

A **DragonQuest** Adventure

HEROES AND VILLIANS



Judges Guild

by Edward R. G. Mortimer



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The *FRONTIERS OF ALUSIA*™ come alive! Here are numerous non-player characters to interact with your player's characters. These characters will add life to any *DRAGONQUEST*™ campaign!

Table of Contents

Introduction	3
Individual Characters	3
Cavalry Patrol	21
The Vampire Hunters	23
Naval Artillery Crew	24
The Fiddle In Hand Inn	25
Maps of the Fiddle In Hand Inn	27
Map of Shayana Hornblood's Hideout	30
The Vampire Hornblood	31
Courtesan/Thief/Spy Group	33
Character Sheets (Major Characters)	37
Blank Character Sheets	46

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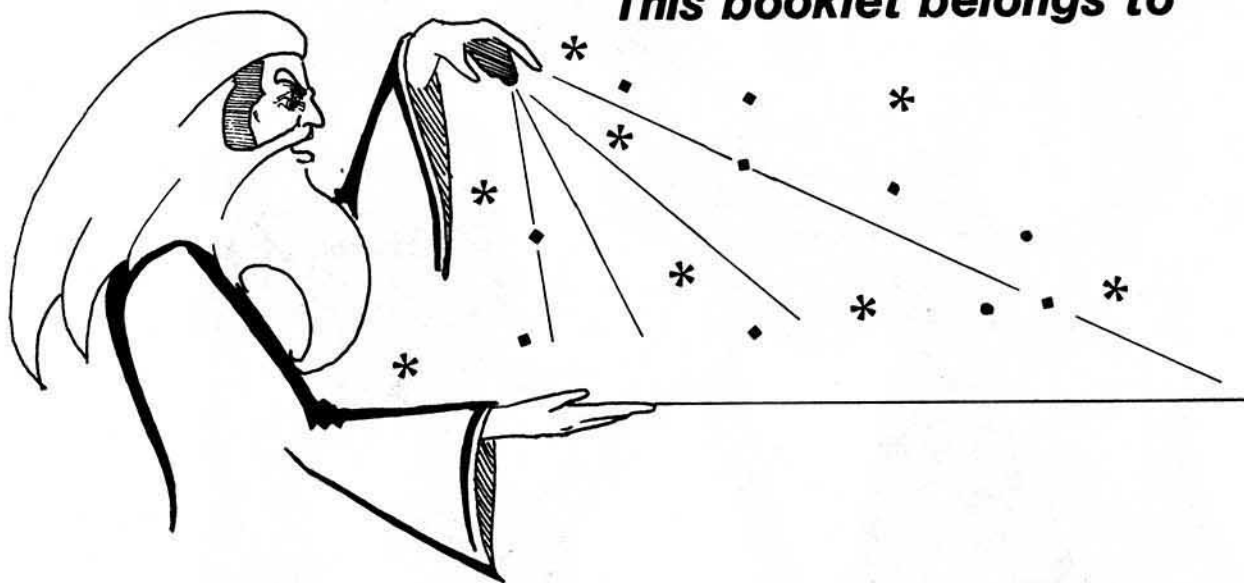
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INTRODUCTION

Heroes and Villians is designed to be used by the Judge of a DragonQuest™ campaign, to provide interesting characters for the players to interact with.

Ideally, this booklet will be used over an extensive period of game time, as the characters within are encountered singly or in small groups. This is not to say that the characters within can't be encountered *en masse*, just that they are not designed for that kind of encounter.

Some of the characters herein are keyed to very specific locations upon the Frontiers of Alusia map (a previous SPI campaign product for DragonQuest™). These people may be moved about as each individual Judge wishes, as you may envision something different for that specific area. Generally, what is presented herein are guidelines to be used by you, the Judge, to enrich your fantasy campaign.

Perhaps more important, is the fact that this booklet allows you to add a considerable number of characters to your campaign with a minimum of time and effort.

This booklet can also be used in conjunction with other Judges Guild DragonQuest Playaids (such as the Magebird Quest and StarSilver Trek) to provide interesting side-lights to the main adventure.

Some of the characters portrayed herein would make good companions for the players' characters, while others would make good Masters of the players' characters, while others will serve well as chance, fleeting encounters.

Within are groups that can be joined, and those that can be hunted. Those which can be allies, and those which can be rivals. The choice is up to you, but whatever you do, have fun doing it.



Great Eagle is a Shape Changer. He is able to change into a Great Eagle, hence his chosen name. His given name is Jackar Tor, but he never uses it.

Great Eagle is not fond of Human company, but tolerates Elves, Dwarves, and Gnomes somewhat more. He does get along with Fairy Folk, however, and he hates Orcs, Ogres and their kind.

Great Eagle usually travels alone, but does his best to aid travellers who don't have ulterior motives or prejudices against Shape Changers and Fairy Folk.

Great Eagle dresses in the hides of animals he has hunted, and carries a feathered (Eagle, of course) Spear which is magical. The Spear has triple the range of a normal Spear (i.e. 18), and its chances to hit are increased by 1. Great Eagle named his Spear, Wind Flyer. He had it specially made many years ago. He also carries a Hunting Knife which he uses with great skill.

Great Eagle loves to soar amidst the clouds and mountain peaks. He spends at least half of each year high in the mountains, alone. There he can truly be free. He spends as much time as is safely possible in Eagle form, sometimes he stretches it a bit but he has been lucky so far and has always been able to change back to Human form.

He has a permanent aerie high amidst a mountain peak in Hex 23-033 of the Frontiers of Alusia map. This aerie is accessible only by flying. Here he keeps his prize possessions until needed. These possessions are:

- 1 Amulet of Turquoise, which makes the wearer immune to the Evil Eye Spell (S9) of the College of Black Magics.
- 2 Sapphire Necklace of Windwalking, works on the wearer as per the Spell of Windwalking (S15) of the College of Air Magics.
- 3 Silver Headband of Avian Communication, which enables the wearer to talk to Avians as per the Spell of Communication with Avians (G4) of the College of Air Magics.
- 4 Four Pouches of Sleep Dust, each containing one ounce. The Sleep Dust is exactly as described under the Ritual Q3 of the College of Enspellments and Enchantments.

Great Eagle has acquired these items over the years from the spoils of victorious battles with Humans and monsters.

Great Eagle has the following statistics:

Great Eagle Form:

PS: 16	MD: 24	AG: 23	MA: None
EN: 12	FT: 20	WP: 13	PC: 24
PB: 12	TMR: 24	NA: Feathers absorb 2 DP	

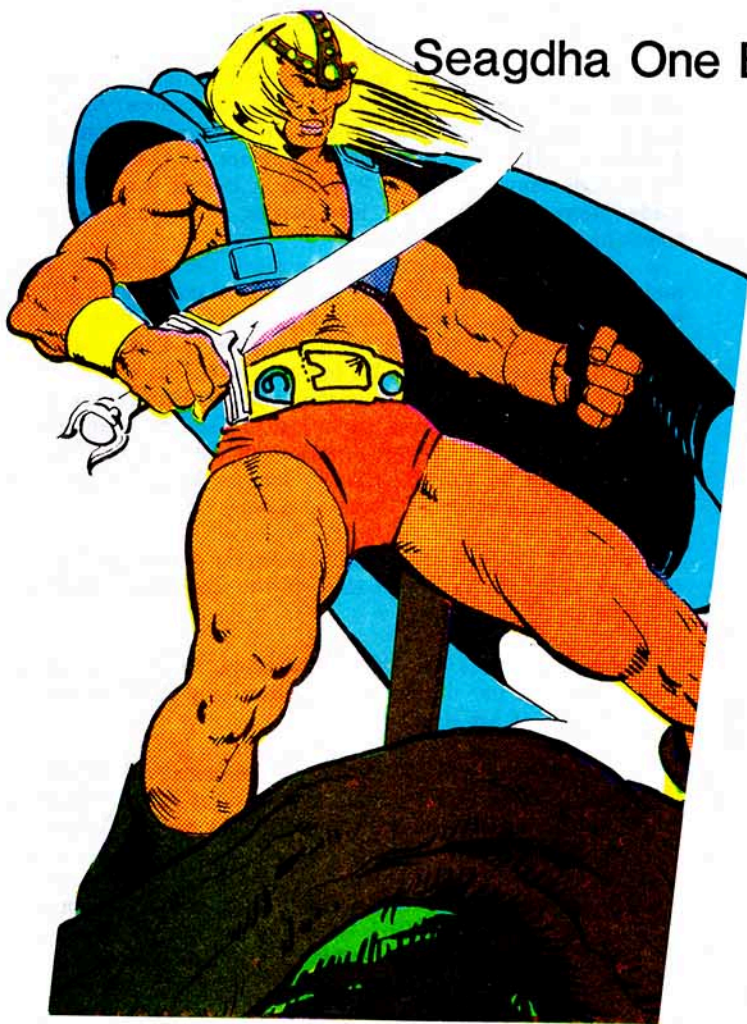
Human Form:

PS: 16	MD: 17	AG: 18	MA: 11
EN: 20	FT: 22	WP: 20	PC: 11
PB: 14	TMR: 6		

Great Eagle is a Shape Changer, is Lunar aspected, was born of the Adventurer class, is of legitimate (2nd child) birth, and is ambidextrous.

He has attained Rank 10 as a Ranger (specializing in Rough), Rank 10 as a Healer (all abilities), Rank 8 as a Beastmaster (specializing in Avians and Great Land Animals) and Rank 5 as an Astrologer. He has achieved Rank 5 with a Spear, Rank 9 with a Dagger and he has reached Rank 10 in Stealth.

He also has the following skills in the College of Air Magics: G1/4; G2/4; G3/2; G4/7; G5/4; G6/6; G7/10; G8/4; T1/10; Q1/15; Q2/5.



Seagdha One Ear

afterwards he only takes time to bandage, stop any bleeding and soothe pain. He does not stop to check which side his patient fought on because he is a Mercenary and considers his opponents as members of the same fraternity rather than as enemies. After a battle, he spends as much time as he can, which is usually not very much, healing, repairing and regenerating injured bodies. Although he knows how, he seldom attempts to raise the dead because it takes too much effort and he does not wish to choose which shall live again and which shall remain dead.

In cases of siege, Seagdha greatly prefers to be attacking rather than defending for one simple reason. He is afraid of heights. In such an attack, he will simply operate his engines, letting others assault the walls, entering the city by way of the gate after its capture.

Seagdha has the following statistics:

PS: 19	MD: 20	AG: 16 (14)	MA: 5
EN: 25	FT: 23	WP: 17	PC: 12
PB: 16	TMR: 5 (5)		

He is Human, is Winter Stars aspected, is of the Merchant class, is of legitimate (2nd child) birth and is right handed.

Seagdha has attained Rank 2 in Horsemanship and Rank 5 in Stealth. He has achieved Rank 9 in Healer Skill and in Mechanician Skill and Rank 3 in Military Scientist Skill. He has also attained Rank 7 with a Battle Axe, Rank 5 with a Dagger and a Sabre, and Rank 4 with a Buckler. Seagdha commonly wears Partial Plate Armor.

Kistro Eppleby, a Wizard of the College of Earth Magics, resides in Tobintown. Kistro, being born into Lesser Nobility, scoffed at the fake and fancy ways of the people that surrounded him and left his home when he turned thirteen. He travelled many miles, facing all types of danger, but his magic saved him many times from assorted nasties. Kistro is definitely not a Fighter, believing in pacifism, but he will defend himself, if necessary.

Kistro prefers not to adventure anymore, as his right leg was lamed by a Boar in previous travels, therefore slowing his movement quite a bit. He walks with the help of a Brass and Silver Cane with a Lion's head on the top.

Kistro makes a living in town as a Healer. He also teaches magic to the young children in Tobintown for a small fee. He has an Apothecary Shop on the east end of town that does fairly good business. His specialty is Love Potions for the lovesick girls in town.

Kistro tries to help the poor people in town as much as possible. He frequently gives money to charity and tries to find work for the beggars. He will some times employ them himself to help out around his shop.

Kistro may be encountered most frequently in the east side of Tobintown.

He has the following statistics:

PS: 8	MD: 19	AG: 12	MA: 20
EN: 14	FT: 20	WP: 17	PC: 18
PB: 11	TMR: 4		

He is Human, is Sun aspected, was born into Lesser Nobility, is of legitimate (2nd child) birth and is ambidextrous.

Kistro has achieved the following Ranks in the College of Earth Magics: T1/11; G1/12; G2/11; G3/13; G4/9; G5/8; G6/15; G7/10; G8/14; G9/11; G10/8; G11/8; Q1/10; S1/6; S2/7; S7/11; S8/13; S9/12; S10/14; S16/13; S17/12; R1/14.

Kistro Eppleby



He can read Common at Rank 7 and write Common at Rank 6. He is Rank 4 in Horsemanship, Rank 6 in Stealth, Rank 8 in Healing Skills, Rank 3 in Alchemy and Rank 2 in Merchant Skills.

Kistro has a pet Weasel named Alloicious who has the following statistics:

PS: 2 MD: 22 AG: 27 MA: None
 EN: 2 FT: 4 WP: 20 PC: 22
 PB: 12 TMR: 5 NA: Fur absorbs 1 DP
 Bite: Base Chance 75%, +4 Damage

Wylie Yates, a Sorcerer of the College of Naming Incantations, is quite a character. Wylie was born to a common street woman and grew up in the alleys of Venture. His mother didn't care about him and Wylie had to feed and clothe himself. He usually stole whatever he needed, but would sometimes take the job of Assassin to make extra money. When Wylie was twelve years old, he gained apprenticeship to a Wizard. Wylie became a Namer and was very proud of this accomplishment. Although the Wizard tried to teach Wylie values and morals, Wylie was too set in the ways of the street.

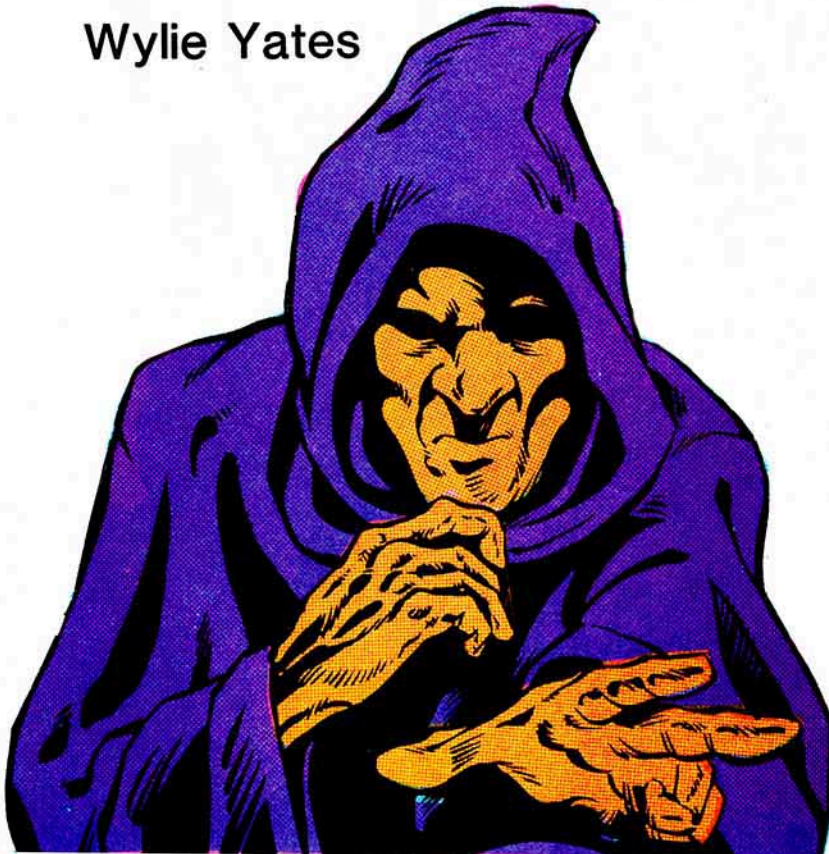
Even though Wylie is an accomplished Magician, he still runs with his old street gang and uses his magic only to serve his own means. Wylie is very cunning (like a fox) and charming, and knows how to get what he desires.

Wylie loves whiskey and 80% of his money goes to the purpose of getting intoxicated. Wylie dreams of being the head of Venture someday and is formulating plans to accomplish this.

Wylie's statistics are:

PS: 14 MD: 15 AG: 20 MA: 19
 EN: 17 FT: 21 WP: 11 PC: 23
 PB: 12 TMR: 6

Wylie Yates



He is Human, is Autumnal Stars aspected, is of poor trash class, is illegitimate and left handed.

Wylie has achieved the following Ranks in the College of Naming Incantations: T1/13; Q1/8; S1/14; S2/12; R1/8.

He also knows the counterspells (all at Rank 6) for all General Knowledge spells of the following Colleges: Illusions, Enchantment and Enchantments, Sorceries of the Mind, Naming Incantations, Air Magics, Celestial Magics, Black Magics and Necromantic Conjurations.

He is Rank 10 in Stealth, Rank 5 in Assassin Skills, Rank 7 in Thief Skills, and Rank 3 with the Sap.

Wylie has an Amulet of Walking Unseen worth 58 GS.

Generro Delganno



Generro Delganno, a very powerful Wizard of the College of Air Magics, lives in the Cloister along with a number of other proficient Magicians. Originally from Brastor Holding, Generro grew tired of city life and desired the clean and open air of the country. Hearing about the monastery of Air Magicians, and being one himself, Generro felt that he could be very content there.

Generro journeyed to the Cloister but was refused admittance. He was informed that he would have to perform an unselfish and brave deed to prove his worthiness before he was admitted. Generro, being a bit of a coward, was at first hesitant to agree to these terms. Then he met Kariani, a Slyph, and was so taken by her beauty, he knew he had to be near her for the rest of his life. He agreed to the terms stated and performed the given deed. He was then admitted to the Cloister with warm welcomes. He married Kariani two months later.

Generro is a pleasant, quiet man, not much given to violence. He is satisfied with the simple pleasures in life and doesn't ask for much more than happiness.

Generro has the following statistics:

PS: 8 MD: 21 AG: 19 MA: 21
 EN: 16 FT: 20 WP: 17 PC: 19
 PB: 15 TMR: 6

He is Human, is Life aspected, is of the Merchant class, is of legitimate (3rd child) birth and is ambidextrous.

Generro has achieved the following Ranks in the Spells of the College of Air Magics: T1/9; G1/10; G2/7; G3/5; G4/11; G6/9; G7/8; Q1/7; Q2/9; S1/7; S2/5; S3/7; S4/6; S5/7; S6/6; S7/9; S9/9; S11/6; S12/11; S13/8; S15/11; R1/10; R2/9.

He has attained Rank 5 in Horsemanship and Rank 4 in Stealth. He can speak Elven at Rank 6 and read and write Common at Rank 12.

The Lone Huntress is a very unusual person who roams the Filgiso Forest with her three Sabre-Tooth Tigers. She is, virtually, the only Human to explore this dark, trackless wood, and is the only Human who ever attempted to live within it's boundaries.

She moved here some years ago, after being driven out of Westgate for being a "crazy woman" (i.e. she thought herself equal to men). She retains a hatred for all those who live in Westgate, and a general dislike for men in general (though an individual could become a close friend with her under the proper circumstances).

In her years of wandering the Filgiso, she has become a very powerful Beastmaster and Ranger. She has no reason to fear any of the creatures that make the Filgiso their home, but they have reason to fear the Lone Huntress and her felines. She will hunt and kill any monster that crosses her path, and will do the same to any unwelcome intruders.

She makes her home in a stand of pines within Hex 43-067, along with the western bank of the lake situated there. She very rarely travels eastward, or straight north, preferring to hunt westward and south of her home. She occasionally travels as far south as the Vale of Avoco, as she hates Gryphons (they nest there).

The Lone Huntress is a very formidable opponent. She owns a magical Spear which has the following statistics:

Weight: 4, Physical Strength: 14, Manual Dexterity: 13, Base Chance: 65, Damage Modifier: +5, Range: 8, Class: A, Use: RM, Maximum Rank: 5.

She also owns the following Magical Items:

Vest and Loin Cloth of Temperature Alteration, which cause the temperature directly around the wearer (approximately 1 foot radius) to be a constant 72 degrees F. These two items are made of woven cat fur and are fastened by silver links.

Blanket of Temperature Alteration, which is a large blanket (10 feet x 10 feet) that functions as the Vest and Loincloth above.

She is never without her Vest and Loincloth when away from her home, but the other item (the Blanket) is nearly always left home.

She found these items within the high mana region of the Filgiso, some tome ago. She very rarely visits that region because she is superstitious where magic is concerned. She does not understand magic, and while she is not averse to using magical items, she would rather not fool around too much with a high mana area, such as the one in the Filgiso. It makes her hair stand on end, and causes her to be very jumpy.



The Lone Huntress

Wozla grew up as the son of an Innkeeper, and was apprenticed to a Fisherman. He probably would have spent the rest of his life as a Fisherman and been quite happy, but one day, while visiting his father's Inn, he met a man who changed his entire life. The man was a Wizard, and he immediately recognized the boy's tremendous magic aptitude.

The boy was fascinated with the idea that he could have a great career as a Magician, but his father absolutely forbade him to think of it. The boy finally ended up running away and becoming a student of the Wizard.

He has concentrated on the College of Illusions to the exclusion of almost everything else. The only other skills he has are riding and defending himself with the bronze Main Gauche he keeps with him. His favorite method of defending himself, however, is to create an illusionary monster which will attack his enemy. His favorite creations are an Elephant, a Whale, a Roc and a Red Dragon, with his choice depending on the circumstances.

Wozla is rather tall, 6 feet 1 inch, but quite thin, only 176 pounds. He keeps his head entirely shaved but for a pair of thick black eyebrows. His complexion is very dark and he goes about in dark robes, cultivating an aura of power and mystery. Unfortunately, Wozla has a very low threshold of pain and is likely to be incapacitated by the slightest injury.

Wozla has the following statistics:

PS: 13	MD: 16	AG: 16 (15)	MA: 25
EN: 15	FT: 20	WP: 13	PC: 10
PB: 17	TMR: 5 (5)		

He is Human, is Autumnal Stars aspected, is of the Burgher class, is of legitimate (1st child) birth, and is right handed.

Wozla has achieved Rank 6 in Horsemanship and Rank 1 in Stealth. He has attained some considerable skill in the College of Illusions: G1/8; G2/11; G3/10; G4/3; G5/4; G2+3/10; G3+4/6; G4+5/3; G2+3+4/8; G2+3+4+5/7; T1/12; T2/6; Q1/5. He has reached Rank 4 with a Main Gauche. Wozla commonly wears Leather Armor.

Athpri is an example of a specialist. There is really only one thing Athpri does well and that is Archery. He has some Ranger Skills, and Ranks high in Stealth, but those are only to get him in position to use his Bow.

Actually, he would be better off if he was a little less skilled with his Bow and a little more skilled with his Shortsword. He has a tremendous scar on the left side of his face to prove that. He is not really concerned however, he only wants to be the best Archer in the world.

Athpri did not have a very good childhood and broods quite a bit. His father was an outlaw, and he was born in Thornwood. This childhood, on the run and in the open, did have some advantages. He is quite at home living off the land and knows how to move quietly over any terrain. On the other hand, it has distinct disadvantages. It was a tough life and when he was 5 years old, his father was captured and hung. Even before the execution, another member of his father's band had appropriated his mother. The man was kind neither to him or his mother. Twelve years later, when his mother died, he left the outlaw band, and as a parting shot, put an arrow in his stepfather's eye. He has lived fairly much by himself since then, for he has never met anyone he really trusted. He somehow or another has acquired a dog, which he has named Halr. Halr has the following statistics:

Movement Rate: Running: 350

PS: 8	MD: 18	AG: 18	MA: None
EN: 8	FT: 13	WP: 10	PC: 22
PB: 11	TMR: 7	NA: Fur absorbs 2 DP	

Bite: Base Chance of 65%, -2 Damage

Athpri has a couple of limitations which he is not ashamed of, but which people generally don't know about because Athpri is naturally close-mouthed. The first is a fear of Spiders, and the second is a fear of heights. He is also tone deaf. He can't understand why people sing and tends to get upset with those who do.

Athpri is 5 feet 1 inch tall and weighs 164 pounds. He is heavy boned, but in good shape. He is very fair and tends to sunburn easily so he almost always wears a broad brimmed hat. He wears his blonde hair cut short, but has an enormous walrus moustache which partially hides his scar that runs just below the cheekbone. His eyes are blue. There is a light brown birthmark on his lower left leg.

Athpri has the following statistics:

PS: 19	MD: 19	AG: 19	MA: 6
EN: 22	FT: 22	WP: 20	PC: 12
PB: 21	TMR: 6		

He is Human, is Sun aspected, is of the Bandit class, is of legitimate (1st child) birth, and is left handed.

Athpri has attained Rank 9 in Stealth. He has also achieved Rank 3 in Ranger Skill (specializing in Woods), Rank 8 with a Longbow, Rank 6 with a Shortbow, Rank 1 with a Shortsword and Rank 0 with a Dagger.

Hoas was the son of an Armorer, who wanted to be sure his son had a steady job. Hoas told him he wanted to learn to play instruments, but his father wouldn't listen. He apprenticed his son to a Stonemason, but the boy was sent home in disgrace a month later when the wall he was working on collapsed. The Mason complained that he was too busy daydreaming and did not pay attention to his work.

The boy was then sent to work with a Shipwright, but soon ran away to join a troupe of travelling entertainers. From them, he learned to sing and play the Lute. Soon afterward, however, the leader of the troupe was arrested for Thievery and murder, and the rest of the entertainers went their separate ways.

Hoas was convinced he was now a great entertainer, and began to work by himself. The fact is that while his singing and playing were acceptable, all of the songs in his repertoire were both ancient and boring. They are generally only interesting to other Troubadors, and then only as musical compositions. He is constantly on the alert for more such songs, disdaining what he calls frivolous modern dittys.

His musical interests have resulted in him being a pretty fair fighter as his long, boring chants often drive people to attack him in frustration. He considers these people neanderthals and cultural nonentities.

He is also a rather skilled Thief, once again out of necessity, as he is seldom paid for his music. He often speaks with fondness of the leader of that long gone troupe of entertainers from whom he learned everything he knows.

Hoas is 36 years old, 5 feet 2 inches tall and weighs 150 pounds. He has long blonde hair, brown eyes, and is clean shaven. His hands and skin are baby-soft from lack of heavy work.

Hoas has the following statistics:

PS: 15	MD: 15 (12)	AG: 24 (21)	MA: 14
EN: 15	FT: 20	WP: 18	PC: 14
PB: 16	TMR: 7 (6)		

He is Human, is Winter Stars aspected, is of the Craftsman class, is of legitimate (3rd child) birth, and is ambidextrous.

Hoas has attained Rank 1 in Horsemanship and Rank 6 in Stealth. He has also achieved Rank 3 in Troubador Skill (Abilities: 1 (Flute, Lyre, Mandolin), and 2 (Chant)) and Rank 10 in Thief Skill. He has also reached Rank 6 with a Shortsword, Rank 4 with a Dagger and Rank 4 with a Large Round Shield. Hoas commonly wears Scale Armor when he is travelling.

Hoas can be found anywhere on the Frontiers of Alusia map, as he is a 'wandering minstrel'.

Asla leads a band of some 30 - 50 bandits, and is certainly no Robin Hood. He tends to murder the rich and ignore the poor. He is particularly heartless toward anyone working for the local rulers (the Braster Holding area).

Asla was the only child of a Peasant farmer. When he was 20 years old, soldiers came and confiscated his father's land. When his father tried to resist, a rope was thrown around him and he was dragged to death. His mother never recovered from the incident and died 2 months later. Standing over his parents graves, he swore to personally cut the heart out of his former Overlord. He did not know that the man responsible for his father's death had been hung, nor would he have cared.

His former Master has learned of the oath and does not take it lightly. There is a price of 100 Gold Shillings on Asla's head with a reward of 10 Silver Pennies for any proven member of his band. After 7 years and more than one narrow escape, Asla has learned caution. He is always on the move and does his best to stay on the good side of the populace. His objective is not money. Some of his victims have been found with fat purses untouched. The idea of distributing excess loot to the poor has never occurred to him. The poor people are generally afraid of him, but he never fails to be less than kind and courteous to a Peasant farmer. On the other hand, it has been 7 years since any man at arms or Noble has seen him and lived to tell about it.

Asla is 5 feet 10 inches tall and weighs 185 pounds. His face is pale, and his hair and beard are both jet black. His eyes are also black and quite piercing, few people can withstand his gaze.

Asla has the following statistics:

PS: 17	MD: 21	AG: 19 (18)	MA: 10
EN: 14	FT: 20	WP: 15	PC: 12
PB: 13	TMR: 6		

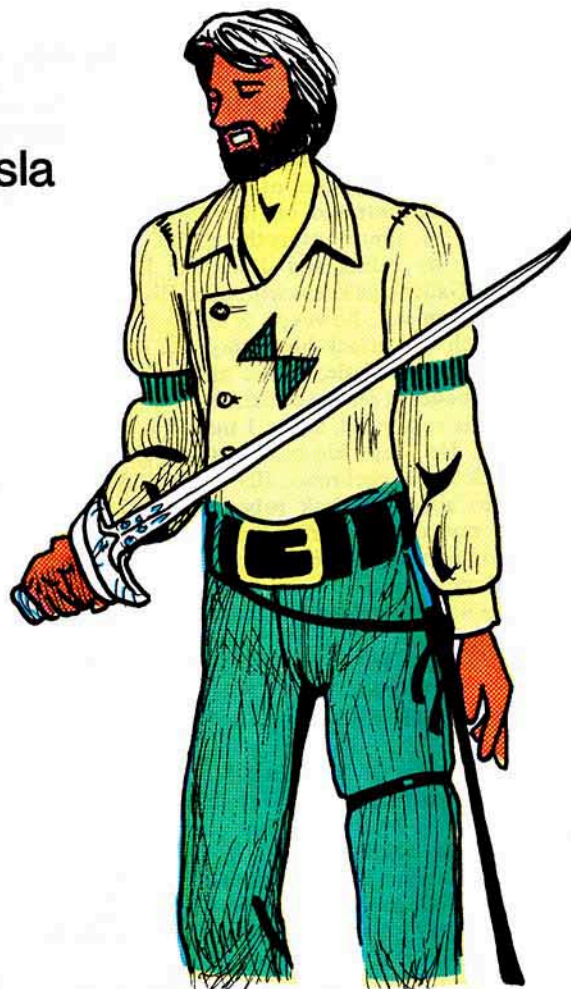
He is Human, is Death aspected, is of the Farmers class, is of legitimate (1st child) birth, and is left handed.

Asla has achieved Rank 10 in Horsemanship and Rank 10 in Stealth. He has also reached Rank 3 in Military Scientist Skill, Rank 2 in Ranger Skill, Rank 7 in Thief Skill and Rank 3 in Assassin Skill. He has attained Rank 7 with a Hand-and-a-Half Sword, Rank 5 with the Longbow, Rank 2 with a Garrote and Rank 3 with a Buckler. Asla commonly wears Leather Armor.

Thynga's father was a Fletcher who wanted his son to have a better life. Thus, he secured his son a post as a clerk for a local Merchant. The boy was bright and perceptive, and soon earned the chance to go with his employer on a buying trip. He took well to travel and was a good judge of merchandise, so within five years he was travelling regularly as Caravan Master. When his employer died, he left Thynga with a fair amount of money which the shrewd young man used to set himself up in business. Now he is a widely recognized expert on art, antiques and rare books, the items he prefers to deal with.

Merchants are prime targets for bandits, so although he is a basically peaceful man, over the years Thynga has developed quite a bit of skill with his Morning Star, a

Asla



weapon he chose because of its ability to deal out swift and heavy damage. He always hires guards for his caravans, and always leaves leadership to their captain because he is not interested in tactics and leadership, only in defending himself.

Despite his almost legendary shrewdness in bargaining, Thynga is not a very impressive person. He is in pretty fair physical shape at 5 feet 10 inches tall and 180 pounds, but he is claustrophobic and will rarely enter any building other than his own villa which has very large rooms. He also stutters which tends to make people underestimate him. He has long black hair which he braids and wraps around his neck and watery blue eyes.

He hides it quite well but Thynga does not really like to meet people and tends to distrust strangers. He is also subject to fits of deep depression and those who know him well worry about the possibility of suicide.

Thynga has the following statistics:

PS: 22	MD: 18	AG: 13 (11)	MA: 12
EN: 16	FT: 20	WP: 16	PC: 9
PB: 11	TMR: 5 (4)		

Thynga is Human, is Death aspected, is of the Craftsman class, is of legitimate (2nd child) birth and is left handed.

He has achieved Rank 10 in Horsemanship. He has also reached Rank 10 in Merchant Skill (specializing in Antiques, Books, Art). He has attained Rank 7 with a Dagger, Rank 4 with a Morning Star and Rank 2 with a Buckler. Thynga usually wears Chainmail Armor.

Devlin LaVega, a Sorcerer of the College of Necromantic Conjurations lives in a large castle on the outskirts of the Forest of Karsharak. Devlin was born and raised in this castle, and when his parents died, the castle was left to him. His father was a very powerful Wizard skilled in the art of Necromancy and his mother was a Sorceress in the art of Black Magics. One day, his parents got into a terrible fight and started casting spells at one another. They ended up killing each other with their spells and Devlin buried them in the earth outside of the castle.

Devlin turns into a homicidal maniac when there is a new moon. He runs about the forest killing small animals and ripping them to shreds. Devlin never remembers what he did the next morning. Devlin has a long scar down the left side of his face which he received from his mother as a young boy. She was on one of her many neurotic rampages and took a knife to him. Before she could kill him, Devlin's father intervened and subdued her. Devlin has vowed never to marry (or even get involved with anyone) because of the outcome of his parent's marriage. He tends to be shy of the few people he does meet, and will usually cast a spell at them and then run away. If his castle is visited, he will send out his army of Zombies to discourage the visitors.

Devlin has the following statistics:

PS: 11	MD: 21	AG: 17	MA: 22
EN: 16	FT: 20	WP: 10	PC: 19
PB: 7	TMR: 5		

He is Human, is Death aspected, is of the Bandit class, is of legitimate (1st child) birth, and is right handed.

Devlin has achieved the following Ranks in the College of Necromantic Conjurations: T1/10; G1/7; G2/5; G3/12; G4/14; G5/6; G6/11; G7/9; G8/13; G9/10; G10/7; Q1/13; Q2/11; S1/8; S2/7; S3/7; S4/10; S5/8; S6/7; S7/14; S8/12; S10/11; S12/12; R1/5; R2/7; R3/9.

He can read and write Common at Rank 8 and is Rank 6 in Stealth. He is Rank 2 with the Dagger.

Devlin LaVega



Fletch Milton, a wandering adventurer, is highly skilled as a Bowyer and Fletcher, hence his name. Fletch is a happy-go-lucky chap, prone to wander the woods by himself in search of mystical sights and/or beings. He is enchanted by stories of Dryads, Nymphs and Satyrs, and wishes to become friends with some.

Fletch is outwardly very friendly and of cheerful disposition. He is forever the optimist, and he never judges his fellow companions (or anyone else for that matter). He is always seeking to be of help to those around him, and has made many friends throughout his journeys. He is on good terms with scores of tavern/innkeepers, and is a valuable commodity when it comes to getting room and board cheaply.

When he has the money, Fletch loves to spend it on transient luxuries such as food, drink and paid female companionship. Money does not hold an important place in Fletch's life philosophy, to him money is just a convenience (not even a necessary one).

Fletch is very adept at using Bow weapons, but he is lacking in hand-to-hand fighting skills. Because of this, he will not attempt to out-muscle his adversaries, rather he will attempt to out-think his opponents.

Fletch also loves to hunt, but solely for meat, never trophies. He also has some skill with the Flute, and often plays it while strolling through the woods.

Fletch was born in Arn's Ferry (Hex 12-037, Frontiers of Alusia), and travels back home at least once every two years or so. When he travels back home, he always saves some coins beforehand, so he can give his family a worthwhile gift.

Fletch has the following statistics:

PS: 16	MD: 18	AG: 17	MA: 5
EN: 15	FT: 20	WP: 20	PC: 8
PB: 19	TMR: 5		

He is Human, is Autumnal Stars aspected, is of the Merchant class, is of legitimate (3rd child) birth, and is right handed.

Fletch Milton



Fletch has reached Rank 2 in Horsemanship and Rank 10 in Stealth. He has attained Rank 8 in Ranger Skill (Woods), Rank 1 in Healer Skill and in Troubador Skill, Abilities: 1 (Flute) and 8 (Tell and Compose Jokes). In weapons, he has achieved Rank 8 with the Long and Short Bows, and Rank 1 with a Dagger.

Archeron the Alchemist



Archeron the Alchemist practices his trade in the city of Seagate. He is the most widely known Alchemist in the Frontiers of Alusia, and he deserves his reputation.

Archeron almost never fails to satisfy even the most demanding customers, but his prices are inhibitive - five to seven times the amount expended for materials.

Archeron enjoys his trade, and cannot imagine any finer occupation. He owns a superbly equipped laboratory, as well as extensive living quarters.

Archeron has three female assistants who also have a good grasp of the art of Alchemy, as well as other "necessary" skills (in Archeron's eyes).

Anybody wanting Archeron's services must pay half of the price up front, with the other half being paid upon completion of the task.

Archeron is not at a loss for customers, and at any given time, is 50% likely to be involved with somebody else's job.

When not working, Archeron wears very expensive silk robes and/or furs and leathers. His assistants are similarly attired, but also wear lots of Silver and Gold Jewelry.

Archeron has the following statistics:

PS: 8	MD: 25	AG: 15	MA: 15
EN: 11	FT: 19	WP: 23	PC: 10
PB: 13	TMR: 5		

He is Human, is Life aspected, is of the Lesser Nobility class, is of legitimate (3rd child) birth, and is ambidextrous.

Archeron is Rank 3 in Horsemanship and Rank 2 in Stealth. He has also attained Rank 10 in Alchemist Skill (specializing in Medicines and Antidotes, Poisons and Potions) and Rank 5 in Healer Skill (Abilities: 0 (Empathy),

1 (Cure Infection, Headache, Fever, Disease), 2 (Soothe Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue), 4 (Neutralize Poison, Graft Skin), 5 (Repair Muscle, Preserve the Dead)).

He has also achieved considerable skill in the College of Illusions: T1/7; T2/6; G1/6; G2/10; G3/10; G4/10; G5/10; G2 + 3/10; G2 + 3 + 4/10; G2 + 3 + 4 + 5/10; Q1/10.

Archeron's three female assistants are named Luna, Argenta and Venusa. They are very loyal to Archeron, and caters to his whims. They are also very capable Alchemists.

Luna has the following statistics:

PS: 13	MD: 21	AG: 19	MA: 5
EN: 17	FT: 21	WP: 18	PC: 9
PB: 23	TMR: 6		

She is Human, is Lunar aspected, is of the Craftsman class, is of legitimate (1st child) birth, and is ambidextrous.

Luna has achieved Rank 2 in Horsemanship and Rank 3 in Stealth. She has also attained Rank 7 in Alchemist Skill (specializing in Medicines and Antidotes, Poisons), Rank 5 in Courtesan Skill (Abilities: 1 (Flute), 2 (Guitar), 3 (Sing), 8 (Tell Jokes), 9 (Dance), 11 (Dress Seductively)), and Rank 3 in Healer Skill (Abilities: 0 (Empathy), 1 (Cure Infection, Disease, Headache, Fever), 2 (Soothe Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue)). She has also reached Rank 3 with a Dagger.

Argenta has the following statistics:

PS: 11	MD: 22	AG: 18	MA: 5
EN: 16	FT: 20	WP: 19	PC: 8
PB: 21	TMR: 6		

She is Human, is Lunar aspected, is of the Craftsman class, is of legitimate (3rd child) birth, and is ambidextrous.

Argenta has achieved Rank 1 in Horsemanship and Rank 2 in Stealth. She has also attained Rank 5 in Alchemist Skill (specializing in Potions), Rank 5 in Courtesan Skill (Abilities: 2 (Mandolin), 3 (Sing), 9 (Dance), 11 (Dress Seductively), 13 (Simulate Wide Range of Emotions), 14 (Initiate Accents)), and Rank 4 in Astrology Skill. She also has reached Rank 2 with a Dagger.

Venusa has the following statistics:

PS: 9	MD: 22	AG: 18	MA: 11
EN: 12	FT: 19	WP: 19	PC: 6
PB: 22	TMR: 6		

She is Human, is Vernal Stars aspected, is of the Craftsman class, is of legitimate (2nd child) birth, and is ambidextrous.

Venusa has achieved Rank 1 in Horsemanship and Rank 3 in Stealth. She has also attained Rank 3 in Alchemist Skill, Rank 3 in Courtesan Skill (Abilities: 2 (Lyre), 3 (Sing), 9 (Dance), 10 (Dress Formally)), and she has acquired some skill in the College of Illusions: T1/3; T2/4; G1/3; G2/5; G3/3; G4/4; G5/6; G2 + 5/5; G2 + 3/4; Q1/3.

Old Gregor the Storyteller, used to be a bold sailor of the oceans, but that was when he was young. Now, he is old and fragile, and prefers to venture no further than the local taverns.

Old Gregor lost his right hand to a shark's bite, and has an iron hook set in its place. Upon the hook, Old Gregor has a ring. The ring has a silver band and a large sapphire set within it. Old Gregor snagged the ring off a freshly fallen pirate during one of many pirate raids he experienced.

Old Gregor



Old Gregor appears old, frail, and ragged. His personality belies his outward appearance, as he is cheerful, friendly and possessed of great energy when it comes to story telling. Old Gregor passes many hours of each day telling all types of stories to all kinds of listeners. Basically, Old Gregor will tell anybody who wants to listen, whatever kind of story they want to hear, and tell it better than most can.

Old Gregor is never without his small clay pipe, and ample supply of pipeweed. Besides the ring he wears on his hook, he also wears a silver hoop earring in his right ear.

His favorite tales concern sailing and adventures in strange lands. Many of these stories are adventures that Old Gregor was a part of. Some of these include such tales as:

The Cyclops and the Maiden: About a huge and extraordinary ugly Cyclops (Egradar) that fell in love with a passenger, a lovely Merchant's daughter (Lily). The Cyclops had snatched her from the deck of the ship (The Sea Lion), and Old Gregor (with both of his hands) led a party of sailors to rescue the girl. Old Gregor created a diversion while the others snuck in the cave and rescued the girl.

The Headhunters: About a large group of small islands that were terrorized by a band of fierce Headhunters, and how the crew of the Sea Lion succeeded in defeating and scattering the Headhunters.

The Island of Imps: About a large volcanic island inhabited by a multitude of Impish Demons. The Sea Lion stopped there for repairs after a fierce storm, and almost stayed forever. Most of the crew was lost on the island.

Old Gregor can be found in the taverns of Seagate (Hex 09-033, Frontiers of Alusia).

Old Gregor has the following statistics:

PS: 14	MD: 15	AG: 14	MA: 5
EN: 16	FT: 20	WP: 21	PC: 18
PB: 9	TMR: 5		

He is Human, is Winter Stars aspected, is of the Impoverished Gentlefolk class, is of legitimate (5th child) birth, and is right handed.

Old Gregor has achieved Rank 10 in Navigator Skill, Rank 3 in Astrologer and Healer Skills, Abilities: 0 (Empathy), 1 (Cure Infection, Disease, Headache, Fever), 2 (Soothe Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue), 4 (Neutralize Poison, Graft Skin), and Rank 6 in Troubadour Skills, Abilities: 3 (Recite Stories and Legends), 4 (Compose Stories and Legends), 5 (Perform Mime), 6 (Mimic Speech), 7 (Act out Skits and Parody), 8 (Tell and Compose Jokes), 11 (Simulate Wide Range of Emotions). Old Gregor has also learned to speak 3 modern languages at Rank 6.

For a weapon, Old Gregor uses his hook, and is considered Rank 10 in its use. The hook has the following statistics: Damage: D+2, Range: P, Class: B, Base Chance: 45, Use: C, Maximum Rank: 10. The hook can also be used for Defense, but cannot subtract its defense from any Fire attack, and cannot make a Shield Rush attack. Defense adjustment equals 1% per Rank Level (which is the same as Offensive Rank Level).

Cumulus Stormleader is a Noble of the Cloud Giant race and a quite impressive sight. He is 20 feet tall with skin and hair which are both absolutely white. His eyes and lips, on the other hand, are absolutely red. He is rather lightly built for his size, having no excess weight on his frame.

The Nobles of the Cloud Giants are responsible for piloting the colossal Cloud Ships in which their race usually travels. Stormleader has been trained from birth for this task, and can navigate a puny thing like a seagoing vessel with the greatest of ease. His hobby is training birds which he does at a Rank 8 Beastmaster, specializing in Avians. He has with him at all times, a very large Raven whom he calls Windrider.

Cumulus Stormleader



Stormleader is presently on some sort of mission for the Chief of the Storm Giants which he will be extremely reluctant to reveal to those not involved. He is a jolly, friendly person, but a terror in battle. He is 256 years old, about middle aged for a Cloud Giant.

Needless to say, a group that lives as long as Cloud Giants are tradition minded, and seldom in a hurry. When Stormleader tells a joke, it usually takes all evening and a full fledged story can take several days. Two further things need to be mentioned in regard to Stormleader's equipment. Firstly, although he is listed as having a Shortsword, it is actually a Giant Dagger and thus is listed as having a normal Dagger's Range. Secondly, although he has a Large Round Shield, because of his great size and strength (legendary even among Cloud Giants), it affects his Manual Dexterity only as though it were a Small Round Shield.

Cumulus has the following statistics:

PS: 42 MD: 14 (12) AG: 18 (17) MA: 12
 EN: 32 FT: 24 WP: 16 PC: 10
 PB: 15 TMR: 13

He is a Cloud Giant, is Summer Stars aspected, is of the Greater Nobility, is of legitimate (3rd child) birth, and is right handed.

Cumulus has achieved Rank 5 in Stealth. He has also reached Rank 10 in Navigator Skill and Rank 8 in Beastmaster Skill (specializing in Avians and Large Land Animals). He also attained Rank 3 with a Short Sword, Rank 6 with a Giant Axe and Rank 3 with a Large Round Shield. Cumulus commonly wears Leather Armor.

Ibseg



Ibseg's mother is the sister of a southern queen and Ibseg was raised at court. As a result, he has excellent manners, but tends to be intolerant of "lesser" folk. His weapons, armor and equipment are very good and he knows how to use them quite well. He was trained in other ways as well, and had several career opportunities open to him. He was taught the secrets of agriculture and could have been quite successful as a Landowner and Gentleman Farmer. He can not only write, but can do so eloquently and could do well as an Author. He is also a Linguist, speaking Elvish and a foreign Human tongue (chosen by the Judge) like a native and could do well as a diplomat.

None of these things, however, are what he wants. His fondest desire is to become a Beastmaster and Griffon Trainer. The main problem with this is that trainable Griffons are rather hard to find, so he has gone out to find one for himself.

Ibseg is naive and idealistic and can probably be persuaded to join any cause if he can be convinced it is just. Nonetheless, he eats, drinks, and sleeps Griffons, and this can get irritating after a time. He is 5 feet 9 inches tall, weighs 187 pounds, and has a bronzed face from time spent riding and in other outdoor sports. He has blonde hair hanging to his shoulders, and blue eyes.

There are two identifying marks on Ibseg's body, both on his left side. One is a scar atop his left shoulder where he was hit with an arrow during a hunt. The other is a tattoo on the inside of his left arm which says "Arya".

Arya is a young lady at court with whom Ibseg is hopelessly in love. Although she is friendly enough, she does not necessarily return his love. In fact, it is partially to impress her that Ibseg has gone seeking a Griffon. He never mentions her but he might be heard mumbling her name in his sleep.

Another thing Ibseg never tells anyone about is his extreme fear of water. If there is any way at all to avoid it, he will not board a boat. There are two good reasons for this. First, he gets seasick on even the smoothest pond, and second, he is absolutely convinced that any second the boat will drop out from beneath him and he will drown since, of course, he cannot swim. He simply cannot understand how a heavy boat can float on the water.

Ibseg lives in Brastor Landing (Frontiers of Alusia, Hex 31-064).

Ibseg has the following statistics:

PS: 17 MD: 19 (15) AG: 18 (16) MA: 9
 EN: 20 FT: 22 WP: 24 PC: 8
 PB: 12 TMR: 6 (5)

He is Human, is Vernal Stars aspected, is of the Greater Nobility, is of legitimate (2nd child) birth, and is right handed.

Ibseg has attained Rank 7 in Horsemanship and Rank 2 in Stealth. He has achieved Rank 10 in speaking and reading Common, Rank 9 in speaking Elven, and Rank 7 in reading Elven. He has reached Rank 0 in Beastmaster Skill (specializing in Avians), Rank 5 with a Dagger, Rank 4 with a Broadsword and Spear, and Rank 3 with a Kite Shield. Ibseg commonly wears Partial Plate Armor.

Ibseg owns a Warhorse, Firemane, which has the following statistics:

PS: 57 MD: None AG: 19 MA: None
 EN: 28 FT: 56 WP: 11 PC: 18
 PB: 11 TMR: 10 NA: Hide absorbs 3 DP

Kick: Base Chance of 45%, +7 Damage

Bite: Base Chance of 25%, +2 Damage

Trample: Base Chance of 25%, +8 Damage, Close Combat only

Allison Dogface



Allison Dogface: This "lady" is as ugly as it is possible to be and still not curdle milk with a glance, with an unbelievably inflated sense of her own worth. Anyone who can stand to look at her can tell that one of her parents was an Orc. Which one is hard to say, as even she has no idea who they are. It should not be surprising then, that she also has no idea where the child is that she bore 4 years ago.

She is 18 years old, 4 feet 11 inches tall and weighs 155 pounds. She has scraggly red hair sticking out all over her head, and squinty green eyes. Her face is rather dark, with a receding nose and forehead and jutting eyebrows and jaw. The result is unbelievably gruesome. She carries her left arm rather stiffly because of an injury to that shoulder, the scar can still be seen because of the rather tattered clothing Allison wears.

Allison makes her living as a Thief and Assassin, although she is not very good at either skill. She is sneaky enough though, and gets around well at night because of her infravision. She uses a Garrote, which she is an expert with, as well as a Sap. On the other hand, she also owns a Shortsword with which she is very unskilled at because she spends approximately half her time trying to avoid situations where she will have to use it.

Allison's main reason for pride is that she fancies herself a great Mage. In fact, someone has taught her all of the basic spells, talents and rituals of the College of Celestial Magics, and she has indeed become very adept with certain spells.

Allison is a notorious claustrophobic. She gets nervous anytime she is in a room of less than 20 feet square, and can hardly be persuaded to enter a smaller room. This condition seems to be aggravated by thunderstorms as she is terribly frightened of thunder and lightning. It is quite comical to see her shriek, run outdoors, shriek again and run indoors, and then repeat the process.

Allison is ambidextrous, but never thinks to take any advantage of it. She does everything with her right hand because everyone else does.

Allison has the following statistics:

PS: 14	MD: 15	AG: 12 (11)	MA: 15
EN: 17	FT: 10	WP: 11	PC: 10
PB: 4	TMR: 4		

She is Half-Orc, is Summer Stars aspected, is of the Poor Trash class, is of illegitimate birth, and is ambidextrous.

Allison has achieved Rank 0 in Hosemanship and Rank 10 in Stealth. She has also achieved Rank 2 in Assassin and Thief Skills. She has skill in the College of the Celestial Magics (a Dark Mage): G1/1; G2/1; G3/10; G4/7; G5/1; G6/8; G7/3; G8/7; G9/2; T1/10; T2/8; T3/1; Q1/1; Q2/6; S1/1; S2/3; S3/1; S4/2; S5/7; S6/3; S7/8; S8/1; S9/1; S10/7; S11/3; S12/1; S13/7; R1/6. She is Rank 5 with a Dagger, Rank 3 with a Garrote and Sap, and Rank 0 with a Shortsword. Allison commonly wears Leather Armor when she is expecting trouble or out on a job.

Evita Zora, a Nomadic Thief, is a blood member of a Nomadic southern race of people. For reasons known only to her, her parents undertook the long journey north and settled far from their homeland.

When her parents died (a rabid bear attack), Evita elected to roam the land in search of adventure. Her travels have brought her face-to-face with most of the common monsters and nasty people-types. She is very shrewd and quite capable of taking care of herself, and also of leading a small (20 or less) group of people (though she would rather travel alone, or with only a handful of people).

Evita is not afraid of adventures, in fact she seems to thrive on danger.

She does not seek to hoard any treasures found, instead she will live 'high on the hog' for a while, and then distribute her excess wealth among the poor (usually very discreetly).

Evita Zora



Evita has recently travelled with an Elf who was very adept at Thievery and certain magicks. She learned quite a few tricks from him (the Elf) before deciding to go her own way (the Elf took too many chances to suit Evita).

Evita loves music, and is prone to make friends with Troubadors rather quickly. She does have some musical skill herself, preferring to play a Flute and to recite stories and legends which she has composed.

Evita was born into a religious Nomadic Tribe. Her parents offended the 'High Priest' and had to flee or face his senile wrath. They chose to flee. Evita hardly remembers those days, as she was only four years old when they fled. They wandered north for four years, frequently stopping for a few months at small villages, until they finally decided to settle down at Brastor Landing (Hex 31-064, Frontiers of Alusia).

Evita can be encountered nearly anywhere on the Frontiers of Alusia map, as she regards the whole area as her personal "stomping ground".

Evita has the following statistics:

PS: 13	MD: 20	AG: 20	MA: 5
EN: 15	FT: 20	WP: 19	PC: 12
PB: 21	TMR: 6		

She is Human, is Life aspected, is of the Poor Trash class, is of legitimate (4th child) birth, and is ambidextrous.

Evita has attained Rank 10 in Horsemanship and Rank 9 in Stealth. She has reached Rank 8 in Thief Skill, Rank 3 in Troubador Skill (Abilities: 1 (Flute), 3 (Recite Stories), 4 (Compose Stories)), Rank 5 in Spy Skill and Healer Skill, and Rank 1 in Merchant and Beastmaster Skills (specializing in Riding Animals). She has also achieved Rank 4 with the Javelin, Rank 3 with the Rapier, and Rank 9 with a Dagger.

Evita owns a Mustang (Goldmane) that has the following statistics:

PS: 46	MD: None	AG: 21	MA: None
EN: 21	FT: 40	WP: 12	PC: 21
PB: 11	TMR: 12	NA: Hide absorbs 3 DP	

Kick: Base Chance of 45%, +4 Damage

Bite: Base Chance of 25%, D Damage

In her travels, Evita has accumulated 5 Emeralds, worth 100 Gold Shillings each, and 48 Opals, worth 20 Gold Shillings each.

Cardin is a superman, there is no question about it. On the other hand, he has been in training since he was eight years old. At that time, his mother, who had been unsuccessfully trying to make a living as a Seamstress, fell ill and died. He was taken in by an old neighbor. It happened that this neighbor was a retired Assassin who had a price of 1000 Gold Shillings on his head for 20 years. For 10 years he taught the boy all he knew, and then could teach him no more for Cardin had surpassed him. Now, 11 years later, Cardin has surpassed his master in another way. The price on his head is 1500 Gold Shillings. He is not highly worried as he is a Master of Disguise (as a Rank 10 Troubador).

When on the job, he wears black clothing and prefers to fight with his Claymore in one hand and his Shortsword in the other, which works quite well as he is ambidextrous.

Cardin is 29 years old, 5 feet 9 inches tall, and weighs 154 pounds. His hair and eyes are brown. He does not like snakes, and is allergic to alcohol. He is presently a long way from home and searching for his father whom he never knew. He might be persuaded to assist a party for a very limited time if it does not interfere with his plans, but will

Cardin



never stick around long. If someone should try to hire him, his minimum fee is 1500 Gold Shillings, which he will jack up to 2500 Gold Shillings because he really doesn't want to be hired right now. On top of that, Cardin will never take any job not worthy of his talents.

Cardin has the following statistics:

PS: 16	MD: 30	AG: 30	MA: 5
EN: 19	FT: 21	WP: 16	PC: 13
PB: 19	TMR: 10		

He is Human, is Death aspected, is of the Poor Trash class, is of legitimate (1st child) birth, and is ambidextrous.

Cardin has attained Rank 10 in Stealth and Rank 0 in Horsemanship. He has achieved Rank 10 in Thief and Assassin Skills, Rank 10 with a Throwing Dart and Unarmed Combat, Rank 9 with a Dagger, Rank 7 with a Claymore, Rank 6 with a Shortsword, and Rank 3 with the Garrote and Sap. Cardin commonly wears Cloth Armor.

Note that Cardin, while available for hire, is definitely a loner. He will not stay with any group of people for very long.

Seaghdha One Ear is an old Campaigner, and really looks the part. He is 7 feet 1 inch tall, weighs 361 pounds, has white hair hanging to his shoulders, and has only a mass of scars where his left ear used to be. Although he has developed a pot belly, he is still quite strong and tough, despite his age of 45, rather old for a warrior. Despite his missing ear and the deep wrinkles in his face, he is quite good looking, and rarely lacks a female who is interested in him.

After 25 years of experience, Seaghdha is an expert with the Battle Axe and the Sabre, his secondary weapon. His real value, however, is his ability to build and operate siege engines. Indeed, he can build nearly any gadget you can think of, describe to him, and quite possibly improve on it in the process. His continued close proximity to battle has also caused him to learn quite a bit of the art of Healing. During a battle, he is generally too busy to do any Healing,

Boris Broadblade



Boris Broadblade is quite an unusual Dwarf. He is also known as Boris the Bold, Boris the Thief, Boris the Lame, and Boris the Drunk (his more common title). Boris is most often encountered within a tavern or stumbling about in the bushes. Though it should be said in his behalf that occasionally he becomes lucid enough to formulate an intricate plan in order to make a very profitable theft. Unfortunately, through no fault of his, it seems that the plans Boris formulates most of the time fall prey to Murphy's Law (i.e. whatever can go wrong, will go wrong). This fact has driven Boris to find peace of mind in the bottle (preferably expensive whiskey, but usually cheap whiskey due to inadequate funds). His search is, of course, in vain and he usually gets himself into more trouble when he gets drunk (e.g. insults someone and gets trounced, attempts a blatant theft and gets caught and trounced, etc.).

Boris is able to consume great quantities of liquor; usually consuming 3 to 8 quarts of whiskey (80 proof) every day. Occasionally, he cuts down to ½ to 1 quart a day, for a short time (until something else goes wrong).

Boris has three times the capacity for alcoholic beverages that normal humans do. He is fond of having drinking contests with Humans and Elves.

Boris used to be, when he was young, very ambitious and very greedy for the soft luxuries of life. Now, he is ambitious only once in a while, but he still loves the transient luxuries only money can buy - he just can't afford them most of the time.

Boris will do anything, short of fighting Undead creatures, for a good amount of money (Judge's discretion). He has a fear of the Undead and will never willingly seek to fight, or otherwise encounter, an Undead creature. If he should encounter an Undead creature, his usual plan of action is a hasty fighting retreat. But if face to face to one of the more powerful types of Undead (e.g. Vampires, Wraiths, etc.), he will flee as fast as possible, for as long as possible (i.e. he will run until he falls from exhaustion). Boris also fears Demons as much as Undead, but he will sometimes seek to kill a Summoner of Demons if he takes a particular dislike for one (he never likes Demon Summoners, but some he hates more than others).

Boris has the nickname "Boris the Lame" because his right hip was smashed by a Hill Giant's Mace long ago,

and he retains a decided limp. Usually, he exaggerates the limp in order to appear less capable of defending himself and also to make people feel sorry for him. On a number of occasions, he has been reduced financially to the point of having to beg for coins and food. On these times, he dresses up in rags (stolen somehow) and pretends to be unable to walk without a crutch.

Boris was born of a Jeweler, and was taught the skills of a Jeweler and Gemcutter, though he rarely finds anyone to do work for. He does keep in practice, however, and is always on the lookout for precious metals, gems and jewels (most of his intricate plans involve the theft of gems or jewels).

Boris even operated a small jewelry shop at one time. On another occasion, he "cleaned out" a Jeweler's stock through a plan which involved Boris becoming a Craftsman at the shop and gaining the owner's confidence by staging an armed robbery which Boris was to foil. Unfortunately, Boris was wounded very badly, and the robbers made off with a good amount of gems. This was due to an underhanded trick performed by Boris' accomplice who was in charge of hiring common thugs for the venture. His accomplice, a Human Assassin whose name Boris has forgotten, had equipped the thugs with new weapons (Broad Swords) and new armor (Chainmail and large Round Shields) and sent them against Boris who was clad only in normal, cloth clothes. However, Boris did gain the trust of the shopowner and was able to steal all of the gems and jewels that were left.

The accomplice was able to convince Boris that it was a mistake (Boris can be very gullible at times), and they stayed partners for a few years after that. The Human played many practical jokes on Boris in those years, but was always able to talk himself out of trouble. Boris has not become prejudiced against Humans because of this "friend" of his. In fact, Boris prefers to associate with Humans, if only to use them, or try to, for his advantage.

Boris becomes an entirely different person when he is with other Dwarves, especially those he doesn't know very well. He becomes very aware of the impression he is making on them and tries to act as properly as possible. To Boris, this means being slightly arrogant to other races and extremely vocal about the superiority of Dwarves over all others. At these times, he is fond of relating stories and legends, both factual (about Dwarven heroes) and fictional (about himself).

Boris does a lot of travelling, sometimes out of necessity. He can be encountered anywhere in the DragonQuest world, and sometimes in other places (e.g. dimensions, planes, etc.), though probably not of his own volition.

For transportation, Boris owns a wagon, Drafthorse and Pack Mule. On occasion, he purchases an Ox for use as a pack animal, emergency food source, and emergency wagon-puller.

When travelling, Boris will always have at least 1/3 of his supplies (in volume) consisting of whiskey.

Boris has the following statistics:

PS: 23	MD: 16	AG: 6	MA: 8
EN: 24	FT: 23	WP: 8	PC: 8
PB: 8	TMR: 2		

Boris is a Dwarf, is Winter Stars aspected, is of the Craftsman class, is of illegitimate birth, and is left handed.

Boris has attained Rank 8 as a Thief, Rank 6 as a Merchant (Rank 10 in regards to Gems and Metals assessment, and he also specializes in assaying Gems and Jewels), Rank 6 in reading and writing Dwarven, Rank 5 in reading and writing Common, Rank 2 as a Troubador (Abilities: 3 (Recite Stories and Legends), 4 (Compose Stories and Legends), 8 (Tell and Compose Jokes)), and Rank 0 as a

Spy. He has also reached Rank 7 with a Battle Axe, Rank 4 with a Broadsword, Rank 4 with a Warhammer, Rank 2 with a Heavy Crossbow, and Rank 5 in Unarmed Combat. Boris also is Rank 4 in Stealth.

Boris has also been instructed in the College of Illusions, but he is still very limited. He has attained Rank 1 in all Talents, Spells and Rituals of that College, but has never advanced any further.

The statistics for Boris' Mule (Thorny) are as follows:

PS: 47	MD: None	AG: 20	MA: None
EN: 25	FT: 45	WP: 12	PC: 20
PB: 9	TMR: 9	NA: Hide absorbs 3 DP	

The statistics for Boris' Drafthorse (Bighoof) are as follows:

PS: 64	MD: None	AG: 13	MA: None
EN: 32	FT: 63	WP: 8	PC: 14
PB: 8	TMR: 10	NA: Hide absorbs 3 DP	



Aurelia

Aurelia, a Troubador of great skill, is an Elf who loves to wander. She is constantly on the move, and spends very little time within settlements of any kind. She has made many friends during her journeys, and more than half of them are mystical folk (e.g. Brownies, Pixies, Nixies, Sylphs, etc.).

Aurelia is a very curious and inquisitive person. She is always seeking an answer for some question or another. She cannot leave a question unanswered, and in this way she is very Pandorian.

Aurelia always has a smile playing upon her youthful countenance. She loves all that is good (e.g. the forests, the birds and animals, songs, merrymaking, the night sky, etc.), and can't understand those people that do not love them as she does. In fact, she will not allow anyone to harm those things that she loves so dearly. In this aspect, she is very brave - almost to the point of foolhardiness.

Aurelia loves to daydream of utopian societies, where only beauty can survive. All ugliness has been driven away. If she has a goal in life, this would be it - to create a wonderful utopian world.

Another aspect of Aurelia that is utopian, is the fact that she finds it very hard to tell a mis-truth. She can remain silent, but never will she knowingly tell a lie unless there is no other choice. Even then, she cannot do it convincingly.

She is also very soft-hearted, a sucker for a 'sob story'. But let her find out that she's been 'taken', and a side of her will show that very rarely gets out - her vengeful ferocity. She cannot stand to be lied to, and nothing makes her angrier.

Aurelia is apt to make friends very easily, but is just as apt to wander away in search of beauty.

Aurelia hails from Regar's Keep (18-036, on Frontiers of Alusia map), but very rarely visits there anymore. She feels oppressed by the heavy military flavor of the town.

The past two years, she has wandered from the Westmarch to the Thornwood, and south to the Angarwold. She is now heading south across the Vale of Morin, and will be travelling to the Gatar Depression - just to see what's there.

Aurelia has the following statistics:

PS: 13	MD: 20	AG: 20	MA: 11
EN: 13	FT: 19	WP: 19	PC: 9
PB: 22	TMR: 6		

She is Elven, is Spring Stars aspected, was born of the Adventurer class, is of illegitimate birth, and is ambidextrous.

Aurelia has reached Rank 10 as a Troubador, specializing in Abilities: 1 (Mandolin and Flute), 2 (Sing), 3 (Recite Stories and Legends), 4 (Compose Stories and Legends), 8 (Tell and Compose Jokes), 9 (Dance), 12 (Execute Acrobatics), 13 (Amuse Children), 14 (Amuse semi-intelligent Animals), and 15 (Appear Attractive). She has also attained Rank 4 in Ranger skill, specializing in Plains, and Rank 3 in Courtesan Skill, specializing in Abilities: 10 (Dress Formally), 11 (Dress Seductively), 12 (Appear Attractive to other Cultures), and 14 (Imitate Accents). She has also reached Rank 1 in Healer Skill with Abilities 0 (Empathy), and 1 (Cure Infection, Disease, Headache, Fever).

In weapons, she has achieved Rank 2 with the Short Bow and Rank 1 with the Rapier. She is Rank 4 in Horsemanship and Rank 4 in Stealth.



Fosco Roundgrape

Fosco Roundgrape is an unusual Halfling. Fosco likes to wander, which is indeed very unusual for a Halfling.

Fosco has visited many of the towns in the area (Frontiers of Alusia), and has made quite a few friends at the various inns, taverns and food markets. He also knows nearly every Winemaker in Alusia. This is because his father (and his father before, and. . .) is himself a Winemaker, as are all his brothers (8 in all). Fosco is an excellent judge of wines, and will always have several bottles of fine wine stashed in his travelling supplies. "Wine at every meal", is one of Fosco's mottos.

"Meet the dawn with a song in your heart", is another of his mottos, as he is a Troubadour of great skill. If there is anything he loves more than food and wine, it is a finely sung ballad. Hence, his journeys are accompanied by an almost endless stream of musical notes and romantic legends. Fosco's favorite instruments are the Lyre and the Mandolin. These are the only two he will always bring with him, though he usually has a Flute or Mouth Organ hidden away somewhere within his supplies.

Fosco doesn't usually travel alone. If he can, he will attach himself to a non-dangerous appearing group that is going his way (non-dangerous to him, of course). Fosco does have some fighting skills, but nothing worth bragging about, and he is very aware of this. Therefore, he likes to have some protection when he is travelling.

Fosco travels upon pony-back, and has a pack mule carrying most of his supplies. Fosco also owns two house-cats which have become quite used to riding upon the mule's packs. Both cats are calico, and are male. The animals names are: Chubby (pony), Bangagong (mule), Bob and Tom (calico cats).

Fosco will never leave his animals behind, or in danger.

He once tried to tame a Bobcat, but it proved to be too wild for him to handle - at the time. Now, he has learned a lot more about animals, and would probably be very successful.

Fosco has the following statistics:

PS: 10	MD: 25	AG: 20	MA: 4
EN: 13	FT: 19	WP: 20	PC: 9
PB: 15	TMR: 6		

He is a Halfling, is Life aspected, is of the Merchant class, is of legitimate (6th child) birth, and is left handed.

Fosco has reached Rank 2 in Horsemanship and Rank 5 in Stealth. He has attained Rank 10 in Troubadour Skill, specializing in Abilities: 1 (Lyre, Mandolin, Flute and Mouth Organ), 2 (Sing), 3 (Recite Stories and Legends), 4 (Compose Stories and Legends), 7 (Act Out Skits or Parody), 8 (Tell and Compose Jokes) and 13 (Amuse small Children). He has also attained Rank 6 in Beastmaster Skill, specializing in Felines and Small Land Animals, Rank 3 in Merchant Skill, specializing in Gems (which he gives to his family). He has also achieved Rank 3 with the Short Bow and Rank 2 with the Short Rapier (D-1 Damage, otherwise the same as a normal Rapier).

Nicola Varola, a Sorceress of the College of Ensorcelments and Enchantments, resides in the town of Crystal Spring. Nicola was her parents only child and was very spoiled. Nicola's mother always told her she was "a special child sent from God" and Nicola still believes to this day she is not of this world. She never understood what her mother really meant, instead believing she is some kind of Goddess. She has a very superior attitude towards people because of this.

Nicola also gets very angry when she can't afford material things that she wants. She tends to take these things without paying for them, hiding them in the folds of

her flesh, as she is extremely obese - weighing 328 pounds at 5 feet 5 inches tall. Nicola has to have her clothes tailor made because they don't sell sizes that large in the shops. All the children in Crystal Spring make fun of her when she lumbers down the street, but are sure to stay out of her reach, lest they get their ears boxed, as she has done this a few times before.

Nicola was left a large inheritance when her parents died and pays for her necessary expenses out of this money. She refuses to work for a living, feeling she is "above all that". She may be encountered sitting outside her home in Crystal Spring. Nicola has the following statistics:

PS: 14	MD: 18	AG: 14	MA: 23
EN: 15	FT: 20	WP: 10	PC: 19
PB: 10	TMR: 5		

She is Human, is Vernal Stars aspected, is of the Merchant class, is of legitimate (1st child) birth and is right handed.

Nicola has achieved the following Ranks in the College of Ensorcelments and Enchantments: T1/8; G1/5; G2/8; G3/10; G4/15; G5/12; G6/15; G8/5; G9/13; Q1/15; Q2/14; Q3/13; Q4/10; S1/9; S2/10; S3/11; S5/9; S10/14; S11/13; S12/12.

She is Rank 3 in Stealth, Rank 2 in Thief Skills, can read and write Common at Rank 10.

Nicola owns the following Jewels: one Gold, Pearl-drop Necklace worth 100 GS; one Pearl and Silver engraved Ring worth 125 GS; one Onyx and Silver Ring worth 95 GS; and one pair of Gold engraved Earrings worth 25 GS.

Nicola Varola



Her Sabre-Tooth Tigers are completely under her control (they love her, and she them), and she never goes anywhere without at least one of them. They are identical triplets, two males and one female, and their statistics are as follows:

PS: 31 MD: 20 AG: 24 MA: None
 EN: 22 FT: 35 WP: 10 PC: 23
 PB: 10 TMR: 12 NA: Hide Absorbs 5 DP
 Claws: Rank 5
 Movement Rate: Running: 600

The Lone Huntress has the following statistics:

PS: 19 MD: 14 AG: 18 MA: 5
 EN: 20 FT: 22 WP: 20 PC: 17
 PB: 23 TMR: 6

She is Human, is Spring Stas aspected, is of the Merchant class, is of legitimate (6th child) birth, and is ambidextrous.

The Lone Huntress is Rank 5 with her magical Spear, Rank 2 with a crude Club, and Rank 4 with a Hand Axe. Her Horsemanship is Rank 1 and her Stealth is Rank 10. She has attained Rank 10 in Beastmaster Skill, specializing in Felines, Large Land Animals and Small Land Animals. She has also attained Rank 10 in Ranger Skill, specializing in Woods. She also has considerable Healer Skill at Rank 8 with Abilities: 0 (Empathy), 1 (Cure Infections, Disease, Headache, Fever), 2 (Soothe Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue), 4 (Neutralize Poison, Graft Skin), 5 (Repair Muscle, Preserve Dead), 6 (Repair Bones), 7 (Repair Tissues and Organs), and 8 (Resurrect the Dead).

Erson Firebrim



Erson Firebrim, a Sorcerer in the College of Fire Magics, is a wanderer. Some say he has Nomadic blood in him, but he actually doesn't. Erson is the son of Palco and Sal Firebrim, a husband and wife Merchant team that roam Alusia selling their wares. Erson left his parents to strike out on his own to see how he fared.

Erson has one very bad habit, that he is a pyromaniac. He loves to start fires and because he is of the College of Fire Magics, this is very easy for him to do. One wave of his hand and a bolt of fire burns the terrain. Erson is wanted in more than one town for arson. He has become a master of

disguises so that he may enter these towns and not be apprehended.

Erson is a ladies man and has broken more than one heart in his escapades. He doesn't know it, but he is being stalked by one, Dirini Ascalace, who seeks revenge for her sister's suicide. Erson hurt her very much and not being too stable, she killed herself.

Erson prefers to travel by himself, but will occasionally accompany a band of adventurers who are after treasure, as Erson needs the money. He has no regular profession and gains his income mostly by thievery.

Erson has the following statistics:

PS: 12 MD: 20 AG: 17 MA: 22
 EN: 17 FT: 21 WP: 11 PC: 20
 PB: 19 TMR: 5

He is Human, is Moon aspected, is of the Merchant class, is of legitimate (1st child) birth and is left handed.

Erson has achieved the following Ranks in the College of Fire Magics: T1/11; G1/16; G2/9; G3/7; G5/8; G6/6; G7/15; G8/14; Q1/13; S1/10; S2/12; S3/11; S4/10; S5/8; S6/7; S7/5; S8/9; S9/7; S10/10; S11/9; S13/16; R1/15.

He can read and write Common at Rank 6 and can speak Elven at Rank 5. He is Rank 8 in Horsemanship and Rank 8 in Stealth. He is Rank 5 in Thief Skills, Rank 2 in Merchant Skills. He is Rank 7 with a Dagger.

Merina Estaia, an Astrologer, was born to a local Courtesan in the town of Westgate. Merina was told that her father had been a Noble man in high power, but she has never met him. Merina, not wanting to become a Courtesan like her mother, decided instead to take up the art of Astrology.

Merina has done a little adventuring, but now stays at home, preferring the secure life of living in a town. She has a small shop in the center of town where she takes care of business, and does well at it too! She also is involved with the fencing of stolen goods, which she stores in the back room of her shop and sells only to known customers. She makes a very large side profit doing this. Merina loves fine clothes and jewelry and can never get enough to please her. Therefore, her prices to read an individual's future are extremely high, but she is very accurate. Merina has a close friend, Ascot, who will spy on some of her regular customers, and then report the information back to her. This information is sometimes used to bribe or blackmail certain disliked customers who Merina has a grudge against for one reason or another.

Merina can be encountered in the center of the town of Westgate.

She has the following statistics:

PS: 12 MD: 19 AG: 22 MA: 17
 EN: 22 FT: 22 WP: 18 PC: 21
 PB: 20 TMR: 7

She is Human, is Summer Stars aspected, is of the Merchant class, is illegitimate and is right handed.

Merina has attained Rank 1 in Horsemanship and Rank 8 in Stealth. She is a Rank 10 Astrologer, Rank 5 Thief, Rank 2 Spy, and Rank 6 Merchant. She has also achieved Rank 5 with a Dagger and Rank 3 with the Whip. She can speak and read Common at Rank 9.

Merina owns a Siamese Cat named Chian that has the following statistics:

PS: 4 MD: 21 AG: 19 MA: None
 EN: 5 FT: 10 WP: 9 PC: 18
 PB: 18 TMR: 9 NA: Fur absorbs 1 DP
 Teeth and Claws: Base Chance of 20%, -7 Damage



Merina Estaia

Merina owns the following Jewels: three Diamonds worth 150 GS each; two Rubys worth 100 GS each; five Emeralds worth 95 GS each; seven Opals worth 45 GS each; one Sapphire Ring worth 55 GS; two Gold Armbands worth 27 GS each; and one Silver Necklace with Agate Drop worth 25 GS.



Sabina Searo

Sabina Searo is a Sorceress of the College of Water Magics. Sabina grew up in the town of Seacroft and has elected to live there among her friends for the time being, but, she vows to go adventuring one day before she grows too old. Sabina's father has passed away, but her mother still lives. Sabina is a sort of jack of all trades (so to speak) and supports herself and her mother by picking up odd jobs here and there. She also works as a Courtesan from time to time when she needs a lot of money. She is very much in demand as a Courtesan, as she is very beautiful.

Sabina is a very liberated woman (some say she should have been an Amazon) and because of this, she is disliked by many of the lower class men in town. They are used to their women obeying them, and Sabina definitely doesn't have this attitude. This is another reason why she is in popular demand as a Courtesan, because she is imaginative and spirited.

Sabina likes to keep a menagerie of cats at home and at this time, she has 28 of them. She is constantly taking in strays that she pities. This attitude frequently carries over to Humans, because she is so compassionate and caring. She is usually the first one to be helpful to strangers in town who might need directions or information. She may be helpful, but she is by no means naive or stupid, and anyone trying to pull a fast one on her will soon feel the taste of her powerful magic.

Sabina may be encountered almost anywhere in Seacroft.

Sabina has the following statistics:

PS: 9	MD: 21	AG: 19	MA: 22
EN: 15	FT: 20	WP: 18	PC: 18
PB: 22	TMR: 6		

She is Human, Autumnal Stars aspected, is of the Farmer class, is of legitimate (3rd child) birth and is right handed.

Sabina has achieved the following Ranks in the College of Water Magics: T1/10; G1/8; G2/7; G3/15; G4/12; G5/10; G6/11; G7/8; G8/8; G9/11; G12/13; Q1/14; S1/8; S3/11; S4/12; S7/10; S10/15; R1/9.

She can read and write Common at Rank 7, she is Rank 5 in Courtesan Skills, Rank 4 in Astrology Skills, Rank 3 in Merchant Skills, Rank 5 in Navigator Skills and Rank 7 in Stealth.

Lord Carlotis, The Master of Demons (self-titled) is a man of evil temper and dark ambitions. Many times he has ordered his Incubi and Succubi to seduce and murder those he has taken a disliking to. He has no morals whatsoever, and will let no one stand in his way. He ultimately wants to control the entire world, but is too ambitious to start small. He is planning on overthrowing Seagate, and all the associated towns there, before turning his attention elsewhere.

Carlotis believes everyone fears him because of his powers, but in actuality, they (villagers) fear him because of his evil stare and ruthless manner. Those in power don't even know he exists, but Carlotis doesn't realize this, believing that they are too frightened of him to socialize in any way with him (not that he wants to socialize with them, but would love to turn down an invitation).

Carlotis only visits Seagate sparingly, preferring to send his two lackeys to town for provisions instead of visiting himself.

His two lackeys, Jockoman and Arnorah, are very unintelligent bumblers. The only reason Carlotis keeps them alive is because he can't get any other Humans to serve him (something that annoys him to no end).

Carlotis has the following statistics:

PS: 10	MD: 20	AG: 15	MA: 21
EN: 10	FT: 18	WP: 16	PC: 10
PB: 6	TMR: 5		

Carlotis is Human, is Death aspected, was born of the Adventurer class, is of illegitimate birth, and is right handed.

Carlotis has achieved Rank 1 in Horsemanship and Rank 7 in Stealth. He has also attained Rank 6 in Assassin Skill, Rank 7 with a Dagger and Rank 3 with a Sap. He has achieved the following Ranks in the Rituals of the College of Greater Summonings: Q2/20; Q3/12; Q4/9; Q5/20; Q6/20, R1/10; R2/9; R3/8; R4/7; R5/5; R6/3.

Jockoman has the following statistics:

PS: 25	MD: 8	AG: 10 (8)	MA: 5
EN: 24	FT: 23	WP: 10	PC: 5
PB: 7	TMR: 4 (3)		

Jockoman is Human, is Death aspected, is of the Poor Trash class, is of legitimate (9th child) birth, and is right handed.

He has attained Rank 2 in Horsemanship and Rank 1 in Stealth. He has also achieved Rank 1 with a Halberd, Rank 1 with a Glaive, Rank 0 with a Flail and Rank 0 with a Dagger. He also has Rank 1 with a Buckler. Jockoman commonly wears Chainmail Armor.

Arnorah has the following statistics:

PS: 17	MD: 12	AG: 15 (13)	MA: 5
EN: 22	FT: 22	WP: 11	PC: 5
PB: 5	TMR: 5 (5)		

Arnorah is Human, is Death aspected, is of the Poor Trash class, is of legitimate (5th child) birth, and is right handed.

He has attained Rank 1 in Horsemanship and in Stealth. He has also achieved Rank 1 with a Halberd, and Rank 0 with a Glaive, Flail and Dagger. Arnorah commonly wears Chainmail Armor.



Lord Carlotis

Ascot Drumball, a Spy, was born in Crystal Spring. His parents were extremely poor and because of this, Ascot was both malnourished and sickly when he was a young boy. They couldn't afford to feed and clothe all eleven of their children, so they sent Ascot and his two older brothers to live with their childless, well-to-do Aunt in Westgate. Here, Ascot was clothed and fed properly, but to this day, still remains small in stature. Ascot doesn't mind this a bit, though, because his smallness enables him to perform his spy work more efficiently.

Ascot does work for some of the Nobles in Westgate, but his main source of income is the work he does for Merina. He, too, is involved in her fencing operation and gets a 35% cut of everything that is sold. He doesn't, however, believe in her powers to read the future. He thinks it is some kind of hoax. Ascot is very paranoid of all types of magicks and refuses to believe in them (he finds it easier to disbelieve than to be afraid). The reason Ascot is afraid of magicks is simply because he is ignorant of their uses.

Ascot may be encountered almost anywhere in the town of Westgate.

He has the following statistics:

PS: 10	MD: 21	AG: 22	MA: 5
EN: 16	FT: 20	WP: 18	PC: 21
PB: 12	TMR: 7		

He is Human, is Vernal Starts aspected, is of the poor trash class, is legitimate (11th born) and left handed.

Ascot has attained Rank 0 in Horsemanship and Rank 10 in Stealth. He has reached Rank 10 in Spy Skills, Rank 6 in Thief Skills, Rank 5 in reading and writing Common and Rank 3 in Merchant Skills. He has also achieved Rank 8 with the Dagger.

Ascot owns a pet baby Iguana which he frequently carries with him. It has the following statistics:

PS: 9	MD: None	AG: 14	MA: None
EN: 4	FT: 8	WP: 6	PC: 10
PB: 7	TMR: 5	NA: Hide absorbs 3 DP	

Ascot Drumball



Cameron Kirk



Cameron Kirk is not your typical, wandering 'Holy Man' - he is of unkempt appearance, very suspicious, moody, opinionated, and very abrasive. He preaches the religion of Fate, or, "what will be, will be, and there ain't nothing you can do to change it, but you might want to donate a gold coin or two."

Cameron spends his money (the donations) on whiskey as soon as he can get to a tavern. He has a very lusty set of morals, and has committed nearly every sin in the book, or so he likes to brag.

Occasionally, he has flashes of friendliness, but usually his abrasive personality scares everyone off.

Cameron is a wanderer, always moving from one village to another. Sometimes he accompanies caravans, usually working as the cook, as he has a talent for cooking.

He has heavy scars on his chest due to a run-in with Suarime, which he barely survived. He also has an extremely bent nose, which is from repeated bouncings at nearly every tavern he has been in, another fact which he is proud of.

Cameron prefers not to engage in physical combat, or even magical combat. He would rather let others fight for him if at all possible, though if hard pressed, he is able to take care of himself either way.

Cameron is 6 feet tall and weighs 180 pounds. He is 29 years old.

He originally hails from Brastor Holding (Hex 30-064, Frontiers of Alusia), and he always seems to go back there at least once every two years.

Cameron has the following statistics:

PS: 15	MD: 16	AG: 14	MA: 11
EN: 15	FT: 20	WP: 11	PC: 9
PB: 7	TMR: 5		

He is Human, is Winter Stars aspected, is of the Poor Trash class, is of illegitimate birth, and is right handed.

Cameron has achieved Rank 3 in Horsemanship and Rank 8 in Stealth. He has also attained Rank 8 in Healer Skill, Abilities: 0 (Empathy), 1 (Cure Infection, Disease,

Headache, Fever), 2 (Sooth Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue), 4 (Neutralize Poison, Graft Skin), 5 (Repair Muscle, Preserve Dead), 6 (Repair Bones), 7 (Repair Tissue and Organs), 8 (Resurrect the Dead), 9 (Regenerate Limbs and Joints), and Rank 4 in Thief Skill. In weapons, he has attained Rank 3 with a Sling and Rank 1 with a Short Sword. He has also attained Rank 3 with a Buckler.

Calvary Patrol

Bruner Wilst is the leader of this band of Rebels, though there are some in the group who would rather he wasn't. He is good at what he does, but is resented at times due to his condensing and superior attitude which surface occasionally towards his men. They respect him, but expect the same treatment in return. Bruner has a tendency to never forget mistakes made by his men. He uses this knowledge to keep them down when they begin to act too cocky for Bruner's liking. All in all, he is a well-organized leader and the general feeling is, "oh well - nobody's perfect."

Bruner has the following statistics:

PS: 23	MD: 19	AG: 15	MA: 5
EN: 22	FT: 22	WP: 16	PC: 21
PB: 10	TMR: 17		

He is Human, is Summer Stars aspected, is of the Bandit class, is of legitimate (3rd child) birth and is ambidextrous.

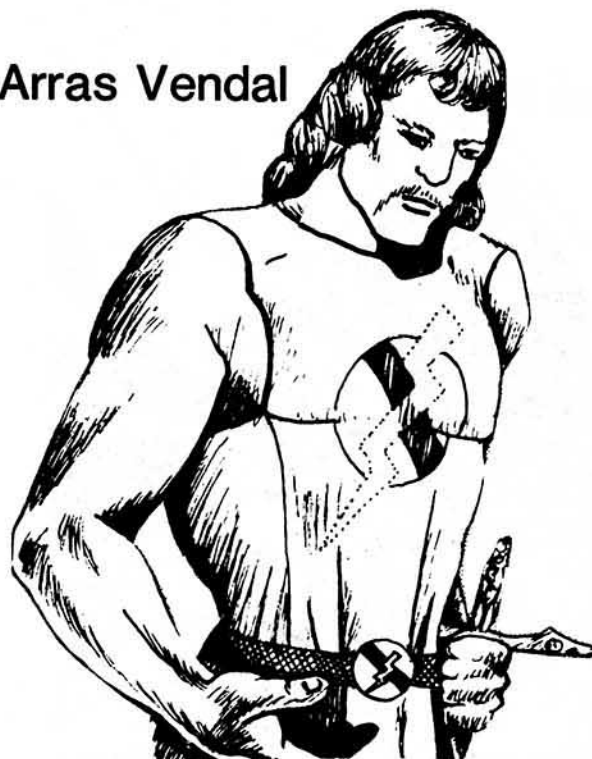
Bruner has attained Rank 9 in Stealth and Rank 10 in Horsemanship. In weapons, he has achieved Rank 4 with the Buckler, Rank 5 with the Spear, Rank 7 with the Sabre, Rank 3 with the Dagger, and he is a Military Scientist Rank 10.

Bruner is 6 feet tall, weighs 201 pounds, has deep green eyes, long, wavy brown hair and beard and a gold hoop earring in his left ear (worth 6 Gold Shillings). He is 36 years of age.



Bruner
Wilst

Arras Vendal



Arras Vendal is second in command under Bruner. Arras is the only one in the group that Bruner considers to be on the same level as himself. Arras is a pretty mellow person until it comes to fighting. Then, he goes crazy, slashing and hacking where he can. He tolerates Bruner treating the men the way he does most of the time, but when things get out of hand, he will intercede. Because of this, he is well-liked by everyone involved and there are a few that wish he was the leader instead.

Arras has the following statistics:

PS: 17 MD: 19 AG: 18 MA: 6
 EN: 12 FT: 19 WP: 17 PC: 19
 PB: 13 TMR: 16

He is Human, is Winter Stars aspected, is of the Bandit class, is of legitimate (4th child) birth, and is right handed.

Arras has attained Rank 8 in Stealth and Rank 10 in Horsemanship. In Healer Skill, he has attained Rank 5. In weapons, Arras has achieved Rank 3 with the Buckler, Rank 3 with the Spear and Rank 8 with the Dagger.

Arras is 5 feet 11 inches tall, weighs 170 pounds, has light gray-blue eyes, short blond hair and a moustache. He is 28 years old.

Calvary Patrol

	PS	MD	AG	MA	EN	FT	WP	PC	PB	TMR	Buckler Rank	Spear Rank	Sabre Rank	Dagger Rank	Horsemanship Rank	Stealth Rank	Other
Rau Stater	20	17	15	7	12	19	11	12	11	19	1	0	6	7	7	9	Read/Write Common - 6
Naldin Korr	24	18	15	13	15	20	17	12	13	15	1	5	6	5	6	8	Speak Gnomish - 7
Blair Gaston	18	26	10	12	16	20	19	15	14	15	1	5	7	2	10	9	Healer - 1
Milo Harved	25	21	10	13	14	20	17	14	18	14	3	2	4	2	6	9	Assassin - 1
Kiston Thacker	21	17	12	15	9	18	17	23	18	14	1	3	6	0	8	5	Short-bow - 1
Wolmar Kild	18	17	23	11	13	19	12	17	9	14	1	1	3	6	10	3	Military Scientist - 4
Antrim Maxin	15	19	13	15	13	19	14	13	16	11	3	2	3	4	6	2	Hand Axe - 3
Pato Ales	20	20	17	13	16	20	17	18	15	20	1	2	4	6	10	4	Merchant - 1
Kenton Thacker	20	25	16	18	13	19	14	14	17	16	1	2	7	4	8	2	Mechanician - 1
Vilamre Bast	25	21	11	11	12	19	18	9	17	12	4	1	4	7	7	4	Thief - 1
Cordon Blue	15	18	15	10	18	21	20	19	7	12	3	1	7	0	6	7	Spy - 1
Adger Vera	21	20	18	16	10	18	11	18	19	13	3	3	3	6	10	2	Ranger - 2 Alchemist - 7

The group of men listed above is a Mounted Patrol, riding Warhorses, with Leather Armor and Small Shields. Each man is armed with a Spear, a Sabre and a Dagger. Those with another weapon skill will have those weapons also.

The Vampire Hunters: This is a strange duo, a 28 year old woman and an 18 year old girl. They are searching every dark corner for the remnants of a coven of blood-thirsty Vampires, which they have sworn to destroy (and the Vampires have sworn to destroy the girls as well).

Separately, the Vampires stalk the countryside hoping to catch the two off-guard. The Vampires are desperate, and some are creating more Vampires indiscriminately. The remaining Vampires alternately flee, and stalk the two Hunters.

Tarana Sharpthorn



The woman is Tarana Sharpthorn, and the girl is Zaranda Tawn.

Tarana was brought into this deadly game when she stumbled upon the coven of Vampires about to sacrifice the girl (Zaranda) in an unholy ceremony. Tarana was with her long-time travelling companions, Daskor the Bold, Arno the Quick and Stave Borfield, and through their magic and great strength of character - they dispersed the Vampires and saved the girl (who was in a state of shock).

The following nights proved to be filled with terror for these five living souls, as the Vampires attacked them repeatedly. One by one, bodies fell on both sides. After a week, only Tarana and Zaranda and four of the original thirteen Vampires had survived.

It was then, that Tarana took the girl far away to her home in Thornewood. This place of safety did not stay secure for very long. After driving off attacks by three different Vampires in three successive nights, Tarana and Zaranda fled once again.

For two years they fled - searching in vain for a safe haven. Finally, realizing their search was fruitless, Tarana turned, and burning with defiance, sought out the Vampires to rid the world of their presence.

To this end, she scours the countryside at night, and sleeps a fitful catnap during the day.

Tarana has long (mid-back), chestnut-brown hair and a very light skin tone. She used to be deeply tanned, but that was before she started hunting during the night (just over a year ago). She stands 5 feet 10 inches tall and weighs 160 pounds.

Tarana Sharpthorn has the following statistics:

PS: 20	MD: 18	AG: 18	MA: 8
EN: 18	FT: 21	WP: 20	PC: 15
PB: 24	TMR: 6 (5)		

She is Human, is Life aspected, is of the Merchant class, is of legitimate (3rd child) birth, and is ambidextrous.

Tarana has achieved Rank 4 in Horsemanship and Rank 10 in Stealth. She has reached Rank 8 in Ranger Skill, specializing in Woods, Rank 4 in Troubador Skill with Abilities: 1 (Viola del Gambo), 2 (Sing), 3 (Recite Stories and Legends), 4 (Compose Stories and Legends), and 12 (Execute Acrobatics), and Rank 3 in Healer Skill with Abilities: 0 (Empathy), 1 (Cure Infection, Disease, Headache, Fever), 2 (Soothe Pain, Prolong Life), 3 (Heal Wounds, Transfer Fatigue). She has also attained Rank 5 with her Spear and Sabre (both Silver-coated). Tarana normally wears Chainmail Armor.

The girl, Zaranda Tawn, was terrified when this all began, but has since become "hard as nails" to all outside stimuli. She never shows emotion, her voice is a continuous monotone, and her eyes reflect deep sorrow - much too deep for a person her age.

Zaranda is more than capable of driving a stake through a struggling Vampire's heart, though she usually stands guard as Tarana goes about the gruesome morning task.

Zaranda has short, red-tinted brown hair, and a very light skin-tone. She is 5 feet 7 inches tall and weighs 148 pounds.

Zaranda Tawn has the following statistics:

PS: 15	MD: 15	AG: 14	MA: 5
EN: 19	FT: 21	WP: 22	PC: 9
PB: 20	TMR: 5		

She is Human, is Death aspected, is of the Farmer class, is of legitimate (2nd child) birth, and is right handed.

Zaranda has achieved Rank 2 in Horsemanship and Rank 8 in Stealth. She has also reached Rank 3 in Ranger Skill, specializing in Woods. She has attained Rank 3 with a Spear and Sabre (Silver-coated).

Zaranda Tawn



Originally, both Zaranda and Tarana hail from Stonesboro (Frontiers of Alusia, Hex 07-034).

Naval Artillery Crew

Rayman the Artillerist, a sailor with a knowledge of Onagers (a catapult for throwing stones). Rayman loves the open seas, and he loves working Onagers. He likes to think that he invented the strategy of using Onagers on board ships, and although he didn't he is an expert on aiming such weapons from the unsteady deck of a ship at sea.

Rayman is well-spoken on the arts of artillery, though his tongue trips up when discussing other matters. He is extremely proud of his machine (the Onager), and can get quite 'energetic' when defending the worthiness of such a machine aboard a ship.

Rayman is an extremely lustful man when ports are reached. Rayman loves to occupy his 'port time' going to all the taverns around and sampling all the wares they have to sell. He often gets into barroom brawls during these sessions, in fact, one time he had his nose broken by a bar stool swung by a hairy barbarian. To this day, his rather prominent nose veers off to the right.

On board ship, Rayman is a changed man - he is quietly inquisitive about all things that might pertain (even in the slightest way) to sailing and artillery. He is respectful of superior knowledge, and is an excellent student in the two areas mentioned repeatedly above.

Rayman has the following statistics:

PS: 18	MD: 20	AG: 21	MA: 5
EN: 20	FT: 22	WP: 19	PC: 9
PB: 12	TMR: 6		

He is Human, is Summer Stars aspected, is of the Merchant class, is of legitimate (2nd child) birth, and is left handed.

Rayman has attained Rank 10 in Navigator and Mechanician Skills, and Rank 5 (spoken) in two modern languages. He has also achieved Rank 6 in Stealth.

In weapons, Rayman has achieved Rank 5 with the Sabre, Rank 3 with the Trident, and Rank 5 with the Onager.

The Onager as used on shipboard is one of the smaller types of siege engine, throwing rocks of about ten to fifteen pounds in weight. The maximum range is about 250 yards or 150 hexes. It has a Damage Modifier of +2, being Class C for Ranged use only. The maximum Skill Rank obtainable with this weapon is 5. The minimum crew to operate this weapon is four, with one additional crew-member being required per additional ten pounds of missile weight. It can fire once every one minute plus (1 minute x Missile Weight over 20 pounds/10). The Base Chance to hit is 25%.

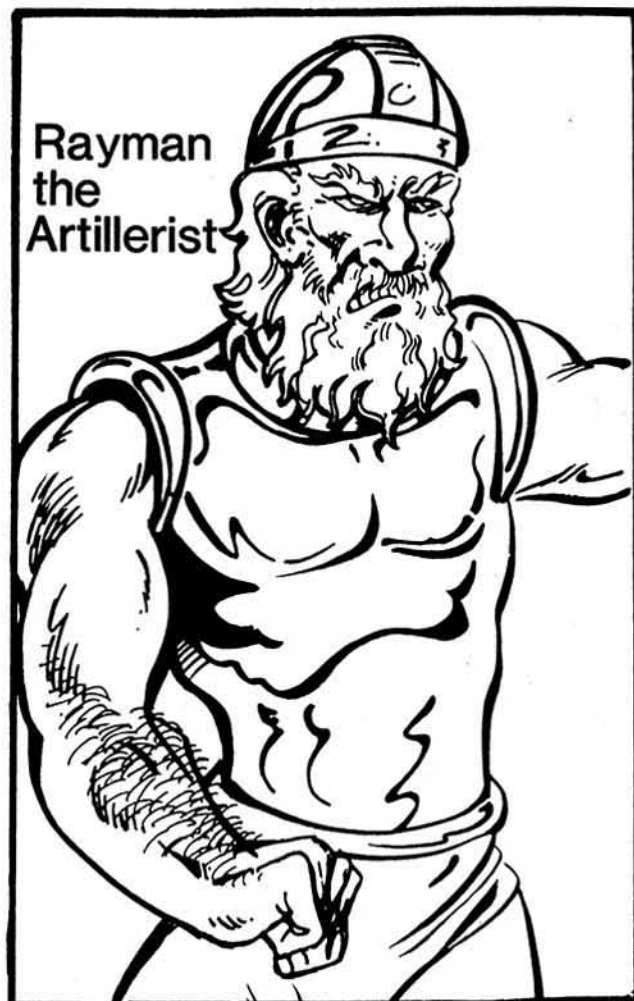
Experience Point Cost for Rank Advancement with Onager

0	1	2	3	4	5
250	250	450	750	1550	3100

Rayman has trained five other persons to help operate the Onager, although only four people are absolutely necessary to operate it. These five trained people are:

Bernhart the Impatient, a nervous sailor who always wants to get things done immediately, and "be done with it". Bernhart is not an overly brave man, and will only fight hand-to-hand if cornered.

Bernhart has the following statistics:



PS: 14	MD: 17	AG: 15	MA: 10
EN: 15	FT: 20	WP: 13	PC: 6
PB: 10	TMR: 5		

He is Human, is Lunar aspected, is of the Farmer class, is of legitimate (11th child) birth, and is right handed.

Bernhart has attained Rank 3 in Stealth, Rank 1 in Mechanician Skill, Rank 3 with the Trident, Rank 1 with the Dagger, Rank 2 with the Onager, and is a member of the College of Ensorcelments and Enchantments: G1/1; G3/1; G4/3; G8/3; T1/2; Q1/1.

Horton Skullsplitter, a robust, hammer-packing sailor. Horton carries two hammers, one on each side of his belt, just so he'll be ready for any circumstances - or so he thinks. Horton often accompanies Rayman to the taverns when the ports are reached.

Horton has the following statistics:

PS: 23	MD: 13	AG: 9	MA: 5
EN: 21	FT: 22	WP: 17	PC: 7
PB: 10	TMR: 4		

He is Human, is Solar aspected, is of the Poor Trash class, is of illegitimate birth, and is ambidextrous.

Horton has achieved Rank 1 in Stealth, Rank 1 in Mechanician Skill, Rank 5 with his Hammers, and Rank 2 with the Onager.

Finnigan Freeborn, a lusty, ale drinking storyteller, he lives only to have fun. He is constantly reciting funny stories, most of which he has created. Finnigan spends most of his time sitting upon the Onager, pretending to be making minor repairs.

Finnigan has the following statistics:

PS: 16	MD: 17	AG: 19	MA: 5
EN: 16	FT: 20	WP: 14	PC: 8
PB: 13	TMR: 6		

Finnigan is Human, is Spring Stars aspected, is of the Farmer class, is of legitimate (5th child) birth, and is left handed.

Finnigan has achieved Rank 3 in Stealth, Rank 2 in Mechanician Skill and Rank 1 in Astrologer Skill. He has also attained Rank 3 with the Trident, Rank 1 with the Sabre, and Rank 4 with the Onager.

Baldwar Heraldson, a quiet, moody man, he takes little enjoyment in anything. He does his job, but without flair or pride. He is a good fighter and he always wears his Sabre.

Baldwar has the following statistics:

PS: 19	MD: 15	AG: 10	MA: 10
EN: 21	FT: 22	WP: 17	PC: 9
PB: 8	TMR: 4		

He is Human, is Lunar aspected, is of the Impoverished Gentlefolk class, is of legitimate (2nd child) birth, and is right handed.

Baldwar has achieved Rank 4 in Stealth, Rank 1 in Mechanician Skill, Rank 5 with his Sabre, and Rank 3 with the Onager.

Milo Morgan, a grizzled old sailor, has seen many years pass by as he sailed the seas. He feels more at home on the rolling deck of a ship than he does on steady ground. Anything to be known about sailing a ship, Milo knows. He is a most important crewmember.

Milo has the following statistics:

PS: 17	MD: 15	AG: 14	MA: 11
EN: 15	FT: 20	WP: 15	PC: 6
PB: 14	TMR: 5		

He is Human, is Solar aspected, is of the Impoverished Gentlefolk class, is of legitimate (9th child) birth, and is right handed.

Milo has attained Rank 3 in Stealth, Rank 9 in Navigator Skill, Rank 1 in Mechanician Skills, Rank 4 with the Sabre, and Rank 1 with the Onager.

Fiddle In Hand

The owner of the Fiddle in Hand is Shipwreck Ampfee. He received the nickname Shipwreck from the fact that he was formerly a sailor, and has no fewer than three ships sink under him in five years at sea. Considering himself unlucky as a sailor, he bought an inn outside of Seagate, and called it the Fiddle in Hand.

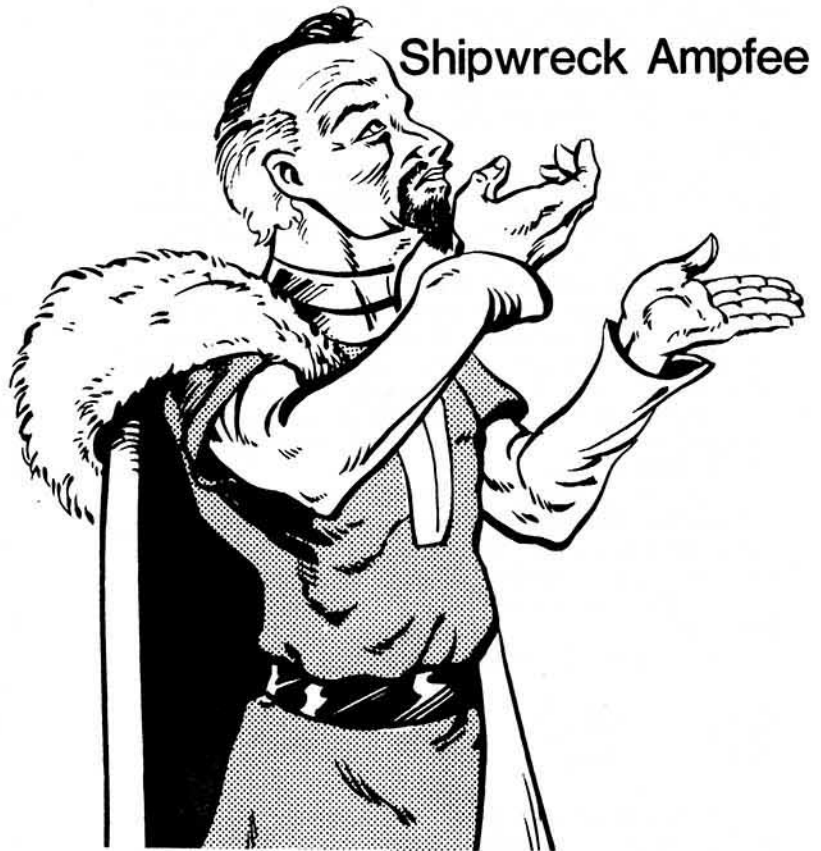
This is a good little inn, not very spacious but it has a small stable and twenty sleeping rooms on the second floor.

Ampfee owns a Suit of Scale Mail and a Scimitar, which he keeps in his room because bandits are not unknown in the area. His more common weapon is the Sap. He keeps one on his belt and one next to the cashbox.

Ampfee is 43 years old, 6 feet 1 inch tall and weighs 170 pounds. His skin is deeply tanned and leathery from his years at sea. His black hair and beard are streaked with grey.

Shipwreck Ampfee has the following statistics:

PS: 14	MD: 19	AG: 15	MA: 13
EN: 14	FT: 20	WP: 14	PC: 8
PB: 9	TMR: 5		



He is Human, is Summer Stars aspected, is of the Merchant class, is of legitimate (4th child) birth, and is left handed.

Ampfee has attained Rank 4 in Stealth. He has also achieved Rank 5 in Navigator Skill, Rank 1 in Spy Skill, Rank 4 with a Scimitar and Rank 3 with a Sap. Note that he is out of practice with his Navigator Skill, so the normal penalties apply.

Shipwreck is married to an ex-pickpocket named Uwa. Uwa grew up in Stonesboro, where she met Shipwreck when she tried to lift his purse. She failed, and when caught, began crying and making up a sob story. Shipwreck knew he was being played for the fool, but bought her a meal anyway.

Uwa was charmed by his kindness and generosity when she knew that he knew that she was lying. And for the first time in her life, she told her life story without a change.

Their mutual affection and interest quickly grew, and they are still together after 22 years and three children (that lived).

Uwa has kept in practice as a Courtesan and a Thief, as well as keeping up her extraordinary skill with a Dagger.

Uwa is 43 years old, 5 feet 9 inches tall, and weighs 189 pounds. Her hair is now grey, but used to be a beautiful shade of crimson. She has blue eyes, and her left shoulder is slightly stiff from an injury received when still a child. She bears a scar on her left shoulder blade from that injury.

Uwa's statistics are as follows:

PS: 9	MD: 20	AG: 10	MA: 5
EN: 20	FT: 22	WP: 20	PC: 8
PB: 9	TMR: 4		

Uwa is Human, is Summer Stars aspected, is of the Poor Trash class, is of illegitimate birth, and is left handed.

She has attained Rank 1 in Horsemanship and Rank 7 in Stealth. She has also achieved Rank 6 in Thief Skill and Rank 5 in Courtesan Skill (Abilities: 3 (Sing), 4 (Recite Stories and Legends), 5 (Compose Stories and Legends), 7 (Act out Skits), 13 (Simulate a Wide Range of Emotions), 14 (Imitate Accents)). She also has reached Rank 9 with a Dagger.

Shipwreck and Uwa's only child that still lives with them is Rewana. She has inherited her mother's propensity to be fat, but unlike her mother (who is only chubby), Rewana is very nearly obese.

Rewana is a very quiet person, only speaking when spoken to. She does not get along with people very well at all, but she does love horses, and they trust her. She cares for any horses that come into the stables (via guests). She owns her own horse, a sweet little roan mare named Vera.

Uwa decided when Rewana was born that her daughter would be able to take care of herself, so she trained her in the use of a Dagger.

Rewana is 20 years old, has black hair with red tints, and has two different colored eyes - one black and one green. According to an old legend, eyes of differing colors are a sign of a changeling, although few would admit to believing the tale. She is 5 feet 5 inches tall and weighs 200 pounds.

Rewana has the following statistics:

PS: 18	MD: 18	AG: 12	MA: 9
EN: 10	FT: 18	WP: 17	PC: 7
PB: 9	TMR: 4		

She is Human, is Vernal Stars aspected, is of the Merchant class, is of legitimate (2nd child) birth, and is left handed.

She has attained Rank 7 in Horsemanship and Rank 1 in Stealth. She has also reached Rank 4 in Beastmaster Skill (specializing in Riding Animals) and Rank 4 with a Dagger.

Fiddle in Hand Inn

Common Room: This room is 40 feet NS by 25 feet EW, with the entrance door and two windows on the east wall. On the south wall is a fireplace, with a heavy wooden stairway that leads up to the second story on its east side. There are five small tables, each with four chairs around them and a 17 feet long bar in the northwest corner.

There are seven stools in front of the bar, and one behind it. There are also shelves behind the bar where mugs and a few bottles are kept. More bottles are kept on the shelf under the bar. Along with the cash box and Ampfee's Sap, there is 65 Silver Pennies and 107 Copper Farthings in the cash box.

The massive bar, like all of the furniture, is simply made of plain wood. Its top is worn smooth with use. The walls are of wattle and daub construction. That is, they are made of interwoven sticks set between large beams and covered with mud plaster. The floor is of packed dirt and the ceiling is of heavy wood beams. The door, and the window shutters are made of 2 inch thick oak, with a heavy bar provided to keep each closed. There are small openings in the shutters through which arrows could be fired.

Behind the bar, on the west wall, is a doorway leading to the Kitchen. It is covered by a greasy woolen curtain.

Kitchen: This room is 20 feet NS by 15 feet EW, with the curtained doorway to the Common Room in the east wall, and a similar doorway on the south wall leading to the Innkeeper's Quarters. There is a fairly large fireplace on the west wall, which has a bracket on each side which swings out or into the fireplace and is meant to hold a cooking kettle. There is also a dutch oven to one side which is used for baking bread and other pastries.

In the northeast corner of the room is a 3 feet wide and 8 feet long table which is scarred up on its western end, and has a meat cleaver stuck in it. It is made up of 4 inch thick wood beams, held together with pegs.

On the wall behind the table is a rack containing knives, ladles, meat tenderizers and fat needles. On the northwest corner of the table is a stack of 19 wooden trenchers. In front of it is a large wooden tub which is half filled with water and has six more trenchers in it. Laying next to the tub is a brush made of some sort of stiff hair and a cake of lye soap. In the southeast corner of the room is a wooden trapdoor with an iron ring in its center. When opened, this allows access to the basement by way of a set of wooden stairs beneath it.

Bedroom: This is where Ampfee and Uwa sleep, and it is fairly comfortable. It is 20 feet NS by 15 feet EW with shuttered windows in the south and west walls. The shutters are of oak, and are similar to those in the Common Room. The bed is in the southwest corner and is 5 feet wide by about 7 feet long. It has a sturdy wooden frame and a straw mattress with a goose-down mattress on top of it. The coverlet and pillows are also filled with goose-down and provide great warmth and comfort. Beside the bed is a low 2 feet square table, with an oil lamp and a small selection of perfumes and cosmetics on it.

In the northwest corner of the room is a wardrobe. This is 5 feet long and 2 1/2 feet wide with double front doors. This piece of furniture is easily the finest in the house being finished, carved, waxed and polished till it gleams. It is made of cherry wood. Inside are four tunics, a travelling cloak, an undertunic, two pairs of breeches, two every day dresses, two fancy dresses, an underdress, a woman's cloak, four pairs of sandals, and two pairs of boots. Under a false bottom in the wardrobe is a hacksaw, skeleton keys, and other tools of Uwa's Thieving kit. Some of these are a bit old, but all are still useable.

In the northeast corner of the room is a desk made of four 2 x 6s, 5 feet long pegged together. A simple chair sits in front of it. On the desk is a sort of account book, standing on end. Several more of these are piled on the floor under the desk. Also, on the desk are a roll of parchment, a pair of quill pens, an inkwell, a pen knife, and a wax tablet and stylis on which to do calculations. There is also an oil lamp to shed light on the whole mess and a tinderbox with flint and steel beside it to start the thing.

The final piece of furniture in the room is an arm-chair with straw stuffed pads on the seat and back, in which Uwa often relaxes while Ampfee works on the books. There is a keg half filled with dirt in front of it which she uses as a footrest.

Basement: There are two entrances to the basement. The first is the set of stairs leading from the Kitchen and the other is a ramp leading up to a pair of double wooden doors in back of the inn. The ramp is 10 feet wide and is used to bring in barrels of ale and other supplies.

There are six of these large barrels in the basement, each holding about 100 gallons of liquid. Three of them have ale in them, two have wine, and one has mead.

There are also large numbers of smaller barrels which hold salt pork, hard tack, pickles, potatoes, onions and flour. Finally, there are over 50 round containers of cheese which is a part of almost every meal served.

Upper Story: All of the upper story is filled with sleeping rooms. There are two types. One type averages about 10 feet by 12 feet and costs 2 Silver Pennies per night, and the other is 7 feet by 10 feet and costs 1 Silver Penny per night. Both types hold a wardrobe and a cot, the difference being mainly the size of the room. There are 12 larger rooms and 8 smaller ones.

Note: Roll once for each category on Table 1. Table 2 gives basic types. Table 3 gives further classification or possible substitutions.

Scimitar 10% Broadsword

Shield 1 - 4 Buckler; 5 - 7 Small Round; 7 - 9 Round; 0 Kite

Table 1

01 - 16	None
17 - 29	A
30 - 41	B
42 - 52	A, B
53 - 62	C
63 - 71	A, C
72 - 79	B, C
80 - 86	A, B, C
87 - 92	D
93 - 97	A, D
98 - 99	B, D
00	A, B, D

Table 2

	Money	Weapons	Armor
A	1 - 10 CF	Dagger	Shield
B	2 - 20 SP	Bow	Helm
C	2 - 20 GS	Shortsword	Leather
D	1 - 100 GS	Scimitar	Chainmail

Table 3

Dagger	10% Main Gauche
Bow	1 - 4 Short; 5 - 7 Long; 8 - 9 Composite; 0 Giant

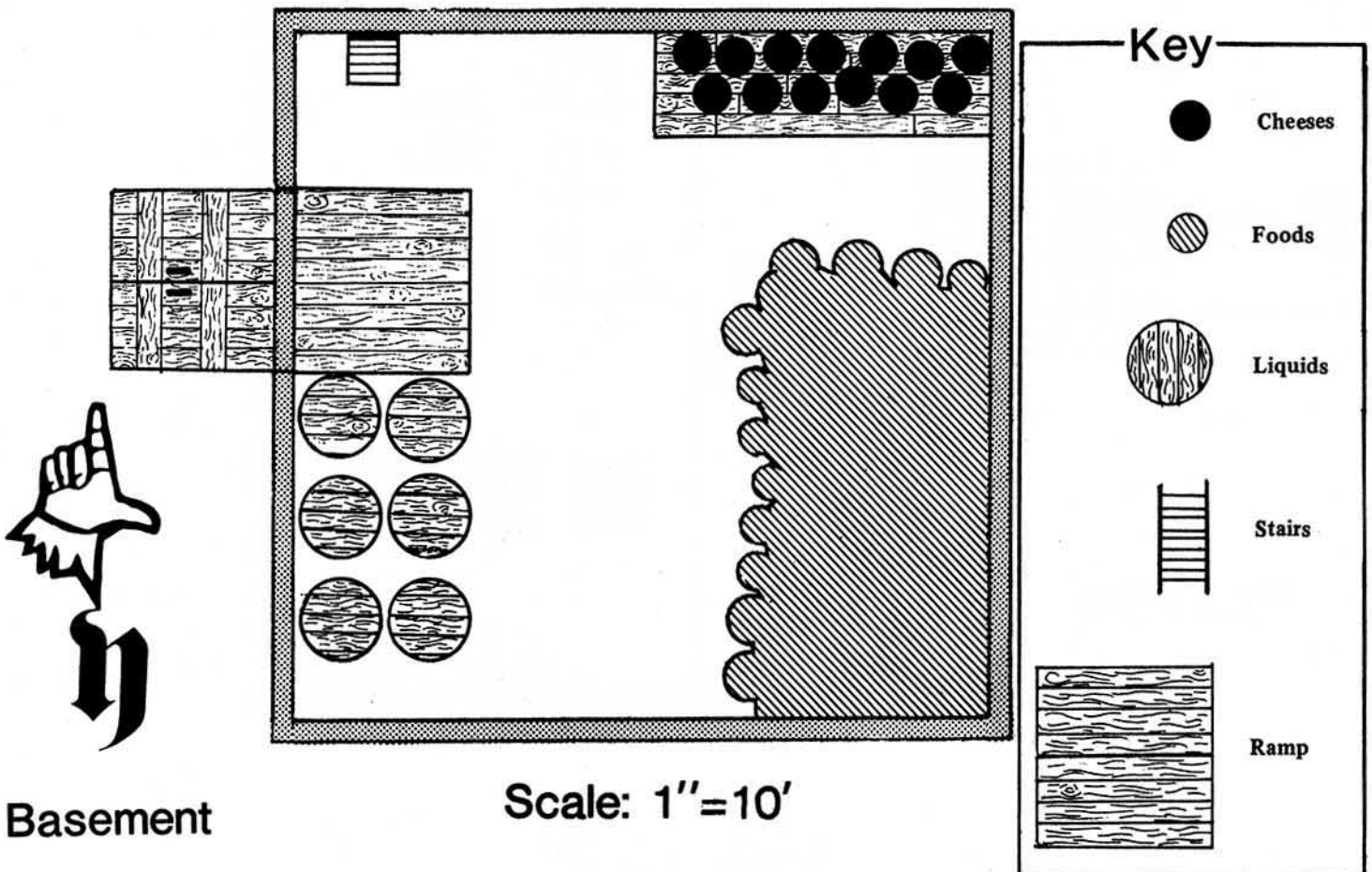
Stable: This is just beside the inn proper, and is entered through a set of double doors just beside the inn. The doors are 5 feet wide and open outward.

Upon opening these doors, one will find another door facing him, 20 feet away. This door leads to the tackroom. Rewana has set up a cot in the tackroom in order to be close to her beloved horses, especially Vera who is stabled in the stall next to the tackroom.

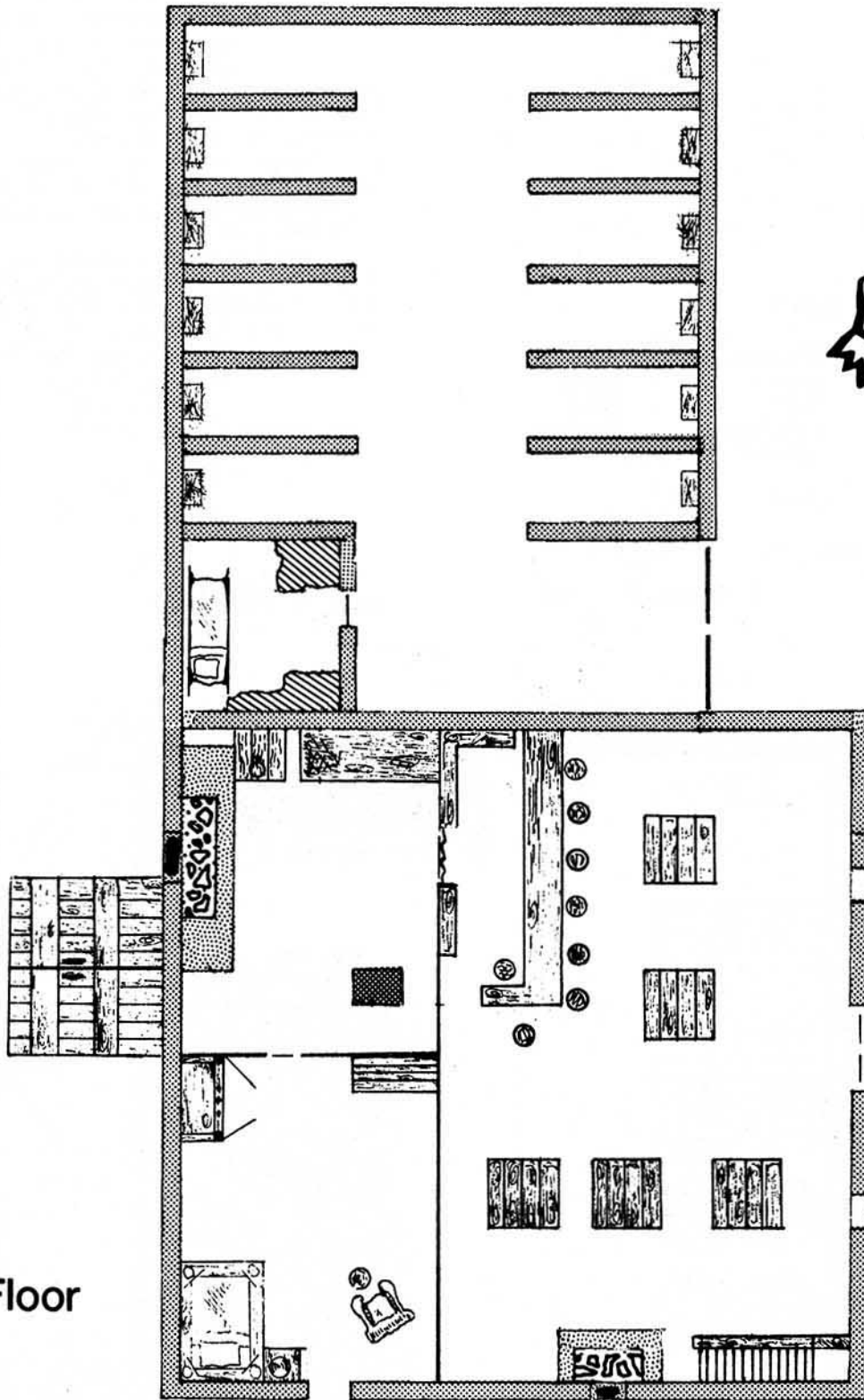
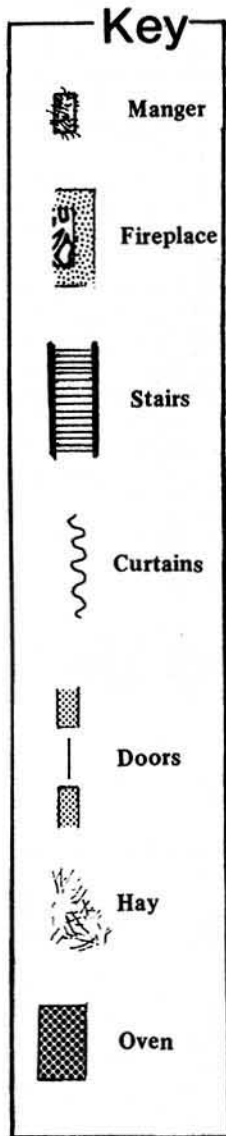
Hanging all over in the tackroom are saddles, bridles, blankets and brushes, with several bottles of things like colic medicine and horse linament laying around. The room is 10 feet square.

The stalls are 10 feet long and 5 feet wide with a 4 feet wide wooden door on the inside end leading to a 10 feet wide walkway between the rows of stalls. The sides of the stalls are 4 feet high and made of wood, as is the manger in the outside end of each stall. There are a total of 12 stalls, each of which has a 10% chance of being occupied, save the one next to the tackroom which is the permanent home of Vera. Lodging a horse overnight costs 2 Copper Farthings.

The Fiddle in Hand Inn



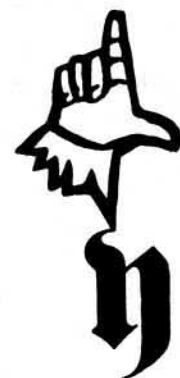
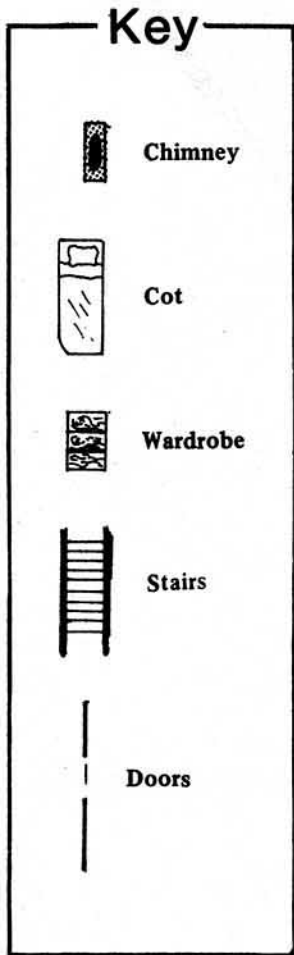
The Fiddle in Hand Inn



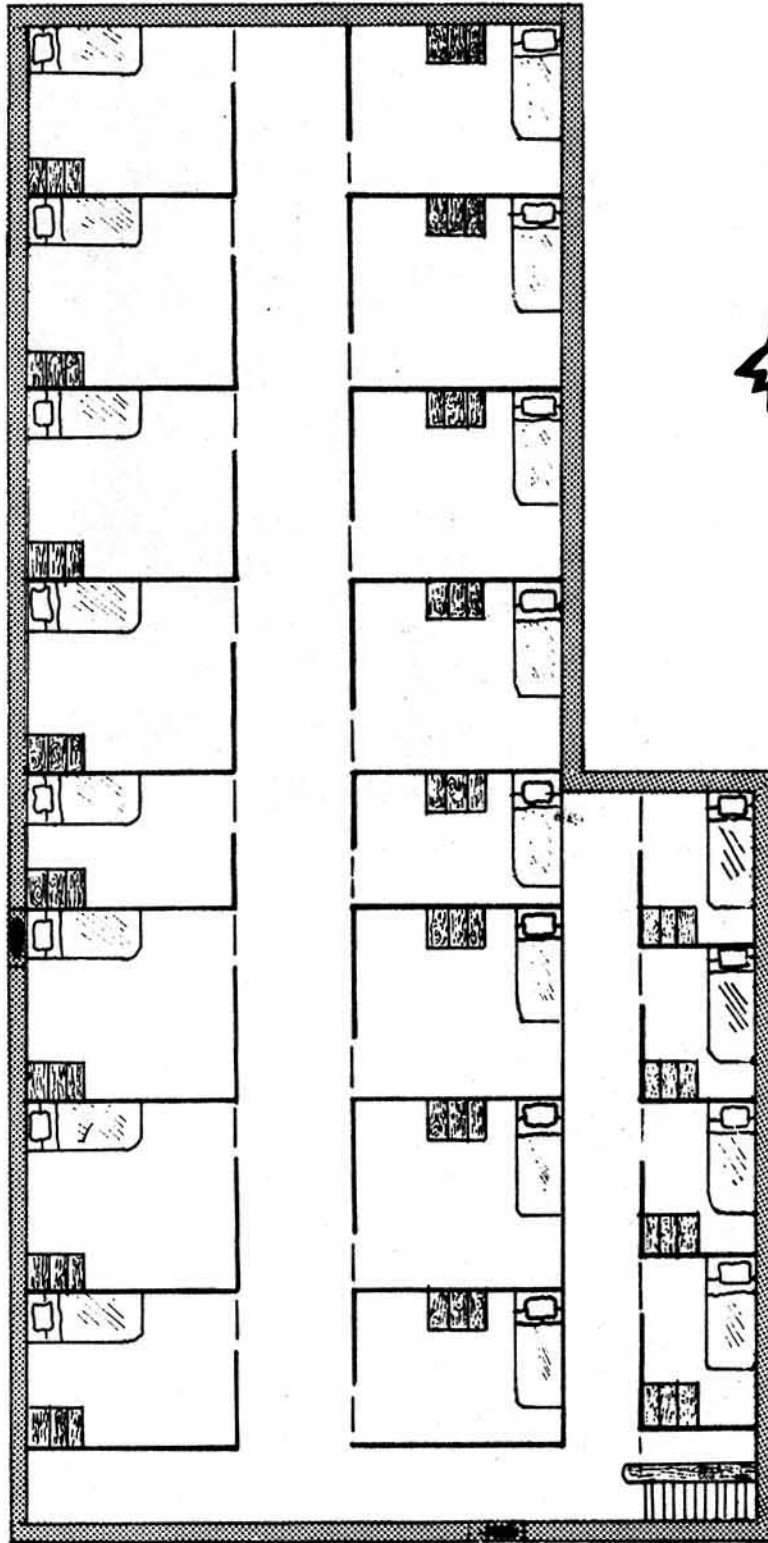
First Floor

Scale: 1"=10'

The Fiddle in Hand Inn

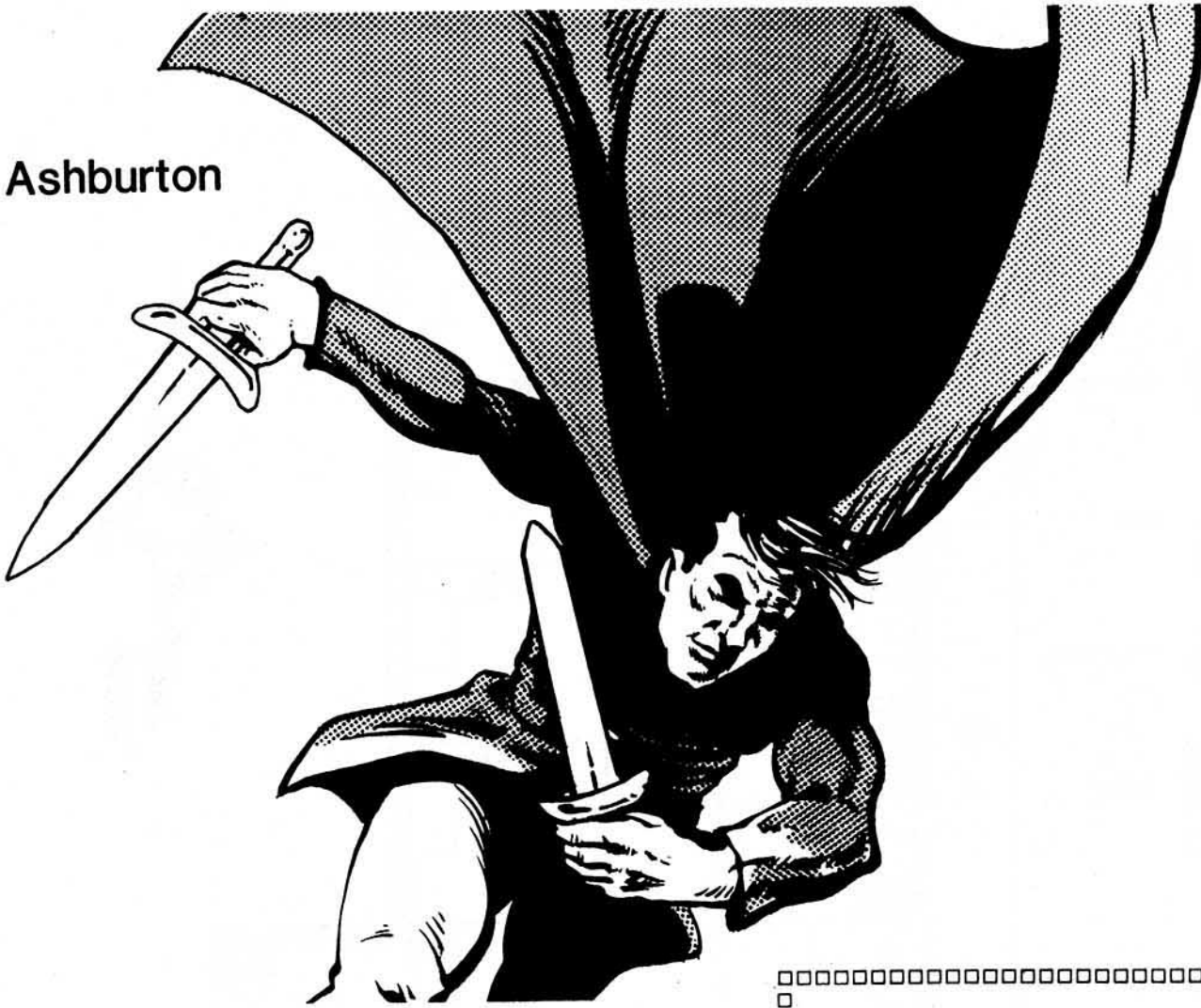


Second Floor

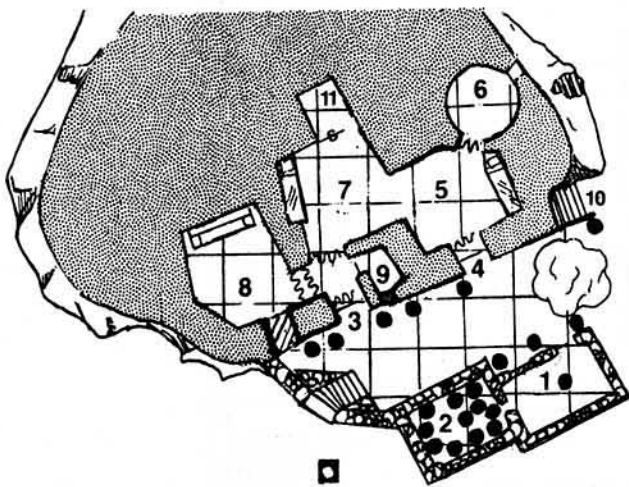


Scale: 1" = 10'

Ashburton














Shayana Hornblood's Hideout



One Square - 10'

key

	Windows		Secret Door
	Bed		Statue
	Couch		Tree
	Curtains		Stairs
	Doors		Shuttered Windows
			Well

Shayana Hornblood



Shayana Hornblood, a Vampire, is being hunted by Tarana Sharpthorn and Zaranda Tawn (detailed within this booklet).

Shayana once belonged to a coven of 13 Vampires and a Warlock, but they have been dispersed. Due to the meddling of Tarana Sharpthorn, Shayana Hornblood had to flee and find a place of security. Shayana believes she has found it here within hex 31-059, on the Frontiers of Alusia map.

On that spot lives an eccentric sculptor, who was very easy for Shayana to control. The sculptor, Eben Rockcutter, is now the willing, but slightly crazy, slave of Shayana. He will protect his Mistress without hesitation or question.

Otherwise, Eben spends his time carving magnificent statues from the translucent white marble deposits nearby.

Eben's house is itself carved out of solid rock, part of which are solid marble.

Eben's home is detailed below:

- 1 **Work Room:** This is the main work room for Eben Rockcutter. Here he sculpts his infamous statues of horror. Death and Demons seem to be his only two subjects. Though few praise his statues, due to their unsettling effect, they are quite magnificently crafted. Eben is a master artist in marble, regardless of what others might say.

Eben is in this room all day long, working on his sculptures, and watching the main building - protecting it from prying people. Protecting his Mistress's coffin as she (the Vampire) rests within during the sunlit hours.

Eben is currently working on a life-size 'portrait' of his Mistress, Shayana Hornblood. Shayana is depicted in all her 'glory' as a Vampire - flaming eyes, gleaming fangs, etc.

Eben has within this room, various sculpting hammers and chisels (the hammers he will use as weapons, at his normal Hammer Rank), as well as the half-finished sculpture. He has a small table in the southwest corner which holds his food and wine for the day, and a barrel in the opposite corner holds water. The window facing the main building is always open when Eben is here, otherwise it is shuttered and barred (from the inside).

- 2 **Storage Room:** Here Eben stores his unfinished works of art. For one reason or another, Eben lost interest in these eleven statues. These statues depict warriors dying on the battlefield, a man being hanged, a leering gargoyle, a surprise stab in the back, a dying victim of the Black Plague, and others.

Eben has crafted a secret compartment in the unfinished base of the plague victim. Within this compartment (noticeable only on a successful Perception Roll, Difficulty Factor of 3), Eben has secreted 63 Gold Shillings, 39 Silver Pennies and a magical Sapphire Medallion. The Medallion is the **Sapphire of Ice**, and has the following powers:

- 1 At the Cost of 1 Fatigue Point, the wearer can cast a Spell of Ice Creation.
- 2 At a Cost of 2 Fatigue Points, the wearer can cast a Spell of Ice Construction.
- 3 At a Cost of 3 Fatigue Points, the wearer can cast a Spell of Freezing Wind.
- 4 At a Cost of 4 Fatigue Points, the wearer can cast a Spell of Ice Projectiles or a Weapon of Cold Spell.
- 5 At a Cost of 5 Fatigue Points, the wearer can cast a Wall of Ice Spell or a Ray of Cold Spell.
- 6 At a Cost of 6 Fatigue Points, the wearer can cast a Spell of Frozen Doom.

In addition, the wearer automatically gains the benefit of a continuous Spell of Resistance to Cold for as long as the Medallion can cast the spell to be used normally, then the Fatigue Point Cost is halved, and half of the spell-caster's Rank with that spell is added to the Medallion's Rank of 15. Retain all fractions in the above computations.

One drawback of the Sapphire of Ice is that if Fatigue is lowered to zero, and Endurance Points are then removed due to casting a spell through the Medallion, then the character's Perception is dulled (subtract) by one 'permanently' (though it can be regained as Perception Points are normally gained).

All spells are cast within a single Pulse.

Note that if Eben has been forewarned of danger, he will be wearing the Medallion and he will use it if the situation warrants,

- 3 **Doorway:** This oak and iron door is locked from the outside by a sturdy padlock. Eben has the key.
The window just west of the door, and the one to the east, are shuttered and barred from the inside.
- 4 **Doorway:** This oak and iron door is also locked from the outside by a sturdy padlock.
- 5 **The Mate's Bedroom:** Here sleeps Shayana's mate, during the day, of course. He has his coffin under the mattress to the stone carved bed against the east wall.

Treat as a secret compartment, Difficulty Factor of 3, to spot after cursory investigation, Difficulty Factor of 5 if inspected closely.

It is daytime, Ashburton (the Vampire) will be within the coffin, and it will be locked from the inside. If it is night-time, only a layer of dirt will be in it and it will be unlocked.

Otherwise, the room is opulently furnished, with a bear skin rug, a 13 candle silver candelabra (value at 100 Gold Shillings), a walnut end table and a mahogany table and (4) chair set. There is also a tapestry (each valued at 75 Gold Shillings) on each wall.

Eben Rockcutter



- 6 **The Library:** This circular room contains numerous shelves of books, most of which are 'boring' historical texts. A few books would interest a Courtesan, such as *The Ancient and Forbidden Lore of the Snake Women*, or *The Secret Rituals of the Cat People*, and a few would interest a Troubador, such as *Songs of Love, on the Lyre*. All three of these books would be an immense help to those who have the right skills. The two Courtesan books will, if studied, allow one to progress to the next Rank with only half the normal Experience Point cost. This benefit can only be gained once. The same is true for the Troubador book. No other books will be of such help to player characters, though that decision is ultimately up to you as Judge.

Besides the oak furniture and silver candelabra (same as the one in area 5), the room is empty.

There is a shuttered window in the east wall.

- 7 **Shayana's Bedroom:** This is Shayana's room. It is elegantly decorated with sheep skin rugs (wall-to-wall), a cedar-lined oak table and (4) chair set and various cedar shelves holding knick-knacks made of ceramics. In the 'center' of the room, is an 'altar' of exquisitely carved, translucent white marble. The carvings depict lurid sexual rituals, previously unknown to the common world. These rituals have been invented by Shayana over the two centuries she has been Undead. Her legendary sexual prowess has lured many men to her in hopes of reaching a decadent nirvana, however, they have only reached a fiery hell and eternal damnation as Vampires.

Upon the altar are four ivory candlesticks (one at

each corner, with candles but not lit, worth 75 Gold Shillings each), a black velvet square (in the center, 12 inches to a side, worth 3 Gold Shillings) and a wickedly sharp, curved bronze and silver ceremonial Dagger. The Dagger has three small diamonds set in each side of the hilt, and the Dagger is completely functional. It is worth 150 Gold Shillings.

Shayana has her main coffin hidden within her bed along the western wall. The bed appears to be solid marble (translucent white) lined with a down mattress and pillow, and red silk sheets. In actuality, it is hollow and layered with Shayana's grave dirt. There is a trip lock (Difficulty Factor of 2) along the outside edge (disguised as ornamentation) and another along the inside edge (within the coffin).

- 8 **Living Room:** This is the living room (if you will). It is decorated with ornamental tapestries (each of the eight are worth 50 Gold Shillings) and brass candle sconces.
- 9 **Cloak Room:** This small room is used to hang cloaks and the like. There are wooden pegs upon the walls, some of which have (ordinary) cloaks hanging from them.
- 10 **Cellar Stairs:** This flight of stairs leads to a roughly hewn rock cellar. There are barrels of water, wine, whiskey and foodstuffs within.
- 11 **Secret Room:** This room is hidden by the secret door from Room 7. Within, are three chests and a coffin. The coffin is your basic pine box and is used only sparingly by Shayana. The chests contain some of her worldly possessions. She has other chests hidden in various caves, many miles away.

These chests contain the following:

Chest 1: Pouch of 20 Jewels worth a total of 1000 Gold Shillings, 6444 Gold Shillings, 1464 Silver Pennies.

Chest 2: 14278 Gold Shillings.

Chest 3: 3507 Silver Pennies.

Shayana Hornblood has the following statistics:

PS: 21	MD: 20	AG: 21	MA: 21
EN: 20	FT: 25	WP: 29	PC: 25
PB: 25	TMR: 6		

She is a Human Vampire, is Death aspected, was born of the Adventure class, was of legitimate (1st child) birth, and is left handed.

Shayana has achieved Rank 10 in Stealth. She has also achieved Rank 10 in Courtesan and Troubador Skills as well as Rank 3 with a Garrote. She is also quite skilled in the College of the Sorceries of the Mind: G1/5; G2/4; G3/5; G4/1; G5/8; G6/10; G7/10; S1/4; S2/2; S3/3; S4/2; S5/1; S6/5; S7/0; S8/9; S9/5; S10/5; T1/9; T2/13; T3/15; Q1/10; Q2/3.

Eben Rockcutter has the following statistics:

PS: 19	MD: 20	AG: 14	MA: 10
EN: 15	FT: 20	WP: 9	PC: 9
PB: 9	TMR: 5		

He is Human, is Death aspected, is of the Craftsman class, is of legitimate (5th child) birth, and is ambidextrous.

Eben has attained Rank 1 in Stealth, Rank 4 in Merchant Skill (specializing in Art), Rank 1 in Alchemist Skill

and rank 0 in mechanic and spy skills. He has also achieved Rank 5 with a hammer and 2 with a rock.

Courtesan/Thief/Spy Group

This group of ruffians benefits greatly by their leader's sly mind. The leader, Shankler the Shadowmaster, took a small band of beaten thugs, and with the addition of select personnel, transformed the gang into a power to be reckoned with. This gang does not have to rely on muscle, though they have plenty. Shankler prefers to operate discreetly. He prefers to gather secrets, to rob through blackmail or kidnapping, to quietly 'remove' all resistance and to strike without warning after gaining confidences. To succeed in this, he has put together the following group of people:

Sleek Silver (Sonya Star), a woman that can steal the heart of any man. Cold as ice, hot as fire, she can perform any task with unequalled efficiency. Soft as a kitten, deadly as a tiger, she is the 'queen' in Shankler's 'game of chess' (his plans for power). Sleek Silver, as she is commonly known, is a renegade member of royalty. She learned all of the ways of royalty, and was bored. She yearned for danger, and for real power - secret power over everyone (or as many people as possible).

Sleek has a love of Silver (hence her 'working name'), and commonly wears several items of exquisite silver jewelry, such as her: Silver Wire Earrings in the shape of Eagles, a Silver Armband in the shape of a Panther, Silver Wrist Bracelets in the shape of entwined Snakes, a delicate 'Mail' Necklace of intricate geometric shapes, a Belt of Silver squares, each square engraved with a highly detailed woodland scene, Silver Ankle Bracelets in the shape of entwined Dragons.

Sleek dislikes rings, as they interfere with her work. She is loyal unto herself, and to others as long as it does not compromise her goals.

Sleek loves to play the Lyre, and has created many songs of love and despair. Singing is her favorite hobby, and she often does her best planning as she sits within the darkness of her room, strumming her jewelled Lyre.

Sleek Silver has the following statistics:

Sleek Silver



She is Human, is Lunar aspected, of the Lesser Nobility, is of legitimate (7th child birth, and is ambidextrous).

She is Rank 6 with the Rapier, and Rank 0 with a Dagger and a Sap. Her Horsemanship is Rank 2, Stealth is Rank 5, Courtesan Skill is Rank 10, Abilities: 1 (Flute), 2 (Guitar and Mandolin), 2 (Sing), 4 (Recite Stories and Legends), 9 (Dance), 10 (Dress Formally), 11 (Dress Seductively), 12 (Appear Attractive to Other Cultures), 13 (Simulate Wide Range of Emotions), 14 (Imitate Accents), Troubador Skill is Rank 4, Abilities: 1 (Lyre), 5 (Perform Mime), 6 (Mimic Speech), 10 (Dress Appropriately to all Situations), 12 (Execute Acrobatics), Spy Skill is Rank 7, Thief Skill is Rank 7, Assassin Skill is Rank 5, and she knows 2 modern languages at Rank 8 (both spoken and written).

Dark Moods



Dark Moods (Daskum Morehouse), a man of evil moods and quick tempers, but also a man who can formulate ingenious plans. He is a personal friend of Shankler, which is why he is with the group. This is the only reason; if Shankler happens to die, Dark will leave the gang.

Dark advises Shankler on all 'jobs', indeed, Shankler doesn't make a move without consulting Dark. Because of this, they are nearly always seen together.

The only thing Dark loves, is gold. He loves gold, of all sizes and shapes. The sight of gold heaped in a pile always causes his eyes to sparkle. Sometimes, Dark will take unnecessary risks to procure such a pile of gold, and if he sees a particularly 'juicy' pile of gold, he will attempt to 'palm' something immediately.

Dark wears no jewelry. He wants to be silent, fast and deadly, but he just doesn't quite make it. He has always been somewhat slow, and never very quiet.

Dark is given to fits of depression lasting one to five days. During these foul moods, Dark wanders about constantly drinking (whatever he can get his hands on or fancies at the moment). As he staggers about, he usually stays to himself, but if bothered he becomes belligerent and will strike out (unarmed) against his antagonists. This usually leads to him getting beat up, and then plotting to do away with those who hit him. So far, he has done away with all such ruffians, usually with help from the 'muscle' of this gang.

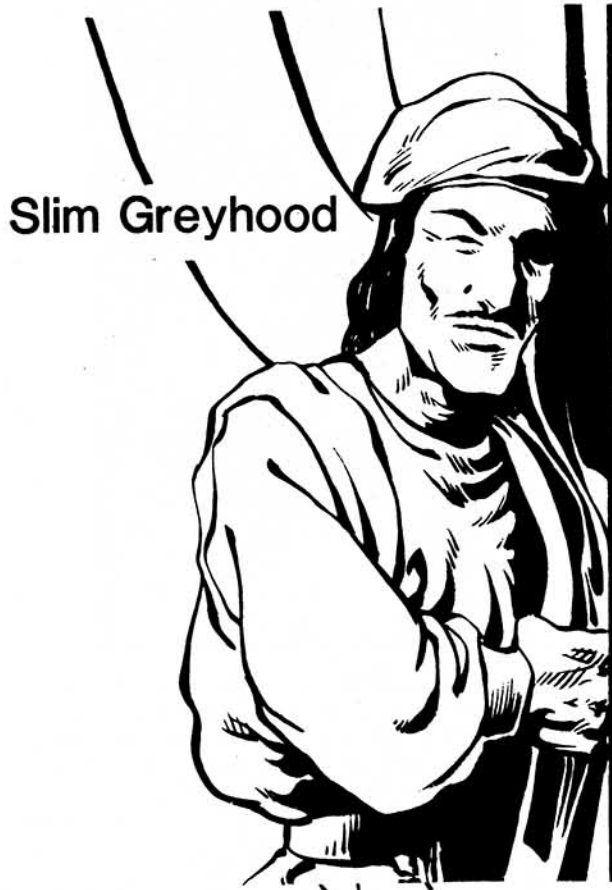
Dark has shoulder-length, straight black hair, sharply cut black and grey goatee and light skin tone. Dark is 6 feet 1 inch tall and weighs 200 pounds. He is 36 years old.

Dark Moods has the following statistics:

PS: 10	MD: 14	AG: 19	MA: 19
EN: 10	FT: 18	WP: 21	PC: 10
PB: 8	TMR: 6		

He is Human, is Winter Stars aspected, of the Merchant class, of legitimate (3rd child) birth, and is right handed.

He is Rank 3 with the Garrote and the Falchion (silver coated). His Horsemanship is Rank 0 and his Stealth is Rank 4. His Merchant Skill is Rank 4 (specializing in Jewels), Military Scientist Skill is Rank 5, Spy Skill is Rank 3, Astrologer Skill is Rank 2, and he is a member of the College of Black Magics. He has reached the following Ranks with his spells (he has made the First Pact): G1/6; G2/6; G3/7; G4/10; G5/7; G6/7; G7/7; G8/10; G9/12; G10/15; G11/2; G12/12; G13/11; G14/3; Q1/15; T1/8; T2/10; T3/8.



Slim Greyhood

Slim Greyhood (Sargon Grey) is the Master Thief of this gang. He is extremely proud of his skills in the arts of Thievery, and is always honing them. He is a sharp contrast to Dark Moods, as he is always smiling and joking - though he never makes jokes about, of, or including Dark. He knows that Dark does not appreciate them. Slim never plays practical jokes, he just has a quick and witty tongue.

Slim respects Shankler and has earned respect from the others of this gang because of his skills.

Soon, he will begin to hone his Courtesan and Troubador Skills, as he wants to, eventually, enjoy the 'good and easy' life of rich hedonism. He overestimates his skills in these areas, as he is constantly 'beset' by young women (usually of poor status), and he believes this makes him a great lover. He fails to see that very few women that have money, ever pay much attention to him. Slim has occasionally gotten into trouble for bothering someone of importance, and has had to 'beat feet' to escape punishment.

Slim has long, braided (one) brown hair and medium complexion. He walks with a slight limp, which is only the remembrance of a childhood wound which does not hinder him anymore. Slim is 5 feet 10 inches tall and weighs 157 pounds. He is 21 years old.

Slim has the following statistics:

PS: 15	MD: 21	AG: 19	MA: 10
EN: 17	FT: 21	WP: 12	PC: 9
PB: 13	TMR: 6		

Slim is Human, is Vernal Stars aspected, is of the Poor Trash class, of legitimate (3rd child) birth, and is left handed.

Slim is Rank 2 with the Falchion and the Dagger. His Horsemanship is Rank 0, Stealth is Rank 5, Thief Skill is Rank 6, Spy Skill is Rank 6, and his Troubador (Ability 2 (Sing)) and Courtesan (Ability 14 (Imitate Accents)) Skills are Rank 0.

Rags (Rondolf Red) is perhaps the most important of this gang's Spies. He appears as a ragged beggar, which is the guise he is publicly known as. In this guise, Rags searches out, and usually finds, rumors of all descriptions. He is known to all of the tavern and innkeepers of the area, not to mention the Merchants who consider him a pest (but a harmless pest).

Rags has a bad left leg, munched on by a Gryphon years ago, which lends credence to his beggar guise. The leg causes him to limp badly and cuts his movement by one-quarter (though he pretends that he can only move half-speed). On cold, wet days, Rags is slowed even more due to the aches in his joints (reduce another quarter).

Rags enjoys beer, in fact, he is a 'beer-aholic'. He drinks morning, noon and night. Sometimes, just sometimes, his tongue gets a bit loose, but he never talks about his work, it is always about the rumors he picks up here and there.

Rags has long, grey hair and a bald spot on the back of his head. His beard is unkempt, tangled and grey. He is 5 feet 3 inches tall and weighs 145 pounds.

Rags has the following statistics:

PS: 10	MD: 22	AG: 18	MA: 5
EN: 16	FT: 20	WP: 20	PC: 17
PB: 9	TMR: 6		

Rags



Wildhair Wakeman is the midnight watcher. Wildhair usually stands the midnight guard shift for the gang. He is accustomed to the night's darkness and does not like the brilliance of the day's light.

Wildhair is unusually quiet for a ruffian, and his buddies interpret this quietness as a sign of slight craziness. For this reason, Wildhair is very seldom included in any comradery or parties.

Actually, Wildhair is very unsure of himself and so he keeps quiet lest he inadvertently says something 'stupid'. Wildhair has a fear of being laughed at, and if he is laughed at, he will either shrink away in humiliation (50%) or lash out viciously at his 'attackers' (50%).

Wildhair is 5 feet 6 inches tall and weighs 160 pounds. He is 25 years old.

Wildhair has the following statistics:

PS: 11	MD: 19	AG: 11	MA: 20
EN: 15	FT: 20	WP: 16	PC: 6
PB: 15	TMR: 4		

Wildhair is Human, is Life aspected, is of the Merchant class, is of legitimate (1st child) birth, and is ambidextrous.

Wildhair is Rank 6 with a Rock, Rank 1 with a Net and Rank 2 with the Hand Axe. His Horsemanship is not to be discussed (it is that bad) and his Stealth is 7. He belongs to the College of Illusions, and has reached the following Ranks with his spells: G1/1; G2/2; G3/2; G4/1; G5/1; T1/2; T2/1; Q1/1.

Bagot Blackwood is a 'normal' ruffian. Bagot became a member of the gang because he doesn't know how to do anything besides beat people up. He has always been a bully, and now knows no other way of life.

Bagot is on fairly good terms with the others, but being the newest member, he has not been completely accepted yet.

Bagot does not care to know about subtleties of Shankler's and Dark Mood's grandiose plans - he just wants to know when he can pound on someone.

Bagot is 6 feet tall and weighs 185 pounds. He is 32 years old.

Bagot has the following statistics:

PS: 19	MD: 16	AG: 15	MA: 9
EN: 15	FT: 20	WP: 13	PC: 5
PB: 9	TMR: 5		

Bagot is Human, is Lunar aspected, is of the Poor Trash class, is of legitimate (1st child) birth, and is right handed.

Bagot is Rank 3 with a Buckler, Rank 2 with a Morning Star and Rank 0 with a War Hammer. His Horsemanship is Rank 1 and his Stealth is Rank 4.

Rags is Human, is Autumnal Stars aspected, is of the Poor Trash class, of illegitimate birth, and is right handed.

Rags is Rank 6 with the Dagger, and Rank 3 with the Garrote. His Horsemanship is Rank 0, Stealth is Rank 10, Spy Skill is Rank 7, Thief Skill is Rank 4, and his Assassin Skill is Rank 1.

The rest of Shankler's gang provides the muscle needed for the various 'jobs' they do. These eight people were the original gang, and they are not at all displeased about how things have gone.

Following is a short description of these gang members:

Langhorne Knatchbull is a 'retired' Slaughterer. Langhorne used to slaughter pigs and cattle, but now he'd rather slaughter people. Perhaps the most bloodthirsty of the entire gang, Langhorne is always used to guard prisoners - and none have ever escaped, alive.

Langhorne drinks whiskey, and he drinks a lot of it. The more he drinks, the meaner he gets. Langhorne wouldn't hesitate to 'cut' one of his 'friends' if they dared to insult or make fun of him.

Langhorne is 6 feet 2 inches tall and weighs 215 pounds. He is 35 years old.

Langhorne has the following statistics:

PS: 20	MD: 16	AG: 12	MA: 5
EN: 18	FT: 21	WP: 16	PC: 6
PB: 6	TMR: 4		

Langhorne is Human, is Death aspected, is of the Poor Trash class, is of legitimate (2nd child) birth, and is right handed.

Langhorne is Rank 6 with the Dagger and Rank 2 with the Hand and a Half Sword. His Horsemanship is Rank 1 and his Stealth is Rank 2. His Assassin Skill is Rank 3.

Throck the Savage, the 'main muscle' of the group, he can outpunch any of the other gang members - and probably has at one time or another (in sport). Throck disdains the use of most armor, preferring to wear just (Plate) Gauntlets and Greaves, and a Chainmail 'loincloth'. Throck uses a Whip in leathal combat.

Throck is fond of boisterous sessions at the local taverns, enjoying immunity from the bouncers because of his gang's influence.

Somewhat short-sighted, Throck has expertise in only one weapon - his Whip, though he can use a Dagger without cutting himself (which is not true of the larger blades).

Throck is 6 feet 2 inches tall and weighs 211 pounds. He is 30 years old.

Throck has the following statistics:

PS: 23	MD: 16	AG: 8	MA: 5
EN: 21	FT: 22	WP: 9	PC: 7
PB: 9	TMR: 3		

Throck is Human, is Lunar aspected, is of the Poor Trash class, of illegitimate birth, and is right handed.

He is Rank 6 with the Whip, and Rank 0 with the Dagger. His Horsemanship is Rank 1, Stealth is Rank 3 and Assassin Skill is Rank 2.

Largos the Gryphon is Throck's sidekick. Largos earned the name "the Gryphon" when he brought back an armload of Gryphon feathers from a deer hunt. It seems that Largos ran across a battle 'twixt a heavily armored man and a Gryphon. As Largos watched, they mortally wounded each other. After the battle, Largos went over and took whatever interested him.

Largos can always be found with, or near, Throck the Savage. This is because Largos idolizes Throck, and Throck needs his ego bolstered every now and then.

Largos is 5 feet 9 inches tall and weighs 170 pounds. He is 28 years old.

Largos has the following statistics:

PS: 20	MD: 18	AG: 9	MA: 5
EN: 22	FT: 22	WP: 9	PC: 6
PB: 9	TMR: 4		

Largos is Human, is Solar aspected, is of the Poor Trash class, is of legitimate (8th child) birth, and is right handed.

Largos is Rank 3 with the Whip and Rank 1 with the Broadsword. His Horsemanship is Rank 2, Stealth is Rank 2 and his Assassin Skill is Rank 1.

Isak the Knave is a young, loud-mouthed ruffian. Isak loves to harass those that can't defend themselves. His favorite targets are old men and women, specifically frail old men and women.

Isak is disdained by nearly everyone not connected with this gang. In fact, he would have been killed or driven away long ago, if it was not for the protection he gets from the gang.

Isak is 5 feet 10 inches tall and weighs 175 pounds. He is 22 years old.

Isak has the following statistics:

PS: 10	MD: 20	AG: 22	MA: 15
EN: 10	FT: 18	WP: 7	PC: 4
PB: 11	TMR: 7		

Isak is Human, is Summer Stars aspected, is of the Farmer class, of legitimate (5th child) birth, and is right handed.

Isak is Rank 1 with the Rapier and the Sling. His Horsemanship is Rank 1, and his Stealth is Rank 5. He is a member of the College of Black Magics (he has made the Lesser Pact) and has reached the following Ranks with his spells: G1/2; G3/3; G4/4; G9/1; Q1/1; T1/1; T2/1.

Lastly, the leader of this band of ruffians - **Shankler the Shadowmaster**. Shankler has many grandiose plans for the future, but first he must acquire Power. To acquire the necessary 'muscle', Shankler has decided that it would be better to control the people in power, rather than be the person that is visibly in control. He has a handful of 'politicians' within his control (via blackmail and death threats), and is constantly seeking more.

Shankler is a man of high aspirations. He is almost single-minded in his thought processes, but not quite. He knows how to manipulate his underlings to get the most out of them, though sometimes he becomes a bit impatient with them.

Shankler loves the trappings of royalty, specifically the luxury items which only the nobility ever owns. One day he will build a palace, complete with all the extravagant trappings one would expect. This is Shankler's dream - to live in the lap of luxury.

Shankler has the following statistics:

PS: 11	MD: 19	AG: 18	MA: 19
EN: 13	FT: 19	WP: 17	PC: 16
PB: 16	TMR: 6		

Shankler is Human, is Winter Stars aspected, is of the Merchant Prince class, is of legitimate (8th child) birth, and is right handed.

Shankler is Rank 6 with the Rapier and Rank 3 with the Main-Gauche. His Horsemanship is Rank 4, his Stealth is Rank 5, his Spy Skill is Rank 5, his Merchant Skill is Rank 3, his Courtesan and Military Scientist Skills are Rank 1. He belongs to the College of the Sorceries of the Mind, and has achieved the following Ranks with his spells: G1/6; G2/10; G3/13; G4/10; G5/17; G6/4; G7/8; T1/2; T2/13; T3/14; Q1/8; S1/7; S2/6; S3/4; S4/6; S5/6; S6/9; S7/3; S8/10; S9/4; S10/3; R1/6.

Shankler the Shadowmaster



Name Great Eagle True Name Jackar Tor Stealth 10
 Race Shape Changer Home Hex 23-033 Aspect Lunar Horse -
 Notes: _____ Magic Resistance _____

PS 16 AG 18/- MA 11 MD 17/- EN 20 WP 20 Armor animal hides Languages/RK Common - 8

PC 11 TMR 6 PB 14 FT 22 DEF / SHLD / TOT 18 - 18 Skills/RK Ranger - 10
Healer - 10
Beastmaster - 8
Astrologer - 5

Weapon	RK	IV	SC	DM	Notes	College	Air Magics
#1 <u>Spear</u>	<u>5</u>	<u>34</u>	<u>87</u>	<u>D</u>	<u>(1-2)</u>	<u>G1/4</u>	<u>G6/6 Q2/5</u>
#2 <u>Dagger</u>	<u>9</u>	<u>38</u>	<u>93</u>	<u>+3</u>		<u>G2/4</u>	<u>G7/10</u>
#3 _____						<u>G3/2</u>	<u>G8/4</u>
#4 _____						<u>G4/7</u>	<u>T1/10</u>
						<u>G5/4</u>	<u>Q1/15</u>

Name Boris Broadblade True Name _____ Stealth 4
 Race Dwarf Home _____ Aspect Winter Horse -
 Notes: Boris has three (3) times the capacity of humans for alcohol Magic Resistance _____

PS 23 AG 6/- MA 8 MD 16/- EN 24 WP 8 Armor none Languages/RK Dwarven - 8
Common - 6

PC 8 TMR 2 PB 8 FT 23 DEF / SHLD / TOT 6 - 6 Skills/RK Thief - 8
Merchant - 6
Troubador - 2
Spy - 0

Weapon	RK	IV	SC	DM	Notes	College	Illusions
#1 <u>Battle Axe</u>	<u>7</u>	<u>21</u>	<u>94</u>	<u>+4</u>	<u>(1-2)</u>	<u>G1/1</u>	<u>G1/1</u>
#2 <u>Broadsword</u>	<u>4</u>	<u>18</u>	<u>81</u>	<u>+4</u>		<u>G2/1</u>	<u>T1/1</u>
#3 <u>Warhammer</u>	<u>4</u>	<u>18</u>	<u>71</u>	<u>+3</u>		<u>G3/1</u>	<u>T2/1</u>
#4 <u>Heavy C.B.</u>	<u>2</u>	<u>16</u>	<u>82</u>	<u>+4</u>	<u>(2)</u>	<u>G4/1</u>	
						<u>G5/1</u>	

Name Cumulus Stormleader True Name _____ Stealth 5
 Race Cloud Giant Home _____ Aspect Summer Horse _____
 Notes: _____ Magic Resistance _____

PS (42) AG (18/17) MA (12) MD (14/12) EN (32) WP (16) Armor Leather Languages/RK Common - 8

PC (10) TMR (13) PB (15) FT (24) DEF / SHLD / TOT (17 | 12 | 29) Skills/RK Navigator - 10
Beastmaster - 8

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Short Sword</u>	<u>3</u>	<u>30</u>	<u>75</u>	<u>+3</u>	_____	_____
#2 <u>Giant Axe</u>	<u>6</u>	<u>33</u>	<u>106</u>	<u>+10</u>	_____	_____
#3 _____	_____	_____	_____	_____	_____	_____
#4 _____	_____	_____	_____	_____	_____	_____

Name Evita Zora True Name _____ Stealth 9
 Race Human Home _____ Aspect Life Horse 10
 Notes: _____ Magic Resistance _____

PS (13) AG (20/-) MA (5) MD (20/-) EN (15) WP (19) Armor none Languages/RK Common - 8

PC (12) TMR (6) PB (21) FT (20) DEF / SHLD / TOT (20 | - | 20) Skills/RK Thief - 8
Troubador - 3
Spy - 5
Healer - 5
Merchant - 1
Beastmaster - 1

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Javelin</u>	<u>4</u>	<u>36</u>	<u>81</u>	<u>+2</u>	_____	_____
#2 <u>Rapier</u>	<u>3</u>	<u>35</u>	<u>77</u>	<u>+3</u>	_____	_____
#3 <u>Dagger</u>	<u>9</u>	<u>41</u>	<u>96</u>	<u>D</u>	_____	_____
#4 _____	_____	_____	_____	_____	_____	_____

Name Cameron Kirk True Name _____ Stealth 8
 Race Human Home Brastor Holding Aspect Winter Storm Horse 3
 Notes: _____ Magic Resistance _____

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
15	14	11	16	15	11		<u>Common / 8</u>
PC	TMR	PB	FT	DEF / SHLD / TOT			Skills/RK
9	5	7	20	14			<u>Healer / 8</u> <u>Thief / 4</u>

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Sling</u>	<u>3</u>	<u>26</u>	<u>68</u>	<u>11</u>		
#2 <u>Shortsword</u>	<u>1</u>	<u>24</u>	<u>65</u>	<u>13</u>		
#3						
#4						

Name Tarana Sharpthorn True Name _____ Stealth 10
 Race Human Home Thornwood Aspect Life Horse 4
 Notes: _____ Magic Resistance _____

PS	AG	MA	MD	EN	WP	Armor	Languages/RK
20	18	8	18	18	20		<u>Common / 8</u>
PC	TMR	PB	FT	DEF / SHLD / TOT			Skills/RK
15	6 5	24	21	18	0	18	<u>Ranger / 8</u> <u>Troubador / 4</u> <u>Healer / 3</u>

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Spear</u>	<u>5</u>	<u>38</u>	<u>88</u>	<u>13</u>		
#2 <u>Sabre</u>	<u>5</u>	<u>38</u>	<u>98</u>	<u>13</u>		
#3						
#4						

Name Shayana Hornblood True Name _____ Stealth 10
 Race Human Vampire Home _____ Aspect Death Horse _____
 Notes: _____ Magic Resistance _____

PS 21 AG 21 MA 21 MD 20 EN 20 WP 29 Armor _____ Languages/RK Common/8

PC 25 TMR 6 PB 25 FT 25 DEF / SHLD / TOT

21	0	21
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 Skills/RK Courtesan/10
Troubador/10
Garrote/3

Weapon	RK	IV	SC	DM	Notes	College
#1						<u>Sorceries of the Mind</u>
						<u>G1/5 G2/4 G3/5 G4/1</u>
#2						<u>G5/8 G6/10 G7/10 S1/4</u>
#3						<u>S2/2 S3/3 S4/2 S5/1</u>
#4						<u>S6/5 S7/0 S8/9 S9/5</u>
						<u>S10/5 T1/9 T2/13 T3/15</u>
						<u>Q1/10 Q2/3</u>

Name Sleek Silver True Name Sonya Star Stealth 5
 Race Human Home _____ Aspect Lunar Horse 2
 Notes: _____ Magic Resistance _____

PS 14 AG 20 MA 5 MD 18 EN 19 WP 20 Armor _____ Languages/RK Common/8

PC 16 TMR 6 PB 24 FT 21 DEF / SHLD / TOT

20	0	20
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 Skills/RK Courtesan/10
Troubador/4
Spy/7
Thief/7
Assassin/5

Weapon	RK	IV	SC	DM	Notes	College
#1	<u>Rapier</u>	<u>6</u>	<u>40</u>	<u>87</u>	<u>13</u>	
#2	<u>Dagger</u>	<u>0</u>	<u>36</u>	<u>58</u>	<u>2</u>	
#3						
#4						

Name Kistro Eppleby True Name _____ Stealth 6
 Race Human Home Tobintown Aspect Sun Horse 4
 Notes: _____ Magic Resistance _____

PS (8) AG (~~12~~) MA (20) MD (~~19~~) EN (14) WP (17) Armor _____
 Languages/RK
 Read Common /7
 Write Common /4

PC (18) TMR (4) PB (11) FT (20) DEF /SHLD/ TOT [12 | 0 | 12]
 Skills/RK
 Healing /8
 Alchemy /3
 Merchant /2

Weapon RK IV SC DM Notes College Earth Magic

#1	_____	_____	_____	_____	_____	<u>T1/11</u>	<u>G1/12</u>	<u>G2/11</u>	<u>G3/13</u>
#2	_____	_____	_____	_____	_____	<u>G4/9</u>	<u>G5/8</u>	<u>G6/15</u>	<u>G7/10</u>
#3	_____	_____	_____	_____	_____	<u>G8/14</u>	<u>G9/11</u>	<u>G10/8</u>	<u>G11/8</u>
#4	_____	_____	_____	_____	_____	<u>Q1/10</u>	<u>S1/6</u>	<u>S2/7</u>	<u>S7/11</u>
						<u>S8/13</u>	<u>S9/12</u>	<u>S10/14</u>	<u>S16/13</u>
						<u>S17/12</u>	<u>R1/14</u>		

Name Lone Huntress True Name _____ Stealth 10
 Race Human Home Filgiso Aspect Spring Stars Horse 1
 Notes: _____ Magic Resistance _____

PS (19) AG (~~18~~) MA (5) MD (~~14~~) EN (20) WP (20) Armor _____
 Languages/RK
 Common /8

PC (17) TMR (6) PB (23) FT (22) DEF /SHLD/ TOT [18 | |]
 Skills/RK
 Beastmaster /10
 Ranger /10
 Healing /8

Weapon RK IV SC DM Notes College _____

#1	<u>Spear</u>	<u>5</u>	<u>40</u>	<u>84</u>	<u>+3</u>	_____	_____	_____	_____
#2	<u>Crude Club</u>	<u>2</u>	<u>37</u>	<u>61</u>	<u>+2</u>	_____	_____	_____	_____
#3	<u>Hand Axe</u>	<u>4</u>	<u>39</u>	<u>62</u>	<u>+1</u>	_____	_____	_____	_____
#4	_____	_____	_____	_____	_____	_____	_____	_____	_____

Name Fletch Milton True Name _____ Stealth 10
 Race Human Home Hex 12-037 Aspect Autumnal Horse 2
 Notes: _____ Magic Resistance _____

PS (16) AG (17/-) MA (5) MD (18/-) EN (15) WP (20) Armor none Languages/RK Common - 8

PC (8) TMR (5) PB (19) FT (20) DEF /SHLD/ TOT (17 - 17) Skills/RK Ranger - 8
Healer - 1
Treuhador - 1

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>long bow</u>	<u>8</u>	<u>33</u>	<u>105</u>	<u>+4</u>	<u>(2)</u>	_____
#2 <u>Short bow</u>	<u>8</u>	<u>33</u>	<u>95</u>	<u>+2</u>	<u>(2)</u>	_____
#3 <u>Dagger</u>	<u>1</u>	<u>26</u>	<u>61</u>	<u>D</u>	_____	_____
#4 _____	_____	_____	_____	_____	_____	_____

Name Archeron the Alchemist True Name _____ Stealth 2
 Race Human Home _____ Aspect Life Horse 3
 Notes: _____ Magic Resistance _____

PS (8) AG (15/-) MA (15) MD (25/-) EN (11) WP (23) Armor none Languages/RK Common - 8

PC (10) TMR (5) PB (13) FT (19) DEF /SHLD/ TOT (15 - 15) Skills/RK Alchemist - 10
Healer - 5

Weapon	RK	IV	SC	DM	Notes	College
#1 _____	_____	_____	_____	_____	_____	<u>Illusions</u>
#2 _____	_____	_____	_____	_____	_____	<u>T1/7</u> <u>G4/10</u> <u>Q1/10</u>
#3 _____	_____	_____	_____	_____	_____	<u>T2/6</u> <u>G5/10</u>
#4 _____	_____	_____	_____	_____	_____	<u>G1/6</u> <u>G2+3/10</u>
						<u>G2/10</u> <u>G2+3+4/10</u>
						<u>G3/10</u> <u>G2+3+4+5/10</u>

Name Aurelia True Name _____ Stealth 4
 Race Elf Home Hex 18-036 Aspect Spring Horse 4
 Notes: _____ Magic Resistance _____

PS 13 AG 20 MA 11 MD 20 EN 13 WP 19 Armor none Languages/RK
Common - 8

PC 9 TMR 6 PB 22 FT 19 DEF / SHLD / TOT

20	-	20
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 Skills/RK
Troubador - 10
Ranger - 4
Courtesan - 3
Healer - 1

Weapon	RK	IV	SC	DM	Notes	College			
#1 <u>Shortbow</u>	<u>2</u>	<u>31</u>	<u>73</u>	<u>+2</u>	_____	_____	_____	_____	_____
#2 <u>Rapier</u>	<u>1</u>	<u>30</u>	<u>69</u>	<u>+3</u>	_____	_____	_____	_____	_____
#3 _____	_____	_____	_____	_____	_____	_____	_____	_____	_____
#4 _____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Name Fosco Roundgrape True Name _____ Stealth 5
 Race Halfing Home _____ Aspect Life Horse 2
 Notes: _____ Magic Resistance _____

PS 10 AG 20 MA 4 MD 25 EN 13 WP 20 Armor none Languages/RK

PC 9 TMR 6 PB 15 FT 19 DEF / SHLD / TOT

20	-	20
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 Skills/RK
Troubador - 10
Beastmaster - 6
Merchant - 3

Weapon	RK	IV	SC	DM	Notes	College			
#1 <u>Short Bow</u>	<u>3</u>	<u>32</u>	<u>77</u>	<u>+2</u>	_____	_____	_____	_____	_____
#2 <u>Short Rapier</u>	<u>2</u>	<u>31</u>	<u>73</u>	<u>-1</u>	_____	_____	_____	_____	_____
#3 _____	_____	_____	_____	_____	_____	_____	_____	_____	_____
#4 _____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Name Shankler the Shadow Master True Name _____ Stealth 5
 Race Human Home _____ Aspect Winter Horse 4
 Notes: _____ Magic Resistance _____

PS 11 AG 18 MA 19 MD 19 EN 13 WP 17 Armor _____ Languages/RK
Common - 8

PC 16 TMR 6 PB 16 FT 19 DEF /SHLD/ TOT 18 - 18 Skills/RK
Spy - 5
Merchant - 3
Military Scientist - 1
Courtesan - 1

Weapon	RK	IV	SC	DM	Notes	College	Sorceries		
#1 Rapier	6	40	87	+3		G1/6	G6/4	Q1/8	S5/6
#2 Main Gauche	3	37	75	+1		G2/10	G7/8	S1/7	S6/9
#3						G3/13	T1/2	S2/6	S7/3
#4						G4/10	T2/13	S3/4	S8/10
						G5/17	T3/14	S4/6	S9/4
								S10/3	R1/6

Name Dark Moods True Name Daskum Warehouse Stealth 4
 Race Human Home _____ Aspect Winter Storm Horse 0
 Notes: _____ Magic Resistance _____

PS 10 AG 19 MA 19 MD 14 EN 10 WP 21 Armor _____ Languages/RK
Common / 8

PC 10 TMR 6 PB 8 FT 18 DEF /SHLD/ TOT 19 0 19 Skills/RK
Merchant / 4
Military Scientist / 2
Spy / 3
Astrolger / 2

Weapon	RK	IV	SC	DM	Notes	College	Black Magic		
#1 Garrote	3	32	56	+3		G1/6	G2/6	G3/7	G4/10
#2 Falcion	3	32	56	+2		G5/7	G6/7	G7/7	G8/10
#3						G9/12	G10/15	G11/2	G12/12
#4						G13/11	G14/3	Q1/15	T1/8
						T2/10	T3/8		

Name Slim Greyhood True Name Sargon Grey Stealth 5
 Race human Home _____ Aspect Vernal Horse 0
 Notes: _____ Magic Resistance _____

PS (15) AG (~~19~~) MA (10) MD (~~21~~) EN (17) WP (12) Armor _____ Languages/RK Common - 8

PC (9) TMR (6) PB (13) FT (21) DEF / SHLD / TOT [19 | - | 19] Skills/RK Thief - 6
Spy - 6
Troubader - 0
Courtesan - 0

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Falchion</u>	<u>2</u>	<u>30</u>	<u>79</u>	<u>+2</u>		
#2 <u>Dagger</u>	<u>2</u>	<u>30</u>	<u>69</u>	<u>D</u>		
#3 _____	_____	_____	_____	_____		
#4 _____	_____	_____	_____	_____		

Name Rags True Name Randolf Red Stealth 10
 Race human Home _____ Aspect Autumnal Horse 0
 Notes: _____ Magic Resistance _____

PS (10) AG (~~18~~) MA (5) MD (~~22~~) EN (16) WP (20) Armor _____ Languages/RK Common - 8

PC (17) TMR (6) PB (9) FT (20) DEF / SHLD / TOT [18 | - | 18] Skills/RK Spy - 7
Thief - 4
Assassin - 1

Weapon	RK	IV	SC	DM	Notes	College
#1 <u>Dagger</u>	<u>6</u>	<u>41</u>	<u>86</u>	<u>D</u>		
#2 <u>Garrote</u>	<u>3</u>	<u>38</u>	<u>70</u>	<u>+3</u>	<u>(2)</u>	
#3 _____	_____	_____	_____	_____		
#4 _____	_____	_____	_____	_____		

Name _____ True Name _____ Stealth _____
 Race _____ Home _____ Aspect _____ Horse _____
 Notes: _____ Magic Resistance _____

PS AG MA MD EN WP Armor Languages/RK

PC TMR PB FT DEF /SHLD/ TOT Skills/RK

Weapon	RK	IV	SC	DM	Notes	College			
#1	_____	_____	_____	_____	_____	_____	_____	_____	_____
#2	_____	_____	_____	_____	_____	_____	_____	_____	_____
#3	_____	_____	_____	_____	_____	_____	_____	_____	_____
#4	_____	_____	_____	_____	_____	_____	_____	_____	_____

Name _____ True Name _____ Stealth _____
 Race _____ Home _____ Aspect _____ Horse _____
 Notes: _____ Magic Resistance _____

PS AG MA MD EN WP Armor Languages/RK

PC TMR PB FT DEF /SHLD/ TOT Skills/RK

Weapon	RK	IV	SC	DM	Notes	College			
#1	_____	_____	_____	_____	_____	_____	_____	_____	_____
#2	_____	_____	_____	_____	_____	_____	_____	_____	_____
#3	_____	_____	_____	_____	_____	_____	_____	_____	_____
#4	_____	_____	_____	_____	_____	_____	_____	_____	_____

TREASURE

VAULT



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