Volunteer. Is very excited to be part of an adventuring party. Will offer to carry the heaviest loads, lead the way and so on, sometimes in ways that will imperil the group.

Wannabe. Always wanted to be an adventurer himself. Questions the party-members about what they’re doing, and how they’d recommend he can get started. Will listen to tales of past derring-do for hours.

Well known/Well liked. Knows almost everyone for several miles around where he was hired, will greet them by name. Knows all the local gossip. May be able to negotiate favours or discounts with local traders and inns. May recognise the faces of corpses and even zombies.

STANDARD NPCs

THIS SECTION IS filled with game-stats for typical human non-player characters that your player-characters may meet anywhere in the Lands of Legend. They're all generalisations: not all watchmen are first-rank or stewards 3rd-rank, for example, so feel free to tweak these as much as you need for your own game.

BANDIT

Rank-equivalent: 1st

ATTACK 12	Armour Factor: as worn
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 13	STEALTH 14
Health Points 7	PERCEPTION 4

BEGGAR

Rank-equivalent: 1st

ATTACK 8	Armour Factor 0
DEFENCE 4	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 11	STEALTH 13
Health Points 5	PERCEPTION 5

BLACKSMITH

Rank-equivalent: 1st

ATTACK 12, hammer (d6, 4)	Armour Factor 1
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 12	STEALTH 11
Health Points 8	PERCEPTION 4

CHILD (AGE 4-7)

Rank-equivalent: none

ATTACK 3	Armour Factor 0
DEFENCE 2	Movement: 7m (140m)
MAGICAL DEFENCE 1	EVASION 4
Reflexes 14	STEALTH 14
Health Points 2	PERCEPTION 3

CHILD (AGE 8-II)

Rank-equivalent: 1st

ATTACK 6	Armour Factor 0
DEFENCE 3	Movement: 8m (16m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 14	STEALTH 13
Health Points 4	PERCEPTION 4

CHILD (AGE 12-15)

Rank-equivalent: 1st

ATTACK 8	Armour Factor 0
DEFENCE 4	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 13	STEALTH 13
Health Points 6	PERCEPTION 4

DRUNK (ADULT MALE)

Rank-equivalent: 1st

ATTACK 8	Armour Factor 0
DEFENCE 4	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 2
Reflexes 7	STEALTH 7
Health Points 8	PERCEPTION 2

FISHERMAN

Rank-equivalent: 1st

ATTACK 11, harpoon (2d4, 4) or net (on hit, roll under Reflexes or be entangled for 1d6 rounds)	Armour Factor 0
DEFENCE 5	EVASION 3
MAGICAL DEFENCE 3	STEALTH 14
Reflexes 13	PERCEPTION 8
Health Points 7	

GYPSY, ROMANY, TRAVELLER OR NOMAD

Rank-equivalent: 1st

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 7	EVASION 4
Reflexes 10	STEALTH 14
Health Points 6	PERCEPTION 5

HENCHMAN

1st-rank Knight

ATTACK 13	Armour Factor 4
DEFENCE 7	EVASION 4
MAGICAL DEFENCE 3	STEALTH 12
Reflexes 11	PERCEPTION 4
Health Points 11	

MAN-AT-ARMS (RURAL)

Rank-equivalent: 2nd

ATTACK 13	Armour Factor 3
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 10	STEALTH 13
Health Points 10	PERCEPTION 4

MAN-AT-ARMS (URBAN)

Rank-equivalent: 2nd

ATTACK 14	Armour Factor 3
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 4
Reflexes 11	STEALTH 13
Health Points 11	PERCEPTION 5

MAN-AT-ARMS (OF NOBLE)

3rd-rank Knight

ATTACK 15	Armour Factor 4 (full mail)
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 4
Reflexes 13	STEALTH 13
Health Points 12	PERCEPTION 6

MERCHANT

Rank-equivalent: 1st

ATTACK 10	Armour Factor 0
DEFENCE 4	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 3
Reflexes 8	STEALTH 10
Health Points 6	PERCEPTION 5

MONK

This assumes a monk of the True Faith. Other religions may train their initiates in martial arts or similar skills.

Rank-equivalent: 1st

ATTACK 12	Armour Factor 0
DEFENCE 4	Movement: 10m (20m)
MAGICAL DEFENCE 5	EVASION 3
Reflexes 7	STEALTH 10
Health Points 5	PERCEPTION 4

ORDINARY MAN OR WOMAN

Rank-equivalent: 1st

ATTACK 11, damage by weapon type	Armour Factor: depends on type worn (usually 0)
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 10	STEALTH 12
Health Points 1d6 +3	PERCEPTION 4

OUTLAW

Rank-equivalent: 2nd

ATTACK 14	Armour Factor: as worn
DEFENCE 7	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 5
Reflexes 13	STEALTH 14
Health Points 14	PERCEPTION 5

PEASANT/VASSAL

Rank-equivalent: 1st

ATTACK 11	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 12	STEALTH 12
Health Points 7	PERCEPTION 5

PILGRIM

Some pilgrims travel unarmed. Others are better prepared.

Rank-equivalent: 1st

ATTACK 12, mace (d6, 4)	Armour Factor 0-2
DEFENCE 5	Movement 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 12	STEALTH 14
Health Points 9	PERCEPTION 7

POACHER

Rank-equivalent: 1st

ATTACK 12	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 12	STEALTH 15
Health Points 6	PERCEPTION 6

PRIEST (TOWN/CITY)

Rank-equivalent: 2nd

ATTACK 12	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 6	EVASION 3
Reflexes 8	STEALTH 11
Health Points 9	PERCEPTION 6

PRIEST (VILLAGE)

Rank-equivalent: 1st

ATTACK 11	Armour Factor 0
DEFENCE 3	Movement: 10m (20m)
MAGICAL DEFENCE 5	EVASION 3
Reflexes 9	STEALTH 11
Health Points 8	PERCEPTION 5

PRIMITIVE

1st rank-equivalent

ATTACK 11, club (d6, 4) or javelin (d6, 4 + poison)	Armour Factor 0 (and shield)
DEFENCE 5	EVASION 3
MAGICAL DEFENCE 3	STEALTH 13
Reflexes: 11	PERCEPTION 6
Health Points: 7	

PRIMITIVE CHIEF

4th rank

ATTACK 17, spear (2d3, 4 and poison)	Armour Factor 0
DEFENCE 10	EVASION 6
MAGICAL DEFENCE 6	STEALTH 13
Reflexes 13	PERCEPTION 6
Health Points 17	

REIVER

3rd-rank Barbarian

ATTACK 16	Armour Factor 2
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 5	EVASION 5
Reflexes 14	STEALTH 14
Health Points 16	PERCEPTION 7

SAILOR

Rank-equivalent: 1st

ATTACK 13	Armour Factor 1
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes 13	STEALTH 9
Health Points 9	PERCEPTION 3

SERVANT

Rank-equivalent: 1st

ATTACK 9	Armour Factor 0
DEFENCE 6	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 11	STEALTH 14
Health Points 7	PERCEPTION 5

SOLDIER

Rank-equivalent: 2nd

ATTACK 14, sword (d8, 4)	Armour Factor 2
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 4
Reflexes 12	STEALTH 13
Health Points 12	PERCEPTION 6

SOLDIER (CRUSADER)

Rank-equivalent: 4th

ATTACK 16, sword (d8, 4)	Armour Factor 3
DEFENCE 10	Movement: 10m (20m)
MAGICAL DEFENCE 6	EVASION 4
Reflexes 10	STEALTH 13
Health Points 14	PERCEPTION 6

SQUIRE

Rank-equivalent: 1st

ATTACK	Armour Factor
DEFENCE	Movement: 10m (20m)
MAGICAL DEFENCE	EVASION
Reflexes	STEALTH
Health Points	PERCEPTION

STEWARD

3rd-rank Knight

ATTACK 15	Armour Factor 3
DEFENCE 9	Movement: 10m (20m)
MAGICAL DEFENCE 5	EVASION 4
Reflexes 10	STEALTH 12
Health Points 14	PERCEPTION 4

THUG

Rank-equivalent: 1st

ATTACK 11	Armour Factor 2
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 13	STEALTH 12
Health Points 6	PERCEPTION 4

TINKER

Rank-equivalent: 1st

ATTACK 12	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 7	EVASION 4
Reflexes 10	STEALTH 14
Health Points 5	PERCEPTION 5

TOWN COUNCIL MEMBER

Rank: 1st

ATTACK 11, dagger (d4, 3)	Armour Factor 0
DEFENCE 5	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 8	STEALTH 12
Health Points 7	PERCEPTION 4

TOWN GUARD

Rank-equivalent: 2nd

ATTACK 14, sword (d8, 4)	Armour Factor 3
DEFENCE 8	Movement: 10m (20m)
MAGICAL DEFENCE 4	EVASION 4
Reflexes 11	STEALTH 13
Health Points 10	PERCEPTION 5

VILLAGER

Rank-equivalent: 1st

ATTACK 11, cudgel (d3, 3)	Armour Factor 0
DEFENCE 5	Movement 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 9	STEALTH 12
Health Points 5	PERCEPTION 4

VILLAGE MILITIA MEMBER

Rank-equivalent: 1st

ATTACK 12, sword (d8, 4)	Armour Factor 1 or 2
DEFENCE 6	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 11	STEALTH 12
Health Points 6	PERCEPTION 4

WATCHMAN

Rank-equivalent: 2nd

ATTACK 13	Armour Factor 1 or 2
DEFENCE 6	Movement: 10m (20m)
MAGICAL DEFENCE 3	EVASION 3
Reflexes 13	STEALTH 14
Health Points 9	PERCEPTION 6

WOODSMAN

Rank-equivalent: 1st

ATTACK 12, two-handed forester's axe (d8, 6)	AF 1 (padded leather)
DEFENCE 5	Movement 10m (20m)
MAGICAL DEFENCE 3	EVASION 4
Reflexes	STEALTH 12
Health Points 5	PERCEPTION 6

DRAGON WARRIORS

FRIENDS OR FOES

Is your worst enemy sitting next to you?

Here is a selection of intriguing characters for the DRAGON WARRIORS RPG, ranging from the powerful to the obscure, nobles and beggars, figures from folklore, and others with strange and dangerous motives. They include:

Ealdun the Fool, dwarf jester and master of secrets at the court of King Hadric.

Sister Dominique, leader of the heretical Novan sect, pitted against the leaders of the True Faith and the noted witch-burner Father Alessandro.

Rakov, Magus Lim, one of the ruling Magi of the city of Krarth—and a voracious vampire commanding a host of undead.

Tuanku, beautiful diplomat and 53rd wife of the Emir of Marazid... who appears to have a nail embedded in the back of her neck.

Plus 33 other unique characters to bring interest, adventure and a little chaos to your game.

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