

WEAPON MASTERS OF THE WESTERN LANDS

By Richard L. Snider and David Kuijt

This article details ten recognized masters of various weapon forms in the area that is covered by the POWERS & PERILS supplement *Perilous Lands*. In his own part of this large continent, each is regarded as a deadly, almost invincible, warrior. In some cases, their very presence at a battle has turned the tide in their favor.

The sections that follow use the standard POWERS & PERILS character table format. Each gives the basic characteristics of the person, his expertise, the equipment that he normally carries into battle, a brief history of his life and a description of his personality. Without further ado, meet the ultimate warriors of the Perilous Lands, on or about the year 1100.

ASHAM GIAR, Warchief of the Smaghut, Master of the Tulwar.

HPV 43	OCV 17	DCV 15	CEL 10	
S 60(+3)	St 80(+4)	D 36(+2)	A 72(+3)	C 30(+1)
I 12	W 20	E 10	Em 6	Ap 15
MR 13	NAV 0	MDV 4	EnL 50	CDF 5
Height 81 inches		Weight 243 lbs.		Age 31

EXPERTISE

EL16 Tulwar	EL11 Scimitar
EL8 Composite Bow	EL10 Horsemanship
EL9 Horse Archery	EL6 Plains Survival
EL6 Desert Survival	EL3 Forest Survival
EL2 Mountain Survival	EL21 Sign Language
EL80 Sarghut	EL10 Shield
EL10 Light Lance	EL2 Tracking

EQUIPMENT

Tulwar, Composite Bow, 1D3 Light Lances, 3D10 Arrows, Warhorse, Buckler, Leather Armor, Leather Helmet.

Asham is a blood-thirsty, cruel man who is enthralled with the arts of war. He leads yearly raids to the east and south to sate his battle lust. He is renowned as a powerful horseman whose sword happily brings death to those who stand against him.

As a great chief of a cruel race, Asham gives new heights of meaning to the words cruel, vicious and tyrannical. Even the few men that he calls friend live in constant fear of his ire, though he tends to be loyal to true friends. He has average intellect and little or no compassion. Even towards those that he respects, he is a cold, brusque and domineering man with little concern for the desires and needs of others. Nothing has more importance to him than his own desires and goals.

EXPERTISE

EL16 Composite Bow	EL15 Scimitar
EL17 Horsemanship	EL16 Horse Archery
EL9 Throwing Dagger	EL7 Fighting Dagger
EL12 Sword	EL5 Broadsword
EL13 Light Lance	EL5 Heavy Lance
EL10 Hand-to-Hand	EL9 Plains Survival
EL6 Forest Survival	EL8 Hill Survival
EL7 Mountain and City Survival	EL3 Rhetoric
EL5 Climbing	EL8 Swimming
EL80 Zen'dali	EL60 Caldán
EL60 Donaran	EL60 Marentian
EL40 Read & Write Caldán	
Donaran & Marentian	EL60 Sign Language
EL50 Husbandry (Horses)	EL65 Artist
EL13 Shield	EL45 Trailing
EL6 Tracking	

EQUIPMENT

Scimitar, Fighting Dagger, Light Lance, Composite Bow, 3D10+10 arrows, Buckler, Studded Belt, Light Clothing, Iron Armband.

For over ten years, in far-flung barbarian and civilized lands, the name "Claw" has stricken the hearts of men with dread. He is known as a devastating warrior and brilliant general, to the point that his name is almost synonymous with victory. According to legend, troops under his command have seldom lost a battle and never lost a war.

Claw has led a myriad of Zen'da armies into battle in his life. He began his career, after heading south at the age of 15 to seek adventure, as a mercenary in Caldo and Donara. Later, after a short return to his people, he moved east and served as the Captain of Maros the Reaver's personal guard. In eight years of adventure, before settling in as a Bra'mani chief, his travels are believed to have taken him from the farthest reaches of the Great Plain in the east to the Wild Forest in the west.

Karistos Sierva is a brilliant, crafty and sensitive leader with exceptional charisma. Except for a short period of time a few years ago (when he was badly depressed over his inability to find the murderer of his father and exact revenge) he has been at war for his entire adult life. He is noteworthy for his loyalty to his friends and his total devotion to Zen'da honor. His acts of loyalty and honor are legend on the steppes. Many stories tell of friends who asked for his aid when they were beset by enemies and without hope. In all, he rode forth and brought them victory. Be a man beyond the ends of the earth, he is not alone if his friend is Claw.

KARISTOS SIERVA, Claw of the Bra'mani, Ga'sha of the Bra'mani, Ho'ga'sha of the Steppes, Master of Bow and Horse.

HPV 34	OCV 18	DCV 22	CEL 14	
S 30(+1)	St 60(+3)	D 76(+4)	A 84(+4)	C 45(+2)
I 33	W 34	E 45	Em 27	Ap 60
MR 14	NAV 0	MDV 10	EnL 79	CDF 4
Height 76 inches		Weight 183 lbs.		Age 34

JAJ SPLIT-SKULL, Warrior of the Nethagen, Blessed of Azazel, Master of the Battle Axe.

HPV 54	OCV 17	DCV 10	CEL 9	
S 120(+5)	St 51(+3)	D 12	A 24(+1)	C 42(+2)
I 8	W 32	E 3	Em 15	Ap 20
MR 10	NAV 0	MDV 6	EnL 74	CDF 6
Height 83 inches		Weight 266 lbs.		Age 24

EXPERTISE

EL18 Battle Axe	EL14 Axe
EL10 Hand Axe	EL5 Longbow
EL0 Throwing Axe	EL6 Swamp Survival
EL4 Forest Survival	EL10 Swimming
EL35 Navigator	EL6 Shield
EL80 So-reas	EL19 Kotothi tongue
EL10 Tongue of Young Chaos	

EQUIPMENT

Battle Axe, Axe, Banded Shield, Leather Helmet, Scalemail, Rope, Fur Cape.

As a young boy, 15 years of age, Jaj saw his village destroyed by goblins. From his hiding place, he had no choice but to watch these creatures torture, consume and humiliate his family and friends. Because of this, he has dedicated his life to the destruction of all Kotothi. His strength stems from his blood vow to destroy these forces, and his vow to serve the wishes of Azazel (Lord of the Watchers, God of Knowledge and Quarrels, Lord of Blood and Wounds) in exchange for the power to destroy his enemies.

Jaj is a young warrior who has no desire to shoulder the responsibility of being a chief. His life is dedicated to single combat against the Kotothi. In battle, he is a berserk force of death. At all other times, he is a painfully shy, nearly mute, man whose soul is tortured by his alliance with Azazel and the death of his family.

MIUM TARA'JIAN, Baron of Ma'kai, Swordmaster and Champion of House Jian, first cousin of the Duke of Ci'jian in Katai, Master of the Sword.

HPV 33	OCV 14	DCV 14	CEL 10	
S 12	St 80(+4)	D 24(+1)	A 72(+3)	C 39(+2)
I 10	W 45	E 18	Em 20	Ap 25
MR 13	NAV 0	MDV 8	EnL 84	CDF 4
Height 70 inches		Weight 182 lbs.		Age 48

EXPERTISE

EL16 Sword	EL12 Two-Weapon
EL12 Fighting Dagger	EL10 Throwing Dagger
EL10 Broadsword	EL6 Hand-to-Hand
EL9 Composite Bow	EL80 Katai
EL30 Read & Write Katai	EL60 Deftness*
EL9 Horsemanship	EL7 Horse Archery
EL3 Swimming	EL4 Musician
EL30 Sign Language	EL4 City Survival
EL4 Plains Survival	EL2 Mountain Survival
EL5 Executioner	EL14 Short Sword
EL15 Scimitar	

*Mium's deftness reflects training specifically geared towards quick and smooth utilization, drawing and positioning of his body and weapons. In play, it allows him to access any of his weapons immediately (with a successful roll) and use them without delay.

IMPORTANT—This variation of Deftness is totally distinct from the listed skill. If you add it to your campaign, it must be learned separately as "Combat Deftness". In general, it is a skill that is unique to highly skilled warriors of Chunrey and Katai.

EQUIPMENT

Sword, Short Sword, Fighting Dagger, Platemail, Metal Helmet, Signet Ring, Warhorse, Throwing Dagger.

Mium is a dedicated sword artist. Except for short periods of service in the Iron Guard, or with the forces of Family Jian, he has remained in his home province as a reigning baron for



Jaj Split-Skull

the past thirty years. His life is dedicated to mastering the sword (as an art form) and upholding the honor of his family. For the last twelve years of his life he has been Swordmaster Jian (the instructor of Jian nobles and appointed champion of his family). This has led him into a great deal of individual combat in which he has gained a reputation as Katai's greatest swordsman.

Mium is a quiet, placid man. In combat, he is a deft whirlwind whose cuts are precise and devastating. He is dedicated to the traditional values of Katai's warrior elite. As such, he is stubborn and demanding towards inferiors, has an educated taste for the fine arts and is quite cultured. As a reigning noble, he is benevolent (by Katai standards). He leaves his subjects to themselves as long as they remain honorable servants. Where they fail this, his judgement is swift and often fatal. (A Katai noble can execute a peasant on his own authority. Mium has done so on more than one occasion.)

NOTE—Castle Ma'kai is located about 20 miles west of Ci'jian. It has a small village associated with it. It is held in Mium's name by his wife, four sons and about 30 soldiers. Mium visits often but his duties compel him to reside in Ci'jian's ducal palace.

MOGARA CHOSHAMA, Prince of Choshai, Count of Dzhamaou, Master of the Fighting Spear.

HPV 35	OCV 17	DCV 16	CEL 12	
S 72(+3)	St 36(+2)	D 72(+3)	A 20(+1)	C 30(+1)
I 24	W 20	E 9	Em 48	Ap 72
MR 11	NAV 0	MDV 10	EnL 50	CDF 4
Height 73 inches		Weight 205 lbs.		Age 30

EXPERTISE

EL15 Fighting Spear	EL10 Throwing Spear
EL11 Shield	EL12 Polearms
EL10 War Staff	EL11 Fighting Dagger
EL80 Katai	EL70 Read & Write Katai
EL50 Fomorian	EL40 Kill'maun
EL30 Sarghut	EL50 Armorer
EL10 Climbing	EL80 Forester
EL10 Axe	EL9 Longbow
EL12 Musician	EL10 Forest Survival
EL8 Mountain Survival	EL7 Hill Survival
EL10 City Survival	EL9 Hand-to-Hand

EQUIPMENT

Fighting Spear, Fighting Dagger, Axe, Banded Shield,

Scalemail, Leather Helmet, Green cloak, Two Signet Rings.

Mogara assumed the throne of Choshai two years ago. Before this he spent ten years in Katai's Dzhamou province as a mercenary in the service of its Duke. Here, he earned a reputation as a fearless and deadly warrior. Such respect did he win that the Duke of Dzhamou named him his Champion, gave him the rank of Count and allowed him to marry the third daughter of the Count Tideosa Dzhamou, the Duke's brother. (This is unprecedented treatment of a foreigner in Katai. In part, it was possible because the people of Choshai are descended from Katai soldiers.)

As a person, Mogara is fearless. He is always honest and has a highly-emotional nature. He is noted for both his furious temper and his extreme sensitivity to others. This paradoxical man is both the finest warrior-general of the east and one of the world's finest musicians and authors. (His "Ode to the Setting Sun" is considered to be a classic by the noble elite of Katai.)



Mogara Choshama

MAROS KARESTIAN, "the Reaver", King of Marentia, Master of the Broadsword.

HPV 42	OCV 22	DCV 19	CEL 15	
S 60(+3)	St 76(+4)	D 33(+2)	A 36(+2)	C 32(+2)
I 40	W 24	E 20	Em 30	Ap 30
MR 12	NAV 0	MDV 10	EnL 56	CDF 5
Height 80 inches		Weight 240 lbs.		Age 38

EXPERTISE

EL14 Broadsword	EL13 Bastard Sword and Great Sword
EL10 Polearms	EL9 All Axes
EL8 Hand-to-Hand	EL10 Heavy Lance
EL10 Horsemanship	EL6 All Scimitar
EL8 Sword	EL7 Fighting Spear
EL9 Shield	EL80 Marentian
EL60 Zen'dali	EL40 Bhamoti
EL40 Climan	EL30 Rogizini
EL50 Dechan	EL45 Fomorian
EL30 Cerulean	EL30 Katai
EL70 Read and Write Marentian	EL5 Rhetoric
EL62 Navigator	EL80 Seaman
EL50 Thief	EL35 Deftness
EL40 Trailing	EL35 Locksmith
EL11 Climbing	EL12 Swimming

EQUIPMENT

Broadsword, Metal Shield, Platemail, Metal Helmet, Heavy Lance, Warhorse, Signet Ring, Purple Cape, Royal Necklace, Iron Armband.

Maros the Reaver is, possibly, the most experienced and deadly individual warrior in the world today. Since his royal father enlisted him in the army, at the age of 10, he has been a soldier, pirate, thief, thug, slave and King. He is a highly-skilled warrior with an almost intuitive ability to master any weapon that he touches.

Despite the harshness of his life, Maros has an inner core of compassionate gentleness. His life revolves around his love for his wife, his devotion to the Marentian people and his dedication to the soldiers who serve him. He is a loyal friend, talented ruler and a forgiving master in normal times. In war, or when he feels that he has been betrayed, his heart is sheathed in stone. He can, and will, kill without mercy. Maros is a deadly enemy who does not know the meaning of the word surrender.

King Maros has little training as a general. He is a gifted organizer and strategic leader. On the battlefield, his standard tactic (successful because of his extreme personal com-

petence and the power of his guard) is to form his guard behind him and smash straight into the center of an enemy army, thus destroying them. Subtle maneuver plays little part in armies that are under his command.

Despite his crude tactics, Maros is loved by his soldiers and the name Maros the Reaver strikes terror into the hearts of his enemies. Poorly trained and led armies have been known to flee rather than face the onslaught of his charging guard. At its head, he is nearly unstoppable.



Maros Karestian

VLAD STONEHAND, Ga'sha of the Lapschi, Blood-friend of Karistos Sierva.

HPV 52	OCV 20	DCV 16	CEL 13	
S 92(+4)	St 60(+3)	D 53(+3)	A 15	C 46(+2)
I 32	W 22	E 8	Em 14	Ap 39
MR 9	NAV 0	MDV 7	EnL 68	CDF 6
Height 87 inches		Weight 273 lbs.		Age 20

EXPERTISE

EL15 Bastard Sword	EL6 Broadsword
EL5 Tulwar	EL4 Fighting Dagger
EL5 Heavy Lance	EL5 Halberd
EL8 Hand-to-Hand	EL9 Shield
EL11 Horsemanship	EL5 Climbing

EL3 Throwing Spear

EL3 City Survival

EL80 Carrying

EL80 Zen'dali

EL35 Marentian

EL20 Dwarf Elder

EL20 Gomese

EL15 L'p'nth

EL8 Plains, Mountain and
Hill Survival

EL2 Forest Survival

EL46 Sign Language

EL60 Donaran

EL20 Nylasa

EL20 Elf Sidh

EL20 La Ced

EL10 Kameri

EL7 Hill Survival

EL60 Sign Language

EL45 Caldan

EL7 Tracking

EL60 Husbandry

(Horse and Dog)

EL6 Mountain Survival

EL80 Kazi

EL42 Zen'dali

EL9 Hand-to-Hand

EL3 City Survival

EQUIPMENT

Bastard Sword, Tulwar, Two Fighting Daggers, Banded Shield, Scalemail, Metal Helmet, Warhorse.

Vlad Stonehand was born among the Feir'pez, in the lands where the steppes meet the Kaz. He was a tall youth who soon earned a reputation for valor in the perpetual wars against the Kazi. While still a young warrior, sixteen years of age, he travelled south to Donara on a quest to find Karistos Sierva, Claw of the Bra'mani, and convince him to return to the steppes. He succeeded and on the way back they became close friends.

Following this adventure, Vlad journeyed to the east and fought as a mercenary in a border war between Marentia and L'p'nth. Here he met Maros the Reaver. After the war, he wandered into L'p'nth and was cursed with his stone hand, which gave him supernatural powers and made him a berserk monster in battle.

When he returned to the steppes, his people and the Stel'gult reviled him because of the evil of his curse. Finally, he could take no more and, with the aid of young followers from both tribes and a Bra'mani war party led by his friend Claw, he split away from these tribes and formed the Lap'schi.

Since his rise to Ga'sha, Vlad has continued to wander the world in search of adventure. He is famed in many nations, and many men have cause to fear his name. His travels have taken him from the southern jungles of Nylasa to the cold, secluded Valhani Plateau in the far north. In his great northern journey, he battled, and eventually befriended, Rochan of the Kameri and, as payment for a great favor, was freed from his curse by a great shaman of the E'ponischa.

Vlad Stonehand is a cunning and experienced young man. His heavily-scarred body, the souvenirs of many battles and wars, gives him the look of an older man. Despite his love of battle, he is an intelligent and friendly man with good experience as a leader of men.

Vlad has a quick temper that he can control when he must. He is usually quick to forgive most affronts and always remembers both friends and enemies. Because of the curse which seized him for three years, he is suspicious of wizards and magic. Though tempered somewhat by his experiences with civilized life, he remains a raging barbarian at heart and a terror to behold in battle.

WALAIN a'GILYAN, Warchief of the Shamira, Leader of the Society of the Dagger.

HPV 34	OCV 15	DCV 16	CEL 10
S 24(+1)	St 76(+4)	D 76(+4)	A 40(+2) C 35(+2)
I 18	W 20	E 24	Em 42 Ap 12
MR 12	NAV 0	MDV 8	EnL 55 CDF 4
Height 73 inches		Weight 190 lbs. Age 29	

EXPERTISE

EL16 Fighting Dagger
EL13 Horsemanship
EL12 Composite Bow
EL10 Tulwar
EL5 Sword
EL10 Badlands Survival

EL12 Throwing Dagger
EL10 Horse Archery
EL12 Scimitar
EL7 Shield
EL6 Broadsword
EL9 Plains Survival

EQUIPMENT

Black-handled Fighting Dagger*, Throwing Dagger, Scimitar, Composite Bow, 2D10 arrows, Warhorse, Buckler, Scalemail, Leather Helmet, Fur Belt*, Warhorse.

*The dagger and belt are symbols of his leadership of the Dagger Society. The Dagger is only used in duels. He will die rather than lose either of these items.

Walain's ancestors have been Shamira chiefs for more than two centuries. He continues the tradition. Under his leadership, the Shamira are the most feared tribe in the Kazi and a devastating threat to their ancient enemies, the Zen'dali. Walain is a powerful warrior who has personally slain at least 120 men in battle. In duels, he has bested more than 30 men who have tried to unseat him as leader of the society. He is, by far, the most deadly Kazi alive.

Walain is a gruff, overbearing and stoic man. If he does not respect a person, i.e. consider him to be a warrior, then that person is nothing. He is a creature without rights or true being. Walain, like most Kazi, will treat them as such without any guilt whatsoever. If a person earns his respect, Walain is capable of being a good friend and a dependable ally. His life revolves around combat, hunting and husbandry, the only skills that the Kazi feel are fitting for a man to master. He has no time for the effete softness of civilized life. He considers it to be a plague that steals strength from a man's soul. Civilized men who fail to prove their worth to Walain are treated as less than nothing. They are scum in his eyes.

NOMAN KHA, Pirate, Thief, Brigand, Master of the Sling and Two-Weapon Fighting.

HPV 30	OCV 15	DCV 18	CEL 11
S 24(+1)	St 60(+3)	D 56(+3)	A 76(+4) C 36(+2)
I 32	W 27	E 34	Em 22 Ap 51
MR 14	NAV 0	MDV 9	EnL 63 CDF 3
Height 69 inches		Weight 166 lbs. Age 35	

EXPERTISE

EL14 Sword
EL12 Throwing Dagger
EL8 Composite Bow
EL7 Horse Archery
EL12 Scimitar
EL52 Navigator
EL13 Climbing
EL80 Thief
EL80 Locksmith
EL9 City Survival
EL6 Hill Survival
EL60 Jeweler
EL6 Rhetoric
EL80 Sair'Kacili
EL60 Rogizini
EL50 Disguise Artist

EL13 Two Weapon
EL14 Sling
EL9 Horsemanship
EL10 Hand-to-Hand
EL10 Fighting Dagger
EL80 Seaman
EL9 Swimming
EL80 Deftness
EL65 Trailing
EL8 Desert Survival
EL6 Plains Survival
EL45 Moneylender
EL50 Sign Language
EL60 Dechan
EL40 Marentian, Bhamoti
and Fomorian

EQUIPMENT

Fine clothing, Two Swords, Two Throwing Daggers, Sling, a pouch with 2D6 Sling Projectiles, Scalemail, three rings, gold chains, two jeweled armbands, black satin headband.

Noman Kha was born in the Great Desert, the bastard son

of a Ki'sanq outcast. When he was five, his family was caught on Ki'sanq land. The adults were killed and the children were sold to a Rogizini slaver.

Noman grew up as a rebellious field slave near the city of Achgiza. At the age of 13 he escaped his master by slaying an overseer. He made his way to Rogh'sa, capital of the empire, and spent the next five years of his life in the gutters of this city as a thief and a cutthroat. At the age of 18, he was shanghaied by a tavern owner and was sold to a pirate. In this fortuitous way, he found his true calling. Over the next twelve years, after killing the captain to take over the vessel that he was shanghaied onto, he built an empire and became one of Dechat's most influential citizens.

Noman Kha is a survivor. Since the age of five his life has been a daily fight for survival. Thus, he has developed a strong and devious character. Noman is a tenacious, courageous and devastating fighter with both cunning and guile. His sole concern in battle is his personal survival. He will do anything, or betray anyone, to insure that he lives. His enemies, when known to him, tend to be short-lived and have often died in most interesting ways. (As an example, four years ago a mate challenged him for command of the Sand Star, Noman's vessel. After beating him, Noman took his arms and legs and set him adrift in a small boat to die.)

Noman Kha can be very cruel and sadistic when he has a chance to injure an enemy. He is totally amoral in his dealings with men. The sole "niceties" of his life are his love of fine art and his devotion to feminine beauty. He spends large sums as a patron of the arts and is a noted lady's man who strives to be kind and generous to beautiful women. (Unless, of course, they threaten or betray him.)



Noman Kha

ROCHAN, The Invincible", Warchief of the Kameri Great Sword Clan, Dwarf-friend, Master of the Great Sword.

HPV 73	OCV 21	DCV 13	CEL 11	
S 51(+3)	St 184(+7)	D 36(+2)	A 12	C 54(+3)
I 39	W 30	E 40	Em 12	Ap 36
MR 10	NAV 0	MDV 9	EnL 84	CDF 8
Height 79 inches	Weight 222 lbs.	Age 26		

EXPERTISE

EL20 Great Sword	EL12 Bastard Sword
EL8 Broadsword	EL3 Longbow
EL13 Mountain Survival	EL7 Forest and Plains Survival
EL13 Climbing	EL4 Rhetoric
EL80 Kameri	EL32 Omavor
EL25 Dwarf Elder	EL50 Sign Language
EL9 Hill Survival	EL80 Armorer
EL5 Tracking	EL5 Horsemanship
EL6 Hammer	

EQUIPMENT

Great Sword, 2D10 Arrows, Longbow, Chainmail.

NOTE - The statistics above supersede those that are listed in the non-player character example in Book Four of Powers and Perils.

As a young man, Rochan's passions were hunting, fighting and ironworking. When he was fifteen, on one of his frequent hunting trips, he was disturbed one night by the sounds of combat. Taking his Great Sword, he went to investigate. He found an old dwarf in a death struggle against three, large trolls. Incensed at the unevenness of this battle, he threw his weight against the trolls. In the battle, he killed a troll but was beaten to the point of death. Three days later, he woke in an ornately-carved room in the caverns of the dwarfs.

When the dwarfs tending him saw that he was awake, they motioned him to bathe and dress. After he had done this, he was given a rune-covered Great Sword to complete his

dress and was led to the throne room of the community. There, sitting in state on the great throne, was the old dwarf that Rochan aided against the trolls. He introduced himself as Geralandairan, Rune-master and King of Mirilandor (the name of this Dwarf-city). After Rochan gave his name and tribe, the King signaled for attention and the dwarves stood silent for minutes. After the period of silence ended, the dwarfs bowed to Rochan and left him alone with their King. The King, calling him friend, told Rochan that the sword that he wore was his to keep. He also told him that, because of his valor, a King lived. Therefore, Rochan had been given the gift of Stamina to aid his endeavors in the future.

Rochan returned to his people after three years among the Dwarfs. In the years that followed, with Missile-Slayer (a named Dwarven Great Sword) in hand, he rose to the rank of warchief in his clan.

Rochan is an ambitious leader. His goal is to be the Paramount Chief of Kameran and, a secret goal, to break the power of the female Mystical Lodges in his land. He is an intelligent, pragmatic and honorable man who is also a master armorer. He is capable of using guile and cunning to get what he wants, but is torn by guilt when such tactics are necessary. He only uses such tactics when the final goal is of enough importance to outweigh the evil of what he must do to attain it.

The ten men listed above are the most deadly men on the continent, in physical combat. They would be very hard, if not impossible, for a starting or partially developed character to beat. If you choose to use them in your campaign, they should be used as personages that the party can encounter who could provide them with quests, information, etc. Only if the party forces a confrontation should the encounter actually come to blows.

EXAMPLE - Four characters enter the Zen'dali Plain on their way north. They are challenged by a lone rider on a large, black horse. They respond to this "presumptuous" challenge by drawing their swords and charging the barbarian. The rider responds by wheeling away, drawing his bow and commencing to slay all of them. Unless they are very good characters, they will not live to get within 50 feet of Karistos Sierva, Claw of the Bra'mani.

Had the party responded by explaining their presence AND asking permission to ride the warrior's plain (the honorable course of action for non-raiders among the Zen'dali), they would surely have had a much easier time of it. By failing to be polite, in this case, they violated Zen'dali honor, named themselves invader and dared Claw to try and kill them. He was left with no option but to fight and so they died.