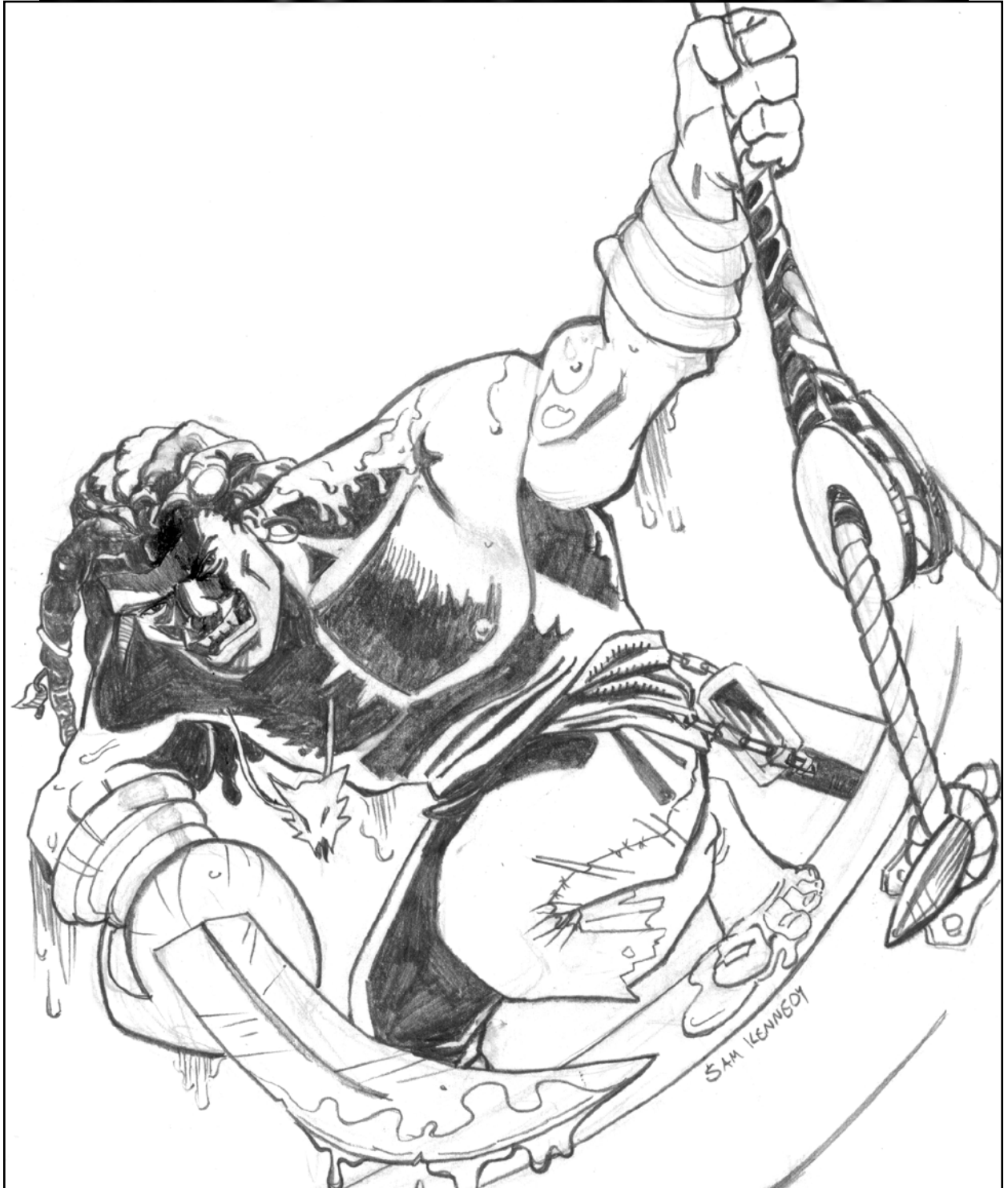


nobles, knights, and necromancers



STEVEN S. LONG

FANTASY HERO

nobles, knights, and necromancers

An Enemies Book for *Fantasy Hero*

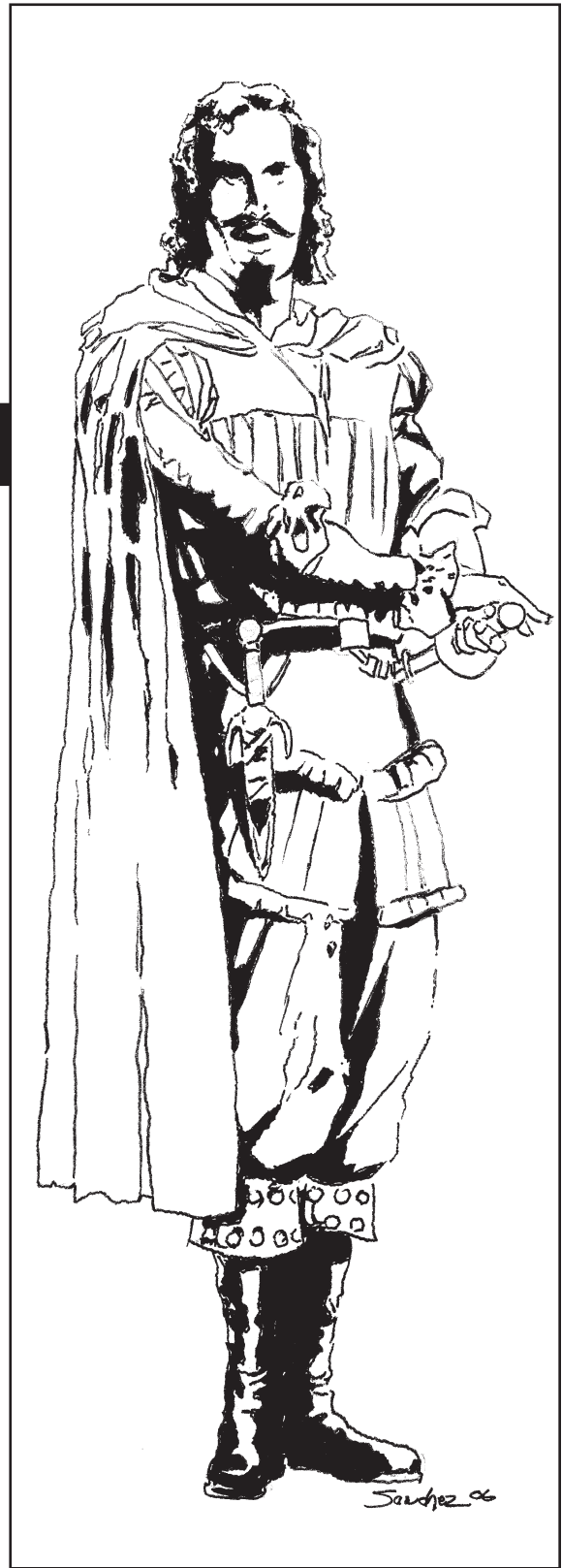
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INTRODUCTION



One of the things every good *Fantasy Hero* GM struggles with is creating just the right types of enemies for the heroes in his campaign. It doesn't take much work to quickly make a "generic" wizard, Orc chieftain, or dragon — but characters like that don't have much flavor. To truly be a memorable villain, an adversary the player characters (and players!) will remember with a sort of grudging admiration, an enemy has to be more than just numbers on a character sheet. He needs a history, personality, goals, and special abilities. But creating characters like that game after game can tax the creativity of even the best GMs.

To save you some of that work and create a common group of adversaries for *Fantasy Hero* gamers everywhere, *Nobles, Knights, And Necromancers* presents dozens of evil sorcerers, fiendish dragons, corrupt noblemen, and wily thieves for use in your campaigns. Chapter One, *Lords Of Evil*, details four "master villains" with the power and resources to challenge any group of heroes: the Lord of Spiders, spymaster for the Hargeshite Empire of Vashkhor; Sargath the Vampire Lord, usurper of Dragosani; Thorg Split-Chin, a powerful Orc chieftain, and his main followers; and Zargoraath Khrom, the Yellow King of Valicia and a sorcerer-warrior of great skill.

Chapter Two, *Fiendish Organizations*, has groups of adversaries to oppose your team of heroes. It includes: the Baragon Coven, a cabal of malicious witches; Kal-Turak's Lieutenants, several of the Ravager's most powerful servants; the Red Talon Guild, a group of wicked slavers; the Sarresharan Regency, a council of ambitious nobles and merchants ruling Sarreshar until the King and Queen return; the Silver Guild, a gang of thieves led by Ylragi of the Seven Daggers; the Three Deaths, a trio of powerful assassins; and Zeletar's Blades, a skilled and ruthless band of adventurers.

The third and longest chapter of the book, *Mercenaries And Mages*, features enemies who work by themselves, or whom you can team together as you see fit. Here you'll find everything from sell-swords to mad alchemists, wickedly clever dragons, Ogre chiefs, bandit lords, greedy thieves, evil wizards, and Hargeshite priests and spies... **plus** everything in between.

In this book you'll find villains built on fewer points than most starting Fantasy heroes, and some built on hundreds more. Sometimes it's not possible to define a villain properly on 150 Character Points, and it's preferable to build a villain *right* rather than to follow rigid point restrictions or nebulous concepts of "points efficiency." Villains, after all, aren't the central focus of the campaign, so you don't have to worry as

much about campaign standards as you do with PCs (who are *always* on center stage) when creating them.

SPELLS AND ENCHANTED ITEMS

Many of the characters in this book have spells or magical items from *The Fantasy Hero Grimoire*, *The Fantasy Hero Grimoire II*, or *The Turakian Age*, bought following the rules for Turakian magic (see *The Turakian Age*, page 230). In most cases the information about these spells (such as how they're built using the *HERO System* rules) is not included in this book for space reasons — just refer to the *Grimoires* and *The Turakian Age* for the full spell descriptions if necessary. If you don't own those books, the name of the spell or item usually provides some hint about what it does, allowing you to create your own version.

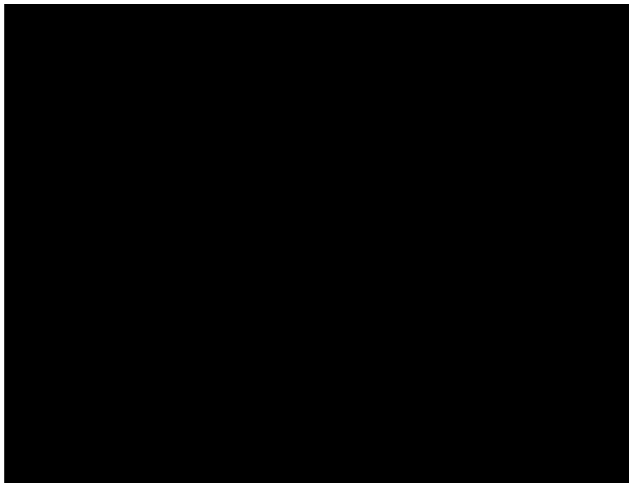
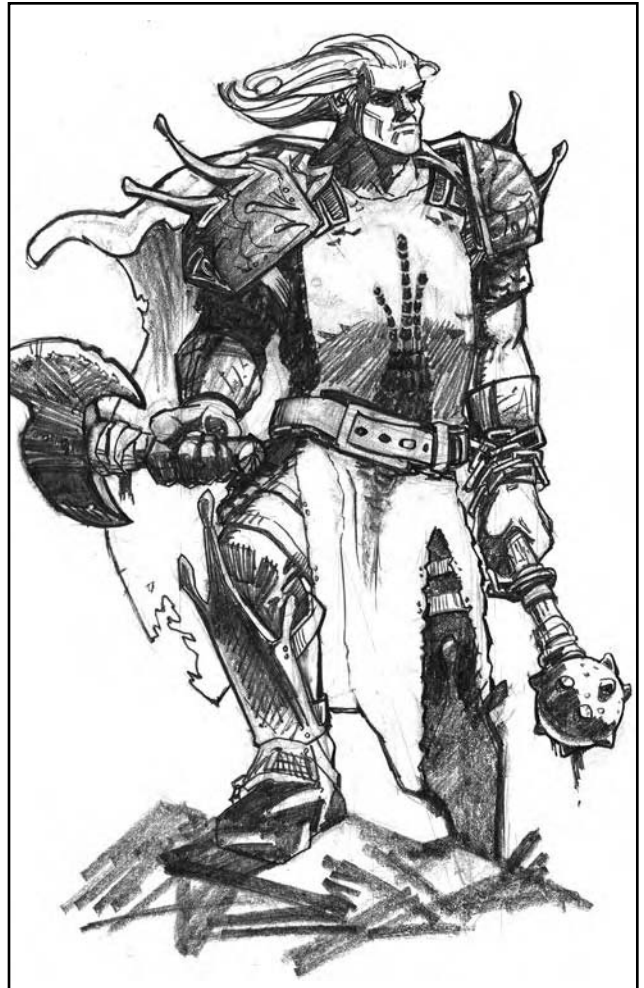
In some cases, references to spells or magic items in other books include a page reference using the following abbreviations: FH, TA, FHG1, FHG2.

USING THIS BOOK

Although the characters in *Nobles, Knights, And Necromancers* are tied to the *Turakian Age* setting published by Hero Games, you can adapt them to your game in just a few seconds if you're not using that campaign. Just change the background, and perhaps the name, and *voilà!* — you've got a new villain for your heroes to confront. Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you'd rather have Nalgar Fourblades working with the Red Talons than Kelgar Coalbeard, you can easily make the change. If you need more groups instead of solo adversaries, pick some likely candidates from Chapter Three and group them into a gang. If Zargoraath Khrom is too powerful for your game, decrease his Characteristics and the Active Points in his spells and powers. Each character comes with a "Campaign Use" section that includes suggestions on how to make him stronger or weaker in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM's preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he'd function as a Hunted.

As an enemies book, *Nobles, Knights, And Necromancers* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

chapter one:



MASTER VILLAINS

THE LORD OF SPIDERS



THE LORD OF SPIDERS				
Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
15	BODY	10	12-	
23	INT	16	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
4	PD	2	Total: 4 PD (0 rPD)	
4	ED	1	Total: 4 ED (0 rED)	
3	SPD	6	Phases: 4, 8, 12	
5	REC	0		
26	END	0		
26	STUN	0	Total Characteristics Cost: 76	

Movement: Running: 3"/6"

Cost	Spells	END
2	Cure Illness (FHG 246)	
2	Hospin's Healing Touch (TA 249)	
3	Nightwalker's Mantle (TA 253)	
6	Radiant Bolt (FHG 252)	
1	Shield Of Faith (FHG 254)	
1	Skyfather's Judgment (TA 255)	
Powers		
1	<i>Long-Lived:</i> Life Support (Longevity: ages at half normal rate)	0
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0
-6	<i>Old And Fat:</i> Running -3" (3" total)	
Perks		
12	Contact: Hierakte of Vashkhor 14- (extremely useful Skills/resources, access to major institutions, significant Contacts of his own, good relationship)	
10	Contact: High General Durakan of Vashkhor 14- (extremely useful Skills/resources, access to major institutions, significant Contacts of his own)	
10	Fringe Benefit: Espionage Rank: Spymaster of Vashkhor	
5	Fringe Benefit: Religious Rank: Basa-Robat	
1	Fringe Benefit: Right To Marry	
10	Money: Wealthy	

Talents	
5	Eidetic Memory
12	Turn Undead
Skills	
3	Acting 13-
3	Bribery 13-
3	Bureaucratics 13-
3	Concealment 14-
3	Conversation 13-
10	Cramming (x2)
3	Cryptography 14-
5	Deduction 15-
3	Disguise 14-
3	High Society 13-
3	Interrogation 13-
3	AK: Vashkhor 14-
3	CK: Marasa 14-
3	KS: Enemies Of Vashkhor 14-
3	KS: The Espionage World 14-
3	KS: Hargeshite Religious Doctrine 14-
14	<i>Network Of Spies And Informers:</i> KS: What's Going On In Arduna 25-
1	Language: Aarnese (basic conversation; Central Khorian is Native)
1	Language: Besruhani (basic conversation)
1	Language: Ilurian (basic conversation)
2	Language: Sirrenic (fluent conversation)
1	Language: Trade-Tongue (basic conversation)
1	Language: Velkaran (basic conversation)
1	Language: Vestrian (basic conversation)
1	Language: Literacy
3	Lipreading 14-
3	Lockpicking 12-
3	Oratory 13-
3	Persuasion 13-
13	Power: Faith 18-
2	PS: Brew Poison 11-
2	PS: Hargeshite Priest 11-
3	PS: Spy 14-
3	PS: Spymaster 14-
3	Security Systems 14-
3	Seduction 13-
3	Sleight Of Hand 12-
3	Stealth 12-
3	Streetwise 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 212
Total Cost: 288

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	—	6	Usually poisoned; can be thrown

Armor

None

Gear: Magnifying glass, vial of poison, various false papers, quick disguise kit, writing materials**75+ Disadvantages**

- 10 Hunted: Hierakte of Vashkhor 8- (Mo Pow, NCI, Watching)
- 15 Hunted: Alarch Larenath of the Anvilites 14- (As Pow, NCI, Watching)
- 15 Psychological Limitation: Vashkhoran Patriot (Common, Strong)
- 10 Psychological Limitation: Devout Hargeshite (Common, Moderate)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 143 Experience Points

Total Disadvantage Points: 288

Background/History: He's so old now that no one else remembers his real name — and he deliberately forgot it a long time ago. What purpose serve childhood memories now? Only when he went to Ebistan Derende to begin his training as a priest do his memories snap into focus, so bright-edged they could cut like a blade were they not so cherished. His days at the ebistan are the last he remembers as being truly care-free, though he knew it not at the time; then the work seemed endless and the taskmasters harsh. But the learning and the rituals, these were things of joy.

When the gods made him a *robat*, he left the temple to journey the world, preach on their behalf, and cleanse Evil as they permitted him to. Many adventures he had, many monsters he slew, and much gold he recovered for the glory of the church — but it was his last adventure in Tor Vilos that changed the course of his life.

While resting in the city, he and his adventuring companions, one the son of a Tor Vilan nobleman, became embroiled in a murder mystery involving several members of the city's nobility. When they solved the mystery, clearing from suspicion a relative of the Emperor's, the Emperor himself called them to the halls of Zaruldinah and rewarded them personally. Throughout the adventure he kept his eyes open and asked the right questions, learning a great deal more about Sirrenic society than the Empire might have wished. After receiving his reward, he returned to Marasa and reported what he had learned to the Hierakte's spymaster.

Impressed with his cleverness and skill, the spymaster had him assigned to work as a spy permanently. Many a dark and dangerous mission he con-

ducted, traveling into enemy lands and learning what his masters wished to know. In time he rose in the ranks, eventually giving up adventuring to command other adventurers. With skill and precision he built up a network of spies, informers, contacts, friends, traitors, and helpers throughout Vashkhor, Mhorecia, and beyond. When the old spymaster died — and not a natural death, according to certain dark rumors that swirl through Marasa to this day — the Hierakte wisely appointed him to the position.

In the decades since then, he's come to serve that Hierakte's son with the same fervent loyalty he showed the father. His network of spies has grown and grown, forming a vast, dark web of conspiracy, intrigue, and secrets. And at the center of that web he sits, seeing all, hearing all, knowing all, and striking ruthlessly — the Lord of Spiders.

Personality/Motivation: The Lord of Spiders is first and foremost devoted to the safety, security, and political and military ascendancy of the Hargeshite Empire of Vashkhor. Like nearly all high-ranking Vashkhorans he's a priest, but his religious fervor



THE LORD OF SPIDERS PLOT SEEDS

A mysterious message requests the PCs' presence in Marasa, even granting them free passage through Vashkhoran lands. When they arrive, they find that their audience is not with the Emperor, but his spymaster. What could be so dangerous that the Lord of Spiders needs *their* help — and what are his secondary and tertiary goals?

The Lord of Spiders becomes more aggressive in his activities against Mhorecia and the Westerlands. The heroes uncover evidence that suggests that someone's using sorcery to make him more suspicious and active. Can the heroes reveal the plot and convince the Hierakte to do something about the situation before the Lord of Spiders starts a major war?

A PC's arranged (or simply planned) marriage to the daughter of a noble house falls apart unexpectedly for no good reason. When the heroes learn that the Lord of Spiders may be the ultimate cause, what will they do?

THE LORD OF SPIDERS'S ENCHANTED ITEMS

Within reason, the Lord of Spiders could get just about any magical item he needs — either the wizards working for him can make it, or via the Hierakte or his own network of informers he could find one. Here are the items he routinely keeps with him:

Belt Of Shielding: Worn underneath his clothing, this belt protects the Lord of Spiders from many attacks (Force Field [10 PD/10 ED/10 Mental Defense/10 Power Defense], 0 END; OIF)

Mesmeric Ring (TA 262)

Ring Of Teleportation: This ring allows for quick, short escapes — but usually that's all the "edge" the Lord of Spiders needs to get away completely. (Teleportation 30"; OIF, 9 Charges)

Wand Of Twelve Thunderbolts: The Lord of Spiders usually prefers "utility" enchanted items to "attack" ones, but if he has no other option he can use this wand to blast his enemies. (RKA 3d6, +2 Increased STUN Modifier; OAF, Limited Range [20"], 12 Charges)

pales in comparison to his love of Empire. He sees himself as a secret soldier fighting a war against other realms and religions — the Sirrenic Empire, the kingdoms of Mhorecia, the petty city-states of Vornakkia, and even at times the Westerlands — on the Hierakte's behalf, and there's very little he wouldn't do to win that war. Without so much as a flutter of guilt he orders his spies to assassinate kings, blackmail noblemen, kidnap people, and commit all manner of other crimes to improve the Hargeshite Empire's position in the world.

Quote: "By my command — slay Sir Corlemond and make it appear that his lover did the deed."

Powers/Tactics: The Lord of Spiders is one of the highest-ranking individuals in the Hargeshite Empire, and as such has enormous influence and access to numerous resources. Dozens of priests and wizards use their powers on his behalf, Hargeshite adventurers travel the world in his service, and he can gain access to the Hierakte (one of the few men he considers a friend) and High General Durakan whenever he wants. His network of spies, informers, and contacts throughout the world is second to none (though it may take time for a request for specific information to filter out to them and the information, if available, to return to him).

The Lord of Spiders wields enormous influence in Vashkhoran society — in fact, many Vashkhorans fear him even more than they do the Hierakte. Many people consider a summons to appear at his palace tantamount to a death sentence, though he never kills anyone whom he believes will be more useful than dangerous in the future.

Despite his fabled longevity, the Lord of Spiders is too old (and fat) to be a serious combatant at this point in his life. If forced to fight, he'll use cleverness and treachery instead of brute force. He almost always has at least one dagger (usually poisoned) hidden on his person somewhere, and he also knows a few priestly spells.

Campaign Use: The Lord of Spiders is the ultimate adversary in a campaign focused on Ardunan politics, social life, and espionage rather than monster-fighting or questing. As the greatest spymaster in the world, he's in a position to manipulate entire kingdoms and bodies of nobility if he has to (though the further one gets from Vashkhor, the more his power and influence diminish). His chief target is the Sirrenic Empire, but no potential threat or weapon escapes his gaze for very long. His chief rival in this great game is Alarch Larenath of the Anvilite order, whose has fewer resources to call upon but just as much zeal.

Nearly anyone could be in the Lord of Spiders's network of spies and informers. Most of his agents are servants in the houses of noblemen and other such little-noticed folk, but more than a few are Hargeshite or mercenary adventurers, traitorous nobles, or the like.

To make the Lord of Spiders more powerful, reduce his age (and size) and give him abilities to represent the adventuring priest he once was: more spells, more magical items, and so on. To weaken him, reduce his overall influence and power by removing (or decreasing the rolls for) Contacts, KSs, and so forth. You could also remove some of his Skills, and reduce his INT to 18-20.

The Lord of Spiders is one of the most dangerous Hunters a hero could have. He might never even see the man, but the Lord of Spiders's agents — ranging from highly-skilled assassins to everyday servants — could make what little would be left of the hero's life an absolute Hell.

Appearance: The Lord of Spiders looks like a Vashkhoran man in his early 50s, though he's closer to a hundred years old. He's 5'8" tall and corpulent, his large belly straining against his robes; he dresses like a minor nobleman or priest rather than one of the most powerful men in the Hargeshite Empire. His hair is black and usually plastered to his head by sweat; he keeps his face clean-shaven.

SARGATH THE VAMPIRE LORD



SARGATH THE VAMPIRE LORD

Usurper Of Dragosani

Val	Char	Cost	Roll	Notes
30	STR	30	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	60	14-	OCV: 8/DCV: 8
20	CON	20	13-	
20	BODY	20	13-	
23	INT	16	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	20	14-	PRE Attack: 5d6
12	COM	1	11-	
12	PD	10		Total: 12 PD (8 rPD)
6	ED	2		Total: 6 ED (6 rED)
5	SPD	25		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	5		
50	STUN	5		Total Characteristics Cost: 234

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Spells	END
	<i>Air Magic</i>	
5	Fogbreaking (FHG 65)	
5	Lightning Bolt (FHG 66)	
2	Mage's Wind (FHG 66)	
6	The Spell Of The Deadly Cloud (FHG 67)	
5	Stelrane's First Spell Of The Slumbrous Vapors (FHG 68)	
7	Ulgar's Spell Of Deadly Deprivation (FHG 69)	
4	Wall Of Cloud (FHG 70)	
3	Wings Of The Wind (Free version) (FHG 71)	
	<i>Necromancy</i>	
3	Create Skeleton (FHG 141)	
3	Create Zombie (FHG 145)	
4	Druathek's Necromantic Fetters (FHG 146)	
6	Druathek's Osseous Malady (FHG 147)	
8	Sargath's Premonitions Of Death (FHG 148-49)	
2	The Spell Of True Necromancy (FHG 162)	
6	Veltharex's Spell Of Torment (FHG 153)	
	<i>Sorcery</i>	
2	Alzamar's Cloak Of The Unseen (FHG 182)	
5	Belzorath's Dominion Of The Mind (FHG 167)	
2	Belzorath's Spell Of Waking Dreams (FHG 176)	
6	Darthuva's Affliction Of The Confused Mind (FHG 170)	
1	Detect Illusion (FHG 184)	
1	Detect Invisibility (FHG 185)	
5	Mindreading (FHG 172)	
4	Mindseeking (FHG 186)	
4	Prismatic Blast (FHG 177)	
5	Simbalon's Fifth Spell Of Illusion (FHG 178)	
5	Torment Of The Mind (FHG 174)	

1	Wizard's Hand (FHG 180)	
	<i>Wizardry</i>	
1	Detect Magic (FHG 221)	
5	Mystic Dart (FHG 225)	
4	Stelrane's Spell Of Dispersion (FHG 223)	
1	Wizard's Scribe (FHG 244)	
3	Wizard's Shield (FHG 231)	
	Powers	
38	<i>Arcane Power:</i> Endurance Reserve (180 END, 20 REC)	0
7	<i>Fangs:</i> HKA 1 point (½d6 with STR), Penetrating (+½)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
64	<i>Create Vampire:</i> Major Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals), Reduced Endurance (0 END; +½); No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Drink Blood, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)	0
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
70	<i>Hypnotic Gaze:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
7	<i>Undead Body:</i> Damage Resistance (8 PD/6 ED)	0
60	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
21	<i>Hard To Slay:</i> Healing 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, cutting off its head, or laying it to rest with a holy symbol of a Blue God on its chest), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¾), Resurrection Only (-½)	0
47	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	<i>Swift:</i> Running +3" (9" total)	1
6	<i>Vampire's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Vampire's Eyes:</i> Nightvision	0

- 27 *Mist Form*: Desolidification (affected by wind, heat, or cold); Cannot Pass Through Solid Objects (-½) 4
- 35 *Wolf And Bat Forms*: Multiform (assume 150-point wolf or bat form) 0
- 52 *Call Dark Creatures*: Summon up to 16 90-point wolves, rats, or bats, Expanded Class (+¼), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½) 0

Perks

- 15 Fringe Benefit: Lordship: King of Dragosani
- 15 Money: Filthy Rich

Skills

- 15 +3 with Spells
- 15 +3 HTH
- 7 Climbing 16-
- 3 Concealment 14-
- 2 Cryptography 14-; Translation Only (-½)
- 3 Deduction 14-
- 3 High Society 14-
- 3 Interrogation 14-
- 3 Inventor (Spell Research) 14-
- 3 Language: Dragosa (completely fluent; Sitherian is Native)
- 1 Language: Teretha (basic conversation)
- 1 Language: Literacy
- 3 Paramedics (Healing) 14-
- 17 Power: Elemental Magic (Air) 21-
- 11 Power: Necromancy 18-
- 17 Power: Sorcery 21-
- 15 Power: Wizardry 20-
- 3 Seduction 14-
- 3 Shadowing 14-
- 7 Stealth 16-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Scholar
- 2 1) KS: Air Magic 14-
- 2 2) KS: Arcane And Occult Lore 14-
- 2 3) KS: Necromancy 14-
- 2 4) KS: Sorcery 14-
- 2 5) KS: Wizardry 14-

Total Powers & Skills Cost: 794**Total Cost: 1,028****75+ Disadvantages**

- 20 Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 15 Hunted: High King Arhardt of Teretheim 8- (As Pow, NCI, Kill)
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Will Do Anything To Maintain His Power (Common, Strong)
- 10 Psychological Limitation: Considers Humanity Cattle (Common, Moderate)
- 25 Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
- 863 Experience Points

Total Disadvantage Points: 1,028

Background/History: Several centuries ago there lived in the west of Sitheria a wizard. Reclusive and scholarly, at first he specialized primarily in Air Magics — spells of wind and cloud, of breath and lightning-bolt. But in time his interests expanded, and he added spells of Sorcery to his repertoire... and then invocations of Necromancy.

One night in the dark of the moon he worked an enchantment to call to him one of the most powerful of the undead: a vampire. And a vampire came, but not a lesser vampire such as he had expected — a greater vampire of power and cunning. Unused to dealing with such beings, the wizard faltered... and then he felt fangs in his neck, and his life's-blood draining away...

He awoke three nights later, a vampire himself, thrall to the one who'd given him unlife. His knowledge of wizardry remained, but now he had to use it in service to his master. And so he did... for a time. The wizard wasn't the only one prone to miscalculation. After several years his master let down his guard, thinking the vampire-wizard no threat, and a barrage of spells ended his undead existence.

Now a greater vampire himself, the wizard took a new name: *Sargath*, meaning "night-prince" in an ancient tongue. Decades passed, and Sargath's power waxed. Fear of him lay like a mantle over western Sitheria, spreading slowly but surely eastward. Several times adventurers sought out his dark castle in the foothills of the Maha Torend to end his foul unlife, but all of them failed and died... and the unlucky ones, like many a Sitherian peasant, became lesser vampires in his service.

In 4900 SE, a powerful party of adventurers led by the paladin Temburgon succeeded where others had failed: it defeated the self-styled Vampire Lord in his lair. Though they did not slay Sargath, they drove him away from Sitheria and captured many of his grimoires and enchanted items, greatly weakening him.

For two years Sargath hid and brooded, nursing his wounds and considering schemes of power and revenge. On a Whitefall night in 4902 SE, he descended from the mountains to the city of Orasamn in Dragosani, slaying the king and his nobles and seizing the throne for himself. Since then he's ruled Dragosani with an iron fist, turning it into a land of horror and dread.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Blackblade Sword	+2	—	2d6	1d6	—	12	See Enchanted Items box
Armor							
None							
Gear: Spell components, whatever else he needs or wants (within reason)							

Personality/Motivation: Sargath possesses all the evil and cruelty of the typical vampire in double measure. Centuries of unlife have left him with no regard for the living except as a source of food. He commits horrific tortures and other crimes as readily and casually as a living person decides what to eat for dinner. He lives to create fear and dread, and revels in evil acts that spread terror.

Sargath desperately wants to recover the spell-books and enchanted items Temburgon “stole” from him a century ago. He’s regained a few, but most of them remain lost to him. If in a good mood, he’d richly reward someone who brought him one; if not, he’d thank them and then turn them into vampires.

Quote: “Send forth Lord Balogh and the gargoyles! Destroy the village of Kessel and bring back all who live there for our feasting-night.”

Powers/Tactics: Sargath is a vampire-wizard of great power. In addition to his vampiric abilities and vitality, he knows many spells of Air Magic, Necromancy, Sorcery, and Wizardry. If threatened, his first response is usually to cast spells. Since he believes he’s pretty well-protected

already, he usually opens with powerful attack spells, like Lightning Bolt or Prismatic Blast. If it becomes apparent his enemies can hurt him, he either casts Wizard’s Shield or uses his Mist Form to retreat and attack in some other way. (He has arranged all the rooms in his castle so he can access them in Mist Form through tiny holes too small even for an arrow to go through.)

Sargath has used magic to negate many of the usual vampiric restrictions. Although he still cannot abide the touch of holy objects or ground, he can walk in the sunlight without harm, has no fear of water or garlic, and can enter any building freely. However, powerful magics could temporarily counteract his spells, forcing those restrictions back on him for a time. If he enters a Suppress Magic field with at least 100 points of effect, or is affected by a Dispel or Suppress Magic that achieves at least 100 points of effect, he regains the normal vampiric restrictions for 1d6 hours (if Dispelled) or as long as the Suppress is maintained.

Unlike most kings, who have human armies and noblemen, Sargath has legions of monsters. He has used his powers to turn many Dragosani nobles, soldiers, and guards into lesser vampires under his direct control (and they’ll remain behind to afflict the kingdom even if your PCs slay Sargath). If he doesn’t Transform someone into a lesser vampire, he often uses his Hypnotic Gaze to mesmerize them and make them work as his unwilling spies. If all that weren’t enough, he has trolls and gargoyles aplenty to serve him, and if need be could almost certainly recruit armies of Orcs and Goblins from the Maha Torend.

Campaign Use: Sargath possesses several types of power, making him a dangerous foe to contend with. First, he’s politically powerful. Although his power’s blunted by the fact that everyone knows he’s an usurper and no other realm will ally with him, ruling Dragosani still gives him a political power base to work from. He augments this with his sorcerously-controlled

**SARGATH
PLOT SEEDS**

Arhardt, High King of Teretheim, wants Sargath slain to protect his own realm. Having tried and failed twice, he dare not obviously involve himself in another attempt, lest Sargath discover his involvement and war against him. But he cannot let such a threat live, so he secretly hires the heroes to infiltrate Orasamn and end the Vampire Lord’s evil unlife.

The heroes find a strange object next to a skeleton in an old ruin — a crystal amulet. At first it seems like a piece of ordinary, low-value jewelry, but they soon find out it’s a very powerful magical item. Unfortunately for them, it’s one of the objects Temburgon took from Sargath a century ago... and the Vampire Lord has sensed its awakening. Now he just has to get it from the PCs...

Sargath finds a way, using his necromantic powers, to turn people into lesser vampires at a distance. Suddenly outbreaks of vampirism occur all over Mitharia... and all the vampires are loyal to Sargath! The heroes have to stop him before he turns the entire continent into one vast undead empire.



SARGATH'S ENCHANTED ITEMS

Amulet Of Comprehension (TA 267)

Blackblade Sword: This powerful type of enchanted sword (typically a longsword) has a jet-black blade that seems to eat the light, and a gold hilt and furniture. When it strikes a victim it causes intense pain in addition to a normal wound. (HKA 2d6, +1 Increased STUN Multiplier, +2 OCV; OAF, STR Min 12)

Ring Of The Lightning-Pulse: This ring, made of silver and set with blue stones, emits a blast of lightning all around the user that travels outward from him to strike anyone nearby when he holds his fist above his head and speaks the command word. Typically a Lightning-Pulse Ring can be used six times (once for each stone set in it); Sargath has used his twice already, leaving four blasts. (RKA 3d6, Area Of Effect (14" Radius), +1 Increased STUN Multiplier, Personal Immunity; OIF, Incantations, No Range, 6 Charges that Never Recover)

Staff Of Wizardwalking (TA 264; has 10 Charges left)

Wand Of Air Mastery: This powerful wand contains several powerful Air Magic enchantments. (Multipower with five slots: Energy Blast 6d6, Double Knockback; Energy Blast 3d6, NND (defense is Life Support: Self-Contained Breathing), Continuous; RKA 3d6; Telekinesis (30 STR), Affects Whole Object; Suppress Air Magic 6d6, one Air Magic power at a time; has 60 Charges which Never Recover)

spies and informers, whom he uses to destabilize nearby kingdoms in the hopes of taking them over someday. He can also use his wealth to obtain social influence, albeit indirectly.

Second, Sargath has mystical power. He himself is a mage of no small accomplishment, and some of his lesser vampire servants are also spellcasters. If he regains the grimoires and items taken from him by Temburgon, he'll become even more powerful.

Third, as a vampire Sargath is physically powerful — stronger than the strongest warrior, able to resist sword-blows without armor. And he can turn other people into vampires, transform into other shapes, and summon wolves and bats to aid him.

All of that adds up to a potent combination that should make him a challenge for most adventuring parties. But if that's not enough, increase his various *Magic* Skills and give him more spells, and perhaps more magical items as well. If he's already too powerful, remove some of his enchanted items and spells, or reduce his Magic rolls so he has a harder time casting his spells.

As a Hunter, Sargath is fearsomely tenacious — he doesn't need to sleep, and neither do most of his lieutenants. With a vampire's hunter instincts he tracks down his quarry and ambushes him when the target is at his most vulnerable. If a frontal assault won't work, he can try subtle magics or hit-and-run raiding tactics using his troll and gargoyle soldiers.

Appearance: Sargath is a pale-skinned, 6'0" tall Sitherian man who looks like he's in his early 40s even though he's several centuries old. His hair is black and worn shoulder length; his lips full and red and his vampire's fangs prominent most of the time. He typically wears a long burgundy tunic with gold trim, black leather boots, and the golden crown of Dragosani.

THORG SPLIT-CHIN



THORG SPLIT-CHIN					
Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 300 kg; 3½d6 [4]	
17	DEX	21	12-	OCV: 6/DCV: 6	
18	CON	16	13-		
15	BODY	10	12-		
10	INT	0	11-	PER Roll 11-	
13	EGO	6	12-	ECV: 4	
20	PRE	10	13-	PRE Attack: 4d6	
7	COM	-1	10-		
8	PD	4		Total: 11 PD (4 rPD)	
6	ED	2		Total: 9 ED (4 rED)	
4	SPD	13		Phases: 3, 6, 9, 12	
8	REC	0			
36	END	0			
33	STUN	0		Total Characteristics Cost: 89	

Movement: Running: 7"/14"

Cost	Powers	END
	<i>Martial Arts: Thorg's Axefighting</i>	
	Maneuver OCV DCV Notes	
4	Charge +0 -2	Weapon +4 DC Strike +v/5, FMove
4	Defend +2 +2	Block, Abort
5	Overhead Chop+1 -2	Weapon +6 DC Strike
5	Probe +1 +3	Weapon +2 DC Strike
4	Slash +0 +2	Weapon +4 DC Strike
8	+2 DCs (already added in)	
1	<i>Orcish Hide:</i> Damage Resistance (1 PD/1 ED)	0
2	<i>Fast:</i> Running +1" (7" total)	1
5	<i>Orcish Eyes:</i> Nightvision	0
6	<i>Observant:</i> +2 to PER Rolls with all Sense Groups	0
Perks		
5	Fringe Benefit: Membership: chieftain of Bloodtusk Moon Orc tribe	
2	Money	
Talents		
6	Combat Luck (3 PD/3 ED)	
Skills		
20	+4 HTH	
3	Analyze Armed Combat Style 11-	
3	Climbing 12-	
5	Defense Maneuver II	
3	Fast Draw (Common Melee Weapons) 12-	
2	AK: Greyward Mountains 11-	

- 2 AK: Western Westerlands 11-
- 2 KS: Orcs Of The Greywards 11-
- 1 Language: Vestrian (basic conversation; Westerlands Skhai is Native)
- 2 Navigation (Land) 11-
- 1 PS: Blacksmith 8-
- 3 Stealth 12-
- 4 Survival (Mountains, Temperate/Subtropical) 11-
- 3 Tactics 11-
- 3 Tracking 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 1 Weaponsmith (Muscle-Powered HTH) 8-

Total Powers & Skills Cost: 119

Total Cost: 208

75+ Disadvantages

- 10 Distinctive Feature: large scar/cleft in lower face/chin (Concealable With Difficulty; Noticed And Recognizable)
- 20 Hunted: Umbr 8- (Mo Pow, NCI, Kill)
- 20 Hunted: Vestria 8- (Mo Pow, NCI, Kill)
- 15 Psychological Limitation: Ambitious; Wants To Unite The Greyward Orcs (Common, Strong)
- 15 Psychological Limitation: Must Be In Charge; Won't Tolerate Challenges To His Authority (Common, Strong)
- 53 Experience Points

Total Disadvantage Points: 208

Background/History: Thorg, later to be called Split-Chin, was born into a small, struggling tribe of Orcs, the Bloodtusk Moon. Often at odds with larger, more powerful tribes, the Bloodtusk Moon spent a lot of time running and hiding. As he grew older, he came to resent this more and more; it was cowardly, not to mention inconvenient. It was a sign of bad leadership. He could do better.

After reaching adulthood and passing the Trials of Duty to become a full member of the tribe, Thorg began watching the chieftain, Gorgen, carefully. He bided his time, waiting until he sensed that the rest of the Bloodtusk Moon Orcs were particularly dissatisfied with Gorgen's rule. Then he struck, challenging for the right to wear the necklace of leadership. Bound by the tribe's laws, Gorgen could not refuse, so with a roar he charged into battle. His sudden response caught Thorg off-guard, allowing Gorgen to get in a swift uppercut slash with his sword that sliced Thorg's lower jaw in two and very nearly split his head open.

Reacting swiftly despite the pain and blood, Thorg parried Gorgen's attacks, slashing back

THORG SPLIT-CHIN PLOT SEEDS

After one of his lowland raids goes awry, Thorg finds himself wounded and nearly alone in Vestria. The heroes come upon him as he and his remaining warriors have taken several peasant families hostage and holed up in an old mine. They have to kill the Orcs and rescue the peasants before the Orcs slaughter them all. And why did Thorg choose this particular mine to hide in; could it conceal some secret?

Orc legends tell of a powerful enchanted sword blessed by the Orc gods. Any Orc who wields it is invincible, but it was stolen by Men long ago. Thorg believes the legend is true and desperately wants that sword. Disguised by Vorak's spells, he, Torgar, and several trusted followers begin traveling the land, trying to find and unravel the clues that reveal the sword's location. Meanwhile the PCs are doing the same thing....

When an ancient evil long buried in the Greywards awakens and breaks free, the PCs find themselves allied with their enemy Thorg in an effort to defeat a greater enemy still. What treachery does Thorg have planned for after the evil's defeat?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Ghrom	+1	—	2d6+1	1d6-1	—	14	See text box
Broadsword	+0	—	1d6+1	1d6-1	—	12	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Chain and plate (DEF 6-7; see text)

Shield (+2 DCV)

Gear: Necklace of leadership, flint and steel

when the opportunity presented itself. He carefully maneuvered the battle so Gorgen had to take his eye off the campfire, then made a brute force attack that forced Gorgen backwards... right into the flames! Yowling in pain, Gorgen let his guard down just enough for Thorg to take his head off with one precise axe-slash. Ignoring his own wounds, Thorg bent down, took the necklace of leadership from Gorgen's headless corpse, and became chieftain of his tribe.

Ever since that battle a dozen years ago, Thorg's been the unquestioned leader of his tribe. It's been a period of unprecedented growth and power for the Bloodtusk Moon. Not only has it stopped running from its enemies, under Thorg's crafty rule it's defeated many of them, absorbing them into the tribe until it's the largest and most powerful group of Orcs in the Greyward Mountains. Bloodtusk Moon warriors have raided into the lowlands, prompting reprisals from the stinking Men, but squads of Vestrian soldiers stand little chance against well-led groups of Orcs in their mountain homeland. And Thorg's ambition doesn't stop there. He intends to unite all the Greyward Orcs, and perhaps beyond, to destroy their enemies and take their lands for themselves.

Personality/Motivation: Thorg is smart, clever, observant, and ambitious. Not satisfied just to rule one tribe, he's built the Bloodtusk Moon into the most powerful group of Orcs in the region, and that's just the first step in his plan. When he's done the lands of Vestria, Mhendaria, and Umbr will be free of Men and inhabited by Orcs, and the Dwarven cities of Zargund and Gendersbad will be ruins occupied only by corpses and ghosts. And then Elvenholme will burn....

Thorg knows exactly what he wants and how he wants it done. He brooks no challenges to his leadership. Anyone who questions him, disobeys him, or doesn't obey properly is likely to earn a severe beating, if not

worse. That said, he's smart enough to recognize a good suggestion when he sees it; he won't punish someone for making an observation that improves one of his plans or teaches him something he didn't already know.

Quote: "Take ten of the warband and circle around that ridge. When you see our flag raised, charge the soldiers. We'll catch them from both sides and smash them like Uldarec's hammer!"

Powers/Tactics: Compared to the brute force tactics used by most Orc warriors, Thorg is a skilled, crafty fighter. He wields his axe Ghrom with great accuracy and power using maneuvers he's developed himself over the years. He prefers to open with a powerful offense and overwhelm his foe; if that doesn't work he's likely to back off and fight defensively for a Phase or two until he can spot a weakness and take advantage of it. (In game terms, in this situation he relies on his Probe attack and uses his Analyze *Armed Combat Style* Skill.) He



THORG SPLIT-CHIN'S ENCHANTED ITEMS

Ghrom: Ghrom is not an enchanted weapon *per se*. However, it's very well-made and well-balanced and is slightly larger and heavier than normal, so it's more impressive and deadlier than a typical battleaxe. Etched on each side of its blade is the symbol of the Bloodtusk Moon tribe, the Orcish depiction of the moon with an Orc-like face that has a wicked grin and two tusks that drip blood.

prefers ambushes and surprise attacks when possible, and has no more qualms about fighting dirty than any other Orc.

Campaign Use: Thorg is intended as the focus of a campaign or story arc involving his attempt to unite all the Greyward Orcs (if not all the Orcs of the Westerlands, or even Arduna!) and conquer the nearby lands of Men. The heroes have to stop his initial efforts, then take the fight to him on his home turf if they're going to defeat him for good.

To make Thorg tougher, boost his Primary Characteristics that are 18s to 20s and increase several others to the 18-20 range, with corresponding increases in his Figured Characteristics. You could also give him more Combat Skill Levels or Extra DCs for his Martial Arts, or increase his SPD to 5. To weaken him, remove his Extra DCs and one CSL.

As a Hunter, Thorg is tough, clever, and determined. Rather than charging out after his quarry with bloodlust in his eyes, he'll take the time to plan an attack for best advantage. He prefers ambushes or even assassination when possible. But he's also not afraid to seize an unexpected opportunity should one present itself, even if that means taking risks he'd otherwise avoid.

Appearance: Thorg is a big, burly, green-skinned Orc with the muscular body of a warrior but a crafty look on his face that indicates his high intelligence (for an Orc). He's got a disturbingly deep cleft (and accompanying scar) on his chin, a wound from the battle he fought long ago to take control of his tribe. Two tusks jut up from his lower jaw; the top half of the right one was broken off in battle long ago, while the left one has been delicately etched with scrimshaw-like patterns. He typically wears well-made leather clothes that he keeps unusually clean and well-repaired (again, for an Orc); when going into battle he dons a chainmail suit augmented by plate armor boots, greaves, and gauntlets. His favored weapon is the battleaxe Ghrom, but he also wears a broadsword on his left hip and carries a dagger in his right boot.

TORGAR THE FIST

Val	Char	Cost	Roll	Notes
21	STR	12	13-	Lift 467 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
20	BODY	20	13-	
7	INT	-3	10-	PER Roll 10-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
12	PD	12		Total: 12 PD (1 rPD)
10	ED	8		Total: 10 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	4		
40	END	0		
50	STUN	9		Total Characteristics Cost: 122

Movement: Running: 6"/12"

Cost	Powers	END
3	<i>Weapon STR:</i> +5 STR; Only For STR Minimum With Weapons (-½)	1
30	<i>Really Tough:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
1	<i>Orcish Hide:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Orcish Eyes:</i> Nightvision	0
3	<i>Orcish Senses:</i> +1 to PER Rolls with all Sense Groups	0

Perks

4	Fringe Benefit: Membership: chieftain's champion of Bloodtusk Moon Orc tribe
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Talents

14	Fearless
5	Rapid Healing

Skills

30	+6 HTH
3	Climbing 13-
3	Interrogation 12-
1	Language: Vestrian (basic conversation; Westerlands Skhai is Native)
2	Navigation (Land) 10-
3	Stealth 13-
4	Survival (Mountains, Temperate/Subtropical) 10-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 115

Total Cost: 237

75+ Disadvantages

10	Distinctive Feature: very tall, very scarred Orc (Concealable With Difficulty; Noticed And Recognizable)
20	Enraged: when falls below 10 BODY in battle (Common), go 11-, recover 11-
20	Hunted: Umbr 8- (Mo Pow, NCI, Kill)
20	Hunted: Vestria 8- (Mo Pow, NCI, Kill)
15	Psychological Limitation: Loyal To Thorg; Does Whatever He Asks (Common, Strong)
77	Experience Points

Total Disadvantage Points: 237

TORGAR THE FIST PLOT SEEDS

When he and his band of Orc soldiers are cut off from Thorg's army and have to flee for their lives during a low-lands raid, Torgar finds himself in the unaccustomed and uncomfortable position of being the leader instead of a follower. The heroes have to track him and his men down and destroy them before Thorg either rescues Torgar or finds the heroes.

After some subtle manipulation by Vorak, Torgar begins to wonder if Thorg really trusts and likes him. Tensions begin to arise. Observant PCs fighting against Thorg's plans of conquest and empire may note this and find a way to take advantage of it.

After one or more PCs are captured by the Bloodtusk Moon Orcs, Thorg offers to let them go free... *if* they can defeat Torgar at contests of strength and toughness!

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Greatsword	+1	—	2d6	1d6	—	18	See text
Francisca	+0	+0	1½d6	1d6-1	1	12	Can Be Thrown
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Plate and Chain (DEF 7)

Gear: Flint and steel

Background/History: Torgar is like most other Orcs — tough and strong, but not that bright — except for two things. First, he's *really* tough and strong. Taller and more muscular even than Orcs several years older than he, he quickly became one Bloodtusk Moon Orc the other Orcs didn't want to make angry. Second, his cousin was Thorg the clever, and the two of them were thick as thieves. When Thorg rose to power through a combination of wits and skill, he made Torgar his champion: his bodyguard and battle-vanguard.

Personality/Motivation: Torgar's really only good at two things — fighting and intimidating — and he knows it. As such he's gladly hitched his wagon to his cousin's star, loyally and unquestioningly serving as his right-hand man, protector, and enforcer. (While Thorg isn't quite so unswervingly loyal to his cousin, it would take a

lot to make him abandon or betray Torgar.) As the chieftain's champion he has prestige, money, women, and plenty of chances to fight... in other words, pretty much everything he wants.

Quote: "Back! Or you'll crawl away from here with broken bones!"

Powers/Tactics: Torgar is a brute-force fighter. His preferred tactic is to charge in, overwhelm his foe with a powerful attack, and then move on to the next foe. He prefers to use his greatsword or some other large weapon, but is skilled with many others if the situation calls for them. (Torgar's greatsword isn't enchanted, but like Thorg's axe it's larger and heavier than normal, allowing him to hit harder with it.) If he has to stand and fight the same foe for very long, he usually gets frustrated and shifts some of his Combat Skill Levels into damage so he can drop his adversary quicker. If badly wounded he becomes Enraged, putting all CSLs into damage and Pushing his STR to inflict as much damage as possible.

Campaign Use: Torgar's main purpose is to bolster Thorg's fighting strength beyond what the typical Orc could provide. But if desired the GM can use him as a story element on his own. Perhaps circumstances — such as Thorg being hurt, or betraying him — cause Torgar to turn on the tribe, or to break from the Bloodtusk Moon and form his own tribe with other malcontents (probably including Vorak). In the right circumstances, he might show true leadership potential.

To make Torgar tougher, give him some Martial Arts or special abilities representing his fighting skill and toughness. To weaken him, reduce his HTH Levels to four, and/or his SPD to 3.

Torgar is a predictable Hunter: he keeps his eyes open for someone he's after, and when he sees him runs to attack him. If that means hewing his way through a couple of ranks of enemy soldiers to get there, so be it. He might even develop an *Enraged: when sees or fights the person he's Hunting* Disadvantage.

Appearance: Torgar makes his burly leader look small and weak by comparison. A towering giant of an Orc at 6'5" tall, he's immensely muscled, scarred from his many battles, and looks intimidating even on those rare occasions when he tries not to. When preparing to fight (which is often) he wears a mixture of plate armor and chainmail. His weapon is an enormous greatsword, the many nicks in its blade mute testimony to the heavy use it's seen.



VORAK				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (1 rPD)
5	ED	2		Total: 5 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 54

Movement: Running: 6"/12"

Cost	Spells	END
2	Blessing (FHG 260)	
4	Blood Sacrifice (FHG 215)	
6	Call To The Wilderness Denizens (FHG 39)	
5	Calling Upon The Spirits Of The Flames (FHG2 109)	
5	Calling Upon The Spirits Of The Stones (FHG2 111)	
2	Command Spirits (FHG2 113)	
2	Cure Illness (FHG 246)	
3	Jezric's Spell Of True Seeming (FHG 190)	
3	Khelred's Flamifier (FHG 94)	
5	Lightning Strike (FHG 43)	
5	Plague Of Serpents (FHG 208)	
2	Shamanic Healing (FHG2 123)	
3	Speaking To The Sword-Spirit	
2	Speaking With The Spirits (FHG2 120)	
9	Speak With The Dead (FHG2 119)	
5	Spell Of The Sudden Fog (FHG 47)	
1	Wilderness Comfort (FHG 53)	
6	Witch's Plague (FHG 209)	

Powers

1	<i>Orcish Hide:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Orcish Eyes:</i> Nightvision	0
3	<i>Orcish Senses:</i> +1 to PER Rolls with all Sense Groups	0

Perks

4	Fringe Benefit: Religious Rank (religious leader of Bloodtusk Moon tribe)	
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Talents

20	Animal Friendship	
5	Magesight	

Skills

6	+2 with Spells	
3	Acting 12-	
3	Conversation 12-	
3	Healing (Paramedics) 12-	
2	KS: Herbalism 11-	
2	KS: Shamanism And Shamanic Doctrine 11-	
2	Language: Vestrian (fluent conversation; Westerlands Skhai is Native)	
3	Oratory	

27	Power: Shamanism 24-	
2	SS: Pharmacology/Toxicology 11-	
3	Stealth 12-	
4	Survival (Mountains, Temperate/Subtropical) 12-	

Total Powers & Skills Cost: 168

Total Cost: 222

75+ Disadvantages

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])	
20	Hunted: Umbr 8- (Mo Pow, NCI, Kill)	
20	Hunted: Vestria 8- (Mo Pow, NCI, Kill)	
15	Psychological Limitation: Terrified Of Thorg; Fears And Hates Him (Common, Strong)	
15	Psychological Limitation: Wants Power And Respect (Common, Strong)	
20	Social Limitation: Subject To Orders (Very Frequently, Major)	
52	Experience Points	

Total Disadvantage Points: 222

Background/History: Vorak was a runt growing up, and that made him a target for every Orc looking to have a little fun or work off some aggression or frustration. Unable to compete physically he turned to the realm of the mystic, becoming a student of the tribe's shaman. By practicing magic and serving as one of the tribe's religious leaders, he earned some respect that he previously never had. His importance to the tribe grew when he secretly poisoned the old shaman and took his place.

His situation changed when Thorg became chieftain. The big Orc had always been one of his worst tormentors, and now he made it quite clear to Vorak who was calling the shots. Ever since then Vorak's lived under Thorg's thumb, forced to do what he wants on pain of a harsh beating or even death. Among other things, Thorg often forces Vorak to utter "prophecies" that support what Thorg wants to do, and has him claim "the spirits are angry and will not help you" when someone Thorg dislikes is sick or injured and needs healing.

Personality/Motivation: The dominant emotions in Vorak's breast are fear of Thorg, hatred of Thorg, and a desire for Thorg's power and prestige. He would love to be free of the chieftain's domination, but Thorg's hold on the tribe is too strong even for Vorak to go against... and he knows just how poorly his relatively frail body would stand up to a pummeling by Thorg, Torgar, or both at once. So he goes along with what the chieftain wants for now. But he's waiting, watching, and biding his time. The opportunity will come for him to dispose of Thorg (and Torgar, if necessary) and take control of the Bloodtusk Moon himself.

Quote: "The Spirit World is disturbed! The spirits are in turmoil because of your actions. You must stop at once, or a great doom will befall you!"

Powers/Tactics: Vorak is a shaman with a wide variety of spells involving spirits and the natural world. (For spells from schools other than Shamanism, substitute "Shamanism" for whatever Required

VORAK PLOT SEEDS

As Thorg begins his plan to unite the Greyward Orcs and strike at the lowlands, Vorak decides the chieftain's just made himself a tempting target for removal. Using animal servants and other mysterious means he begins sending messages to the heroes, tipping them off as to Thorg's activities and location. What will the heroes do with this information... and what will they do when they discover who their benefactor is?

During a ritual Vorak is accidentally thrust into the Spirit World. Now existing in Ambrethel only as a shade, he chances upon the heroes and begins "haunting" them until they take steps to restore him to true physical existence. Once they do, how will he repay them?

Vorak falls in love with an Orc-woman from a tribe hostile to the Bloodtusk Moon. So that he can properly "woo" her he manipulates the PCs into attacking that tribe in the hopes of driving its members to seek refuge with Thorg's people.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Leather and furs (DEF 2)							
Gear: Fetishes, charms, spell components, and other shamanic and ritual paraphernalia							



VORAK'S ENCHANTED ITEMS

- Feather Of The Wind Spirits:** This charm, made from the feather of an eagle, allows the user to ride the wind spirits and rise through the air. (Flight 6", 0 END; OAF Fragile, Only To Move Straight Up).
- Ironwood Talisman:** Carved from the branch of an ironwood tree, this talisman makes the wearer's skin as hard as ironwood for a short period. (Armor (4 PD); OIF, 4 Continuing Charges lasting 1 Turn each).
- Wand Of Lightning:** This wand projects a bolt of lightning, but Vorak's reluctant to use it because it's almost out of power. (RKA 3d6, +1 Increased STUN Multiplier; OAF, Limited Range (30"), 18 Charges that Never Recover).

Skill the spell normally has.) While few of his spells have direct combat applications, on the whole they make him an extremely valuable member of his tribe — one who might lead it were Thorg not already in command.

Vorak prefers not to get into fights at all; those are for ordinary, stupid Orcs. If forced into it he'll use his Lightning Strike or Khelred's Flammifer to try to create an opening for an escape, or if he has time cast Jezric's Spell Of True Seeming to assume a form more capable of fighting (such as a wolf or bear).

Campaign Use: Vorak is a disruptive element within the Bloodtusk Moon tribe. He craves power but rightly fears that any direct move against Thorg will result in his death. So he obeys the chieftain because he must, but remains on the lookout for an opportunity to turn the tables. Your PCs just might be the chance he's been waiting for...

To make Vorak tougher, increase his Characteristics a bit and/or give him more Combat Skill Levels with his spells. In particular, raising his SPD to 4 will make him more competitive against the average PC. To weaken him, remove his CSLs or even take away a few spells.

Vorak is a devious Hunter, always full of crafty ways to get back at people who've annoyed or hurt him. He only acts directly if he's certain he has (or can easily get) the upper hand; otherwise he prefers stealthier methods such as curses or poison.

Appearance: Vorak is a shifty-eyed Orc of average size and greyish-green skin. He wears a varied mix of leathers and furs accompanied by many fetishes, charms, and medicine pouches made of bone, feathers, mystic stones, and other such things. He wears a dagger on his right hip but prefers to fight with his spells and wits.

ZAARGORATH KHROM



ZAARGORATH KHROM — THE YELLOW KING OF VALICIA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	5		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	REC	6		
50	END	7		
40	STUN	8		Total Characteristics Cost: 163

Movement: Running: 8"/16"

Cost Spells END

	<i>Valician Magic</i>
4	Clawcloud (see text box)
4	Nalvazar's Spell Of The Murderous Crows (TA 247)
10	Shondigrath's Witchfire (see text box)
1	Thotain's Spell Of Welcome Insight (TA 248)
3	Valician Black (TA 248)
4	Valician Yellow (see text box)
5	The Spell Of Xanthic Agony (TA 248)
	<i>Chaos Magic</i>
4	Chaos Blast (FHG2 57)
4	Chaos Infusion (FHG2 58)
2	Chaos Sight (FHG2 63)
8	Chaotic Mind (FHG2 59)
8	Chaotic Shape (FHG2 60)
4	Unmaking (FHG2 61)
	<i>Sorcery</i>
3	Alzamar's Cloak Of The Unseen (Strong version) (FHG 182)
4	Belzorath's Dominion Of The Mind (FHG 167)
4	Belzorath's Spell Of Waking Dreams (Simbalon's Third version) (FHG 176)
1	Detect Illusion (FHG 184)
1	Detect Invisibility (FHG 185)
8	Fekura's Bonds Of Fear (FHG 170)
19	Harthuvian's Spell Of Marred Recollection (FHG 171)
5	Mindreading (FHG 172)
4	Mindseeking (FHG 186)
6	Mindtrap (FHG 173)
2	Sicard's Spell Of The Varying Visage (FHG 183)

5	Torment Of The Mind (FHG 174)
1	Wizard's Hand (FHG 180)
	<i>Wizardry</i>
1	Detect Magic (FHG 221)
4	The First Spell Of The Crimson Ring (FHG 232)
5	Mystic Dart (FHG 225)
1	Serten's Spell Of The Quiet Moment (FHG 227)
4	Stelrane's Spell Of Dispersion (FHG 223)
2	Wizard's Bulwark (FHG 230)
1	Wizard's Scribe (FHG 244)
3	Wizard's Shield (FHG 231)

Powers

Martial Arts: Weapons Combat Plus

Maneuver	OCV	DCV	Notes
5 All-Out	+1	-2	Weapon +4 DC Strike
4 Attack	+0	+2	Weapon +2 DC Strike
4 Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove
4 Defend	+2	+2	Block, Abort
4 Dodge	—	+5	Dodge all attacks, Abort
5 Probe	+1	+3	Weapon Strike
1 Use Art with Blades, Axes/Hammers/Maces/Picks			
4 <i>Fast Runner: Running +2" (8" total)</i>			1

Perks

5	Fringe Benefit: Diplomatic Immunity
15	Fringe Benefit: Lordship: King of Valicia
15	Money: Filthy Rich

Talents

6	Combat Luck (3 PD/3 ED)
5	Resistance (5 points)

Skills

20	+4 HTH
3	Bureaucratics 13-
3	Climbing 13-
3	Deduction 13-
3	High Society 13-
3	Inventor (Spell Research) 13-
3	Interrogation 13-
2	AK: Lake Beralka Region 11-
3	AK: Valicia 13-
3	AK: Toromthiis 13-
3	CK: Valicia City 13-
2	KS: Arcane And Occult Lore 11-
2	KS: Ardunan History 11-
2	KS: Chaos Magic 11-

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Gulthoom	+2	+2	1½d6	1d6	—	10	AP
Uulzar	+3	—	2d6	1d6+1	—	15	
Dagger	+0	RBS	1d6-1	1d6-1	—	6	Can Be Thrown
Armor							
The Toromthiis Mail (DEF 9, see Enchanted Items box)							
Gear: Royal signet ring; whatever else he needs (within reason)							

- 2 KS: Sorcery 11-
- 2 KS: Valician History 11-
- 2 KS: Valician Magic 11-
- 2 KS: Wizardry 11-
- 1 Language: Northern Drakine (basic conversation; Valician is Native)
- 1 Language: Keldravian (basic conversation)
- 1 Language: Trade-Tongue (basic conversation)
- 1 Language: Literacy
- 3 Persuasion 13-
- 25 Power: Chaos Magic 24-
- 17 Power: Sorcery 20-
- 17 Power: Valician Magic 20-
- 17 Power: Wizardry 20-
- 5 Rapid Attack (HTH)
- 3 Stealth 13-
- 3 Tactics 13-
- 10 Two-Weapon Fighting (HTH)
- 5 WF: Common Melee Weapons, Common Missile Weapons, Off Hand

Total Powers & Skills Cost: 394
Total Cost: 557

75+ Disadvantages

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 5 Hunted: by various other kings and noblemen 8- (As Pow, NCI, Watching)
- 20 Psychological Limitation: Ruthlessly Ambitious; Wants To Expand His Realm And Power (Very Common, Strong)
- 15 Psychological Limitation: Sadistic; Loves To Cause Pain And Terror (Common, Strong)
- 20 Reputation: dark sorcerer and ruthless politician, 14- (Extreme)
- 417 Experience Points

Total Disadvantage Points: 557

Background/History: His hair and beard as black as his heart, Vazuloth Khrom watched proudly as his son worked on the training grounds, taking on three skilled warriors and defeating them. The Axe and Mace seemed like little more than toys compared to mighty Korûmthaarl, but his practical warrior's mind couldn't deny that in Zaargorath's hands they were bloody instruments of death. The boy had such skill; he could be a mighty general, a warrior's warrior, if he'd stop wasting his time with the dusty tomes in the palace library.

"Why are you bringing me here, Sire?" Prince Zaargorath asked his father. "The library holds no interest for you, as you've said many a time."
"True enough," Vazuloth grunted, follow-

ing it with a hacking cough. "But my time left on Ambrethel is limited; I don't need an oracle to see that! And before I go, there is something I must give you." He walked on through the library, ignoring the shelves of books to either side until he came to a particular one along the back wall. Muttering an incantation and pushing on one of the decorative panels, he caused it to swing open like a door, revealing a true door behind.

Prince Zaargorath gasped — he'd never even suspected the existence of a hidden room! He started to reach for the door, only to have his father jerk him roughly backwards. "Careful, boy — the enchantments on that door will slay you, heir of the blood or no, if you don't speak the proper incanta-

MORE VALICIAN MAGIC

Clawcloud: This spell generates a swirling cloud of mystic energy of many strange colors. Claws form of out the cloud and lash at the victim, inflicting wounds even through armor or most forms of magical protection. RKA 1d6, Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½) (45 Active Points); OAF Expendable (a talon from an eagle, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Valician Magic Roll (-½). Total cost: 11 points (final cost to caster: 4 points).

Shondigrath's Witchfire: The wizard Shondigrath devised a particularly potent form of magefire. This spell uses it to immolate someone. RKA 2d6, NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) Does BODY (+1), Area Of Effect (One Hex Accurate; +½), No Range Modifier (+½) (120 Active Points); OAF Expendable (a disk of gold incised with fire runes, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Valician Magic Roll (-½). Total cost: 30 points (final cost to caster: 10 points).

Valician Yellow: This spell mystically imparts the craftiness and cunning of one of the Yellow Kings of Valicia to a person loyal to the realm. It has no effect on a person not loyal to the realm (though the caster cannot discern this; the spell is not an Enhanced Sense), and does not work unless cast on someone within the bounds of Valicia. Aid INT 3d6, Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (60 Active Points); OAF Expendable (a small piece of cloth from clothing worn by a Yellow Prince or Yellow King of Valicia, Very Difficult to obtain; -1½), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works Within The Bounds Of Valicia (-¼), Only Works On Those Loyal To Valicia (-¼), Requires A Valician Magic Roll (-½). Total cost: 12 points (final cost to caster: 4 points).

tion. Quick now, listen carefully while I repeat both the opening-spells — speak them back to me to indicate you understand.”

When he'd learned the spells — a simple matter for one as well-versed in magery as he — he spoke the second one again, then opened the door. It led to a small, windowless room, one he could sense was protected by sorcery as well as stone. In it were an elegant desk and chair, and near them a bookstand. On the bookstand was a grimoire even a dullard could recognize as a thing of power.

Walking forward carefully, cautiously, his senses alert for any danger, Prince Zaargorath approached the book until he could trace the elaborate gold scrollwork easily with his eyes. “Go ahead, open it,” his father said. “It is the Lorebook of Shondigrath, found by your great-great-grandfather I know not where. He bound it to Khrom blood so that it will not harm you.”

Zaargorath opened the cover, feeling the tingle of the grimoire's magical power in his fingertips. Slowly he turned the pages, looking at each one but not taking the time to absorb their words. He would have much time, many long years, to digest the Lorebook's secrets; for now he reveled in the wonder of discovering such a treasure.

“Seen enough?” his father asked impatiently a few minutes later. Prince Zaargorath smiled and closed the book. As they were leaving, he tripped his father *just so*. The old man went down at an angle, cracking his head hard on the side of the heavy desk. By the time he'd summoned the priests to Vazuloth's side, it was too late... and Zaargorath Khrom was king of the ancient realm of Valicia.

“Have you anything more to say for yourself?” King Zaargorath asked the man standing before him, a guard to either side. Once he'd been handsome, confident, strong... but the attentions of the King's torturers, not to mention the Zaargorath's own skilled hand, had left him a pitiful wretch.

“Mercy, Sire! I am innocent. I swear to you I am innocent!”

“I am told, Baron Nathuric, that you have ambitions of a musical nature. If you sing no better than that, 'tis no wonder they have gone unfulfilled until now... and never shall.” He gestured to the two guards. “Throw him upon the poles.” The two guards grabbed the Baron's arms and walked him quickly up the courtyard stairs to the battlements of Toromthiis. He struggled feebly but was no match for the burly soldiers. When they reached the top, they looked down upon a small forest of poles, each tipped with a sharp steel spike. Some already bore corpses in varying states of decay; all had a pile of bones at their feet. Selecting one, they threw the Baron onto it. He screamed as he fell, but his cries ended swiftly when the spike bit through his back and out his chest. He slid a few feet down, leaving the pole above him crimson, and then stopped, hanging like some grotesque puppet with its strings cut.

The King watched for a few moments as the body twitched, then turned around and went back into the palace.



“Spring is here, General, with its many possibilities! What might the season hold for us this year?”

“That remains uncertain, Your Highness,” General Skroganth said warily, not wanting to anger his sometimes unpredictable liege. “Our army is strong, but less large than we would like. Basidrun remains a tempting target, but we must face the obstacles of swamp and lake. Had our plans borne fruit, we would have ships enough to sail on Chiref and take it before the other Drakine Realms could muster their armies in support, but the burning of so many of our ships by the Vestrian Fire-Eaters last Winterfirst makes that unlikely now. Does Your Highness possess a spell that could render the swamps dry, that we might march over them?”

“I do not. We might be able to hire such help, but it would take discreet inquiries.”

“Very well, Sire. Until we learn what we can learn on that front, I suggest a continuation of our current strategy of harassing Drakine shipping. Our ‘pirates’ have done fine work and caused even greater troubles in Basidrun. The more we weaken it now, the easier pickings it — and Vendrigal and Khorrin — will be when the time comes.”

“As you say, General. So be it. We will meet again in one week's time to review our progress.” Skroganth bowed and left the room.

Zaargorath stared at the map on the wall. So close, but so far! It was long past time that Valicia came into the power that was her due, but for

ZAARGORATH KHROM PLOT SEEDS

Eager to build as many ships as he can as quickly as possible to advance his plans to conquer Basidrun, King Zaargorath seeks magical items that can aid in shipbuilding. He hears of one such, a set of carpenter's tools that let woodworkers do ten times as much work as normal, and hires the PCs to find it and bring it to him. He claims he needs the tools to expand Toromthiis.

Valicia City hosts a diplomatic and trade conference featuring kings and nobles from the Lake Beralka region and northern Mhorecia. King Zaargorath undoubtedly has plans to make use of this conference (to spy on his rivals and enemies, at the very least). One of the attendees hires the PCs as his bodyguards and troubleshooters.

War! Valicia invades Basidrun in full force, and the other Drakine Kingdoms come to the aid of the Syndics. Depending on their inclinations, the PCs may see an opportunity to get involved in the fighting as mercenaries, to search for and take lost, abandoned, or hidden treasures under the cover of the fog of war, or to topple the evil King Zaargorath once and for all.

every plan he made, it seemed two obstacles arose. Sooner or later, though, his planning would yield the opening he sought. First the Drakine Realms, then perhaps Thaleria-Saar with its strange magics, like and yet unlike his own. And then, if fortune favored, Keldravia....

Personality/Motivation: Ambitious, ruthless, cruel, and hungry for power both mundane and mystical, Zaargorath Khrom isn't a man to be trifled with. Strong-willed and vicious, he's a bold, confident man willing to take risks to make gains. He's not foolish enough to overextend himself, but if he sees a prize worth seizing he'll make every effort to obtain it. He intends to rule far more than Valicia before he dies — perhaps even to control all the lands surrounding Lake Beralka.

Of all his treasures, King Zaargorath values the Lorebook of Shondigrath the most. He's nowhere close to plumbing the depths of the mystic knowledge and spellcraft it contains, and believes it holds the key to far greater arcane power than he already possesses. He also considers it a good luck charm — as long as he has it, ultimately he thinks he cannot fail to achieve his goals. If anyone were to steal it, he would stop at nothing to regain it and take revenge.

Quote: "Against those who would conspire to harm the throne of Valicia, or to block her ambitions, there can be no mercy."

Powers/Tactics: Zaargorath Khrom is a king skilled as both warrior and wizard. In battle he usually favors his weapons first, using Gulthoom, Uulthar, and the Toromthiis Mail (see text box) to slaughter his foes while suffering little or no harm himself. (His Rapid Attack, Two-Weapon Fighting, and WF: Off Hand give him a real edge in many combats.) If that's not enough, or if an enemy wizard challenges him, he falls back on his magic. He usually casts Wizard's Shield on himself, then invokes Valician Magic (like the Clawcloud or Xanthic Agony) or Chaos Magic to overwhelm his opponent.

But if possible, King Zaargorath avoids getting into fights. As a king, he prefers not to sully his hands in battle — he has plenty of soldiers, court wizards, and other servants to handle such matters for him. His son, Arzabold the Black Prince, is already a mighty warrior despite only being in his late teens, and wields the Khrom ancestral greatsword Korfmthaarl with skill and zeal on his father's behalf.

Campaign Use: Zaargorath Khrom is a threat on many levels — one who drives storylines in central Arduna. He can fight the heroes physically, mystically, or with his social and political influence. Unlike Sargath the Vampire Lord, his power isn't restricted by the fact that he's an usurper — other realms acknowledge him as the lawful king of Valicia, even if they dislike or fear him. His ambition, desire to rule more than just tiny Valicia, and thirst for greater magical power make him a threat to the Beralkan kingdoms (and perhaps northwest Mhorecia as well). Heroic PCs may find themselves having to stop his schemes and plots before they embroil the entire region in warfare and assassination.

ZAARGORATH KHROM'S ENCHANTED ITEMS

Boots Of Strange Travel: The wearer of these boots can walk on water and up walls! (Flight 10"; OIF, Only Usable In Contact With A Surface, Inches Of Flight Used Cannot Exceed Wearer's Inches Of Running)

Covenbone Ring: This ring, a Personal Focus of the Valician Yellow Kings, was crafted by Necromancy from the bones of thirteen spellcasters. It makes the wearer an even mightier mage than normal. (+4 with Spells; OIF)

Gulthoom: Gulthoom is the ancestral short axe wielded by the kings of Valicia (typically in the right hand). Small enough and balanced to be thrown, it returns to the wielder after being thrown, and if taken away from him immediately returns to his hand. (In game terms, it's not a Focus.) It strikes with great accuracy and power, cutting through armor with ease. (HKA 1½d6, Armor Piercing, +1 STUN Multiplier, Range Based On STR (can be thrown); STR Min 10; +2 OCV, +2 versus Range Modifier)

The Toromthiis Mail: This suit of chainmail, woven so that the rings depict one of the main towers of the Valician palace Toromthiis, has been worn by the kings of Valicia for centuries. Far stronger than most chainmail, it weighs no more than ordinary clothes. (DEF 9 chainmail, No Mass)

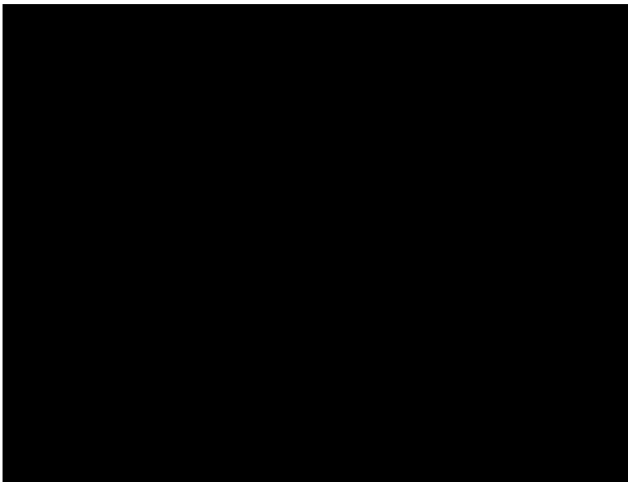
Uulzar: Uulzar is the ancestral mace wielded by the kings of Valicia (typically in the left hand). It's so short-hafted it requires great strength to use properly — but the blows it strikes are heavy and deadly. (HKA 2d6, +2 Increased STUN Multiplier; OAF, STR Min 15; +3 OCV)

To make King Zaargorath more powerful, give him more magic. Increase his Magic Skill rolls, add more spells, and also give him a Skill and spells for Black Magic (and perhaps Areomancy as well). To weaken him, take away about half his spells (but no Valician Magic) and his Martial Arts; you could also reduce his SPD to 4.

As a Hunter, King Zaargorath is especially dangerous because his cunning and subtlety match his determination. He uses strange magics to spy on and locate his foes (and perhaps to inflict curses on them), then sends skilled assassins to dispatch them or exerts his social influence to make their lives difficult (to put it mildly). He never confronts his quarry directly unless it's absolutely necessary; that's what agents and catspaws are for.

Appearance: Zaargorath Khrom, the Yellow King of Valicia, is a tall and imposing-looking man who radiates confidence and power. He has green eyes and the distinctive blonde hair of the Yellow Kings; his trim, muscular figure seems to combine the best features of the stereotypical warrior and scholar. He usually wears royal robes and tunics embroidered with the Valician arms (per saltire yellow and black, charged with a grey chain middle chief). In battle he wears the Toromthiis Mail, a suit of chainmail woven so that the rings depict one of the main towers of the Valician palace, and wields in his right hand Gulthoom (a short-hafted battle axe) and in his left Uulthar (a short-hafted mace with a "spiked ball" head).

chapter two:



FIENDISH ORGANIZATIONS

THE BARAGON COVEN



Membership: Old Jhiselda; Melsara Gildenhand; Lady Velynda Garaithe; ten other witches (see below)

Background/History: Once upon a time there was a Velkaran village where a woman lived. The villagers knew her for a potion-brewer, charm-maker, and healer, and while most avoided her some came to her from time to time to buy her services.

And then one year the crops failed.

The frightened villagers, looking for someone to blame, turned on Jhiselda the root-woman and drove her away from them. That was a mistake, for the woman they thought was a simple charm-seller was really a powerful witch! She fled to the nearby Baragon Forest, but her revenge left the village a poor, plague-ridden place that has never fully recovered.

Word spread throughout the land of Jhiselda's power, and soon other witches came to join her. When she had twelve followers, for a full coven of 13, she turned other witches away. Since then the Baragon Coven has kept 13 members at all times, adding newcomers only when current members die, leave, or are expelled. Jhiselda — now known as Old Jhiselda — still leads the coven in its evil deeds, and the common folk for miles around the forest

BARAGON COVEN PLOT SEEDS

Deep in the Baragon Forest stands a ruined old tower, once the domain of a powerful wizard who's been dead for centuries. The witches of the Coven want to get inside and steal the wizard's lore and spellbooks, but the descendants of the gargoyles who were once his servants live there still, zealously protecting the place. (And who knows what other dangers may lurk within?) Rather than do the hard work of fighting the gargoyles themselves, the witches decide to trick the PCs into doing it for them, then betray them and loot the tower themselves.

When certain Velkaran nobles begin to move against the Coven in earnest, it uses its political influence to spark a minor war with Besruhan as a distraction. Unfortunately the fighting could easily escalate into a *major* war (something the Hargeshite Empire wouldn't mind at all...) — unless, of course, the heroes can figure out what's going on and convince both kingdoms of the truth.

When the Coven's members accidentally call up a demonic being too powerful for them to control and it begins to rampage across Velkara, they have to find a way to help the heroes defeat it before someone realizes where the creature came from. And they have to provide this help without making it obvious why they're being so unusually kindhearted.

fear it. Many a nobleman has led soldiers into the forest to destroy the coven, but between their spells and their woodcraft the witches have had little trouble avoiding such clumsy thrusts.

Group Relations: The coven is a small, simple organization led by Old Jhiselda, who tolerates few challenges to her authority. All other members are theoretically equal, though greater skill at Witchcraft, Old Jhiselda's favor, or other attributes elevate a few, such as Melsara Gildenhand and Lady Velynda Garaithe, above the others. Some of the members don't get along with one another at all, but even rivals share common cause in their devotion to (or fear of) Old Jhiselda and desire to maintain their freedom and power. In the face of a common threat (such as a band of heroes come to exterminate them) they quickly put any differences aside and fight together.

Tactics: Witches are not warriors, and the members of the Baragon Coven know this quite well. If challenged they fight back with their strongest weapon: Witchcraft. Since Witchcraft rarely involves "flashy" combat spells such as the ones Elemental Mages use, the members of the coven usually try to flee from direct confrontation so they can strike at their enemies from surprise. If unable to escape, they usually concentrate what spells they can on a single target at a time, hoping to slay him or drive him away, then move on to the next foe when they succeed.

Campaign Use: Although the text describes the Coven as being in Velkara, you can easily relocate it to any realm that has a large forest or other area where the witches can live and work their evil without being disturbed too often. Lady Garaithe becomes a member of some other court, and the rest of the witches continue their lives pretty much as-is.

For the other ten members of the Coven, apply the Witch Package Deal on pages 75-76 of *Fantasy Hero* to an appropriate "Average Individual" character sheet from pages 344-46 of *The HERO System 5th Edition, Revised* rulebook, then adjust or modify to taste. If you plan to use the Coven extensively, you might also want to make a few notes to help you "personalize" the other members in simple ways. For example, maybe one witch is particularly skilled at Animal Handler and always has a few birds or a squirrel with her. Another is crabby and sarcastic, while a third has come to regret her life of Evil and is searching for safe way to escape the Coven.

Making the Coven a tougher opponent cannot involve adding members, since it's limited to 13, so you have to make the existing members more pow-

erful. One of the best ways to do this is to define their home forest as a Base, then give them Combat Skill Levels, bonuses to spells, and other abilities that only work in the Base. In other words, they're much stronger when in the forest (which they have "consecrated" to their evil purposes), but not so powerful outside it. To weaken the Coven, assume it's fallen on hard times and lost members so that it lacks a full complement of 13.

The witches of the Baragon Coven are the most indirect of Hunters. Someone who angers them may never even see them. They strike from afar with curses, doll magic, and other long-range spells, or even send summoned devils to attack him.

OLD JHISELDA

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	12	12-	
8	BODY	-4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
26	END	0		
20	STUN	2		Total Characteristics Cost: 61

Movement: Running: 4"/8"
Swimming: 1"/2"

Cost Spells END

	<i>Black Magic</i>
6	Agony (FHG2 40)
12	The Evil Eye (FHG2 44)
8	Hex (FHG2 45)
2	Pestilence (FHG2 46)
	<i>Druidry</i>
6	Call To The Wilderness Denizens (FHG 39)
5	Lightning Strike (FHG 43)
	<i>Fire Magic</i>
3	Khelred's Flammifer (FHG 94)
	<i>Thaumaturgy</i>
3	Jezric's Spell Of True Seeming (FHG 190)
	<i>Witchcraft</i>
6	Bewitchment (FHG 203)
2	Blight (FHG 204)
4	Blood Sacrifice (FHG 215)
6	Charm Of Ease (FHG 218)
15	Curse Of Palsy (FHG 216)
5	Devil Conjuraton (FHG 217)
21	Doll Magic (FHG 205)
3	Flying Broomstick (FHG 210)
5	Love Charm (FHG 206)
4	Love Potion (FHG 211)
8	Man Into Frog (FHG 207)
5	Plague Of Serpents (FHG 208)
8	Sending (FHG 208)
6	Witch's Herdsman (FHG 219)
6	Witch's Plague (FHG 209)

Powers

- 4 Aged Bones: Running -2" (4" total)
- 1 Aged Bones: Swimming -1" (1" total)

Perks

- 3 Fringe Benefit: Membership: leader of Baragon Coven

Skills

- 25 +5 with Witchcraft Spells
- 3 Analyze Magic 13-
- 3 Deduction 13-
- 3 Healing (Paramedics) 13-
- 2 AK: Velkara 11-
- 3 AK: Baragon Forest 13-
- 3 KS: Herbalism 13-
- 5 KS: Witchcraft 15-
- 3 KS: Witches 13-
- 37 Power: Witchcraft 30-
- 3 Spell Research (Inventor) 13-
- 2 Survival (Temperate/Subtropical) 13-
- 3 Tracking 13-

Total Powers & Skills Cost: 242

Total Cost: 303

75+ Disadvantages

- 10 Age: 60+
- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 20 Hunted: Velkara 8- (Mo Pow, NCI, Kill)
- 20 Psychological Limitation: Cruel, Malicious, And Hateful (Very Common, Strong)
- 15 Psychological Limitation: Must Be In Charge (Common, Strong)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 143 Experience Points

Total Disadvantage Points: 303

Background/History: Old Jhiselda's history, such of it as is known, is related above. Taciturn and secretive, she says little about her life before the creation of the Coven.

Personality/Motivation: Old Jhiselda's personality is the very definition of spite and malice. She seems to hate everything and everybody except those few people of like temperament she's surrounded herself with... and even some of them don't seem to enjoy much of her favor. At the slightest "provocation" she's likely to lash out at someone, or begin

OLD JHISELDA'S ENCHANTED ITEMS

Cronestaff: Old Jhiselda's "gnarled walking stick" is actually a powerful magical staff. Not only can she use it to augment any of her powers, it can control the very stuff of Nature and use it to attack her enemies. (Aid Witchcraft 4d6, any one Witchcraft spell at a time, 4 Charges; Multipower of nature-based attacks [Entangle based on tree roots, RKA lightning bolt called down from the sky, and so on]; Endurance Reserve (200 END, 25 REC) for her spells)

OLD JHISELDA
PLOT SEEDS

After an inconclusive confrontation with the Coven, one or more heroes find out that Old Jhiselda's put a curse on them. And it's no ordinary curse — they can't get rid of it just by killing her or having it dispelled. It's so powerful that they'll have to go on a quest to obtain a specific item to lift it with. Then they can go after her and make sure she doesn't put it on them a second time....

A lady approaches the heroes. She claims to be Old Jhiselda's daughter, and that her mother has been possessed by some demon... she used to be a sweet-hearted woman, not evil at all. She wants them to find out what happened and free her mother from demonic influence. Is her story true, or is there more going on here than meets the eye?

During one of their adventures, the heroes find an old grimoire of Witchcraft written with a language and symbolism they can't understand. The only person who can read it is Old Jhiselda... and if they don't find out what secrets it holds, a great evil will fall upon the land. How can they convince her to help, and what price will she ask for her assistance? And can they be certain she'll tell them the truth about what the book says?

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
None							
Gear:	Spell components and related magical appurtenances						



planning a terrible vengeance. She also insists on being in control of not just the Coven, but any activity she's involved with; anyone who tries to usurp "her rightful position" at the very least can expect to receive a tongue-lashing... and a plague of boils, or worse, is far more likely. The rest of the Coven has learned to handle her delicately.

Quote: "Feeble-minded slug! How dare you question me?"

Powers/Tactics: Old Jhiselda is a powerful witch, well-versed in the art of Witchcraft. (For spells from schools other than Witchcraft, substitute "Witchcraft" for whatever Required Skill the spell normally has.) She's no fighter, though. If confronted with force she prefers to escape, usually on

her Flying Broomstick. After all, she has plenty of spells she can use against her enemies from a safe distance. If she has to fight, she relies on quickly-cast spells like Khelred's Flam-mifer and Man Into Frog.

Campaign Use: As the leader and motivating force behind the Baragon Coven, Old Jhiselda can be as potent a force for Evil in your campaign as you wish. In some games she rises to master villainess status as she and her minions threaten entire kingdoms with their black magic; in others she may just be the first major villain a fledgling group of heroes fights before moving on to truly powerful foes.

To make Jhiselda more powerful, remove the Age Disadvantage and raise her Characteristics so that she's physically tougher and more sly. You could also give her a few more combat-oriented spells to help her fend off the heroes. To weaken her, reduce her Witchcraft roll so she has to take more time to be sure of successfully casting her most powerful spells.

Jhiselda is a merciless and determined Hunter. She develops grudges quickly and easily, but is patient and malicious enough to take time and effort to plan her revenge for maximum effect. Sometimes she's content with inflicting a curse on her adversary, but on more than one occasion she's set out to ruin her quarry's life.

Appearance: Jhiselda is an old crone who wears grey hooded robes and walks stooped over with the help of a gnarled short walking stick (actually a powerful enchanted staff, though it looks completely ordinary). Except when she tries hard to look like a sweet old grandmother, her hatred for everyone and everything shows through in the evil expression on her face and the malice in her eyes.

MELSARA GILDENHAND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	14		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
24	STUN	0		Total Characteristics Cost: 83

Movement: Running: 6"/12"

Cost	Spells	END
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	<i>Alchemy</i>	
2	Dust Of Illusion (FHG 17)	
4	Morphean Dust (FHG 18)	
2	Potion Of Fire Breath (FHG 7)	
2	Potion Of Healing (FHG 9)	
2	Potion Of Invisibility (FHG 10)	
1	Potion Of The Owl's Eyes (FHG 11)	
3	Potion Of Tiny Form (FHG 14)	
	<i>Sorcery</i>	
4	Belzorath's Domination Of The Mind (FHG 167)	
2	Belzorath's Spell Of Waking Dreams (FHG 176)	
6	Darthuva's Affliction Of The Confused Mind (FHG 170)	
8	Fekura's Bonds Of Fear (FHG 170)	
5	Mindreading (FHG 172)	
4	Mindseeking (FHG 186)	
2	The Spell Of The Iron Mind (FHG 184)	
5	Torment Of The Mind (FHG 174)	
	<i>Witchcraft</i>	
6	Bewitchment (FHG 203)	
3	Flying Broomstick (FHG 210)	
5	Love Charm (FHG 206)	
4	Love Potion (FHG 211)	
6	Witch's Plague (FHG 209)	

Powers

20	<i>Arcane Power:</i> Endurance Reserve (100 END, 10 REC)
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Perks

2	Fringe Benefit: Membership: member of Baragon Coven
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Talents

3	Perfect Pitch
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Skills

6	+2 with Spells
3	Conversation 12-
3	Deduction 13-
2	AK: Baragon Forest 11-
2	KS: Alchemy 11-
2	KS: Sorcery 11-
3	KS: Witchcraft 13-
1	Language: Literacy
25	Power: Alchemy 24-
25	Power: Sorcery 24-
25	Power: Witchcraft 24-
2	PS: Singing 11-
3	Spell Research (Inventor) 13-
3	Stealth 12-
2	Survival (Temperate/Subtropical) 13-

Total Powers & Skills Cost: 208

Total Cost: 291

75+ Disadvantages

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
20	Hunted: Velkara 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Hatred Of Men (Very Common, Strong)
171	Experience Points

Total Disadvantage Points: 291

Background/History: There was a time when Melsara was just an ordinary peasant woman — far prettier than most, to be sure, but an everyday person just the same. Then came the day her village was attacked. She's never been sure who the attackers were. They might have been bandits, renegade knights, cruel noblemen's sons out for a lark, or enemy soldiers spying out the land. The descended on her home with fire and sword, murdering her husband and children, abusing her and the other women they didn't simply kill, and finally putting the whole place to the torch. When she had the chance Melsara crawled away into a thicket, no longer caring if she lived or died.

And then something happened. The desire for vengeance awoke as a spark within her, and soon she'd fanned it into a flame. Deciding that all men were murderous and cruel, she chose to study Witchcraft — the "woman's Art" — as her weapon of revenge. For years she went around the land, learning from whoever would teach her, even studying other Arts that she thought might help her. And whenever she had the chance she struck back against men, using her spells and enchanted items to kill from the shadows.

**MELSARA
GILDENHAND
PLOT SEEDS**

Melsara hears about a powerful magic ring that she simply *must* add to her collection. Unfortunately it's currently owned by a powerful monster who lives at the very end of a dangerous cavern complex with many followers and "pets." She decides to trick the PCs into recovering her "long-lost heirloom" for her.

While exploring the Chekuru Jungle in search of special herbs for her potions, Melsara encounters the PCs and helps them with the adventure they're on. Deciding it would be fun to trick them, she makes overtures about joining the team... all the while intending to betray the heroes at the worst possible moment for them.

Melsara begins to feel the stirrings of something she hasn't felt in decades: love. She's falling for a male PC, and it makes her confused and angry. How will she deal with her feelings... and will the hero survive the process?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor
None

Gear: Spell components and related magical appurtenances



One day she went too far, killing a popular young nobleman. With soldiers hot on her heels, she fled into the Baragon Forest where she eventually stumbled onto the Coven. Recognizing her power and the evil fire lurking within her, Old Jhiselda agreed to take her in. Since then she's become one of the group's most important and influential members.

Personality/Motivation: Melsara has so given herself over to hatred and vengeance as a way of dealing with her grief over her losses that there's virtually no way to drag her from the path of evil she's walking. Bitter and hateful, particularly toward men, she goes out of her way to hurt other people the way she's been hurt. The only things that can move her to pity and kindness are seeing other women, or sometimes animals, suffering.

Quote: "What do you know of pain? Let me teach you."

Powers/Tactics: Unlike most other members of the Baragon Coven, Melsara practices types of magic other than Witchcraft. Her Alchemy potions and Sorcery spells give her added tactical and practical value that ensure her a place of prominence in the Coven... as long as she doesn't anger Old Jhiselda.

But what really makes Melsara a danger in combat is her collection of magic rings, carefully assembled over the years (see "Enchanted Items" text box). With six of them to call on she has an attack or other power suitable for just about any battle or foe.

MELSARA GILDENHAND'S ENCHANTED ITEMS

Melsara wears six enchanted rings:

Ring Of Elemental Powers: This ring grants the wearer one power from each of the four Elements: a Fire Blast; the power to swim at great speed; the power to fly; and the ability to make his skin become as hard as rock. (Multipower with four Fixed slots: RKA 2d6, Armor Piercing; Swimming +6"; Flight 8"; Armor (6 PD/6 ED); all OIF)

Ring Of Illumination (FHG 123)

Ring Of Mystic Darts: This ring can fire up to a dozen Mystic Darts (FHG 225) each day, up to three at a time. (RKA 2d6, One Hex Accurate, Autofire (3 shots), Line Of Sight, 36 Charges; OIF, Each Use Counts As 3 Charges No Matter How Many Darts Are Fired)

Talgar's Throwing-Ring: The wearer of this ring can take it off and throw it at an enemy. Hit or miss, it bounces or flies back to the wearer to be thrown again. (Energy Blast 6d6; OIF, Range Based On STR)

Wraithform Ring: This ring allows the wearer to assume a ghostly form so that he can sink into the ground to hide, walk through walls, and the like. (Desolidification, 0 END; OIF)

Zadrog's Knucklebone: Carved from one of the fingerbones of the powerful necromancer Zadrog, this ring exerts a powerful control over the undead. (Mind Control 16d6, 0 END; OIF, Only Versus Undead)

Campaign Use: If the heroes engage in a long conflict against the Baragon Coven, it's possible they might catch a glimpse of Melsara's sympathetic side and decide they can rescue her. But she's so thoroughly given herself over to evil that returning her to her old safe will be a long, dangerous struggle.

To make Melsara a more effective combatant, increase her Primary Characteristics slightly, and perhaps give her some more Combat Skill Levels, or additional CSLs with her magic rings. To weaken her, remove most of her Alchemy and Sorcery spells.

Melsara's unlikely to Hunt anyone regularly. If she sees a PC, particularly a male PC, as an appropriate target she'll attack him, but if he gets away she probably won't pursue him. After all, there are plenty of other people she can use her powers on....

Appearance: Melsara is a woman in her mid-thirties, her once beautiful face and figure now somewhat faded due to a harsh life but still apparent if one looks closely enough. Her hair is brown and usually worn loose (it reaches down just past her shoulders); her eyes are green. She favors simple dresses and gowns in muted colors. On her ten fingers she wears a total of six rings, ranging from extravagantly jeweled ones worth a king's ransom to plain-looking ones made of brass and ordinary crystals.

LADY VELYNDA GARAITHE

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
28	END	0		
21	STUN	0		Total Characteristics Cost: 55

Movement: Running: 6"/12"

Cost	Spells	END
-------------	---------------	------------

Black Magic

- | | |
|----|--------------------------------------|
| 14 | Curse Of Ugliness (FHG2 44) |
| 3 | Paths Of The Unseen (FHG2 52) |
| 2 | Pestilence (FHG2 46) |
| 3 | Puppeteer (FHG2 47) |
| 6 | Scrying (FHG2 54) |
| 4 | Seduction (Strong version) (FHG2 48) |
| 7 | Steal The Will (FHG2 49) |

Witchcraft

- | | |
|----|-----------------------------------|
| 6 | Beautify (FHG 217) |
| 4 | Candle Of Beguilement (FHG 212) |
| 9 | Candle Of Truth (FHG 214) |
| 6 | Charm Of Ease (FHG 218) |
| 12 | The Evil Eye (FHG2 44) |
| 3 | Flying Broomstick (FHG 210) |
| 5 | Love Charm (FHG 206) |
| 4 | Love Potion (FHG 211) |
| 8 | Man Into Frog (FHG 207) |
| 3 | Moon Goddess's Blessing (FHG 219) |
| 8 | Sending (FHG 208) |

Powers

- | | |
|----|--|
| 20 | <i>Arcane Power:</i> Endurance Reserve (100 END, 10 REC) |
|----|--|

Perks

- | | |
|---|---|
| 2 | Fringe Benefit: Membership: member of Baragon Coven |
| 2 | Fringe Benefit: Lordship Rank: Lady |
| 1 | Money: Well Off |

Skills

- | | |
|----|----------------------------|
| 5 | +1 with Interaction Skills |
| 3 | Conversation 13- |
| 3 | Deduction 12- |
| 3 | High Society 13- |
| 2 | KS: Velkaran Nobility 11- |
| 2 | KS: Witchcraft 11- |
| 1 | Language: Literacy |
| 3 | Persuasion 13- |
| 27 | Power: Witchcraft 24- |
| 3 | Seduction 13- |
| 1 | TF: Horses |
| 1 | WF: Daggers |

Total Powers & Skills Cost: 186

Total Cost: 241

75+ Disadvantages

- | | |
|-----|---|
| 5 | Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic]) |
| 20 | Hunted: Velkara 8- (Mo Pow, NCI, Kill) |
| 20 | Psychological Limitation: Greedy And Jealous; Wants What Others Have (Very Common, Strong) |
| 10 | Psychological Limitation: Coward (Common, Moderate) |
| 10 | Social Limitation: Harmful Secret (is a witch) (Occasionally, Major) |
| 101 | Experience Points |

Total Disadvantage Points: 241

Background/History: The House of Garaithe is one of Velkara's oldest noble families... and these days, one of its poorest. Its once-great fortune long since spent, its members live in genteel poverty, barely able to afford many of the perquisites of high rank.

Velynda, the pretty daughter of the current Baron Garaithe, has always found this unacceptable. Ever since she was a child she's looked at the fine things and expensive privileges other nobles have had and lusted after them. Unable to get what she wanted any other way, she turned to the dark arts of Witchcraft. In time her studies brought her into contact with the Baragon Coven, which accepted her as a member even though she doesn't live in the Forest — having an ally at court was too attractive a proposition to let her get away. Since then she's become quite a popular figure in the Velkaran court, using a combination of her natural seductiveness and witchy powers to obtain the wealth and prestige she so desperately craves.

Personality/Motivation: Velynda Garaithe is like a piece of fruit that looks beautiful on the outside but is eaten through by a worm on the inside — and that worm's name is Jealousy. Denied the things she "deserved" to have all her life because of her family's poverty, she's become determined to get them now that she's an adult. She doesn't care what she has to do, but she's not going to live all her life poor and powerless. A succession of lovers, some of whom "mysteriously died" after making generous gifts to her, has ameliorated the worst of her poverty, but she won't be satisfied until she's one of the richest women in the kingdom... if not the world.

Quote: "How kind of you, my lord! I would love to hear more about the work you're doing on your castle... perhaps in private?"

LADY VELYNDA GARAITHE'S ENCHANTED ITEMS

Fiery Opal Charm: Lady Velynda's only enchanted item is a brooch-like piece of jewelry made with a large fire opal. When triggered it releases a cloud of flame all around her that both injures and blinds people nearby. (RKA 2d6, One Hex Doubled, Personal Immunity; OAF, No Range, 2 Charges **plus** Sight Group Flash 6d6, One Hex Doubled, Personal Immunity; OAF, Linked, No Range, 2 Charges)

LADY VELYNDA
GARAITHE
PLOT SEEDS

Despite her ambitions to marry for power and money, Lady Velynda finds herself falling for a male PC. How will she reconcile these two desires?

One of Lady Velynda's spells goes awry, summoning a demon-ghost being of some sort who's now haunting Tor Pashtar (especially the royal palace). Desperate to remove the problem/threat without having it connected to her, she decides to trick the PCs into getting rid of the thing.

Someone places a powerful Curse Of Ugliness on Lady Velynda! She has no idea who or why, but is terrified and wants it lifted — she can only counteract it with Beautify for so long. Playing the part of innocent victim, she turns to the PCs for help.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Nambu 94	+0	+0	1d6	1d6-1	6	8	
Armor							
None							
Gear: Makeup							



Powers/Tactics: Lady Velynda fights with a woman's wiles. Charm, flattery, and seduction are her chief weapons in most situations, and she can always fall back on Witchcraft if necessary. She almost always uses spells like Beautify to enhance her natural attractiveness, and spells like Love Charm, Love Potion, Puppeteer, and Seduction ensure that she can usually get her way. (For spells from schools other than Witchcraft, substitute "Witchcraft" for whatever Required Skill the spell normally has.) She's never been confronted with force or violence in her life, and would probably cower in terror or faint if threatened.

Campaign Use: Lady Velynda is the Coven's inside woman. Unlike them she's not an out-cast lurking in a dark forest — she walks the halls of power as one of the nobility. She's in a position to manipulate Velkaran foreign and domestic policy, and even (if she can marry right) to ascend into the highest levels of Velkaran power. That makes it easy for her to protect the Coven in many ways.

To make Lady Velynda more powerful, improve her social standing — have her marry a powerful Grand Duke (or maybe even one of the princes), or change her background so House Garaithe is more prestigious to begin with. To weaken her, remove about half her spells, and/or decrease her PRE to 15-17.

Velynda isn't a Hunter, generally speaking. The only thing that would make her likely to pursue a PC (particularly a female PC) is jealousy, in which case she'd use Witchcraft to strike from the shadows.

Appearance: Velynda is a gorgeous young woman of great allure. Her eyes are blue; her blonde hair cascades down to the small of her back when she wears it loose (it's usually tied up in an elaborately-styled coif). As a member of the Velkaran court, she wears beautiful gowns tailored and embroidered especially for her, favoring reds and pinks.

KAL-TURAK'S LIEUTENANTS



OBAR BLACKTHEW

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
14	INT	4	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	4		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
40	STUN	5		Total Characteristics Cost: 116

Movement: Running: 7"/14"

Cost Powers END

Martial Arts: Weapons Combat

Maneuver	OCV	DCV	Notes
4 Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove
4 Defend	+2	+2	Block, Abort
5 Mace-Bash	+1	-2	Weapon +4 DC Strike
4 Mace-Strike	+0	+2	Weapon +2 DC Strike
5 Probe	+1	+3	Weapon Strike
1 Use Art With Polearms/Spears (Axes/Maces/ Hammers/Picks is default)			
2 <i>Fast:</i> Running +1" (7" total)			1

Perks

- 7 Fringe Benefit: Lieutenant of Kal-Turak

Talents

- 6 Combat Luck (3 PD/3 ED)
8 Mounted Warrior (HTH, Ranged)

Skills

- 20 +4 HTH
4 +2 OCV with Vorgarath
2 Animal Handler (Dragons) 13-
3 Climbing 13-
5 KS: Dragonriders Of Ka'Rfk 14-
2 KS: Kal-Turak And His Forces 11-
5 Riding 14-
3 Stealth 13-
3 Tactics 12-
6 WF: Common Melee Weapons, Common
Missile Weapons, Lances, Whips

Total Powers & Skills Cost: 99

Total Cost: 215

75+ Disadvantages

- 20 Hunted: forces of Good 8- (Mo Pow, NCI, Kill)
25 Psychological Limitation: Merciless And
Devoted Servant Of Kal-Turak, Given
To Slaughter And Destruction (Very
Common, Total)
20 Social Limitation: Subject To Orders (Very
Frequently, Major)
75 Experience Points

Total Disadvantage Points: 215

Background/History: Obar's history is similar to that of the other Dragonriders of Ka'Rûk. There was a time when he was a devoted servant of Goodness and light — a paladin, perhaps, or a crusading priest or doughty warrior. But misfortune fell upon him and he was captured by the servants of Kal-Turak, Ravager of Men. Recognizing in him raw material that could be put to good use, Kal-Turak remolded him, using spells to strip away his memories and personality (and giving them to demons to feed upon). In their place he put the drives he preferred: utter loyalty to himself; a willingness to serve Evil unto his dying

OBAR BLACKTHEW'S ENCHANTED ITEMS

Vorgarath: A foul relic of some ancient time, Vorgarath is a spike-headed mace of evil aspect. A "glow" of shadow surrounds it, causing further pain (or other effects) in addition to the mace-bash (HKA 3d6, +1 Increased STUN Multiplier **plus** a Multipower with three Triggered slots: Energy Blast 8d6, Sight Group Flash 8d6, Drain STUN 4d6; all OAF)

Dragonfang: Obar's spear, said to have been crafted for him by Kal-Turak himself, can change size so that it functions as a lance, spear, or throwing spear. In any form its barbed head, made of black steel, inflicts vicious wounds, and if thrown it returns to Obar's hand. (HKA 3d6, Armor Piercing, Penetrating, Range Based On STR (can be thrown); OIF (for throwing purposes, but can be Disarmed as if an Accessible Focus))

The Blood-Red Armor Of Nothak-Hren: This suit of plate armor, made of black steel with blood-red highlights and sections, exudes a palpable aura of misery and woe, as if it were forged from the souls of the damned instead of metal. (DEF 10, No Mass **plus** Mental Defense (10 points total) **plus** +5 PRE for fear-/intimidation-based Presence Attacks; all OIF)

Dragonskull Shield: Made so that it cleverly resembles a draconic skull, this large shield protects Obar well and inflicts powerful bashes (+4 DCV; HA +4d6; all OAF)

SERVANTS OF GREAT EVIL

The four characters described in this section aren't literally part of a group the way the other characters in Chapter Two are. They're grouped together because of their common devotion to the greatest force for Evil in Ambrethel: Kal-Turak the Ravager. While they might work as a team if necessary, it's more likely your heroes will encounter them by themselves, surrounded by minions and servants of their own.

OBAR BLACKTHEW
PLOT SEEDS

There's always the possibility that somewhere, in some dark hole in one of his strongholds, Kal-Turak has kept Obar's personality and memories as a plaything. If so, and the heroes could recover them somehow, and then defeat Obar, and then take him to a powerful sorcerer, maybe his true self could be restored....

Based on an oracle's words, the heroes believe that Obar intends to lead a group of Dragonriders in an attack on a small town in northern Mhorecia. Why that town? Is the oracle wrong, or somehow being duped? And even if he's correct, how can the heroes stop Dragonriders?

A friendly dragon (perhaps Augiros, page 100) comes to the PCs. He tells them about the Dragonriders' enslaved mounts and asks them to use a special amulet to free as many of them as possible, for which they will earn much gratitude from dragon-kind. But of course, to use the amulet they have to get very close to the dragons... and a dragon just freed from years of slavery may not be in a very good mood....

EQUIPMENT							Notes
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	
Vorgarath	+1	—	3d6	1d6	—	18	See text
Dragonfang	+1	+1	2d6	1d6	1	15	See text
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
The Blood-Red Armor Of Nothak-Hren (DEF 10, Mental Defense (10 total))							
Dragonskull Shield (+4 DCV, HA +4d6)							
Gear: Dragonriding harness							



breath; a desire to slaughter and destroy. Renamed Obar Blackthrew, he has served Kal-Turak ever since as one of his feared Dragonriders.

Personality/Motivation: Obar has little, if any, personality of his own left. He exists only to follow Kal-Turak and obey his every command, regardless of the danger to himself. He lives for destruction, slaughter, and committing Evil acts.

Quote: "Fool! Do you think your petty attacks can harm a Dragonrider of Ka'Rûk? Prepare yourself for death."

Powers/Tactics: Obar is a powerful and skilled warrior, the sort who likes to take the fight straight to his foes rather than attempt clever tactics or stratagems. His enchanted weapons and armor, combined with his strength, make him a foe to be feared.

As a Dragonrider of Ka'Rûk, Obar has a dragon as a mount. You can use the Greater Dragon from page 66 of *The HERO System Bestiary* for his mount, but assume its personality has been warped to instill loyalty to Obar and Kal-Turak.

Campaign Use: Obar provides a basic "template" from which you can write up other Dragonriders of Ka'Rûk. He's mightier than most, and of course they each have their own enchanted weapons and items, but the basic Skills and personality are the same.

To make Obar a tougher opponent, give him some Extra DCs with his Martial Arts, more Combat Skill Levels, or another point of SPD. To weaken him, remove his Martial Arts.

Obar only Hunts heroes if ordered to, in which case he follows orders.

Appearance: Obar is a tall, well-muscled Man with a handsome face... but few people ever see it because he's usually covered head to toe in black and blood-red plate armor and helm. He wields Vorgarath, a mighty mace that glows with shadow the way a candle glows with light. When riding his dragon he keeps his left hand on the reins; on foot he carries an enchanted shield adorned with a dragon-skull symbol.

VARAKES THE LICH				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	32	14-	
20	BODY	20	13-	
25	INT	20	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (8 rPD)
8	ED	3		Total: 8 ED (8 rED)8
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	REC	2		
60	END	12		
50	STUN	8		Total Characteristics Cost: 219
Movement: Running: 6"/12"				
Cost	Spells		END	
	<i>Black Magic</i>			
6	Agony (FHG2 40)			
9	Corruption (FHG2 43)			
5	Hellfire (FHG2 45)			
8	Hex (FHG2 45)			
2	Pestilence (FHG2 46)			
6	Scrying (FHG2 54)			
2	Stormcalling (FHG2 49)			
4	Vile Summoning (FHG2 56)			
	<i>Necromancy</i>			
6	Create Ghost (FHG 140)			
5	Create Mummy (FHG 141)			
3	Create Skeleton (FHG 141)			
13	Create Specter (FHG 142)			
5	Create Vampire (FHG 143)			
4	Create Wight (FHG 144)			
8	Create Wraith (FHG 144)			
3	Create Zombie (FHG 145)			
19	Death Touch (FHG 145)			
4	Druathek's Necromantic Fetters (FHG 146)			
2	Hargenzarian's Spell Of Life-Shielding (FHG 157)			
9	History Of Blood (FHG 147)			
6	Sa'akiv's Soulripping (FHG 149)			
4	Soul Feeding (FHG 165)			
2	The Spell Of True Necromancy (FHG 162)			
1	Summon Ghoul (FHG 150)			
12	Thronek's Spell Of Withering (FHG 152)			
6	Veltharex's Spell Of Torment (FHG 153)			
3	Wall Of Bones (FHG 160)			
3	Wraithform (FHG 160)			
3	Wraithtouch (FHG 154)			
	<i>Sorcery</i>			
6	Algashar's Glamour Of Fright (FHG 175)			
2	Alzamar's Cloak Of The Unseen (FHG 182)			
5	Belzorath's Dominion Of The Mind (FHG 167)			
2	Belzorath's Spell Of Waking Dreams (FHG 176)			
6	Darthuva's Affliction Of The Confused Mind (FHG 170)			
1	Detect Illusion (FHG 184)			
1	Detect Invisibility (FHG 185)			
8	Fekura's Bonds Of Fear (FHG 170)			
5	Mindreading (FHG 172)			
4	Mindseeking (FHG 186)			

4	Prismatic Blast (FHG 177)	
5	Simbalon's Fifth Spell Of Illusion (FHG 178)	
11	The Spell Of The Untrustworthy Mind (FHG 174)	
5	Torment Of The Mind (FHG 174)	
1	Wizard's Hand (FHG 180)	
	<i>Wizardry</i>	
1	Detect Magic (FHG 221)	
4	The First Spell Of The Crimson Ring (FHG 232)	
2	Levitation (FHG 233)	
5	Mystic Bolt (FHG 224)	
5	Mystic Dart (FHG 225)	
6	Mystic Wall (FHG 229)	
8	The Second Spell Of The Crimson Ring (FHG 233)	
1	Serten's Spell Of The Quiet Moment (FHG 227)	
22	The Spell Of Locking And Opening (FHG 243)	
4	Stelrane's Spell Of Dispersion (FHG 223)	
1	Wizard's Eye (FHG 235)	
2	Wizard's Power (FHG 228)	
2	Wizard's Shield (FHG 231)	
5	Wizard's Steed (FHG 234)	
	Powers	
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Lich's Body:</i> Does Not Bleed	0
10	<i>Lich's Body:</i> No Hit Locations	0
8	<i>Lich's Body:</i> Damage Resistance (8 PD/8 ED)	0
1	<i>Lich's Body:</i> +2 PD; Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Lich's Body:</i> +2 PD; Only Protects Against Piercing Attacks (-1)	0
6	<i>Lich's Mind:</i> Mental Defense (10 points total)	0
10	<i>Lich's Body:</i> Power Defense (10 points)	0
50	<i>Lich's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
6	<i>Lich's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Lich's Senses:</i> +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>Witchfire Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Witchfire Eyes:</i> Nightvision	0
20	<i>Lifesense:</i> Detect Life 14- (no Sense Group), Discriminatory, Range	0
	Perks	
7	Fringe Benefit: Lieutenant of Kal-Turak; Overlord Of Gorgashtar	
	Talents	
20	<i>Spell Of Comprehension:</i> Universal Translator 14-	
	Skills	
15	+5 with Spells	
3	Analyze Magic 14-	
3	Concealment 14-	
2	Cryptography 14-; Translation Only (-½)	
3	Deduction 14-	
3	Interrogation 15-	
3	Inventor (Spell Research) 14-	

VARAKES THE LICH
PLOT SEEDS

While traveling the heroes come across an almost-abandoned village. It turns out the village is haunted; most of the former residents have fled due to fear of the ghosts that have been appearing there. Investigating, the heroes learn the village is built over the ruins of an old wizard's school... one Varakes recently learned about, and whose secrets he wishes to uncover. To amuse himself he's been driving the villagers away with summoned spirits. The heroes have to find the ruins of the school (now underground), explore them, find their treasures... and then figure out how to use those treasures to get Varakes to leave the village alone.

Varakes's centuries-old undead body at long last begins to break down. "Fixing" it involves powerful spells that require rare and valuable components. Unwilling to risk his unlife to obtain them, Varakes decides to trick the heroes into doing it for him by hiring them through intermediaries.

One of the heroes has an enchanted item that Varakes desperately wants. He begins a campaign of destruction against the PCs, starting with attempts to buy or steal the item and escalating up to powerful attacks.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Banestaff	+2	—	6d6 N	—	—	10	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
None							
Gear: Spell components and paraphernalia							

- 1 Language: Literacy
- 23 Power: Black Magic 24-
- 35 Power: Necromancy 30-
- 31 Power: Sorcery 28-
- 27 Power: Wizardry 26-
- 3 Stealth 13-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Scholar
- 4 1) KS: Arcane And Occult Lore 16-
- 4 2) KS: Black Magic 16-
- 2 3) KS: Demons 14-
- 4 4) KS: Legends And Lore 16-
- 2 5) KS: The Mystic World 14-
- 4 6) KS: Necromancy 16-
- 4 7) KS: Sorcery 16-
- 4 8) KS: The Undead 16-
- 4 9) KS: Wizardry 16-

Total Powers & Skills Cost: 668
Total Cost: 887

75+ Disadvantages

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 20 Hunted: forces of Good 8- (Mo Pow, NCI, Kill)
- 25 Psychological Limitation: Irredeemably Evil And Cruel (Very Common, Total)
- 15 Psychological Limitation: Hungry For Power, Especially Magical Power (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 727 Experience Points

Total Disadvantage Points: 887

Background/History: Centuries ago, so many years that he can barely remember them all, there was a wizard named Berethar. He started out like so many did, eager for learning and wisdom. But in time, as he learned more of the Arts Arcane, a desire for knowledge slowly but surely transformed into a desire for power. He began delving deeper, seeking more and more powerful spells...

...and eventually gave into temptation and started down the path of black magic. The first demon was easy enough to summon, and it taught him much. Soon he was conjuring infernal beings regularly, learning spells and lore from them. But his fiendish workings and quests for power did not go unnoticed. Heroes serving the Blue Gods in vow or deed took it upon themselves to stop him — but all of them met their deaths at his hands, or the hands of his servitor creatures.

VARAKES'S
ENCHANTED ITEMS

- Amulet Of Mystic Potency:** This amulet provides energy for magic spells. (Endurance Reserve (150 END, 15 REC))
- The Banestaff:** This powerful enchanted staff not only acts as a battery for mystical energy, it can absorb mystical energies directed at the wielder, and has several other powers. (6d6 Normal attack with +2 OCV **plus** Endurance Reserve (160 END, 20 REC) for spells **plus** Absorption 6d6 (Energy, to wielder's STUN) from magic only **plus** Illumination (Sight Group Images to create light, 0 END) **plus** Multipower of attacks (Energy Blast 8d6 (icebolt), Entangle 4d6 4 DEF (mystic bonds), Drain STR 4d6 (weakness spell), RKA 2½d6 (lightning bolt))
- Ring Of Golden Birds:** The wearer of this ring, which is formed to look like a circle of birds, can fly. (Flight 15")
- Royal Magus Robes:** Made of purple and gold silk, these robes enhance the wearer's mystic powers. (Armor (2 PD/2 ED); +3 with all types of the Magic Skill)
- Silverflame Crown:** This mystic crown looks like it's made out of flickering, silvery flames. (+3 with Sorcery spells; Aid Magic 4d6, any magic spell one at a time, 1 Charge)

Eventually the threat posed by Berethar and his evil power was so great that a group of mighty heroes assembled to do what lesser heroes could not. For the first time in his life the wicked wizard was troubled. He had long since sold his soul to an arch-demon for more power, and if he died at the hands of these heroes he'd spend eternity in torment. So he conceived a cunning plan. As the heroes approached his stronghold he cast a mighty spell to preserve his life as *unlife* beyond the grave. He and his servants fought the heroes long and well, slaying three of them, but in the end it was as Berethar had foreseen — the heroes killed him and destroyed all his foul works.

Or so they thought. In the next dark of the moon, arcane energies swirled around Berethar's remains, bringing them back to unlife and infusing them with mystic power. He returned to Ambrethel as a lich. To mark the start of his new life, he chose a new name: *Varakes*, meaning "blackened heart" in some long-forgotten tongue.

As one of the undead, Varakes continued his quest for power and magical lore, becoming ever mightier in the Arts Arcane. Eventually he realized there were certain heights of power he could not scale on his own, or even with the help of demons — he needed someone mightier and more evil still

to show him the way. He journeyed into the North seeking that person: Kal-Turak, Ravager of Men. Amused by the lich's presumption and impressed with his power, Kal-Turak agreed to accept his service, soon appointing him to rule the city of Gorgashtar. Varakes has served him loyally, knowing that's the only way to continue to learn from him... but in time, he will know all he needs to know....

Personality/Motivation: Cruelty and lust dominate Varakes's thoughts: a desire to cause harm, and a desire for power. When he pauses from his studies and his quests for spells and enchanted items (which could take him nearly anywhere in Ambrethel) he takes pleasure in pitting factions of Orcs and Ogres against one another, torturing prisoners, and using hapless innocents as test subjects for his latest spells. Recently he's begun an in-depth investigation of the art of Alchemy (particularly the creation of constructs) and may soon start to learn its spells and processes.

Quote: "I have transcended the grave. For defying me, you shall soon be in yours."

Powers/Tactics: Varakes is a skilled, powerful spellcaster versed in four schools of magic: Black Magic; Necromancy; Sorcery; and Wizardry. Necromancy and Black Magic are his favorites, particularly if he has time to prepare his attacks or can strike from a distance. If confronted by a group of heroes he usually casts Wizard's Shield upon himself and then uses attack spells like Death Touch, Mystic Dart, and History Of Blood to kill his enemies. For fun he may cast Sorcery spells to turn one enemy against another. If reduced to half BODY or less he usually flees by casting the First Spell Of The Crimson Ring, using his Ring Of Golden Birds, or the like.

Campaign Use: Varakes (pronounced vah-RAH-kase) makes a good master villain for hero groups not yet ready to face the likes of Kal-Turak. As the overlord of Gorgashtar and a powerful lich, he essentially has a free hand to do as he likes provided he doesn't disrupt the Ravager's other plans or weaken his forces. Between that and his unquenchable thirst for new lore and enchanted items the heroes could encounter Varakes nearly anywhere in the world as part of many different schemes.

To make Varakes more powerful, give him more spells and enchanted items. Alchemy, Elemental Magic, Enchantment, and Thaumaturgy would all be good "expansion" schools for him. To weaken him, remove his Combat Skill Levels with spells, or even reduce his arsenal of spells.



Varakes is an incredibly dangerous Hunter. He has the patience and tenacity not only of the undead, but of a wizard who's lived for centuries. He rarely bothers to confront his quarry directly, preferring instead to work through servants, hirelings, and conjured beings. In some cases he captures his foes instead of killing them so he can "play" with them in his torture-chambers.

Appearance: Perhaps the most powerful of Kal-Turak's lieutenants, Varakes was once a mighty wizard who used spells of Necromancy to extend his life into Undeath. He looks like a withered, dried-out, but unrotting corpse with glaring, sunken eyes and no hair on his head or body. He wears sumptuous enchanted robes of gold and purple, and on his head rests a crown made of silver flames. His right hand usually grasps the Banestaff, a straight, smooth, jet-black staff capped and shod in silver. He speaks with a dry, rasping sort of voice that sounds like leaves blowing over flagstones.

VARL PLOT SEEDS

Varl's people, the storm giants, contact the PCs. They feel he's a disgrace and must be captured and brought to them for crimes against them (or, if that's not possible, slain). They offer rich rewards if the heroes can accomplish the task.

Asvalak visits Varl in a dream and orders him, as his son, to find and kill the heroes. What does Asvalak have against them, and why has he chosen such a blunt instrument for the task?

A comrade of the heroes' has been captured by Kal-Turak's forces... and that means he's almost certainly been imprisoned in Thalamazzdar. To get him out, they're going to have to go through Varl....

VARL				
Val	Char	Cost	Roll	Notes
70	STR	110	23-	Lift 400 tons; 14d6 [14]
22	DEX	42	13-	OCV: 7/DCV: 7
40	CON	100	17-	
34	BODY	76	16-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
45	PRE	60	18-	PRE Attack: 9d6
10	COM	0	11-	
20	PD	12		Total: 20 PD (4 rPD)
20	ED	24		Total: 20 ED (4 rED)
4	SPD	8		Phases: 3, 6, 9, 12
22	REC	0		
80	END	0		
100	STUN	22	Total Characteristics Cost: 480	
Movement:		Running: 15"/30" Leaping: 6"/12"		
Cost	Spells			END
	Air Magic			
11	Blaithelock's Call To The Wind (FHG 63)			
2	Blaithelock's Sphere Of Air (FHG 70)			
5	Calm The Winds (FHG 64)			
9	Donver's Whirlwind (FHG 65)			
5	Fogbreaking (FHG 65)			
2	Freshen Air (FHG 72)			
2	Mage's Wind (FHG 66)			
2	Mistshaping (FHG 73)			
8	Stelrane's Second Spell Of The Slumbrous Vapors (FHG 68)			
11	Ulgar's Spell Of Deadly Deprivation (Strong version) (FHG 69)			
4	Wall Of Cloud (FHG 70)			
	Druidry			
6	Call To The Wilderness Denizens (FHG 39)			
2	Meldana's Charm Of The Dragon's Heart (FHG 60)			
4	Selgar's Unfriendly Terrain (FHG 46)			
5	The Spell Of The Sudden Fog (FHG 47)			
10	The Spell Of The Thorny Wall (FHG 52)			
2	Tracker's Eye (FHG 61)			
3	Word Of Warping (FHG 49)			
	Powers			
75	Control The Weather: Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)			
67	Lightning Blast: RKA 3d6, Indirect (any angle from above; +½)			
30	Sweeping Blow: Area Of Effect (One Hex; +½) for up to 60 STR			
4	Toughness: Damage Resistance (4 PD/4 ED)			
12	Heavy: Knockback Resistance -6"			
3	Giantish Longevity: Life Support (Longevity: lifespan of 800 years)			
18	Long Legs: Running +9" (15" total)			
6	Giantish Senses: +2 PER with all Sense Groups			

9 *Reach:* Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Perks
7 Fringe Benefit: Lieutenant of Kal-Turak; Warden Of Thalamazzdar

Skills
32 +4 with All Combat
3 Climbing 13-
3 Interrogation 18-
3 KS: Air Magic 13-
3 KS: Druidry 13-
25 Power: Air Magic 24-
25 Power: Druidry 24-
7 PS: Predict Weather 17-
4 Survival (Mountains, Temperate/Subtropical) 13-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 433

Total Cost: 913

75+ Disadvantages
5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
20 Enraged: in combat (Common), go 11-, recover 11-
20 Hunted: forces of Good 8- (Mo Pow, NCI, Kill)
5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15 Psychological Limitation: Loves To Cause Suffering And Misery (Common, Strong)
15 Psychological Limitation: Arrogant, Overconfident, And Vain (Very Common, Moderate)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
728 Experience Points

Total Disadvantage Points: 913

Background/History: There are times when the gods walk among Men... and Elves... and Orcs. Once many years ago, Asvalak, god of battle, saw a young storm giantess of great beauty. Driven by lust he transformed himself into a storm giant and forced himself upon her, then cast her aside when his desires were satiated. The birth of his son months later was so traumatic it killed

VARL'S ENCHANTED ITEMS

Amulet Of Resistance: This small amulet, crafted in the shape of a shield, protects Varl from many types of attacks. (Power Defense (5 points) **plus** Mental Defense (7 points total))
Ironskin Bracers: Varl's enchanted bracers make his skin tougher than even the heaviest armor. (Damage Resistance (+16 PD/+16 ED); OIF)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Implements of torture (possibly including a whip)							

her. The boy became a virtual outcast in storm giant society, scorned by the other giants for his evil parentage. They called him Varl, meaning “Accursed” in their tongue. Almost from his first breath he had to struggle to survive.

Fortunately for him, he was built for survival. With the blood of a god flowing in his veins, he grew up stronger and tougher than the other giants, and his prowess with the arcane powers of the storm giants matched his physical might. When still just a youth he murdered another giant who enraged him. Rather than face the “unfair” justice of his people he fled, becoming an outcast in truth. He lived by himself in wild places and underground caverns, preying on the weak and luckless.

One day Varl attacked someone he took to be a helpless courier, intending to eat the man and steal his valuables. But the “helpless” courier turned out to be a servant of Kal-Turak with powers of his own, and he escaped. Intent on teaching his attacker a lesson, he sent out a force of the Ravager’s men to capture him and bring him back to the prison of Thalamazzdar. When Kal-Turak heard of this unusual captive, he investigated for himself. Impressed with Varl’s bluster and unwillingness to show fear, he offered to free him from his duress and spare his life... provided he became the warden of the prison and Kal-Turak’s willing and loyal servant. No fool, Varl agreed immediately and has served the Ravager ever since — though perhaps not as loyally as Kal-Turak would prefer.

Personality/Motivation: Varl’s physical size is matched by his ego. Proud, vain, and overconfident almost to the point of folly, he thinks no one is mightier than he and that he can overcome any obstacle. He shows off at every opportunity, particularly enjoying the chance to “pick on” the “weaklings” who serve him or are his captives. Inflicting pain, whether it’s emotional or physical, entertains him immensely.

Quote: “Pah! You think you can challenge me, little thing? You have not known true might until you have contended with Varl the Great!”

Powers/Tactics: Varl knows little of tactics — he charges straight into battle, counting on his natural strength and toughness to see him through. He usually relies on his fists and Lightning Blast as his main “weapons,” but uses his spells and powers as necessary. For such a brute of a being he can be unusually crafty at times; foes who underestimate him often learn this to their regret.

Campaign Use: Varl represents the physical side of Kal-Turak’s forces. If your heroes are in the mood for a knock-down-drag-out fight, rather than a battle of wits and spells, the storm giant may be just

the adversary they need. It’s entirely possible that Kal-Turak would give him a mission other than serving as warden, so they could even encounter him outside the Northlands.

To make Varl tougher, increase his SPD to 5. To weaken him, change his background so he’s not divine-blooded and make him a storm giant runt who’s weaker than usual (about 40 STR and other corresponding reductions) and has to rely on his spells and wits to make up the difference.

Varl isn’t much of a Hunter — he lacks the patience. If he encounters someone he has bad memories of, he won’t hesitate to attack, but it’s not like him to actively pursue someone... unless that person made him *really* angry.

Appearance: Varl is a storm giant whose father is Asvalak, god of slaughter. Tall and heavily-muscled even for a giant, he relies on his immense strength and his storm-magics in battle instead of carrying a weapon. His hair is the blue-white of a lightning bolt; his skin stormcloud grey; his teeth and nails black. He wears a black tunic, pants, and boots, with gold bracers around his wrists.



ZARLANG THUL

Val	Char	Cost	Roll	Notes
23	STR	16	14-	Lift 600 kg; 4½d6 [5]
19	DEX	27	13-	OCV: 6/DCV: 6
23	CON	32	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	10-	
12	PD	11		Total: 15 PD (4 rPD)
10	ED	7		Total: 13 ED (4 rED)
5	SPD	31		Phases: 3, 5, 8, 10, 12
10	REC	0		
46	END	0		
50	STUN	6		Total Characteristics Cost: 168

Movement: Running: 6"/12"

Cost	Powers	END
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Martial Arts: Greatswordfighting					
	Maneuver	OCV	DCV	Damage/Effect	
4	Block	+2	+2	Block, Abort	
4	Evade	—	+5	Dodge, Affects All Attacks, Abort	
4	Fast Slash	+2	+0	Weapon +2 DC Strike	
4	Half-Sword Disarm	-1	+1	Disarm, +10 STR to Disarm roll, Requires Both Hands	
3	Half-Sword Trip	+2	+0	Weapon Strike, Target Falls, Requires Both Hands	
5	Power Slash	+1	-2	Weapon +4 DC Strike	
5	Thrust/Cautious Slash	-2	+1	Weapon +4 DC Strike	
13	The Crushing Fists Of Zarlang Thul: HA +4d6; Hand-To-Hand Attack (-½)				2
7	Intimidating Mien: +15 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)				0
1	Half-Orc's Hide: Damage Resistance (1 PD/1 ED)				0
20	Pain Tolerance: Physical and Energy Damage Reduction, Resistant, 25%; STUN Only (-½)				0
5	Orcish Eyes: Nightvision				0
6	Observant Half-Orc: +2 to PER Rolls with all Sense Groups				0

Perks

7 Fringe Benefit: Lieutenant of Kal-Turak; Overlord Of Vithoomshoraz

Talents

6 Combat Luck (3 PD/3 ED)

Skills

30 +6 HTH

3 Bureaucratics 13-

3 Climbing 13-

3 Deduction 12-

3 CK: Vithoomshoraz 12-

2 KS: Inhabitants Of Vithoomshoraz 11-

2 KS: The Military/Mercenary World 11-

2 KS: Orcish Civilization And Culture 11-

2 Language: Trade-Tongue (fluent conversation; Eastern Skhai is Native)

1 Language: Literacy

3 Stealth 13-

3 Streetwise 13-

3 Tactics 12-

3 Tracking 12-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 161

Total Cost: 329

75+ Disadvantages

20 Hunted: forces of Good 8- (Mo Pow, NCI, Kill)

15 Psychological Limitation: Evil And Cruel (Common, Strong)

15 Psychological Limitation: Belligerent And Aggressive (Common, Strong)

15 Reputation: toughest man in Vithoomshoraz, 14-

20 Social Limitation: Subject To Orders (Very Frequently, Major)

169 Experience Points

Total Disadvantage Points: 329

Background/History: There was a time when the dark city of Vithoomshoraz was little more than a war zone. Kal-Turak left his followers there to do as they would, and the result was constant fighting among tribes of Orcs, bands of Ogres, clans of Trolls, and the other vicious beings who serve him. It was this Darwinian cauldron that bred the man who would become the city's unquestioned leader.

Zarlang Thul is a half-Orc. Abandoned to his father's people (whom he favors) at an early age, he grew up in the rough-and-tumble Orcish world, having to fend for himself at every turn. As a result he grew up strong, fast, cruel, and self-reliant. When he was old enough he left the Skyclaws behind for mercenary work, wielding his blade for whoever would hire him.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Marbod	+2	—	3d6	1d6	—	15	See text
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Mighty Orcish Scalemail (DEF 7)

Gear: Seal of office

As his reputation for strength and “efficiency” (cruelty) grew, he began to work for the forces of Kal-Turak (though he rarely knew that). Eventually he was brought to Vithoomshoraz and embraced his role as one of the Ravager’s soldiers wholeheartedly. He thrived there, turning his mercenary band into a small army and eventually making it one of the most powerful and feared in the city.

Taking note of his accomplishments, Kal-Turak himself decided the time had come to impose order on Vithoomshoraz. He made Zarlang Thul its overlord, with one simple command: bring the city under control. It took him nearly five years, but Thul did it by slowly but surely killing off his rivals and forcing the “citizens” to obey his word as law. While the city today isn’t exactly a peaceful or safe place, it’s far better than it was... and at the top of the heap sits Zarlang Thul.

Personality/Motivation: Thul comes across as a vicious, ruthless, evil, aggressive, belligerent warrior — the typical Orc turned up to “overdrive.” He is all of those things, and more, but to some extent he’s putting on an act. He’s smarter than he pretends to be; he couldn’t control Vithoomshoraz if he didn’t have his wits about him.

Thul reacts to challenges, insults, and taunts poorly (in game terms, they tend to trigger his *Belligerent And Aggressive* Psychological Limitation). If he fails his EGO Roll to keep himself in check, he’s likely to respond by attacking. Usually he opens up with a surprise attack involving the nearest heavy or sharp object he can lay his hands on, then draws a weapon and keeps going until his opponent is chastised or dead.



Quote: “Choose your words carefully, fool, or you’ll soon have no throat to speak them out of.”

Powers/Tactics: Thul’s weapon of choice is the greatsword, and he wields it with skill. He doesn’t just hack and slash away, even when angry; he fights with agility, often moving one hand up to the ricasso so he can better control the movement of the blade, parry attacks, or use the Club Weapon maneuver.

In most fights, Thul splits his Combat Skill Levels evenly between OCV and DCV, though he may adjust them to compensate for a CV modifier from a Martial Maneuver. If he thinks he has an edge on an opponent he may shift them all to OCV in an effort to end the fight quickly.

**ZARLANG THUL
PLOT SEEDS**

Marbod has been stolen! When he gets word that the PCs have been seen using a sword just like it, Zarlang Thul sets out to get it back... no matter what it takes. But what happens when he finds out he’s been tricked and the PCs find out they’ve been set up?

A potential rival for power in Vithoomshoraz, a three-headed ogre with magical powers, is making Zarlang Thul’s life difficult. He decides to use the heroes to eliminate his rival by forcing the ogre to undertake a mission away from the city, and then leaking information about it to the PCs.

The magically-disguised PCs sneak into Vithoomshoraz on a mission. While there they get involved in a fighting competition sweeping the city. The winner’s prize? The chance to face Zarlang Thul in single combat....

Campaign Use: Perhaps other than Obar Blackthew, Zarlang Thul is the lieutenant of Kal-Turak the PCs are most likely to meet. Although he's temporarily ruling a city of humanoids, ultimately Thul is a warrior and mercenary captain, and that's how the Ravager intends to use him. He could be assigned to lead an army on an attack against some Ardunan kingdom, thus bringing him into direct conflict with the PCs.

To make Zarlang Thul a tougher opponent, give him some Extra DCs with his Martial Arts, and perhaps a point of DEX or three. To weaken him, reduce his SPD to 4 and his CSLs to four as well.

Zarlang Thul won't Hunt heroes unless ordered to do so, in which case he'll follow orders.

Appearance: Zarlang Thul is a mighty half-Orc warrior whose features favor his orcish ancestry. His skin is an ugly muddy green shade, and his hair and eyes are black. A scar cuts across his face from his middle right forehead, down across the bridge of his nose, to the left side of his mouth, giving him a perpetual hideous sneer. Strong enough to crush a pewter drinking mug in one hand the way an ordinary man crumples a piece of paper, he wields Marbod, a greatsword with runes engraved along its length and a purple-blue diamond for a pommelstone. In battle he wears an enchanted suit of scale mail patterned after the orcish style.

ZARLANG THUL'S ENCHANTED ITEMS

Marbod: Made of dark steel, with runes of malice and woe that glow with a purplish witchfire engraved along its length, Marbod is a powerful and intimidating greatsword that only a strong warrior can wield. It's particularly useful for attacking several foes in a single stroke, leading some men to call it "the Scythe of Skulls." (HKA 3d6, +1 Increased STUN Multiplier, 0 END; OAF, STR Min 15 **plus** +2 OCV **plus** +4 OCV with Sweeps)

Dragonsheart Pommelstone: When affixed to any sword, a Dragonsheart Pommelstone allows the wielder to cause the blade to become enveloped in dragons-flame for a period of twelve seconds. During that time the sword cuts through armor more easily, and thus inflicts deeper wounds. (Armor Piercing for any sword built on up to 200 Active Points, Continuous, Trigger [thought command from wielder]; OAF, 4 Continuing Charges lasting 1 Turn each)

Everfull Mug: One of Thul's most treasured possessions, this mug refills itself upon command with whatever sort of liquor the owner desires. If poured out of the mug the liquor becomes water (so it can't be used to fill other peoples' drinking-cups or to start a fire), but if drunk straight from the mug it's the real thing. (Major Transform (air in mug to any type of liquor), 0 END; OAF)

Mighty Orcish Scalemail: This armor looks like typical Orcish scalemail (albeit very well-made compared to most), but it was fashioned by Kal-Turak's best smiths to be as strong as chainmail yet as light as clothing. (DEF 7 armor, No Mass)

KROGG'S BANDITS



Membership: Krogg the Axe; Gorbar the Archer; various bandits

Background/History: “History? Who need history? Krogg has axe!”

Like most bandit groups, Krogg and his “followers” don’t really have much history. They’re just a group of Men and other humanoids who prefer (or have been driven to) the outlaw life and have come together for protection and power. The group coalesced around Krogg, a mighty half-Orc warrior, several years ago and has stayed together largely because it’s enjoyed a lot of success — but also because Krogg, for all his crudity, is a good leader.

Group Relations: Any group of people has its tensions, and a group of thieves and killers doubly so... but somehow Krogg controls the situation. With a combination of intimidation, humor, and morale-building he keeps the problems to a minimum and the group functioning pretty smoothly. This, as much as anything, is responsible for the group’s success (and thus infamy).

Tactics: Like most bandit groups, Krogg’s men don’t want to fight in the open — that’s risky. They want to ambush travelers and caravans and take whatever they can. Their life is a running battle between themselves and merchants’ guards as they try to find new places and ways to ambush traders, and the guards try to protect the merchants against that.

Since Gorbar the Archer joined him, Krogg has been able to expand the group’s tactics. Having an extremely-skilled bowman gives him a way to pick off targets from a distance and intimidate people into surrendering. Nothing’s as likely to take the fight out of someone as having a clothyard shaft thud into the ground *right* next to his feet.

For the typical member of Krogg’s Bandits, use the *Bandit* character sheet from page 119 of *Monsters, Minions, And Marauders*. For a few more notable bandits, substitute the Barbarian Warrior, City Guard, Horse Nomad, Knight, or Soldier templates from that book and give the character a name and background to explain why he’s now working as a bandit. (See below for a few capsule descriptions you can flesh out into full character sheets if you like.)

Campaign Use: Krogg’s Bandits is a more or less typical group of wolf’s-heads with a few interesting personalities thrown into the mix. You can use it as a template for other bandit groups, or move it to just about any part of Ambrethel if your campaign doesn’t take place in and around the Bandit Lands. Krogg and his men work best as foes for weaker PCs, perhaps heroes just starting out on their careers.

To make Krogg’s Bandits tougher, give it a few more “named” members — distinctive and (relatively) powerful personalities rather than just generic bandits. In campaigns featuring a lot of spellcasting and magic items you may need to supply the group with its own wizard and an arsenal of enchanted weaponry so it remains threatening. To weaken the group, make Krogg a poorer leader and the group prone to infighting, factionalism, and inefficiency.

Krogg’s Bandits generally don’t Hunt characters — their goal is profit. They don’t want to leave the Bandit Lands (where they have “home field advantage”) or get involved in vendettas. They won’t forget someone who’s done them wrong, but they can wait for the right opportunity to get revenge.

KROGG'S BANDITS PLOT SEEDS

Krogg’s Bandits kidnap a highborn lady and hold her for ransom. The PCs are hired (or assigned, as appropriate) to get her back, whether that means delivering the ransom or staging a daring rescue.

Krogg and his men attack a caravan and make off with a couple of wagons’ worth of goods. Unbeknownst to them, one of the crates contains a dangerous magical device... and by removing it from the caravan and the caravan’s protective spells, they’ve exposed themselves to dangerous levels of “magical radiation.” They’ll soon start transforming into hideous (and powerful) monsters if someone doesn’t contain the item properly.

Someone important has gotten lost in the Bandit Lands... and no one knows the area as well as Krogg and his men. The heroes have to convince Krogg to help them, and fast — before their target has an unfortunate encounter with some other group of bandits.

KROGG PLOT SEEDS

Krogg has to venture back into Aarn for supplies and gets spotted by an old adversary... who alerts the thieves' guilds. Now he's got half the thieves in Aarn on his tail and they're watching the gates. The PCs encounter him as he runs for his life from a group of them. He looks like an innocent victim fleeing from robbers. What will they do, and how will they extricate themselves from the mess they get into if they help him?

Krogg and his men ambush the PCs and capture them. Krogg agrees to let them go if they pledge not to attack him and his men again *and* agree to retrieve a valuable artifact he's heard about. What will they do? Will they feel honorbound to keep a promise made to a notorious bandit? Why is Krogg so eager to obtain this particular item?

Aarn puts a large bounty on Krogg's head. Time for the PCs to cash in....

KROGG THE AXE				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
8	PD	4		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	5	Total Characteristics Cost: 100	
Movement:		Running: 8"/16"		
Cost	Powers			END
7	Brutal Fighter: HA +2d6; Hand-To-Hand Attack (-½)			1
4	Swift: Running +2" (8" total)			1
Perks				
3	Fringe Benefit: Membership: Leader of Krogg's Bandits			
2	Reputation: toughest bandit in the Bandit Lands (in Aarn and the Bandit Lands) 11-, +1/+1d6			
Talents				
6	Combat Luck (3 PD/3 ED)			
Skills				
10	+2 HTH			
8	+4 OCV with Battle Axes			
12	Targeting Skill Levels: +4 vs. Hit Location penalties with all attacks			
3	Climbing 13-			
4	AK: Bandit Lands 13-			
2	CK: Aarn 11-			
2	Navigation (Land) 12-			
3	Riding 13-			
3	Stealth 13-			
3	Streetwise 13-			
2	Survival (Temperate/Subtropical) 12-			
3	Tracking 12-			
4	WF: Common Melee Weapons, Common Martial Arts Weapons			
Total Powers & Skills Cost: 81				
Total Cost: 181				
75+	Disadvantages			
20	Hunted: Aarnese authorities 8- (Mo Pow, NCI, Kill)			
10	Hunted: other bandit chieftains 8- (As Pow, Kill)			
15	Psychological Limitation: Greedy (Common, Strong)			
15	Psychological Limitation: Won't Work For Others; Must Be In Charge (Common, Strong)			
46	Experience Points			
Total Disadvantage Points: 181				

Background/History: Krogg's father was a Thor-darian sailor, his mother an Aarnese harlot. He grew up on the streets of Aarn, dreaming of the day he could become a sailor like his father. When he was old enough he ran away to sea, but it didn't suit him — he got seasick easily, and what's worse he chafed at the rigid shipboard discipline after a lifetime of doing mostly what he pleased. When the ship returned to Aarn he left the mariner's life behind forever.

He tried being a thief for a while, but he had the same problem: he didn't want to do what anybody told him. Unable to work within a guild, he tried freelancing, but all that got him was a price on his head. He fled the city for the Bandit Lands, eventually falling in with a group of out-laws. He fit in with the rough-and-tumble group well at first, but then began causing trouble for the leader with his stubbornness and constant questioning of orders. Tempers flared one day and the two began to fight. A few seconds later the former leader was lacking a head and the group had a new name: Krogg's Bandits.

Since then Krogg has developed a reputation as the fiercest, toughest, most dangerous bandit in the Bandit Lands. He and his men are feared by merchants and travelers all around the region, and for a bandit he lives pretty well. He's just where he wants to be: on top of the heap and answering to no one.

Personality/Motivation: Krogg has a strong "alpha male" sort of personality. In any group he wants to be the one in control; when not in a group, he simply wants to be left alone. If he's not in charge he'll cause enough problems that either he gets kicked out or finds a way to challenge for the top position. That, combined with his strong streak of greed, makes him an ideal leader for a gang of bandits... though at times he's a bit too likely to go after rich targets that are too well-guarded for his men to attack safely.

Quote: "I lead here! Do as I say or taste the blade of my axe!"

Powers/Tactics: Krogg is a strong, tough fighter whose preferred weapon is a battleaxe made from a cut-down bill hook. He's had it balanced just so to favor his strengths and style of fighting. With it he can easily take a man's head off with a single swing.

In combat Krogg usually fights aggressively, taking the battle to the foe directly and keeping most of his Combat Skill Levels in OCV or damage. If he can't overwhelm a foe quickly this way, he may switch to a more defensive stance to buy time for one of his men to come help, or he may get frustrated, put all his Levels into OCV, and go for a Head shot.

Campaign Use: Krogg is fairly typical, as bandit leaders go, though he's tougher and more distinctive than most. You can use him as a model for other outlaw chieftains, or distinguish him further by giving him specific ties to your PC or campaign.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Krogg's Axe	+1	—	2d6	1d6	—	14	See text
Throwing Axe	+0	+0	1d6	1d6-1	2	6	Carries two
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Brigandine and chain (average DEF 5 overall)

Gear: Flint and steel, tent, bedroll, armor and weapon maintenance tools

To make Krogg tougher, give him some Martial Arts with his axe, and perhaps some additional defenses. To weaken him, reduce his STR and CON to 15-17 and his DEX to 18.

Krogg's only likely to Hunt someone who either (a) has something he really, really wants, or (b) poses some challenge to his leadership position (either directly by challenging him, or indirectly by making him look bad). Otherwise he'd rather concentrate on keeping things the way they are; he likes his life just fine.

Appearance: Krogg is a half-Orc, 6'0" tall with a wiry, athletic body that belies his great strength but clearly signals his great agility. His skin is a sort of grey-white shade, his hair and eyes black, his teeth halfway between orcish tusks and human teeth. His favored weapon is an "axe" that's really a bill hook cut down from polearm to battleaxe size. In battle he usually wears a mix of chainmail and brigandine armors.



GORBAR THE ARCHER				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
12	COM	1	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
28	END	0		
26	STUN	0		Total Characteristics Cost: 60
Movement: Running: 6"/12"				
Cost Powers END				
2	Archer's Strength: +5 STR; Only To Meet STR Minimum For Bows (-1)			1
Perks				
1	Fringe Benefit: Membership: in Krogg's Bandits			
Talents				
8	Combat Archery			
4	Rapid Archery			



Skills	
10	+5 OCV with Bows
16	Range Skill Levels: +8 vs. the Range Modifier with Bows
12	Targeting Skill Levels: +6 vs. Hit Location penalties with Bows
2	AK: The Bandit Lands 11-
2	Navigation (Land) 12-
3	Riding 13-
1	Sleight Of Hand 8-
3	Stealth 13-
2	Survival (Temperate/Subtropical) 12-
3	Tracking 12-
4	WF: Common Melee Weapons, Common Missile Weapons
2	Weaponsmith (Muscle-Powered Ranged) 12-
Total Powers & Skills Cost: 75	
Total Cost: 135	

75+ Disadvantages	
15	Hunted: Thurgandian authorities 8- (Mo Pow, NCI, Limited Geographical Area, Capture/Kill)
10	Hunted: other bandits 8- (As Pow, Kill)
20	Psychological Limitation: Merciful; Doesn't Want To Be A Bandit (Very Common, Strong)
15	Experience Points
Total Disadvantage Points: 135	

Background/History: Gorbar was once a peasant lad from a poor family in Verlichten. To help put food on the table he became a poacher, hunting illicitly on nobles' land for deer, fowl, and other game. The noble who owned the lands he hunted was a harsh, even cruel, man, and getting caught meant certain death... so Gorbar became good at not getting caught.

One day he came home from hunting to find two of the nobleman's men assaulting his mother and sister. Without even thinking about it he shot each of them, killing them. To keep his family from being implicated he dragged the bodies to the forest; the story spread that he'd shot the two soldiers when they caught him poaching. The noble sent other men to bring him in. He avoided them using his woodland skills, but he knew it was only a matter of time — he couldn't stay there. Gathering his meager possessions he fled west and south, eventually winding up in the Bandit Lands.

No hardened outlaw, he should have been easy pickings for Krogg's Bandits when they met him — but a well-placed arrow or two convinced them he wasn't to be trifled with. Recognizing a good thing when he saw it, Krogg offered Gorbar a position in the group, and he's been a part of this strange and often violent band of brothers ever since.

Personality/Motivation: Unlike the rest of Krogg's Bandits, Gorbar doesn't really want to be an outlaw. He only poached to survive; the thought of crime to gain riches or for amusement sickens him. Whenever possible he tries to be "merciful" to the group's victims — shooting to warn or injure instead of kill, for example — but he

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Very Hvy Longbow	+0	+1	2d6+1	1d6-1	20	18	2H, No Horse, Conc
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Leather (DEF 3)							
Gear: Bowyer's toolkit, flint and steel, tent, bedroll							

can't always do that, and he's wracked with guilt because of it. Even worse, some of the other bandits suspect he's up to something because he doesn't act "normal" like them.

Quote: "One more step and this arrow ends your life. Choose wisely."

Powers/Tactics: Gorbar is an expert archer, his accuracy and instincts honed by years of hunting and banditry. He's good enough to keep from killing his opponents unless he wants to, and usually goes for leg and shoulder shots unless the situation calls for stronger measures. He rarely puts himself near the front lines, preferring to remain in the back and behind cover as much as possible.

Campaign Use: Gorbar is a weak link in Krogg's Bandits — someone the PCs can identify with, sympathize with, and perhaps even help. In terms of viewpoint he has much more in common with heroes than bandits, and could easily be persuaded to "jump ship" and join the PCs if he has faith in them. Earning his faith at this point will take work, though.

To make Gorbar tougher, beef up his Characteristics a bit and give him some HTH Combat abilities so he's not restricted to archery. To weaken him, halve his number of Range Skill Levels and Targeting Skill Levels, and perhaps reduce his DEX to 15-16.

Gorbar doesn't Hunt anyone unless ordered to by Krogg, in which case he follows orders.

Appearance: Gorbar is a handsome man in his early 20s with blonde hair and green eyes; in other circumstances it would be easy to see him as a courtier or knight. While he's by no means puny, he looks a bit small and "weak" compared to the hard-bitten men he works with... but appearances can be deceiving. A skilled archer, he can draw and fire his heavy bow repeatedly, a task many strong men find difficult. When trouble threatens, he wears studded leather armor; he also carries a short sword on his right hip (his quiver of arrows is on his left).

OTHER BANDITS

Here are brief descriptions of a few other members of Krogg's Bandits:

One-Eyed Burek: An errant dagger-blow took this hard-faced Dwarf's left eye three years ago, leaving him with a distinctive scar and an even worse attitude than before. The polar opposite of Gorbar, he doesn't have a kind word or thought for anyone and will just as soon kill a victim as not. In battle he wields a short sword in his right hand and a hatchet in his left.

Helver: This half-Elf bandit is the only competition Gorbar has for accuracy, though he prefers to use the crossbow (on the grounds that it's "more intimidating"). He is, if anything, even greedier than Krogg and always insists on a precise counting, valuing, and divvying-up of the loot.

Kelleg the Clever: A former Aarnese thief just like Krogg, Kelleg did not leave under a cloud and still has many friends in the City of Storms. He's the bandits' main contact with fences back in the city who can sell off the goods they steal... and who sometimes tip them off about heavily-laden caravans.

Lorgi: Lorgi is the best tracker Krogg has, one who can follow a days-old trail over rocky ground with ease. He used to work with another gang of bandits but left it for reasons he won't discuss.

GORBAR PLOT SEEDS

Gorbar receives word that his sister is being forced to marry the evil nobleman! Desperate to prevent this, he recruits the PCs to help him go back to Verlichten and rescue her from this horrible fate. But what if she *wants* to marry the man?

Krogg's Bandits capture the PCs. They tie them to trees and want to watch as Gorbar uses them for archery practice... but Gorbar refuses. Now he's tied up alongside them and things don't look good. How will they all get away?

When a female PC who grew up as a Verlichten peasant is traveling with her friends through the Bandit Lands, how will she react when she discovers that her big brother is now a feared bandit?

THE RED TALON GUILD



Membership: Arvagh; Kelgar Coalbeard; Valmarrellien; Yanna Windhand

Background/History: The Red Talon Guild — so called from its symbol, adapted from the Arvagh family coat of arms — came together out of the commercial interest of its four primary members. Arvagh and Kelgar Coalbeard, once adventuring companions, hit on the idea of slave-trading as a way to maintain a comfortable income after they gave up the adventurer's life. Yanna Windhand, a sometime contact from their adventuring days, had the knowledge of slave markets legal and illegal that they needed to make their operation a success, so they brought her in as a third partner.

Their plan, in brief, was to kidnap people from areas where slavery is generally illegal (such as the Westerlands and northern Mhorecia), transport them to areas where it's legal (southern Mhorecia, Khorra, Vornakkia, and Thûn) and sell them. By taking their victims far from their homes they could minimize the risk of recovery, thus justifying the added expense and trouble. The Guild's early efforts succeeded, but not as easily as expected; too many of the victims were too troublesome. The solution to this dilemma was Valmarrellien, an Elven sorcerer more than willing to use his powers to "pacify" captives in exchange for a share of the profits.

In the years since, the Guild has streamlined its operations, making them as efficient and successful as possible. It has developed a wide network of street gangs, bandit groups, and Orc tribes who kidnap victims and turn them over for a fee. It then transports them to buyers in distant regions, though in some cases it has developed markets with Orcs and Ogres eager for slaves (or food) and civilized enough to trade peaceably for them. Carefully concealing its activities from the authorities as much as possible, it's become a major moneymaking operation for its primary "directors" (a total of about a dozen people, including the four primary leaders described here)... and a source of misery and pain for many of the peoples of Arduna.

Group Relations: In most cases, the members of the Red Talon Guild get along well. They've built a large organization and are getting rich from it, and that tends to keep people happy. Arvagh and Kelgar in particular have a long friendship (at least insofar as people like them can have friends) and trust one another about as much as two criminals can. To the extent that tensions exist in the group, they have to do with leadership and decisionmaking. Arvagh has generally become "first among equals," but both Valmarrellien and Yanna think they would make

better leaders (and each of them has his or her supporters among the lesser members).

Below the level of main leadership are the secondary leaders, each of whom tends to be responsible for a particular leg of the Guild's trade route, a specific market, or the like. They in turn command various hirelings, flunkies, and hangers-on who handle the day-to-day business of the Guild. This include either meeting with "suppliers" or planning kidnapping missions of their own, depending on the situation. The four leaders described here see to the overall functioning of the Guild, make sure profits get distributed fairly (something they're scrupulous about, to prevent hard feelings), and handle any problems that arise.

Tactics: Since the Red Talon Guild isn't a combat organization, it doesn't really have "group tactics" as such — some members have never even met each other, and others meet only rarely. To the extent it has an organizational "tactic," it's "maintain a low profile." The leaders know that exposure could ruin everything they've worked for, so they try to keep things as secretive as reasonably possible. They prefer to work with persons they have an established reputation with or who come highly recommended, for example — they don't just put out the word that they're looking for captives and pay off anyone who shows up with a kidnapping victim.

Resources: The Guild's most important asset is its network of contacts and hirelings, but beyond that it's accumulated many resources over the years. These include: several manor houses, castles, towers, or other buildings where they can hide slaves as they travel along their trade route; a fleet of about half a dozen ships, two of which have magical enhancements so they sail more quickly than the wind allows; and many wagons and carts suitable for transporting 2-10 people **plus** one or two drivers.

Campaign Use: The Red Talon Guild represents a large-scale, long-term foe for your heroes to tackle. Since it's a continent-spanning organization, destroying it isn't just a matter of killing the four people described here — the heroes have to find the secondary leaders and destroy or cripple them, and then root out other remnants of the organization from Dar Vendrazhian to Talarshand. Getting rid of the Guild should be the focus of a major story arc, or even an entire campaign, not a single game session.

To make the Guild more powerful, advance a few of the secondary leaders to "primary leader" status on par with the four described here, and give the Guild its own private mercenary army. It

already hires plenty of mercenaries, but if it has enough pull to establish and maintain a standing army somewhere that it can call on it represents an even bigger threat. To weaken it, worsen relations between the leaders so that they work together grudgingly (at best) and will quickly turn on one another when things start to go bad.

The Guild only Hunts those who cause it persistent problems; otherwise it prefers to focus on making money. It deals with its adversaries as quietly and indirectly as it can, using assassination, bribes, and similar methods rather than brute force attacks.

RED TALON GUILD PLOT SEEDS

Classic Red Talon plot #1: A friend or relative of one of the PCs disappears. While investigating the matter, the heroes stumble across the Guild and begin fighting it.

Classic Red Talon plot #2: The heroes arrive in an isolated village from which several people have recently disappeared. The villagers believe the place has come under a curse; many are preparing to leave. While investigating the matter, the heroes stumble across the Guild and begin fighting it.

Yanna Windhand sees a handsome male PC on the streets of some city and decides she wants him as a plaything. She arranges to have Guild hirelings kidnap him for her own personal use. Naturally the heroes may have something to say about this....

ARVAGH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
17	CON	14	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
8	REC	4		
34	END	0		
30	STUN	0		Total Characteristics Cost: 84

Movement: Running: 6"/12"
Swimming: 3"/6"

Cost Powers **END**

<i>Martial Arts: Swordfighting Plus</i>				
	Maneuver	OCV	DCV	Notes
4	Avoid	—	+5	Dodge all attacks; Abort
4	Counterstrike	+2	+2	Weapon +4 DC Strike, Must Follow Block
4	Parry	+2	+2	Block, Abort
5	Plunging Strike	-2	+1	Weapon +6 DC Strike
4	Slash	+0	+2	Weapon +4 DC Strike
5	Thrust	+1	+3	Weapon +2 DC Strike
8	+2 Extra Damage Classes (already added in)			
7	<i>Brawler:</i> HA +2d6; Hand-To-Hand Attack (-½)			
1	<i>Strong Swimmer:</i> Swimming +1" (3" total)			

Perks

5	Fringe Benefit: Membership: leader in the Red Talon Guild
10	Money: Wealthy

Talents

6	Combat Luck (3 PD/3 ED)
	Skills
10	+2 HTH
12	+4 with Swords and Whips
3	Bribery 13-
3	Bureaucratics 13-
3	Climbing 12-
3	Deduction 12-
3	High Society 13-
3	Interrogation 13-
2	Language: Aarnese (fluent conversation; Vestrian is Native)
2	Language: Talarshandi (fluent conversation)
2	Language: Trade-Tongue (fluent conversation)
2	Language: Velkaran (fluent conversation)
1	Language: Westerlands Ghoralzod (basic conversation)
1	Language: Literacy
2	Navigation (Land) 12-

ARVAGH PLOT SEEDS

Arvagh decides he's unhappy that his family treated him so badly way back when, so he begins a campaign of harassment and murder intended to destroy it and takes its lands for himself (in disguise, of course). The House of Altonshar asks the heroes for help to thwart this mysterious attack.

Arvagh's leading a slave caravan when the heroes ambush it in a mountain pass in an attempt to free the slaves. When an untimely rockslide traps all of them in the pass, will they work with the ruthless slaver to win free?

Someone kills Arvagh... and the clues point to the PCs! The Red Talon Guild begins a campaign of reprisal, surprising the heroes (who had nothing to do with it). They have to investigate and figure out who the culprit is to keep the organization off their backs. And is Arvagh really dead...?

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Bloodstone Sword	+2	—	2d6	1d6-1	—	12	See text box
Lash of Anguish	+1	—	1d6	1d6	—	5	See text box
Heavy Longbow	+0	+1	2d6	1d6-1	20	15	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Silverring Mail (DEF 8)							
Shield (+2 DCV)							
Gear: Writing supplies							

- 3 Oratory 13-
- 3 Stealth 12-
- 3 Streetwise 13-
- 4 Survival (Mountains, Temperate/ Subtropical) 12-
- 3 Tactics 12-
- 3 Tracking 12-
- 5 Trading 14-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Staff, Whip
- 1 Weaponsmith (Muscle-Powered HTH) 8-
- 3 Traveler
- 2 1) AK: Mhorecia 12-
- 2 2) AK: Vornakkia 12-
- 2 3) AK: Westerlands 12-
- 2 4) CK: Aarn 12-
- 2 5) CK: Marasa 12-
- 2 6) CK: Talarshand 12-

Total Powers & Skills Cost: 1610
Total Cost: 245

- 75+ Disadvantages**
- 5 Distinctive Feature: red talon mark on some possessions or worn objects (Easily Concealed; Noticed And Recognizable)
 - 20 Psychological Limitation: Pitiless (Common, Total)
 - 15 Psychological Limitation: Greedy (Common, Strong)
 - 5 Social Limitation: Disowned By Family (Occasionally, Minor)
 - 125 Experience Points

Total Disadvantage Points: 245

Background/History: There's a black sheep in every large family, and for the Vestrian House of Altonshar that was Arvagh. Loud, crass, and full of appetites his family disapproved of, he was a constant embarrassment. Even worse, he often got into trouble with the authorities, forcing his father the Baron to come to his rescue. Finally, the family could take no more and

formally disowned him, stripping him of all privileges and wealth he might otherwise have enjoyed. To this day he remains something of an outcast in Vestria, unable to mingle with polite society.

Arvagh didn't care — he'd known for years that the life of a nobleman wasn't for him. Putting his military training to use he became a mercenary, fighting battles wherever someone paid him to. When that paled, he became an adventurer, ruthlessly exploiting whatever opportunity for money or power came his way. It was during this time that he met the Dwarven warrior Kelgar Coalbeard, who's been his companion in adventure and profit ever since.

As age began to take its toll and he tired of the aches and pains of fighting Orc-lords and dragons, Arvagh thought about what he wanted to do with the rest of his life. He had money, but not enough to live on for years in the style he preferred. Discussing it with Kelgar, the two of them decided that



ARVAGH'S ENCHANTED ITEMS

Bloodstone Sword: Easily identified by the large bloodstones set into its ricasso and pommel, and the smaller ones inset up the center of the blade, this longsword is enchanted to strike harder and more accurately than a typical blade of its type. (HKA 2d6; OAF, STR Min 12 **plus** +2 OCV)

Lash Of Anguish: Originally acquired to keep slaves in line but kept because Arvagh enjoys using it, the Lash Of Anguish is an ordinary whip enchanted to inflict even worse pain than normal. (Built like a standard whip, but KA 1d6 with a +1 STUN Multiplier)

Silvering Mail: This suit of glittering silver chain-mail offers greater protection than ordinary mail. (DEF 8 armor, No Mass)

slave-trading presented the least risk for the highest profit they could reasonably obtain.

That brainstorm led Arvagh to where he is today — the leader of an Arduna-wide organization that brings in immense profits every year. Even after everyone else gets a cut, Arvagh makes plenty of gold, and that's just the way he likes it.

Personality/Motivation: Arvagh is the most cold, calculating, pitiless person you could expect to meet. He cares nothing for the suffering or difficulties he may cause; all he thinks about is himself and his organization. He can watch a person undergo brutal torture and feel not the slightest twinge of sympathy. In fact, the thing that's likely to arouse the strongest emotions in him is someone trying to steal something he owns, or cheat him — either of which send him into a murderous rage. He has difficulty relating to other people because he feels and displays so little emotion.

As the Red Talon Guild has grown and prospered, Arvagh's become its chief administrator and manager, a change he's not entirely happy with. He's also become obsessed with secrecy and security, where once he was a hard-charging war-

rior who didn't care what anyone thought of him. While he wants to keep the Guild on a successful path, there are times when he yearns to be back out in the field, swinging his sword with abandon, destroying his foes....

Quote: "Let's move quickly. The sooner we're done here, the sooner we're gone with no one the wiser."

Powers/Tactics: Arvagh doesn't get into many battles anymore, but when he does he fights with cleverness and skill. He usually keeps his Combat Skill Levels mostly in offense, relying on one or two, **plus** his shield, **plus** Maneuver bonuses to protect him from counterattack. If a Maneuver has a DCV penalty he'll allocate CSLs to compensate for it.

Campaign Use: Arvagh is the closest thing the Red Talon Guild has to a "head," so characters may try to kill him in the hopes of making the "body" wither. That's not likely to work, since he and his colleagues have done too good a job building the organization, but his death would certainly be a major blow.

To make Arvagh tougher, beef up his STR, DEX, CON, and BODY to the 18-20 range and/or give him more Extra DCs with Swordfighting. To weaken him, reduce his SPD to 3 and his Running to 4" (he was lamed by an old war wound that healed badly) and perhaps get rid of his Extra DCs.

Arvagh doesn't Hunt heroes unless they become a *real* problem for the Guild. In that case he'll hire the best mercenaries he can get (perhaps even Zelatar's Blades) and go after them hard.

Appearance: Arvagh is a Man originally from the Westerlands, 5'9" tall with a muscular build that time has softened from its former rock-hard state to something a bit less well-defined. As a sign of his current (and growing) wealth he favors well-made tunics and pants in rich colors such as purple and red. These days he mostly uses a whip — he's quite skilled with one, able to put out eyes and flick items out of peoples' hands — but if necessary he can draw his Bloodstone Sword and inflict even worse wounds.

**KELGAR
COALBEARD
PLOT SEEDS**

Kelgar decides he can make a little money on the side smuggling other valuables in the Guild's slave shipments. When one of them, a drug made from certain Talarshandi flowers, begins to cause problems in Aarn, will the PCs' investigation uncover the true extent of the Guild and its operations? If so, how will Kelgar deal with the problem without letting his partners know what he did?

When Kelgar's magnificent beard gets burned off in an accident, he's ashamed to show his face. Without revealing who he is, he hires the PCs to go on a quest to find a potion that will cause it to regrow instantly. What will they do when they find out who they're really working for?

One night in a bar in Aarn, the PCs get into a dice game with a surly Dwarf... and win big. The Dwarf doesn't have enough hard coin to pay the debt, but offers to pay it with something else instead: a slave. What do the PCs do?

KELGAR COALBEARD					
Val	Char	Cost	Roll	Notes	
21	STR	12	13-	Lift 467 kg; 4d6 [4]	
18	DEX	24	13-	OCV: 6/DCV: 6	
21	CON	24	13-		
17	BODY	14	12-		
13	INT	3	12-	PER Roll 12-	
12	EGO	4	11-	ECV: 4	
15	PRE	5	12-	PRE Attack: 3d6	
8	COM	-1	11-		
10	PD	8		Total: 10 PD (0 rPD)	
8	ED	4		Total: 8 ED (0 rED)	
4	SPD	12		Phases: 3, 6, 9, 12	
10	REC	4			
42	END	0			
40	STUN	1		Total Characteristics Cost: 114	

Movement: Running: 5"/10"

Cost Powers **END**

- 5 *Dwarven Eyes:* Nightvision
- 2 *Dwarven Longevity:* Life Support (Longevity: lifespan of up to 400 years)
- 2 *Dwarven Legs:* Running -1" (5" total)

Perks

- 5 Fringe Benefit: Membership: leader in the Red Talon Guild
- 10 Money: Wealthy

Talents

- 7 *Hammermaster:* Deadly Blow: HKA +1d6 with Warhammers
- 14 Fearless
- 5 Rapid Healing
- 3 *Dwarven Toughness:* Resistance (3 points)

Skills

- 10 +2 HTH
- 6 +3 OCV with Axes/Hammers/Maces/Picks
- 10 *Small:* +2 DCV
- 1 Bribery 8-
- 3 Climbing 13-
- 7 Concealment 14-
- 3 *Dwarven Senses:* +3 to Concealment; Only To Detect Hidden/Concealed/Cunning Stonework (-1)
- 3 Fast Draw (Common Melee Weapons) 13-
- 2 Gambling (Dice Games) 12-
- 3 Interrogation 12-
- 2 KS: Stonework 11-
- 2 Language: Aarnese (fluent conversation; Westerlands Ghoralzod is Native)
- 2 Language: Talarshandi (fluent conversation)
- 2 Language: Trade-Tongue (fluent conversation)
- 2 Language: Velkaran (fluent conversation)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dwarven Thunderhammer	+1	—	2d6	1d6	—	13	See text box
Swiftsword	+1	—	1d6+1	1d6-1	—	13	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Heavy Chainmail (DEF 7)
Shield (+2 DCV)

Gear: Generally whatever he needs for a particular mission or trip

- 1 PS: Stonecutter 8-
- 7 Stealth 15-
- 3 Streetwise 12-
- 2 Survival (Temperate/Subtropical) 12-
- 3 Tactics 12-
- 3 Trading 12-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Traveler
- 2 1) AK: Mhorecia 12-
- 2 2) AK: Vornakkia 12-
- 2 3) AK: Westerlands 12-
- 2 4) CK: Aarn 12-
- 2 5) CK: Arvalis 12-
- 2 6) CK: Marasa 12-
- 2 7) CK: Talarshand 12-
- 2 8) CK: Tor Pashtar 12-

Total Powers & Skills Cost: 149

Total Cost: 263

75+ Disadvantages

- 15 Psychological Limitation: Ruthless And Cruel (Common, Strong)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 5 Physical Limitation: Small (about half Human size) (Infrequently, Slightly Impairing)
- 5 Social Limitation: Cast Out Of Dwarven Society (Occasionally, Minor)
- 148 Experience Points

Total Disadvantage Points: 263

Background/History: Born to a Dwarven family in Zargund, Kelgar was raised to be a stoneworker like his father, his father's father, and the other men in his family before him. The problem was that unlike most Dwarves, he had no desire to work hard, earn his money fairly, and live an industrious life. He didn't like working and didn't want to do what he was told. Instead he began stealing to support himself, but he wasn't good at it and soon got caught. The usual Dwarven punishment for thieves is death, but his ashamed family used its influence to have him banished from Dwarven society forever instead. To this day no Dwarf of honor speaks civilly to him, and many refuse to have anything to do with him at all.

Kelgar didn't care one bit. He left Zargund behind and made his way in the world as an adventurer and mercenary. During this time he met Arvagh, and the two formed a friendship of sorts based on their similar backgrounds and attitudes. When Arvagh decided to stop adventuring, Kelgar agreed to do the same provided they found something equally profitable and reasonably exciting to

KELGAR'S ENCHANTED ITEMS

Dwarven Thunderhammer: This Dwarf-made enchanted warhammer not only hits harder and more accurately than regular warhammers, on command it can release a clap of thunder to stun nearby enemies. (HKA 2d6, +1 Increased STUN Multiplier; OAF, STR Min 13 **plus** +1 OCV **plus** Energy Blast 6d6, NND (defense is Hearing Group Flash Defense), Area Of Effect (7" Radius), Selective; OAF, No Range, 4 Charges)

Swiftsword: This magical shortsword moves with the swiftness of the wind, allowing the wielder to hit more quickly... and sometimes more often. (HKA 1d6+1; OAF, STR Min 5 **plus** +1 OCV **plus** Lightning Reflexes (+6 DEX to act first with Swiftsword) **plus** +4 OCV with Rapid Strike)

Crimson Ring: This ring appears to be made out of some strange, red metal. It allows the wearer to teleport over vast distances, similar to the Second Spell of the Crimson Ring. (MegaScaled Teleportation with eight Floating Fixed Locations; OIF, 4 Charges)

take its place. After some thought, they came up with the idea of slave-trading... and the Red Talon Guild was born.

Since then, Kelgar has settled into the role of "security chief" for the Guild. He's responsible for hiring muscle, giving orders to the secondary leaders, and ensuring that important shipments make it through. Using his Crimson Ring (an enchanted item bought for him by the Guild) he travels extensively across Arduna, often spending the night somewhere thousands of miles from where he began his day.

Personality/Motivation: Kelgar's heart is as black as his beard. He cares only for himself and those few people he considers friends. No one else means so much as a copper piece to him; they're just people to victimize if he can make money off them, get out of his way if they're annoying him, or ignore if they're of no use to him. If someone bothers him or gets in his way and he's not in a particularly good mood (which is most of the time), he's likely to simply kill that person if he thinks he can get away with it.

Quote: "Pay attention to what I'm telling you, fool! Do you want to bring the City Guard down on us? If you don't do this right I'll hack you up into food for the dogs!"

Powers/Tactics: Kelgar puts his strength and size to good use in combat, charging directly at the enemy and striking hard from low angles that many warriors have difficulty protecting against. When they change tactics to protect against him, he often leaps up and goes for a Head shot with his warhammer.



Campaign Use: Since Kelgar's more of a "field leader" than Arvagh, the PCs will probably encounter him before they meet Arvagh and might even think of him as the Guild's overall leader (some lower-ranking Guild members believe that). Kelgar won't attempt to correct them, recognizing that misinformation is a weapon as powerful as any sword.

To make Kelgar more powerful, give him a Martial Arts style with his warhammer. To weaken him, reduce his STR and CON to 18 and/or remove his *Deadly Blow* Talent.

Kelgar has all the stubbornness and determination of his Dwarven ancestors when it comes to Hunting foes. He remembers grudges and setbacks bitterly and seeks revenge avidly. Since he has so many Guild soldiers and contacts throughout the world, he can keep tabs on his enemies and find a way to strike at them even when he can't get involved directly.

Appearance: Kelgar is a malicious little Dwarf with jet-black beard and hair and a mountain-sized chip on his shoulder. Short even for a Dwarf, he makes up for his size with his great strength and skill at swordplay. He typically wears chainmail when he expects trouble and light studded leather armor when he's not, and always has at least one main weapon with him (in addition to the dagger he wears on his right hip). His favorite weapons are the warhammer and the short sword.

VALMARRELLIAN
PLOT SEEDS

An old Elf sage approaches the PCs with a request. He claims to have learned that an old student of his, Valmarrellien, was possessed by a demon centuries ago. That's what turned him from an innocent student of magic into a callous manipulator of minds. He wants the heroes to find Valmarrellien and free him from his possessor... but how does one remove a demon who's been in a mage's mind for hundreds of years?

One of the PCs begins acting oddly, and his comrades can't understand what's going on. It turns out Valmarrellien has been controlling the hero for some reason. The other PCs have to figure this out, find him, and put a stop to it... and perhaps find out why their friend was chosen as a target.

Valmarrellien contacts the heroes. He claims that the Red Talon Guild has been controlling him, forcing him to use his powers on its behalf with some foul, secret magic its members command. He wants to break free for good and bring the Guild down, but he needs the heroes' help to do that. Is he being honest, or has he foreseen a threat they pose to the Guild and convinced his partners to make a preemptive strike against them.

VALMARRELLIAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	4		Total: 6 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	5		Total Characteristics Cost: 103

Movement: Running: 6"/12"

Cost	Spells	END
	<i>Sorcery</i>	
2	Alzamar's Cloak Of The Unseen (FHG 182)	
5	Belzorath's Dominion Of The Mind (Strong version) (FHG 167)	
11	Belzorath's Invocation Of Impassable Terrain (FHG 175)	
2	Belzorath's Spell Of Waking Dreams (FHG 176)	
5	Benthara's Spell Of Bliss And Despair (FHG 168)	
6	Darthuva's Affliction Of The Confused Mind (FHG 170)	
1	Detect Illusion (FHG 184)	
1	Detect Invisibility (FHG 185)	
8	Fekura's Bonds Of Fear (FHG 170)	
5	Mindreading (FHG 172)	
4	Mindseeking (FHG 186)	
6	Mindtrap (FHG 173)	
4	Prismatic Blast (FHG 177)	
2	Sicard's Spell Of The Varying Visage (FHG 183)	
5	Simbalon's Fifth Spell Of Illusion (FHG 178)	
3	The Spell Of The Diverse Self (FHG 183)	
11	The Spell Of The Untrustworthy Mind (FHG 174)	
2	Tarvallin's Images Of Delight (FHG 179)	
5	Torment Of The Mind (FHG 174)	
1	Wizard's Hand (FHG 180)	
	<i>Wizardry</i>	
1	Detect Magic (FHG 221)	
4	The First Spell Of The Crimson Ring (FHG 232)	
2	Levitation (FHG 233)	
5	Mystic Bolt (FHG 224)	
5	Mystic Dart (FHG 225)	
6	Mystic Wall (FHG 229)	
8	The Second Spell Of The Crimson Ring (FHG 233)	
1	Serten's Spell Of The Quiet Moment (FHG 227)	
22	The Spell Of Locking And Opening (FHG 243)	
4	Stelrane's Spell Of Dispersion (FHG 223)	

EQUIPMENT				
Weapon	OCV	RMod	Dam	STUN
Sorcerer's Dagger	+1	+0	1d6	1d6-1
Armor				
None				
Gear: Spell components and paraphernalia				

- 1 Wizard's Eye (FHG 235)
- 2 Wizard's Power (FHG 228)
- 2 Wizard's Shield (FHG 231)
- 5 Wizard's Steed (FHG 234)

Powers
8 *Power Of The Mind:* Mental Defense (12 points total) 0

Perks
5 Fringe Benefit: Membership: leader in the Red Talon Guild
10 Money: Wealthy

Talents
20 *Prescience:* Danger Sense (self only, out of combat) 13-
5 Magesight
12 Spell Augmentation

Skills
9 +3 with Sorcery Spells
3 Bribery 13-
3 Conversation 13-
3 Deduction 13-
2 AK: Elvenholme 11-
2 CK: Ildra Boral 11-
3 KS: Sorcery 13-
2 KS: Wizardry 11-
3 Language: Ilurian (completely fluent; Shalionderentine is Native)
3 Language: Trade-Tongue (completely fluent)
3 Language: Umbrian (completely fluent)
3 Language: Vestrian (completely fluent)
3 Language: Vorazetherentine (completely fluent)
1 Language: Literacy
3 Persuasion 13-
27 Power: Sorcery 25-
21 Power: Wizardry 22-
2 PS: Sorcerer 11-
3 Sleight Of Hand 12-
3 Stealth 12-
3 Trading 13-
2 WF: Blades, Staffs

Total Powers & Skills Cost: 324
Total Cost: 427

75+ Disadvantages
5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
10 Hunted: Elven bounty hunter 8- (As Pow, Capture)
15 Psychological Limitation: Enjoys Playing With Peoples' Minds (Common, Strong)
15 Psychological Limitation: Paranoid; Trusts Almost No One (Common, Strong)
307 Experience Points

Total Disadvantage Points: 427

VALMARRELIAN'S ENCHANTED ITEMS

Wand Of Power: This Wand provides Valmarrellien with several different beneficial abilities. (Endurance Reserve (200 END, 20 REC) for spells **plus** adds Range and Sense for Magesight **plus** +2 Combat Skill Levels with All Spells **plus** Multipower of attacks: Arcane Blast (Energy Blast 8d6), Fire Whirlwind (RKA 1d6, One Hex, Continuous, Penetrating), Blinding Motes (Sight Group Flash 8d6), and Elevation (Drain STUN 3d6, Ranged))

Sorcerer's Dagger: This dagger not only functions as a weapon (with +1 DC and +1 OCV), it enhances a sorcerer's powers once per day. (Aid Sorcery 4d6, any one Sorcery spell at once; OAF, 1 Charge)

Ruby Headband: This enchanted headband makes the wearer smarter and gives him perfect memory. (+5 INT and Eidetic Memory; OAF)

Background/History: Born centuries ago in the forest of Elvenholme, Valmarrellien spent his early life in many different pursuits, never finding anything that really interested him until he first studied magic. Spellcraft soon became his obsession, particularly the Art of Sorcery — the shaping and manipulating of minds. The more he learned of Sorcery, the more he came to think of other peoples' minds as things he could mold as he saw fit, regardless of those peoples' own desires and needs. When he finally gave in to temptation and used his spells to force others to do his bidding, the brought down the wrath of the Elves upon himself and had to flee for his life.

Eager for greater power and lore, Valmarrellien became an adventurer, using his spells and talents to make a living fighting monsters. More mercenary than hero, he worked for whoever could afford his services and undertook quests based solely on their potential to benefit him personally. One day he was approached by two Men and a Dwarf with an interesting proposition: they needed a fourth partner who could make their slavetrading operation easier, and thus more successful. Intrigued at the thought of the easy money and all the minds he wanted to "play" with, Valmarrellien agreed to their proposal and became the fourth main member of the Red Talon Guild.

Personality/Motivation: Valmarrellien has little regard for other Elves (and even less for other races). He thinks of them as weakwilled fools whose minds are his by right to do with as he chooses. He frequently uses Sorcery spells to make his life easier, obtain things he wants without cost or effort, or simply because it's fun. Because he's so used to manipulating others this way he's become concerned that other people might do the same to him, making him overly cautious about interacting with people in situations where he can't control everything.

Quote: "Even one as mighty as yourself has no protection against my magics. Beware and forbear, lest I turn your own thoughts against you."

Powers/Tactics: An Elven sorcerer and wizard of some power, Valmarrellien knows a wide assort-



ment of spells with which to protect himself, strike back at his foes, and accomplish his goals. He prefers to avoid combat entirely by controlling and manipulating events to suit himself (such as using spells to Mind Control someone before a battle begins, or to calm down an angry warrior). The fact that he's mildly prescient (*i.e.*, has Danger Sense) often helps him prevent trouble from getting out of hand. If Sorcery alone doesn't work, Wizard's Power often helps him cow his adversaries. If forced to fight, he casts Wizard's Shield and then Sorcery or Wizardry spells depending on what's most tactically advantageous.

Campaign Use: Valmarrellien expands the Red Talon's Guild arsenal by giving it spells to draw on, but he's also something of a weak link. If the heroes find out about his paranoia, they might be able to manipulate events to make him become suspicious of, and eventually turn on, his business partners. That won't be easy, but it is possible.

To make Valmarrellien tougher, expand his spell arsenal by giving him some Elemental Magic or Thaumaturgy powers. To weaken him, remove his Combat Skill Levels and/or reduce his SPD to 3.

Valmarrellien rarely Hunts anyone; in his experience, it's not worth the effort and risk. If he became angry enough to Hunt a PC, he'd start by sending Mind Controlled flunkies against him, and perhaps casting spells at him from a distance. If forced into a more direct confrontation, he'd use illusions to throw the character off-balance, the Mind Control to end the battle decisively.

Appearance: Valmarrellien wears pale yellow robes (to match his eyes) and keeps his long brown hair under control with a gold fillet set with a small ruby in the center of his forehead. He wears a dagger on his left hip, and in his right hand usually carries his Wand of Power (a gold wand about a foot long with a tip resembling an eagle's claw clutching a smooth round gemstone).

**YANNA WINDHAND
PLOT SEEDS**

If one of the heroes has an Invisibility ring or item and Yanna hears about it, he instantly becomes a target. She'll try whatever she has to, even seducing him or pretending to be a "hero" so she can join the group and get close enough to steal it, to make it her own.

Yanna discovers that one of the merchants who works with the Guild as a smuggler is her father! Not wanting to mix real "family" with her surrogate family, she decides he has to be removed... but for some reason she just can't bring herself to do it, and she's not willing to order a Guild hireling to do the job. She has to find a way to trick the PCs into doing it without exposing the Guild.

The PCs find Yanna, unconscious and badly injured, in a back alley in some city. What will they do? How will they feel if they help her and then discover who she is? What if the attack has caused her to develop amnesia... and just who attacked her, and why?

YANNA WINDHAND				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
30	STUN	2	Total Characteristics Cost: 100	
Movement:		Running: 9"/18"		
Cost	Powers			END
	Martial Arts: Knifefighting			
	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Foist	+2	+0	Weapon +2 DC Strike
3	Grab	+0	-1	Grab One Limb, +10 to STR for holding on
4	Slashes	+0	+2	Weapon +2 DC Strike
5	Stabs	-2	+1	Weapon +4 DC Strike
5	Thrusts	+1	+3	Weapon Strike
6	Swift Runner: Running +3" (9" total)			1
Perks				
6	Contact: the Fist (a thieves' guild of Aarn) 11- (Organization)			
12	Contact: a thieves' guild of Tavrosel 13- (Organization)			
6	Contact: a thieves' guild of Talarshand 11- (Organization)			
6	Contact: the Sliver Guild (see page 65) 11- (Organization)			
6	Contact: a thieves' guild of Tor Pashtar 11- (Organization)			
6	Contact: a thieves' guild of Kurum-Sathiri 11- (Organization)			
5	Fringe Benefit: Membership: leader in the Red Talon Guild			
10	Money: Wealthy			
Talents				
6	Combat Luck (3 PD/3 ED)			
16	Crippling Blow			
7	Master Of The Fighting Dagger: Deadly Blow (HKA +1d6 with Daggers HTH)			
7	Master Of The Throwing Dagger: Deadly Blow (HKA +1d6 with Daggers Ranged)			
6	Lightning Reflexes: +4 DEX to act first with All Attacks			

Skills	
10	+2 HTH
10	+2 with Agility Skills
3	Acrobatics 13-
3	Breakfall 13-
3	Bribery 12-
3	Climbing 13-
3	Concealment 12-
3	Contortionist 13-
3	Deduction 12-
3	Fast Draw (Blades) 13-
2	KS: Poisons 11-
2	KS: The Thieves' World 11-
2	Language: Sithian (fluent conversation; Sirrenic is Native)
2	Language: Talarshandi (fluent conversation)
2	Language: Trade-Tongue (fluent conversation)
2	Language: Umbrian (fluent conversation)
1	Language: Literacy
3	Lockpicking 13-
2	PS: Brew Poison 11-
5	Rapid Attack (HTH)
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 12-
10	Two-Weapon Fighting (HTH)
5	WF: Common Melee Weapons, Common Missile Weapons, Off Hand
3	Traveler
2	1) AK: Mhorecia 12-
2	2) AK: Vornakkia 12-
2	3) AK: Westerlands 12-
2	4) CK: Aarn 12-
2	5) CK: Dyvvar 12-
2	6) CK: Kurum-Sathiri 12-
2	7) CK: Marasa 12-
2	8) CK: Talarshand 12-
3	9) CK: Tavrosel 13-
Total Powers & Skills Cost: 253	
Total Cost: 353	

75+ Disadvantages	
20	Hunted: various authorities in various cities 8- (Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Psychological Limitation: Greedy (Common, Strong)
223	Experience Points

Total Disadvantage Points: 353

Background/History: Yanna's father was a merchant captain, her mother a Kumasian woman. Her mother died when she was very young, so her father took her back to his home city, Tavrosel, to live with her grandparents. While he was on one of his long sea voyages her grandparents died of the fever, leaving her to fend for herself. By the time her father returned home she was so much a part of the streets that he couldn't even find her.

As she grew older, Yanna learned about stealing and the arts of trickery, becoming a skilled thief and knife-fighter. She joined one of the local guilds

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Enchanted Shortsword	+2	—	1½d6	1d6-1	—	9	See text box
Blackhand Dagger	+2	+0	1d6+1	1d6-1	2	6	See text box
Dagger	+0	+0	1d6-1	1d6-1	2	6	Can Be Thrown, carries 2

Armor

Assassin's Leathers (DEF 6)

Cloak Of Agile Defense (+2 DCV)

Gear: Thieves' tools and gear, writing kit

for a while, but eventually decided that wasn't really what she wanted. She became a semi-adventurer, traveling around Arduna and getting involved in various escapades. Along the way she spent time in several other cities and learned their underworlds.

During this time she met and worked with many adventurers and other "unique" people, including Arvagh and Kelgar Coalbeard. When they decided to get into slavetrading, they realized Yanna would be the perfect partner. She knew about illicit activities, had spent time in lands where slavery was legal and common, and was as ruthless as a serpent. Seeing the potential in their idea, Yanna agreed to become the third member of the Red Talon Guild.

Currently, Yanna serves as a sort of "front person" for the organization in its meetings with thieves' guilds and similar groups, and as a backup security chief for Kelgar. She goes wherever she's needed, though she prefers to remain in Mhorecia or Vornakkia if possible. She's also the Guild's chief assassin; when they have no other way to deal with a "difficult" individual, Yanna gets the call to eliminate him.



Personality/Motivation: Yanna is as greedy, unprincipled, and ruthless as the other leaders of the Guild — in fact, she's even more likely than they are to see violence as the solution to problems, and more than once has offhandedly murdered someone whose death hurt the Guild more than helped it. But unlike them, she sees the Guild as more than just a means to the end of profit. To her, it's a sort of surrogate "family." She's never really had a family, so she thinks of the Guild as one (dysfunctional as it may be). She does a lot of behind-the-scenes work to smooth over tensions or get rid of people she thinks aren't "helpful" members of the group.

Quote: "We can discuss this peacefully... or I can let my knives do the talking for me."

Powers/Tactics: Like most rogues, Yanna prefers to fight indirectly, with ambushes, attacks from behind, and deception rather than toe-to-toe combat. She usually wields her shortsword in her right hand and a dagger in her left, but sometimes uses two daggers because of their "bleeding wounds" power. Her weapons are often poisoned. She'd very much like to get her hands on a ring or other enchanted item that would let her become invisible, and will go to great lengths to obtain one she hears about.

Campaign Use: If the heroes interfere with the Guild, even unconsciously, they may receive a visit from Yanna if the Guild thinks they pose a significant threat. She'll attempt to separate them and pick them off one by one in a short period of time, such as a single night, to keep them off-balance and not give them time to plan or react intelligently. If possible she'll prepare in advance by researching their abilities and equipment and obtain anything she can to counteract or nullify them.

To make Yanna a tougher foe, give her some DCV Levels and perhaps another die of Deadly Blow in each of those Talents. To weaken her, reduce her SPD to 4 and get rid of her Lightning Reflexes.

See above regarding how Yanna would Hunt heroes.

Appearance: Yanna's short black hair, dark eyes, slightly dusky skin (from her Kumasian mother), and attractive figure give her a dark beauty many men find attractive. Unfortunately for them she's about as soft and friendly as an Indusharan kal'hrasa spider. A skilled thief and assassin, she typically wears black light leather armor, an enchanted black cloak, and carries a short sword and three or four daggers.

YANNA WINDHAND'S ENCHANTED ITEMS

Blackhand Dagger:

Yanna carries a twin set of these lethal blades, which cut through armor easily and inflict grievous wounds that bleed profusely. (HKA 1d6+1, Armor Piercing, Range Based On STR (can be thrown); OAF, STR Min 6 **plus** HKA 1 point, Penetrating, Trigger (when blade HKA does BODY damage, trigger automatically immediately resets), Continuous (HKA continues for ½d6 of Yanna's Phases), 0 END; OAF, Activation Roll 11- **plus** +2 OCV)

Enchanted Shortsword:

This blade cuts more deeply and accurately than other shortswords (HKA 1½d6; OAF, STR Min 9 **plus** +2 OCV)

Cloak Of Agile Defense:

The wearer of this cloak can dodge attacks more easily than normal. (+2 DCV; OAF)

Assassin's Leathers:

This set of leather armor is enchanted to protect as well as chainmail. (DEF 6 armor, No Mass)

THE SARRESHARAN REGENCY



Membership: Prince Rhodas; Duke Borilard; Marquis Pollos; General Traygar; various other lesser nobles and officials of Sarreshar

Background/History: As related on pages 78 and 283 of *The Turakian Age*, over three years ago King Kirril and Queen Neola of Sarreshar mysteriously disappeared. No one could find out what happened to them, and their disappearance and fate remain a mystery. Pursuant to Sarresharan law, the heir apparent, Prince Rhodas, and a group of nobles and officials formed a regency council to oversee the kingdom until it could be determined what happened to the King and Queen.

Unfortunately, several gaps in Sarresharan law have created an unusual — and possibly untenable — situation. The law does not specify how long the Regency Council can remain in existence, nor what is to be done in the event the King's death cannot be confirmed. Most people in the kingdom, and some on the Council, have come to believe the King is dead or can never return, and thus that Prince Rhodas should be declared King. But the law does not say who has the power to make such a declaration, so the situation remains muddled, allowing some unscrupulous individuals to manipulate events for their own sinister purposes.

Group Relations: The Sarresharan Regency isn't a "group" in the same sense as most others in this chapter. It acts in concert to take care of the day-to-day governance of Sarreshar and other serious matters, but really its leading members are individuals with their own agendas (described below). They work against each other as much as they do with each other, though they hide their self-serving dealings as carefully as they can.

Tactics: To the extent the Sarresharan Regency has "tactics," those are to use Sarreshar's economic, political, military, and social influence to achieve the group's goals. This includes calling out the city-state's army if necessary.

Campaign Use: The Sarresharan Regency gives you the chance to get the characters mixed up in Sarresharan and Tornathian politics as a change of pace from monster-killing and questing. On this battlefield, they have to use their wits and social skills more than their skills with a blade, which may make it their hardest adventure ever!

To make the Regency stronger, detail more of its members and their resources, aligning them with one of the four described here to make each faction more powerful. To weaken it, emphasize the infighting and double-dealing so the Regency can accomplish almost nothing, reducing it to near-impotence.

The Regency doesn't generally Hunt anyone. If it perceives an individual or group as a threat it will take whatever steps it deems necessary to deal with that threat, but otherwise it focuses on the problems at hand.

SARRESHARAN REGENCY PLOT SEEDS

The heroes receive a mysterious note. The writer claims to be King Kirril of Sarreshar and provides clues about where he's being held prisoner! What will the heroes do with this information... and how will the members of the Regency react when they hear about this?

While passing through Sarreshar, the heroes witness a clandestine fight between the agents of General Traygar and Duke Borilard. Do they get involved, and if so how? How do the two regents react to their "meddling"? And if they don't meddle, what happens when it's reported they saw the fight?

The Regency Council hires the PCs to investigate the King and Queen's disappearance. How will the heroes deal with the competing agendas among Councillors as one member after another makes his own "special appeals" to win their favor?

PRINCE RHODAS OF SARRESHAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
13	COM	2	12-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 64

Movement: Running: 6"/12"

Cost	Powers	END
3	<i>Observant:</i> +1 to PER Rolls with all Sense Group	0

Perks

12	Lordship: Crown Prince of Sarreshar
10	Money: Wealthy

Talents

11	Inspire
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Skills

5	+1 HTH
4	+2 OCV with Sarresharan Royal Longsword
3	Acting 12-
1	Bribery 8-
3	Bureaucratics 12-
3	Conversation 12-
3	Deduction 12-
3	High Society 12-
2	AK: Tornathia 11-
2	CK: Sarreshar 11-
5	KS: Sarresharan Nobility 14-
2	KS: Tornathian Nobility 11-
2	KS: Westerlands Military History 11-
3	Oratory 12-
3	Persuasion 12-
3	Riding 12-
3	Seduction 12-
3	Stealth 12-
1	Tactics 8-
5	WF: Common Melee Weapons, Common Missile Weapons, Lance

Total Powers & Skills Cost: 95

Total Cost: 159

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Royal Longsword	+3	—	2d6	1d6-1	—	12	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Armor of the Lion's Strength (DEF 8)
Sarresharan Shield (+5 DCV)

Gear: Signet ring and other appurtenances of office, writing kit

75+ Disadvantages

- 5 Distinctive Feature: signet ring and other regalia of office (Easily Concealed; Noticed And Recognizable)
- 15 Psychological Limitation: Powerhungry (Common, Strong)
- 64 Experience Points

Total Disadvantage Points: 159

Background/History: The eldest son of Kirril and Neola of Sarreshar, Prince Rhodas has been destined to rule ever since he was born... and he knows it. Trained from an early age in the duties, responsibilities, and privileges of office, he's been waiting all his life to sit on the throne. Since his parents' disappearance he's done his best to keep the kingdom on an even keel, serving as "first among equals" on the Regency Council and trying to balance Sarreshar's needs with the desire to find out what happened to Kirril and Neola.

Prince Rhodas remains single, allegedly because he doesn't feel it's right to court and marry while the fate of the King and Queen remains a mystery. But the truth is he just hasn't met a woman he feels would make a worthy and proper queen for him; if he found that certain someone, he'd be quick enough to find a reason to woo her.

Personality/Motivation: When his parents first disappeared, Prince Rhodas was genuinely griefstricken and baffled. He spent many long days trying to find them, or at least find out what happened to them. But in time his desire to locate them slowly but surely gave way to his lust for power. He's wanted to rule Sarreshar ever since he can remember, and he knows that if his parents were still around he'd probably have to wait another two decades (at least) before he becomes king. It's reached the point where he wishes they'd never come back so much that he's convinced himself they're dead and that he should have the throne.

The shame of it is that Rhodas can, and probably will, make a genuinely good king. He's been well-trained, loves his people (and is popular with them), and is both intelligent and socially adept. But if he gets his throne through deliberate self-deception and taking advantage of someone else's evil deeds, it will taint his entire kingship, making things far worse for Sarreshar than if he'd simply waited his turn patiently.

Rhodas believes he enjoys the general support of many other Council members, including Duke Borilard and to some extent General Traygar (neither of whom he really suspects of any untoward dealings). He wishes Marquis Pollos would be less stubborn, accept the reality of the situation, and support Rhodas's elevation to the throne; he's becoming increasingly frustrated with the old wizard.

PRINCE RHODAS PLOT SEEDS

Prince Rhodas appeals to the heroes for help. Pretending to be anguished and grief-stricken, he begs them to find out what happened to his parents so he can put the whole matter to rest once and for all. Will the heroes help him... and if so, how will he react if they discover the King and Queen are still alive?

Prince Rhodas becomes attracted to a female PC and begins courting her. How will she react? What do the Regency Council and the Sarresharan people think about this?

Prince Rhodas decides he's interested in learning about the Arts Arcane and asks a wizard PC to teach him. This close association with the Prince is bound to get the character mixed up in Sarresharan politics....



PRINCE RHODAS'S ENCHANTED ITEMS

Sarresharan Royal Longsword: Created centuries ago for the rulers of Sarreshar, this blade swings quick and true and can cut through nearly any armor (HKA 2d6, Armor Piercing; OAF, STR Min 12 **plus** +3 OCV)

Armor Of The Lion's Strength (see FH 281, but make it DEF 8)

Sarresharan Shield: This shield, which displays the Sarresharan coat of arms, was specially crafted to protect Sarresharan royalty. (+5 DCV; OAF)

Quote: "I speak now for the Regency Council, and thus for all Sarreshar in the lamented absence of our King."

Powers/Tactics: Prince Rhodas prefers diplomacy and administration to warfare, but he's had appropriate training for a prince and knight and can

wield a blade with skill if need be. In battle he tends to rely on his enchanted shield for protection and put his Combat Skill Levels in OCV and/or use aggressive fighting maneuvers, but if he finds himself overmatched he'll go on the defensive and call on his men to help him. He's no coward, but he's no fool either.

Campaign Use: Prince Rhodas should present an interesting quandry for the PCs, since he'd obviously make a good ruler but seems to be in a rush to get his throne. On the Regency Council his is the strongest voice in support of the argument that the Council has the legal authority to declare Kirril and Neola dead, and that it should do so. More than a few other members agree with him, and he seems to enjoy the general support of the people... but to more than one person the whole situation looks unseemly at best.

To make Prince Rhodas a tougher opponent for the PCs, make him a more

militaristic leader and skilled fighter. Give him another Combat Skill Level or two, and perhaps the *Swordfighting* Martial Art. To weaken him, remove his CSLs and most military Skills and transform him into an effete dilettante rather than a knightly prince.

Prince Rhodas doesn't Hunt people. If necessary, he has advisors and servants to handle such matters for him.

Appearance: A handsome young man in his early 20s, Prince Rhodas has chiselled good looks and curly brown hair that set many a female heart a-flutter. He wears finely-made Sarresharan tunics in the royal colors of purple, green, and gold, the prince's crown (a simple one of gold with a few amethysts), boots, and appropriate jewelry for the occasion. But the impression he gives of being a dandy is not entirely accurate; if necessary he's more than willing to don his elaborately-engraved plate armor, pick up his sword, and fight.

DUKE BORILARD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
26	END	0		
27	STUN	0		Total Characteristics Cost: 45

Movement: Running: 6"/12"

Cost	Powers	END
8	<i>Can Handle His Wine:</i> +12 CON; Only For Resisting The Effects Of Alcohol (-2)	0
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0

Perks

- 8 Lordship: Duke of Sarreshar
15 Money: Filthy Rich

Skills

- 3 Bribery 12-
3 Bureaucratics 12-
3 Conversation 12-
3 Deduction 12-
2 Gambling (Card Games) 12-
3 High Society 12-
2 KS: Tornathian Nobility 11-
3 KS: Wine 12-
3 KS: Tornathian Wine Market 12-
2 Language: Trade-Tongue (fluent conversation; Tornathian is Native)
3 Persuasion 12-
2 PS: Winemaking 11-
3 PS: Wine Selling 12-
3 Riding 12-
5 Trading 13-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 79

Total Cost: 124

75+ Disadvantages

- 5 Distinctive Feature: signet ring and other regalia of office (Easily Concealed; Noticed And Recognizable)
15 Psychological Limitation: Greedy; Is Only Concerned With Money And Commerce (Common, Strong)
10 Psychological Limitation: Loves Good Wine (Common, Moderate)
5 Rivalry: Professional, with Lady Helida of Celbaria
10 Social Limitation: Harmful Secret (is manipulating the Regency Council and other persons/events for his own purposes) (Occasionally, Major)
4 Experience Points



Total Disadvantage Points: 124

Background/History: Borilard, one of the Dukes of Sarreshar, is the latest in a line of dukes that stretches back centuries. Originally elevated to the nobility in exchange for loaning vast sums of money to the Crown, his family has long since become an accepted part of noble life in the city-state. It's popular with the people because it funds several lavish feasts and festivals during the year.

Despite being a titled noble, Duke Borilard is really more of a merchant prince than a nobleman like most in the Westerlands. He's had basic military training, can ride, and so forth, but the foundation of his family's power is money, so that's what he focuses on.

Personality/Motivation: Duke Borilard pretends to be a civic-minded noble, but really he's only interested in one thing: money. His family is a major player in the Tornathian wine trade, and he's always looking for ways to improve its position and earn more gold damarchs. He's found that not having a strong king on the throne, and the general state of uncertainty that currently grips Sarreshar, is good for business... so he's doing everything he can to prolong the situation. He stalls the Regency Council with subtle procedural tactics, suggests courses of action he thinks are wastes of time, and manipulates things behind the scene with bribery and even violence to keep investigations from proceeding.

Duke Borilard plays off the Prince's lust for power, flattering him and building up his ambi-

DUKE BORILARD
PLOT SEEDS

Bandits have been hitting Duke Borilard’s wine shipments hard recently, so he hires the PCs to protect them. In addition to fighting off the thieves, the heroes have to investigate and find out why Borilard’s shipments are being so frequently and successfully targeted.

Never one to overlook the value of unscrupulous business tactics, Duke Borilard hires the PCs to steal some vines from a rival vintner. If for some reason they can’t steal the vines, the Duke wants them to destroy them if possible.

As they investigate the matter of King Kirril’s disappearance, the heroes find themselves thwarted on several occasions by men or events that seem to have some vague connection to Duke Borilard. Perhaps they need to investigate the Duke as well....

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Longsword	+0	—	1d6+1	1d6-1	—	12	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Plate and Chain (DEF 7)							
Gear: Whatever he needs, within reason							

tions. He knows General Traygar also does not support the Council wholeheartedly, but remains unaware of the nature and extent of his plans. He considers Pollos a ditherer and a fool, and generally ignores him.

Quote: “Ahhh, a fine vintage. My compliments on your choice, sir! You have a rare insight.”

Powers/Tactics: Duke Borilard knows how to use a sword, but he finds gold and influence to be better weapons than blades. He does his fighting with bribery and backroom deals rather than weapons. If violence is necessary — such as vandalizing a rival’s winery — he can easily hire thugs for that purpose through one of his many servants and helpers.

Campaign Use: Duke Borilard is a subversive element within the Regency Council, though admittedly not nearly as dangerous a one as General Traygar. He just wants to improve his business and make more money. If the heroes could somehow convince him that having the King back would be better for him than the current state of affairs, he’d become Pollos’s strongest ally on the Council. He’s

not Evil so much as he is greedy and unprincipled.

To make Borilard tougher, make him a skilled fighter as well as a skilled wine merchant. Improve his physical Primary Characteristics, make him muscular instead of plump, and give him some Combat Skill Levels with Longsword (and perhaps an enchanted blade or armor). To weaken him, make him even more dissipated, dropping his STR, DEX, and CON further and giving him Psychological Limitations representing less savory “appetites.”

Duke Borilard rarely Hunts anyone; he’s more concerned with struggles against his business rivals. If someone made him mad enough to seek vengeance, he’d hire thugs, goons, and mercenaries to do his dirty work.

Appearance: Duke Borilard is a plump (if not fat) nobleman in his 50s with thinning black hair and dark eyes. Large tunics, usually in blue or green, cover his bulk, and he often has a goblet of wine in his right hand. Despite his constant drinking he rarely seems intoxicated.

MARQUIS POLLOS

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
8	BODY	-4	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
6	ED	6		Total: 6 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
20	END	0		
17	STUN	0		Total Characteristics Cost: 44

Movement: Running: 4"/8"

Cost	Spells	END
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Fire Magic

4	Enflame (FHG 89)
2	Everburning Flame (FHG 99)
5	Fiery Arrow (FHG 89)
4	Fiery Aura (FHG 90)
5	Fiery Orbs (FHG 91)
6	Fireball (FHG 91)
9	Fireshaping (FHG 92)
7	Firestorm (FHG 93)
3	Khelred's Flammifer (FHG 94)
3	Protection From Fire (FHG 96)
4	Quench Flame (FHG 95)

Ice Magic

8	D'Ansif's Invocation Of The Ice (FHG 108)
7	Hailstorm (FHG 108)
3	Icy Ground (FHG 109)
6	Jelzuraath's First Wintry Assault (FHG 109)
3	Protection From Ice (FHG 110)
4	Roddik's Blizzard (FHG 110)
4	Wall Of Ice (FHG 111)

Wizardry

1	Detect Magic (FHG 221)
4	The First Spell Of The Crimson Ring (FHG 232)
2	Levitation (FHG 233)
5	Mystic Bolt (FHG 224)
6	Mystic Wall (FHG 229)
22	The Spell Of Locking And Opening (FHG 243)
4	Stelrane's Spell Of Dispersion (FHG 223)
1	Wizard's Eye (FHG 235)
2	Wizard's Power (FHG 228)
2	Wizard's Shield (FHG 231)
5	Wizard's Steed (FHG 234)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Winged Staff	+2	—	4d6 N	—	—	8	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Magerobes (DEF 3)

Gear: Spell components and paraphernalia; badge of office

Powers

3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0
-4	<i>Aged Legs:</i> Running -2" (4" total)	

Perks

7	Lordship: Marquis (and Court Wizard) of Sarreshar
5	Money: Well Off

Talents

5	Magesight
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Skills

3	Conversation 12-
2	Cryptography 13-; Translation Only (-½)
3	Deduction 13-
2	AK: Sarreshar 11-
2	KS: Arcane And Occult Lore 11-
2	KS: Fire Magic 11-
2	KS: Ice Magic 11-
2	KS: Wizardry 11-
1	Language: Besruhani (basic conversation; Tornathian is Native)
1	Language: Ilurian (basic conversation)
1	Language: Vestrian (basic conversation)
3	Persuasion 12-
27	Power: Fire Magic 25-
23	Power: Ice Magic 23-
25	Power: Wizardry 24-
3	Stealth 11-
2	WF: Daggers, Staffs

Total Powers & Skills Cost: 261

Total Cost: 305

75+ Disadvantages

10	Age: 60+
5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
10	Psychological Limitation: Cautious And Analytical (Common, Moderate)
15	Psychological Limitation: Devoted To The Good Of Sarreshar; Wants What's Best For The Kingdom (Common, Strong)
190	Experience Points

Total Disadvantage Points: 305

Background/History: Pollos is the scion of a minor noble family of Sarreshar, one distantly related to the king but which never enjoyed any particular favor. That changed when Pollos, at that time still a young man, displayed a rare talent for magery. Intrigued by the idea of a court wizard he could more fully trust, the king (Karril's father) took the boy under his wing,

MARQUIS POLLOS
PLOT SEEDS

Pollos has never understood why longevity spells won't work for him. Fearful of advancing age, he asks the PCs to investigate the problem and find a way to "cure" him... or at least a form of longevity magic that he can use.

Pollos approaches the PCs in secret and asks them to investigate Duke Borilard and General Traygar. He suspects both of them are not working in Sarreshar's best interests, and are possibly colluding together for some sinister purpose.

One of Pollos's magical "experiments" gets loose and begins haunting Sarreshar. He asks the PCs to clean up the mess quietly, so it doesn't become public knowledge and reflect badly on him; if they succeed, they'll earn his favor and a rich reward.



giving him greater wealth, titles, and prestige and paying for his studies of the Arts Arcane.

The kind (if self-interested) gesture paid off well. Pollos became a devoted servant of the Sarresharan royal house, and in time Court Wizard of the kingdom. He's served in that capacity for decades, but age has at long last begun to take its toll. (For some reason standard longevity spells don't seem to work for him.) The effects of age have become even worse since the disappearance of King Karril and his taking a position on the Regency Council. Some in the kingdom wonder how long it will be before the burdens of responsibility become too much for him... but he stubbornly clings to all of his duties, refusing to give up any to apprentices or helpers.

Personality/Motivation: Unlike any of the other leading members of the Regency Council, Marquis Pollos genuinely wants what's best for Sarreshar and her royal house. He believes this means, among other things, vigorously investigating the disappearance and discovering what happened to King Karril so matters can proceed properly and legally. But he's also cautious by nature, wanting to carefully study and analyze things before proceeding, creating an internal conflict that makes him seem indecisive and sometimes even unpredictable. (Which has led some people to claim he's losing his

MARQUIS POLLOS'S ENCHANTED ITEMS

Winged Staff: This staff allows the wielder to fly, and to attack with greater accuracy. (4d6 Normal Damage attack with +2 OCV **plus** Flight 15"; 0 END)

Magerobes: These enchanted cloth robes protect the wearer as well as leather armor (DEF 3; OIF)

Wand Of Pyromancy: A much-coveted item among fire wizards, this wand has several powers and enhances Fire Magic in general. (Aid Fire Magic 4d6, any one Fire Magic spell at once; OAF, 4 Charges **plus** +3 OCV with Fire Magic spells **plus** Multiplier of attacks (Firebolt (RKA 2d6, Penetrating), Flare Of Flame (Sight Group Flash 9d6), Torrent Of Flames (RKA 2d6, One Hex), Withering Heat (Energy Blast 4d6, NND (defense is Life Support (Safe Environment: Intense Heat) with 50 Charges)

wits.) Having to deal with the competing agendas of other members of the Council (most of which he's deduced on some vague level, though he has no idea how far Traygar's treachery has gone) only makes matters worse.

Quote: "As above, so below. We who lead the land of Sarreshar must proceed with propriety, strength, and intelligence as an example to the people to live their lives similarly."

Powers/Tactics: Pollos is a spellcaster who specializes in Fire Magic, Ice Magic, and Wizardry. His mind's still as sharp as it ever was and his skills strong, but his body is weaker than it used to be, which makes it difficult for him to use some spells frequently. (In game terms, his END is too low for casting too many powerful spells too quickly.) For this reason he'll rely on his Wand Of Pyromancy in combat more than a younger, more vital wizard would.

Campaign Use: Marquis Pollos is likely to be heroic PCs' staunchest ally on the Council. If he senses their goodness and desire to uncover the truth in the matter of the King's disappearance, he'll do whatever he can to help them help him.

To make Pollos tougher, de-age him — either make him younger or assume he can use longevity spells to extend his youth. Improve his Characteristics as appropriate and make him more vital, decisive, and confrontational. To weaken him, enhance the effects of age, making him easily befuddled and prone to falling asleep during Council meetings.

Pollos would only Hunt someone if so ordered by the King, in which case he'd follow orders.

Appearance: Marquis Pollos has a short, black beard and hair to match (he uses minor spells to keep it black instead of letting it naturally turn grey). He wears purple robes with gold embroidery, with his gold badge of office (a hippogriff inside a circle) pinned on the left breast. He carries a staff of blonde wood shod with iron and carved on top with two wings.

GENERAL TRAYGAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 86

Movement: Running: 6"/12"

Cost	Powers	END
20	<i>Tough As Nails:</i> Physical and Energy Damage Reduction, Resistant, 25%; STUN Only (-½)	0

Perks

5	Military Rank: General of the armies of Sarreshar
5	Money: Well Off

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

15	+3 HTH
3	Analyze Combat Technique 12-
3	Bureaucracy 13-
3	Climbing 12-
3	Deduction 12-
1	Gambling (Dice Games) 8-
1	High Society 8-
3	Interrogation 13-
2	KS: The Military/Mercenary World 11-
2	KS: Military Forces Of Mhorecia 11-
2	KS: Military Forces Of The Westerlands 11-
3	Oratory 13-
3	Paramedics 12-
3	Riding 12-
3	Stealth 12-
5	Tactics 13-
5	WF: Common Melee Weapons, Common Missile Weapons, Lance

Total Powers & Skills Cost: 96

Total Cost: 182

75+ Disadvantages

5	Distinctive Features: notable scars (Easily Concealed, Noticed And Recognizable)
20	Psychological Limitation: Meritocrat; Scorns Those Who Haven't "Earned Their Place" (Very Common, Strong)
15	Psychological Limitation: Powerhungry (Common, Strong)
15	Social Limitation: Harmful Secret (plotting to usurp the throne) (Occasionally, Severe)
52	Experience Points

Total Disadvantage Points: 182

Background/History: Traygar was born the son of Sarresharan peasants. A big, strong young man, he escaped the poverty of his childhood by joining first the Sarresharan City Guard and later the King's Army. It soon became apparent that this no-nonsense soldier had real promise... and he proceeded to show it by leading a squad of men to safety after his patrol was ambushed by bandits and his commander slain. For bravery and quick thinking on the battlefield he was promoted to fill that commander's place.

In the years and decades that followed, Traygar slowly worked his way up the ladder of command, earning each new position with hard work, cold efficiency, and just enough ability to get along with superior officers and noblemen well. When his guard detachment saved the old king (Kirril's father) from an assassin's blade, he caught the attention of the royal family. In time this resulted in his promotion to the position of General (overall commander, short of the King) of the Sarresharan armies. When the King disappeared, it was only natural that the man who best knew the kingdom's troops, and who could best evaluate the military implications of the situation, would be asked to take a seat on the Regency Council.

Personality/Motivation: Unfortunately, by making General Traygar a member of the Council, the other Councillors have taken a viper into their midst. Traygar has long resented the nature of Sarresharan society — that nobles with nothing to recommend them but birth should hold power and control other men's lives, while skilled and worthwhile men such as himself worked hard for a few scraps from their tables. It wasn't right — those who showed the most ability should run the kingdom — and when King Kirril disappeared his smoldering resentment blossomed into the full flame of rebellion. He's too bright a tactician not to recognize such an opportunity and seize it.

In the months and years since then, he's slowly laid the groundwork that will allow him to seize the crown. He's recruited many important members of the Sarresharan military (though by no means all of them) to his cause, and has worked hard to improve his profile with the common folk. Whenever possible he's manipulated the work of the Regency Council to aid his plan, hinder the plans of others whom he suspects of pursuing their own agendas (i.e., Duke Borilard), and/or generally keep Sarreshar in a leaderless state of confusion. The time has nearly come for him and his co-conspirators to strike! If all goes well he will usurp the throne with little opposition or bloodshed. He has no desire to hurt any of his countrymen, but the time has come for a serious change.

To most people, Gen. Traygar comes across as somber and coldheartedly practical. He often is those things, but people who regard him as severe and serious-minded simply haven't experienced the rich sense of humor he often keeps hidden. Those who take him for a simple fighting man are often surprised by his intelligence and insight.

GENERAL TRAYGAR
PLOT SEEDS

General Traygar decides it would be better to have a loyal puppet on the throne instead of usurping it directly. With the help of a friendly mage (a sorcerer and thaumaturge) he transforms a hapless dupe into the likeness of King Kirril and mentally controls him to do what he (Traygar) wants. The heroes have to uncover the plot and set Sarreshar to rights.

General Traygar makes his move... while the PCs happen to be visiting Sarreshar! It's civil war in the streets; who will they side with, and what effect will their presence have?

After the Council hires the PCs to try to find out what happened to King Kirril, Gen. Traygar decides they're too competent and just might succeed. That would be a setback for him, so he has to have the heroes eliminated....

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Cleaving-	+1	—	2d6	1d6-1	—	13	Armor Piercing
Battle Axe	+0	—	2d6	1d6-1	—	13	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Enchanted Plate armor (DEF 10)							
Gear: Weapon and armor maintenance materials							



Quote: “We will move our men here, and here, cutting off the City Guard’s ability to respond coherently. We want as little killing as possible; just bottle them up and stop them from stopping us.”

Powers/Tactics: General Traygar is a well-trained military man with years of fighting experience and a well-honed sense of tactics. He doesn’t fight battles that don’t need fighting, and when he has to fight maneuvers to do so under conditions and terms as favorable to him as possible.

In personal combat, Traygar usually favors a defensive approach until he’s found a weakness in his opponent that he can exploit (*i.e.*, until he succeeds with an Analyze Combat Technique roll). Then he shifts to the offensive, exploiting the weakness as he goes for the kill.

GENERAL TRAYGAR’S ENCHANTED ITEMS

- Cleaving-Sword:** This enchanted bastard sword cuts through both armor and flesh with ease. (HKA 2d6, Armor Piercing; OAF, STR Min 13 **plus** +1 OCV)
- Bastion Armor:** Forged by dwarven mages, this suit of armor offers better protection than ordinary plate armor, but is lightweight and easy to wear. (DEF 10 armor; OIF, No Mass)
- Giant’s Ring:** This magic ring can make the wearer enormously tall and strong for 30 seconds up to twice a day. (+15 STR; OIF, Side Effect (-2 DCV, +2 to others’ PER Roll to perceive wearer), 2 Continuing Charges lasting 30 Seconds each)
- Horn Of Summoning:** Once per day a character can blow this horn to summon an angelic warrior who will fight one battle for (or with) him. The warrior disappears when the battle is won or lost, or after being killed. (Summon 400-point angelic warrior, Slavishly Devoted; OAF, Fewer Tasks (just 1), Will Only Fight For Person Who Blew Horn, 1 Charge)

Campaign Use: Traygar is the only true villain on the Regency Council. Some of the other members are self-interested and have their own ulterior motives, but only he wants to betray his oaths of loyalty and usurp the throne. And while he prefers to do it as gently as possible, he has no compunction about killing a lot of city guardsmen and loyal soldiers if they try to stop him.

To make Traygar tougher, boost his physical Primary Characteristics slightly and give him the *Swordfighting* Martial Art. To weaken him, reduce his SPD to 3 and remove one Combat Skill Level; you might also get rid of one or two of his enchanted items.

Traygar generally doesn’t Hunt people; he has enough on his plate right now. In time he’ll get revenge on anyone who deserves it...

Appearance: Having survived over 40 winters and about as many battles, Traygar is the very definition of “grizzled old warrior.” Prematurely grey from his responsibilities and bearing several scars (none extremely disfiguring), he carries himself with dignity and purpose. He usually wears simple but well-made tunics in earth tones. When called to the field of battle he dons his plate armor and shield and straps on his bastard sword.

THE SILVER GUILD



Membership: Ylrage of the Seven Daggers, Fat Harrik, Tisandra the Cat, Trelgon, and various other thieves and footpads

Background/History: The city of Londregos, in the kingdom of Umbr, is the northernmost major port on the Dragonsmoke River. As such it's a major center of commerce... and where there's commerce, there are thieves. While some thieves in Londregos work only for themselves, most join one of four guilds: the Brotherhood Of Foros; the Dark Hand; the Eagleclaw Guild; and the Silver Guild. In recent years, the last of these, the Silver Guild, has become the most prominent and powerful in the city thanks to the leadership of the clever and unscrupulous Ylrage of the Seven Daggers.

Group Relations: Though there's no honor among thieves, and Ylrage has had to fend off half a dozen assassination attempts or rebellions during his tenure as guild leader, for the most part the Silver Guild functions as an efficient, cohesive group. Nothing tends to bring thieves together more than the chance to make lots of money safely, and under Ylrage's reign the Silver Guild has prospered. Most members can tolerate one another's foibles pretty well as long as the profits remain high; Ylrage fosters this attitude by being generous and even-handed with shares of loot and other rewards. But if the situation changes for the worse, he may have a hard time holding the Guild together.

Tactics: Like any other thieves' guild, the Silver Guild is a brotherhood of shadow, evasion, deception, and subterfuge. It fights its battles by night, in the alleys and rooftops of Londregos, not out in the open on the city's streets. If necessary it resorts to bribing city officials.

In most cases the Silver Guild prefers to accomplish its aims with trickery and mild violence, but if the circumstances call for it the Guild has no qualms about resorting to assassination, kidnapping, and other brutal acts. Usually murder-missions are given to Gorb the Strangler, a skeleton of a man whose contortionistic and stealth abilities are matched only by his skill with the garrote. If he can't get the job done, Ylrage picks whoever's most suited to the task. In the most crucial situations he goes after the target himself.

Campaign Use: The Silver Guild represents a more or less "typical" thieves' guild that you could use in just about any Fantasy city (perhaps with a few name changes or the like). Within Ambrethel you could easily switch it to Aarn, Tavrosel, Dar Vendrazhian, Eltirian, or any other city your heroes frequent, or simply borrow a thief here and there as needed to round out your own roster of rogues.

To make the Silver Guild a tougher opponent for your heroes, make it more of an assassins' guild, full of killers as well as thieves and more than willing to eliminate opponents at the slightest provocation. To weaken it, make Ylrage less powerful and respected within the Guild, creating factions led by popular thieves such as Fat Harrik and Tisandra who want to depose him and take his place. Riven by infighting, the Silver Guild becomes much less effective and threatening to the PCs.

The Silver Guild only Hunts people within the confines of Londregos, though it has some reach in Dyvnar, Voitaigne, Dar Vendrazhian, and other nearby cities and areas (*i.e.*, the Limited Geographical Area modifier applies). If it sees the target as a serious threat, it strikes to kill; if the target's more of an annoyance or a weakling, the Guild resorts to stealing from him, playing practical jokes on him, and so forth.

SILVER GUILD PLOT SEEDS

Guild War! The Silver Guild, the Dark Hand, and the Brotherhood of Foros all go to war over certain territories and rights within the Londregos underworld. How will the heroes react to the covert fighting and the slowly but steadily building turmoil and tension within the city?

Ylrage, who seems anxious and desperate, hires the PCs to deliver a sealed package to someone in Tor Vilos, capital of the Sirrenic Empire. He cautions them *never* to open it under any circumstances. What is it, and why is he so anxious? Who else wants it? What will the recipient do with it?

After a member of the Silver Guild steals something valuable from one of the PCs and the Guild refuses to give it back, the heroes and the Guild come to blows. Can the PCs successfully fight a large, efficient organization that knows the city and its people better than they do?

YLRAGI
PLOT SEEDS

An Westerlands nobleman asks the PCs for help. He's seen drawings of Ylragi on wanted posters and thinks that master thief may be his long-lost son. He wants to hire the PCs to investigate the matter and find proof, one way or the other. But how will Ylragi react to the heroes poking around and asking questions about him?

A member of the Silver Guild makes a serious attempt to get rid of Ylragi and grab power, leading to a guild civil war. Ylragi wants to hire the heroes (or cash in an old favor with them, if appropriate) to support his side and kill his rival.

Ylragi wakes up one morning to find that all seven of his magic daggers have been stolen! Unwilling to confess to his guild that some thief beat him at his own game, he hires the PCs to solve the mystery and recover his daggers.

YLRAGI OF THE SEVEN DAGGERS				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
11	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	REC	0		
32	END	0		
30	STUN	2	Total Characteristics Cost: 100	
Movement:		Running: 9"/18"		
Cost	Powers			END
3	Observant: +1 to PER Rolls with all Sense Groups			0
6	Swift Runner: Running +3" (9" total)			1
15	Rogue's Luck: Luck 3d6			0
Perks				
5	Fringe Benefit: Membership: leader of the Silver Guild			
5	Money: Well Off			
Talents				
6	Combat Luck (3 PD/3 ED)			
16	Crippling Blow			
7	Master Of The Fighting Dagger: Deadly Blow (HKA +1d6 with Daggers HTH)			
7	Master Of The Throwing Dagger: Deadly Blow (HKA +1d6 with Daggers Ranged)			
18	Evasive			
Skills				
10	+2 HTH			
9	+3 with Daggers and Knives			
10	+2 with Agility Skills			
6	+2 with Fast Draw, Sleight Of Hand, and Stealth			
3	Acrobatics 13-			
3	Breakfall 13-			
3	Bribery 12-			
3	Climbing 13-			
3	Concealment 12-			
3	Contortionist 13-			
3	Deduction 12-			
3	Fast Draw (Common Melee Weapons) 13-			
3	CK: Londregos 12-			
3	KS: The Londregos Underworld 12-			
2	KS: The Thieves' World 11-			

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Ylragi's Razors	+1	+1	1d6	1d6-1	2	6	AP, Can Be Thrown
Dagger Of Invisibility	+0	+0	1d6-1	1d6-1	1	6	See text box
Falconblade	+1	+4	1d6	1d6-1	1	6	Can Be Thrown
Finger of Asvalak	+2	+0	2d6	1d6-1	1	6	Can Be Thrown
Returning Dagger	+1	+1	1d6	1d6-1	1	6	Can Be Thrown
Starfire Dagger	+1	+0	1d6-1	1d6-1	1	6	See text box
Armor							
Mailring (DEF 6)							
Gear: High-quality thieves' tools (+2 to Lockpicking and Security Systems)							

- 2
- Language: Trade-Tongue (fluent conversation; Umbrian is Native)
- 3
- Lockpicking 13-
- 5
- Rapid Attack (HTH)
- 3
- Security Systems 12-
- 3
- Shadowing 12-
- 3
- Sleight Of Hand 13-
- 3
- Stealth 13-
- 7
- Streetwise 14-
- 10
- Two-Weapon Fighting (HTH)
- 5
- WF: Common Melee Weapons, Common Missile Weapons, Off Hand

Total Powers & Skills Cost: 199
Total Cost: 299

75+ Disadvantages

- 20
- Hunted: Londregos City Guard 8- (Mo Pow, NCI, Capture/Kill)
- 20
- Hunted: other Londregos thieves' guilds 8- (Mo Pow, NCI, Kill)
- 15
- Psychological Limitation: Loves To Show Off His Cleverness And Get Something For Nothing By Stealing (Common, Strong)
- 10
- Psychological Limitation: Overconfident About His Thieving Skills (Common, Moderate)
- 10
- Psychological Limitation: Greedy (Common, Moderate)
- 15
- Reputation: one of the best and most dangerous thieves in Londregos, 11- (Extreme)
- 134
- Experience Points

Total Disadvantage Points: 299

Background/History: Ylragi has always been remarkably tight-lipped about his past. From what his colleagues and few friends can gather, he was just another urchin running around in the alleys and streets of Londregos until some thief caught him filching food from a merchant in the marketplace. The thief decided he had cleverness and potential, taught him the basics of the true thief's trade, and introduced him to the Silver Guild as a prospective member. After that, it was just a matter of letting his natural talents, cleverness, luck, and ruthlessness carry him to the top of the heap.

Personality/Motivation: Like most thieves, Ylragi is ultimately in "the game" to make as much money as possible, but for him there's more to it than that. He loves carefully planning a complex crime and pulling it off, thus displaying his cleverness and skill for all the world to see. His desire to prove just how good he is at stealing sometimes makes it hard for him to resist challenges or to refrain from stealing something he doesn't really need just to prove he can do it.

YLRAGI'S ENCHANTED ITEMS

As his sobriquet indicates, Ylrangi carries seven enchanted daggers:

Ylrangi's Razor: Ylrangi commissioned a wizard to make these daggers (he has two of them) for him. They cut through armor even better than a normal blade. Unless he has some reason to choose another dagger, these are the two he normally fights with. (HKA 1d6, Armor Piercing; OAF, STR Min 6 **plus** +1 OCV **plus** +1 versus Range Modifier)

Dagger Of Invisibility: This otherwise ordinary dagger allows the wielder to become invisible for up to twelve seconds four times a day. (HKA 1d6-1; OAF, STR Min 6 **plus** Invisibility, 0 END; OAF, 4 Continuing Charges lasting 1 Turn each)

Falconblade: Engraved with a stooping falcon on the blade, this dagger is extraordinarily accurate when thrown. (HKA 1d6; OAF, STR Min 6 **plus** +1 OCV **plus** +4 versus Range Modifier)

The Finger Of Asvalak: Supposedly created by the priests of the Slaughter-God, from whom Ylrangi stole it in an escapade still told about in taverns all over the Westerlands, this dagger inflicts deep, vicious wounds. If he's not using his Ylrangi's Razors, this is the dagger Ylrangi's most likely to have in one of his hands. (HKA 2d6; OAF, STR Min 6 **plus** +2 OCV)

Returning Dagger: When thrown, or if taken away from the owner against his will, this dagger automatically returns to his hand. Keeping it away from him for 12 seconds temporarily breaks this enchantment, requiring him to regain it normally. (HKA 1d6; OIF, STR Min 6 **plus** +1 OCV **plus** +1 versus Range Modifier)

Starfire Dagger: This dagger can emit a burst of mystical fire to injure or blind the target. (HKA 1d6-1; OAF, STR Min 6 **plus** Multipower of two attacks, either Triggered by a successful strike and wielder's desire [Trigger automatically immediately resets] (RKA 1d6, Penetrating, No Range; Sight Group Flash 4d6) **plus** +1 OCV)

He also has these other enchanted items:

Mailring: This ring protects the wearer as if he were wearing chainmail. (Armor (6 PD/6 ED; OIF, Does Not Add To Worn Armor)

Amulet Of Escapes: By grasping this seemingly ordinary amulet and concentrating, the wearer can Teleport up to 40"... but it only works once per day, so Ylrangi (like most other people who own one) tends to save it for getting out of dangerous situations (hence its name). (Teleportation 40", 0 END; IAF, Extra Time (always takes a Full Phase no matter how far character Teleports), Gestures (must grasp and hold amulet), No Noncombat Movement)

Despite the seriousness of his "job" and how dangerous most of the people he deals with can be, Ylrangi usually presents a pleasant face to the world. He loves jokes, stories, entertainment, and having a good time, and there's often a smile on his face. Only those who know him well can recognize when that smile turns icy-cold as his mood shifts from merriment to murderousness.

Quote: "Only a thief of consummate skill could bypass those traps, get into that vault, and steal that gem. Fortunately, I am just such a thief."

Powers/Tactics:

Ylrangi tends to fight differently from most rogues. He recognizes the value of the stealthy strike and the blade thrown from the shadows as much as the next thief, and uses them when he has to. But if possible he prefers to fight in a more open manner, showing off his skills as he cuts his opponent to pieces. He uses his Acrobatics and Sleight Of Hand to toy with his victim, doing flashy jumps and tumbles, flipping his daggers

around or juggling them, and so on. (See page 116 of *The Ultimate Martial Artist* about using Sleight Of Hand to perform feints and foists in HTH Combat, or use the optional *Feint Skill* from *The Ultimate Skill*.) Only when he realizes he's in a tough fight will he settle down and devote his energy to killing his adversary as quickly as possible.

Ylrangi's seven enchanted daggers (see text box) give him plenty of options in combat. He usually wields an Ylrangi's Razor in each hand, but exchanges one for a Finger Of Asvalak or Starfire Dagger if appropriate. The Returning Dagger and Falconblade make him a deadly fighter at range as well.

Campaign Use: Ylrangi is a potentially deadly foe for your PCs, but hopefully a semi-sympathetic one who can become a favorite enemy. Compared to many thieves he's good-natured and friendly, and his sort of "swashbuckling" approach to combat may entertain the players as much as frustrate them.

To make Ylrangi a deadlier foe, give him a *Knifefighting* Martial Art and/or another couple points of DEX (or some Lightning Reflexes). To weaken him, remove either or both of his *Deadly Blow* Talents.

Ylrangi is a dangerous Hunter. He's got an entire thieves' guild at his command, and he'll use it. He'll start by harassing his foe with thievery and pranks, escalating to assassination attempts as necessary and desirable.



APPEARANCE:

Ylrangi is a Man of about 30, 5'7" tall with a thin, athletic build. His hair and short beard are both sandy blonde; his eyes green. His sobriquet comes from the seven enchanted daggers he carries: one on each hip; one in each boot; one on each forearm; and one on his back where he can reach it by putting his hand behind his head. Depending on the situation he wears either dark clothing or black leather armor (though the armor is just for show, since he relies on his Mailring for protection).

FAT HARRIK
PLOT SEEDS

Fat Harrik gets wind of a tempting target for a big thieving job — one so big it will fund his entire retirement lavishly. He doesn't want to get the guild in on it because then he'd have to share most of the loot. So he approaches the PCs about helping him for a share of the take, though of course he's not entirely honest about how much money is involved....

After a young hero saves his life in a back-alley brawl, Fat Harrik decides to take the PC “under his wing” and teach him some thief skills (without the Guild knowing about it, of course). The hero gets drawn into Harrik's life, his constant discussion of every ache and pain, his reminiscences about his youth... and eventually some sort of trouble with Guild rivals or an enemy guild.

Fat Harrik contracts a painful illness, and nothing any priest or apothecary can do relieves the pain. When an oracle tells him he needs to take a medicine containing rare herbs and other ingredients from all over the world, he spends his life savings to hire the PCs to obtain them for him.

FAT HARRIK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
27	STUN	0		Total Characteristics Cost: 47

Movement: Running: 4”/8”

Cost Powers **END**
-4 *Old, Fat, And Slow:* Running -2” (4” total)

Perks
30 Contacts: Well-Connected and 27 points’ worth throughout Londregos
4 Fringe Benefit: Membership: high-ranking member of the Silver Guild

Skills
3 Bribery 12-
3 Bureaucratics 12-
3 Concealment 12-
3 Conversation 12-
1 Cryptography 8-; Translation Only (-½)
3 Deduction 12-
1 Forgery (Documents) 8-
3 CK: Londregos 12-
3 KS: The Londregos Underworld 12-
2 KS: The Thieves’ World 11-
2 Language: Trade-Tongue (fluent conversation; Umbrian is Native)
1 Language: Literacy
7 Lockpicking 14-
3 Persuasion 12-
3 PS: Appraise Goods 12-
3 Security Systems 12-
7 Sleight Of Hand 14-
3 Stealth 12-
7 Streetwise 14-
5 WF: Common Melee Weapons, Common Missile Weapons, Off Hand

Total Powers & Skills Cost: 96

Total Cost: 143

75+ Disadvantages

20 Hunted: Londregos City Guard 8- (Mo Pow, NCI, Capture/Kill)
20 Hunted: other Londregos thieves’ guilds 8- (Mo Pow, NCI, Kill)
15 Psychological Limitation: Needs Money For Retirement (Common, Strong)
13 Experience Points

Total Disadvantage Points: 143

Background/History: There was a time when Fat Harrik might have become the leader of the Silver Guild himself. “Back in the storied days of my illustrious and illuminating youth,” as he likes to put it, he was one of the Guild’s best and brightest. Guild thieves still tell the story of how he snuck into the burial-vaults beneath the High Temple to steal the golden raiments and jewelry of the dead priests interred there, avoiding traps, guardian monsters, and devilishly complex locks along the way.

But age, injuries, and too many long nights at table and tavern in time took their toll. Harrik became stiffer, slower, and much heavier, earning the nickname “Fat” (which he didn’t even bother to deny). When he no longer felt like taking the risk of being an active thief, he left the streets to work for the guild as an appraiser of stolen goods, planner of jobs, and teacher of lockpicking and pickpocketing.

Personality/Motivation: Now in his fifties (quite old for a rogue), Fat Harrik is feeling the weight of age press down upon him. He’s not yet ready to stop working, but he can see that day coming... and he doesn’t have nearly enough money to fund his full retirement in the style to which he’s become accustomed. He’s begun desperately scrambling about for money, earning it however he can and saving as much as possible. He even pickpockets his pickpocketing students, refusing to give back their money “as an object lesson.”

Quote: “Ah, you see, my son, it is in this fine and fetching manner that one can approach one’s blissfully unsuspecting quarry and proceed to purloin his purse with pusillanimous propinquity.”

Powers/Tactics: Fat Harrik doesn’t get in fights anymore, though he hasn’t forgotten how to protect himself. If threatened he’ll draw his shortsword and fight defensively, perhaps using Sleight Of Hand to trick his opponents and get in telling blows. (See page 116 of *The Ultimate Martial Artist* about using Sleight

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Short Sword	+0	—	1d6	1d6-1	—	10	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Cuir-Bouilli (DEF 3)

Gear: Thieves’ tools

Of Hand to perform feints and foists in HTH Combat, or use the optional *Feint* Skill from *The Ultimate Skill*.) If hard-pressed, he'll do his best to escape, though he's well aware that he can't run very fast anymore.

Campaign Use: Fat Harrik knows a lot of people around Londregos and elsewhere... possibly including one of the PCs. Thus, he might function as the heroes' "contact" in the Silver Guild, or as a way for them to "speak" to the guild without having to approach a more active (and dangerous) member.

To make Fat Harrik a tougher opponent, change him to a younger man who's still fit and active (increase his physical Primary Characteristics slightly) but who walks with a limp (Running -2") due to an injury that healed badly. To make him weaker, age him further, reducing his Characteristics (and thus Skill Rolls) appropriately.

Fat Harrik doesn't Hunt anyone; he's got better things to do.

Appearance: Fat Harrik is an old rogue in his fifties. He's 5'5" tall, very overweight, has unkempt brown hair, and is cleanshaven. He wears simple tunics and pants, often covered with food- or ink-stains. He talks in a grand fashion, with long sentences filled with long words (though he doesn't always use them properly); he never uses two words when he can get away with using five, and likes alliteration.



TISANDRA THE CAT
PLOT SEEDS

A mysterious patron hires Tisandra to steal something from a wizard, playing on her vanity to overcome her objections to stealing from a spellcaster. Now she's gotten the thing, but it's somehow cursed her and she can't get rid of it. Her patron (and just who was he?) has vanished, so she turns to the PCs for answers and help.

Tisandra and another thief compete to see who can steal the most from the PCs over the course of a week.

An assassin poisons Tisandra with a slow-acting venom, telling her she has only 24 hours to live unless he gives her the antidote... which he'll only do if she steals certain things for him. She knows even she can't possibly steal everything on his list in 24 hours, so she turns to the heroes for help.

TISANDRA THE CAT					
Val	Char	Cost	Roll	Notes	
14	STR	4	12-	Lift 175 kg; 2½d6 [3]	
18	DEX	24	13-	OCV: 6/DCV: 6	
15	CON	10	12-		
12	BODY	4	11-		
14	INT	4	12-	PER Roll 12-	
10	EGO	0	11-	ECV: 3	
15	PRE	5	12-	PRE Attack: 3d6	
18	COM	4	13-		
6	PD	3		Total: 9 PD (3 rPD)	
4	ED	1		Total: 7 ED (3 rED)	
4	SPD	12		Phases: 3, 6, 9, 12	
6	REC	0			
30	END	0			
30	STUN	3		Total Characteristics Cost: 74	

Movement: Running: 7"/14"

Cost	Powers	END
2	Swift Runner: Running +1" (7" total)	1

Perks
3 Fringe Benefit: Membership: member of the Silver Guild

Talents
6 Combat Luck (3 PD/3 ED)
16 Crippling Blow

Skills
6 +3 OCV with Claw
9 +3 with Climbing, Lockpicking, and Security Systems
3 Acrobatics 13-
3 Acting 12-
3 Breakfall 13-
3 Climbing 13-
5 Concealment 13-
3 Contortionist 13-
3 Conversation 12-
1 Disguise 8-
1 High Society 8-
3 CK: Londregos 12-
3 KS: The Londregos Underworld 12-
2 KS: The Thieves' World 11-
2 Language: Trade-Tongue (fluent conversation; Umbrian is Native)
3 Lockpicking 13-
3 Persuasion 12-
3 Security Systems 12-
3 Seduction 12-
3 Shadowing 12-
3 Sleight Of Hand 13-
3 Stealth 13-

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Claw	+2	+0	1d6	1d6-1	1	6	AP, Can Be Thrown
Short Sword	+0	—	1d6	1d6-1	—	10	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Blowgun	+0	+0	1 pt	1d6-2	12	2	Darts may be poisoned
Armor							
Heavy Leather (DEF 2)							
Gear: Good thieves' tools (+1 to Lockpicking and Security Systems rolls)							
Clothing: See Appearance (though the use of a disguise may mean changing her usual garb)							

3 Streetwise 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 105
Total Cost: 179

75+ Disadvantages
20 Hunted: Londregos City Guard 8- (Mo Pow, NCI, Capture/Kill)
20 Hunted: other Londregos thieves' guilds 8- (Mo Pow, NCI, Kill)
15 Psychological Limitation: Has To Be The Best Burglar, And Will Prove She Is If Necessary (Common, Strong)
15 Psychological Limitation: Hates The City Guard (Common, Strong)
15 Reputation: one of the best burglars in Londregos, 11- (Extreme)
19 Experience Points

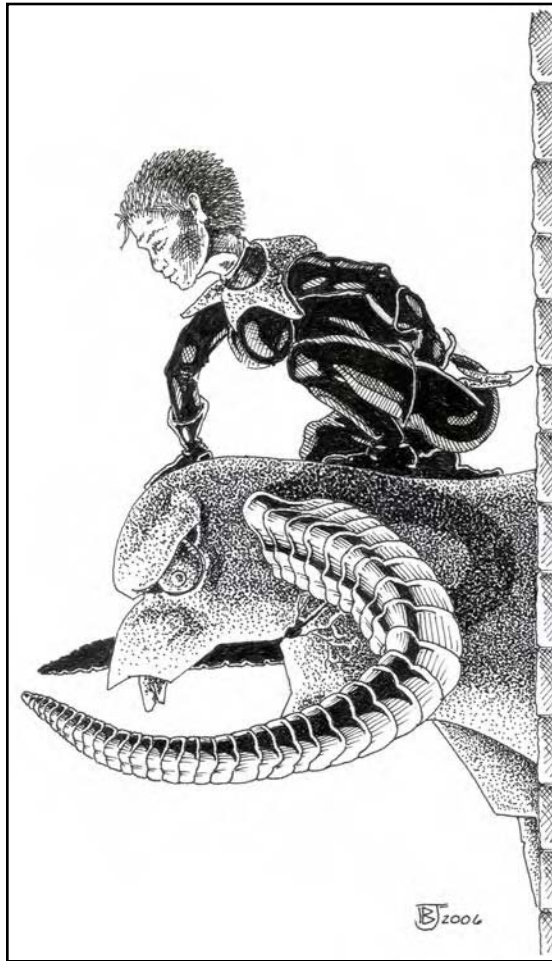
Total Disadvantage Points: 179

Background/History: Tisandra was born into a life of crime. Her mother was a Londregan thief, her father a Londregan fence, and it was only natural that she'd join the family business when the time came. Her mother began training her at an early age, teaching her the arts of sneaking, breaking, and entering. It quickly became apparent that Tisandra had a real talent for burglary, and with her help the family soon had plenty of money.

Her world changed when the City Guard, bribed by a rival, arrested her father and threw him in prison. Her mother decided to break him out, refusing to let Tisandra help because it was so dangerous. It turned out her mother was right — both her parents were shot and killed by Guard archers during the escape attempt.

Tisandra supported herself with her skills for another year or two, but eventually she was so successful that the thieves' guilds came a-calling. She had a simple choice: join one of them or end up dead. She chose the Silver Guild, where several old friends of her parents were members, and has made it her second family.

Personality/Motivation: Tisandra's become known throughout the city as one of the best cat burglars around... and she intends to see to it that everyone knows her as the best as soon as possible. She's convinced she's got the skills and grace and deserves the title, and she willingly tries to prove it to anyone who expresses any doubt. More than once this has gotten her in over her head, but somehow she always finds a way to make it out of trouble alive.



TISANDRA'S ENCHANTED ITEMS

Claw: Tisandra's favorite dagger is her favorite for a reason: not only does it have an extremely sharp edge, it gives her an edge when it comes to hiding and sneaking. (HKA 1d6, Armor Piercing; OAF, STR Min 6 **plus** +2 OCV **plus** +2 with Stealth)

Borgun's Talisman Of Resilience: A character carrying this small talisman, which looks like an elaborately-carved pebble, withstands some effects of injury much more easily. (+10 CON; OAF, No Figured Characteristics)

Tisandra's other problem is that she bitterly hates the City Guard for "murdering" her parents. She can't resist playing tricks on guardsmen, making them look like fools, and generally causing them all sorts of misery and annoyance. This isn't the brightest thing for a thief to do, but she just can't help herself most of the time.

Quote: "Some creatures of the night are more dangerous than others... wouldn't you agree, m'Lord?"

Powers/Tactics: Tisandra's abilities are those of a well-trained and highly-experienced cat burglar. She can scale sheer walls, balance on narrow ledges, tumble and flip agilely, pick locks, and find and defeat traps and alarms. She's perhaps the best climber and burglar in the Silver Guild, and she never lets anyone forget it.

Tisandra carries a regular short sword on her right hip and an ordinary dagger hidden in her boot, **plus** two unusual weapons. The first is an enchanted dagger she calls Claw; it's not only magically sharp but makes her stealthier. Second, she has a blowgun she took off the body of a Talarshandi assassin hired to kill her by one of her burglary victims. She carries it hidden, along with twelve darts; usually four darts have knock-out poison, four have deadly poison, and four are chosen specifically for the job at hand.

While Tisandra prefers missions requiring stealth and nimbleness, she has other skills she can draw on if need be — as well as the simple allure of her natural beauty. She knows how to act a part, and can (given time) change her appearance. She's learned enough about the nobility of Umbr to fake being one of them for a short period of time, a skill that sometimes lets her blend into a crowd during a ball and make her way unnoticed to something she wants to steal.

Campaign Use: Tisandra is a potential Rival for a rogue PC, or a potential romantic interest for any male PC who can tolerate her somewhat "relaxed" sense of morality. It would take a lot to attract her attention — she scorns most men as incompetent weaklings — but it is possible.

To make Tisandra a tougher opponent, make her a better fighter by giving her a *Knifefighting* Martial Art (or perhaps a die or two of HA to represent street brawling skills). To weaken her, get rid of all her (Combat) Skill Levels and her Crippling Blow.

Tisandra only "Hunts" people who have something she wants to steal, and even then her only goal is to steal it. Except for guardsmen she has no real desire to hurt people... just to take their valuables.

Appearance: Tisandra is a female, 5'2" and slender. Her skin is pale because she's rarely outside or active during sunlit hours, preferring the nighttime for all things; her short hair is red, her eyes green. She usually wears dark clothing with a few pieces of black leather armor. Her main weapon is a dagger she calls Claw, with which she's quite skilled; she also carries concealed an unusual weapon for a Westerlander — a small blowgun and a dozen darts.

**TRELGON
PLOT SEEDS**

One of Trelgon's brothers or sisters, an older one who remembers being abandoned by their parents, hires the heroes to track down her siblings. But Trelgon obviously doesn't want to be found....

Trelgon wants revenge for all the meaningless beatings he suffered as a child and begins blackmailing his foster father. The man, now a prominent artist well-liked in Londregos, asks the PCs for help to end the threat to himself and his family.

Trelgon learns of a threat to Londregos so deadly that he can't even tell the Guild for fear it will be destroyed just for knowing it. Only the heroes can help him....

TRELGON				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 46
Movement: Running: 6"/12"				
Cost	Powers		END	
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups		0	
Perks				
50	Contacts: Well-Connected and 47 points' worth of Contacts throughout Londregos (many limited to a specific identity)			
2	Deep Cover: Gormahn the beggar			
2	Deep Cover: Rendick the storyteller			
2	Deep Cover: Banstin the trader			
3	Fringe Benefit: Membership: member of the Silver Guild			
Talents				
5	Eidetic Memory			
Skills				
3	Acting 13-			
3	Conversation 13-			
3	Disguise 12-			
2	Gambling (Card Games) 12-			
3	High Society 13-			
3	CK: Londregos 12-			
1	KS: Londregos Theater 8-			
3	KS: The Londregos Underworld 12-			
2	KS: The Noble World 11-			
2	KS: Stories And Tales 11-			
2	KS: The Thieves' World 11-			
2	Language: Trade-Tongue (fluent conversation; Umbrian is Native)			
1	Language: Literacy			
1	Lockpicking 8-			
3	Mimicry 12-			
3	Persuasion 13-			
2	PS: Beggar 11-			
2	PS: Storyteller 11-			
1	Security Systems 8-			
3	Seduction 13-			
3	Sleight Of Hand 12-			
3	Stealth 12-			
3	Streetwise 13-			
3	Trading 13-			
4	WF: Common Melee Weapons, Common Missile Weapons			

Total Powers & Skills Cost: 128
Total Cost: 174

75+ Disadvantages

- 20 Hunted: Londregos City Guard 8- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: other Londregos thieves' guilds 8- (Mo Pow, NCI, Kill)
- 15 Psychological Limitation: Curious About Nearly Everything (Common, Strong)
- 5 Social Limitation: Harmful Secret (sometimes sells information to others without Guild permission or approval) (Occasionally, Minor)
- 39 Experience Points

Total Disadvantage Points: 174

Background/History: A thieves' guild lives as much by what it knows as what it steals, and that's why it needs people like Trelgon. He's not the stereotypical thief, the one dressed in black who skulks about in the night breaking into buildings and taking things from them. He's the new servant who just delivered your meat from the butcher, the strange nobleman someone just introduced you to, the new guardsman on patrol, the seemingly confused beggar who's actually watching everything that happens on the street with an eagle eye. In short, he's a master of disguise and deception, and he uses those skills to collect the information the Silver Guild needs to plan its jobs.

Trelgon came to the guild by a roundabout way. His parents were traveling traders, perpetually on the road in search of the best bargains and markets. When their business began to falter, they feared their family would starve, so they abandoned the children on various doorsteps in the city where they happened to be at the time: Londregos. As luck would have it, the house they left Trelgon at was that of a modestly successful playwright and actor and his family. They took the boy in, and in time his "father" began to use him to fill childrens' parts in his plays. Trelgon enjoyed this a great deal, but otherwise had a miserable childhood; his "family" was far too strict for him, with every little infraction of the rules meriting a beating.

By the time he was 14, Trelgon had had enough. He ran away from home and began living on the streets. Using his skills at acting and disguise he eked out enough to survive on, and through rough experience he picked up some simple thieving skills. In time he met members of the Silver Guild, and they, recognizing his value, persuaded him to join them.

Personality/Motivation: Two motivations move Trelgon. First and foremost is curiosity. There are very few things going on in Londregos that don't interest him on some level, and he wants to know everything about them the he can. While he realizes the information is valuable to the Guild (and to other people he sells it to without the Guild's knowledge or permission), he wants to learn it as much or more for the sheer joy of being "in the know" as anything. Second, Trelgon is a dyed-in-the-wool sneak. Deception and trickery are his stock in trade, and he prefers to keep his identity

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Light Leather (DEF 1)

Gear: Disguise kit, thieves' tools



TRELGON'S ENCHANTED ITEMS

Boots Of Swiftnes: Although they look like ordinary, even shabby, footwear, these boots are enchanted to let the wearer run much faster. (Running +6", 0 END; IIF)

and as many other things secret as he can. For him, the perfect job is one in which he learns important information from someone who never realizes he was there.

Quote: "It took a little digging, but I've found out what we need to know."

Powers/Tactics: One of the Silver Guild's best information-gatherers, Trelgon is a master of disguise and an accomplished con man. He spends most of his time in various alternate identities (particularly Gormahn [a lame beggar], Rendick [a street storyteller and entertainer], and Banstin [a trader]) ferreting out whatever it is the Guild needs to know, that he thinks would be worth knowing, or that just piques his ever-active curiosity. He flees from violent confrontations if possible, but if not certainly knows how to use a dagger.

Campaign Use: Trelgon provides the Guild with a good way to spy on the PCs if necessary, and possibly a contact (if indirect) between them and the Guild if necessary. If he learns they need help the Guild can provide, it may only be a matter of minutes before the likes of Gormahn or Banstin sidles up to them with offers to put them in touch... for a slight fee, of course.

Trelgon really isn't intended to be a combatant, but if you want to make him into one, give him a Combat Skill Level or two with Daggers and raise his SPD to 4. To weaken him, reduce his PRE to 15-17.

Trelgon only Hunts people when ordered to, in which case he follows orders.

Appearance: Trelgon's true appearance remains a secret even to most members of the Guild; they know him best in his common guise as the beggar Gormahn — a lame, wart-covered fellow dressed in rags and walking with the help of a crude wooden crutch. But hidden within those rags are items filched by sleight of hand, a dagger or two for emergencies, and pouches of coin for buying information.

THE THREE DEATHS



THE THREE DEATHS PLOT SEEDS

Classic Three Deaths Plot #1: One of the many enemies the heroes have made during their adventures, or one of their Hunteds, decides to eliminate them once and for all. He hires the Three Deaths to do the dirty work. Of course, they attack at the worst possible moment for Our Heroes....

Classic Three Deaths Plot #2: Someone who's been targeted by the Three Deaths, possibly a friend or loved one of the heroes, appeals to the heroes for protection. (Or maybe the heroes just happen to be in the right place at the right time to save him.) Of course, that leaves the question of *why* someone hired the Three Deaths for this job, and who did the hiring....

The Three Deaths find something on one of their victims... something dangerous. Now *they're* the ones being hunted, and they can't even figure out who's involved. They appeal to the heroes for protection and help, since obviously whatever's after them is dangerous to innocent people as well....

Membership: Felras the Wand; Ogarl the Blade; Vinrus the Shadow

Background/History: Coincidence is a strange thing. Sometimes it leads to disaster, sometimes to power and wealth.

Five years ago there was a Mhorecian nobleman with some enemies. *Lots* of enemies. He was a tyrant, a liar, a cheat, and a backstabber, and he had few friends. There came a time when he did some things that caused such anger and turmoil in that part of the world that three people independently decided he had to be removed... permanently. And that meant hiring assassins.

One of them recruited Felras the Wand, a wizard known to specialize in such matters for a fee. Using his spells he could get close to his victim and then lower the boom — or attack from a distance with powerful mystic blasts. The nobleman was surely doomed.

Another decided that the best assassin would be someone skilled at wielding weapons, so he hired Ogarl the Blade. He knew few warriors were as fearsome or ruthless as that Sunscale Drakine, which meant the nobleman was surely doomed.

A third enemy chose a more traditional route, hiring the deadly assassin known as Vinrus the Shadow. Able to hide nearly anywhere and kill a victim with a single well-placed dagger thrust, Vinrus had a well-deserved reputation for getting the job done. The nobleman was surely doomed.

Each of the killers set out to complete his mission... only to discover two other killers were on the job! Usually such coincidences result in a fight between the assassins and the victim having the chance to escape, but not this time. All clever and professional, each of the three recognized they could accomplish more together than separately. They killed the nobleman and each collected his own fee.

That job turned out so well they began working together on a semi-permanent basis, advertising their services as “the Three Deaths” — a group that can accomplish *any* assassination no matter who the victim or what the circumstances. (Each of them takes solo jobs as well from time to time.) They've had no shortage of customers, and it looks like that trend will continue for many years to come.

Group Relations: Ultimately, when it comes down to it, each of the Three Deaths is only concerned about himself and would turn on the other two if he had to... or could somehow really benefit from doing so. But short of that, they're loyal to one another. They've found that they enjoy each other's company and work together well, to their mutual benefit, and they would prefer to keep that arrangement working smoothly.

All three members of the group follow “the Assassin's Code.” That means they faithfully honor all contracts and don't say anything to anyone about who hired them. But all bets are off if they don't get paid on time or their employer deceives them.

Tactics: The Three Deaths spend a lot of time training together to hone their tactics as a group. Their exact plan depends on the mission, of course — sometimes the easiest way to get things done is to let Felras get close to the victim with a thaumaturgical disguise, or to let Vinrus attempt a sneaky solo assassination. But usually they prefer to work in tandem. Vinrus and Ogarl have to get close to the victim most of the time to use their fighting abilities, so Felras stands back, using ranged spells on the victim and beneficial spells on his friends. If possible Vinrus and Ogarl trap the victim between them so one of them is always attacking him from behind.

Campaign Use: The Three Deaths function primarily as adversaries for the PCs — sometimes direct adversaries (*i.e.*, someone hires them to kill one or more PCs), sometimes indirect (they're trying to kill someone the heroes want to protect for some reason).

To make the Three Deaths tougher, change the group to the *Four Deaths*, or *Five Deaths*, or however many members you need to challenge your PCs. Just make sure that each one has an identifiable “schtick” or “niche” that makes him valuable to the group as a whole. On the other hand, if the group's already too tough, make it less cohesive — the members don't care anything for one another, it's all about the money, and they'll turn on each other at the drop of a hat.

The Three Deaths do nothing but Hunt people like the heroes, and they're very good at it. They start by studying the target, learning whatever they can through spells, contacts, and other sources of information. Then they plan an attack that plays to their strengths and exploits the victim's weaknesses. They don't take prisoners and have no mercy; the best the target can hope for is to escape them or kill them, because otherwise they *will* kill him.

FELRAS THE WAND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
15	PRE	5	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	4		Total: 6 PD (0 rPD)
10	ED	9		Total: 10 ED (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	7		Total Characteristics Cost: 99

Movement: Running: 6"/12"

Cost	Spells	END
	<i>Shadow Magic</i>	
4	Dark Leeching (FHG 112)	
5	Shadowbolt (like Fiery Arrow on FHG 89, but with different special effect)	
1	Shadow Eyes (FHG 113)	
4	Shadow Form (FHG 114)	
6	Shadow-Walking (FHG 114)	
4	Shadowweaving (FHG 115)	
	<i>Sorcery</i>	
2	Alzamar's Cloak Of The Unseen (FHG 182)	
5	Belzorath's Dominion Of The Mind (FHG 167)	
2	Belzorath's Spell Of Waking Dreams (FHG 176)	
1	Detect Illusion (FHG 184)	
1	Detect Invisibility (FHG 185)	
5	Mindreading (FHG 172)	
4	Mindseeking (FHG 186)	
5	Simbalon's Fifth Spell Of Illusion (FHG 178)	
5	Torment Of The Mind (FHG 174)	
1	Wizard's Hand (FHG 180)	
	<i>Thaumaturgy</i>	
9	The Bestial Curse Of Phogorath Tamm (FHG 192)	
5	Calmir's First Spell Of The Monstrous Form (FHG 188)	
3	Jezric's Spell Of True Seeming (FHG 190)	
2	The Spell Of Titanic Might (FHG 194)	
4	Thurlond's Spell Of Reworking (FHG 191)	
3	Wizard's Whetstone (FHG 196)	
	<i>Wizardry</i>	
1	Detect Magic (FHG 221)	
2	Levitation (FHG 233)	

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Staff	+1	—	8d6 N	—	—	10	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

None

Gear: Spell components and paraphernalia

- 22 The Spell Of Locking And Opening (FHG 243)
 4 Stelrane's Spell Of Dispersion (FHG 223)
 2 Wizard's Shield (FHG 231)

Perks

- 5 Money: Well Off

Talents

- 17 Magesight

Skills

- 15 +5 with Spells
 3 Bribery
 3 Conversation 12-
 2 Cryptography 13-; Translation Only (-½)
 3 Deduction 13-
 3 Interrogation 13-
 2 Language: Trade-Tongue (fluent conversation; Umbrian is Native)
 1 Language: Literacy
 3 Persuasion 12-
 25 Power: Shadow Magic 24-
 25 Power: Sorcery 24-
 25 Power: Thaumaturgy 24-
 17 Power: Wizardry 20-
 3 Riding 12-
 3 Spell Research (Inventor) 13-
 3 Stealth 12-
 3 Streetwise 12-
 3 Trading 12-
 2 WF: Blades, Staffs
 3 Scholar
 2 1) KS: Arcane And Occult Lore 13-
 2 2) KS: Demons And Devils 13-
 2 3) KS: Shadow Magic 13-
 2 4) KS: Sorcery 13-
 2 5) KS: Thaumaturgy 13-
 2 6) KS: Wizardry 13-

Total Powers & Skills Cost: 293

Total Cost: 392

75+ Disadvantages

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
 20 Hunted: by various authorities 8- (Mo Pow, NCI, Capture/Kill)
 10 Hunted: bounty hunter Garl Grevthar 8- (As Pow, Kill)
 15 Psychological Limitation: Only Cares About Himself (Common, Strong)
 15 Psychological Limitation: Devout Worshiper Of Mordak (Common, Strong)
 20 Reputation: feared assassin, 14- (Extreme)
 232 Experience Points

Total Disadvantage Points: 392

FELRAS THE WAND
PLOT SEEDS

During an experiment, something goes wrong and Felras absorbs into himself the essence of a shadow elemental and becomes immensely powerful. He may destroy the city of Aarn either deliberately or accidentally... unless the heroes can stop him.

A mysterious seer informs the heroes that they must get Felras's Wand Of Night's Shadow and take it to a particular place on a particular day... or else great disaster will befall them and the High Church. Is he telling the truth, or is he manipulating them into stealing the wand for him? If he's telling the truth, what's going to happen, and how does the Wand factor in?

The priests of Ophel, god of light, tell the heroes they want to "cure Felras of his madness" by purging him of the Shadow and his obsession with it. All they need is for the PCs to capture him and bring him unharmed to a certain High Church temple....



Background/History: There's a saying among mages: seduced by the shadow. It's how they describe a wizard who gives into temptation and studies the (literally) dark arts of Shadow Magic, which most consider akin to demon magic or Necromancy.

Felras of Mezendria is an example of being seduced by the shadow. As a promising young man he was taken in by an old Mezendrian wizard as his apprentice. He studied hard, hoping to master the secrets of the Arts Arcane, and made good progress. But something about Shadow Magic — perhaps the fact that his master refused to speak of it at all — called to him. He began getting up in the middle of the night to study the Art of Darkweaving, and in time it began to consume his every thought. His master saw that something was wrong and confronted him. Angry words turned to blows, and without a moment's regret Felras beat his master to death.

Stealing his master's books and valuables, Felras fled into the night. He continued his mystical studies as much as he could, making even better progress since he didn't have to hide his obsession with Shadow Magic. This also led him to the worship of the god of darkness, Mordak, whose priests helped guide Felras to other mages who shared his interest and could teach him. In time he became a powerful mage.

Unlike many other students of wizardry, Felras wanted to *do* something with his powers, not just study, research, and experiment. Most such wizards become adventurers, but that wasn't what Felras had in mind. Instead he became an assassin, using his Shadow arts to kill... and in his heart dedicating every kill to the god of darkness.

Personality/Motivation: Except perhaps for his two comrades, Felras really only cares about himself. Other people are annoyance, or targets, or fitting subjects for his spells, but they don't deserve any special consideration. He's not a full-blown Casual Killer (he has more self-control than that), but he's murdered more than one person simply for frustrating or bothering him.

Felras is a devoted worshipper of Mordak in his aspect as god of darkness and shadows. He wears an amulet in the shape of the god's sword under his clothing (even he's not bold enough to wear it in the open most of the time). He performs a small personal worship ceremony every night that creeps out Ogarl and Vinrus. He sometimes undertakes jobs for Scarlet priests for little or no fee, which annoys his partners even if they don't have to help.

Felras likes to think of himself as the real leader of the Three Deaths. Ogarl is mighty and Vinrus is clever, but only he truly has the combination of wits and power needed to take point on most of their missions, and the savvy to negotiate with potential employers.

Quote: "My victims never see me coming... except with eyes starting to glaze over as death begins to take them."

Powers/Tactics: Felras is a wizard specializing in spells of concealment, misdirection, and deception from such arcana as Shadow Magic, Thaumaturgy, and Sorcery. He uses Alzamar's Cloak Of The Unseen, Shadow Form, Shadow-Walking, and Thurlond's Spell Of Reworking to get close to his victim for a killing blow, Belzorath's various spells to lure a victim to him, and so forth. He rarely bothers with frontal assaults, but is perfectly willing to do so as "fire support" for his two teammates if necessary. He can also use spells like Wizard's Whetstone and the Spell Of Titanic Might to augment his partner's abilities before battle.

FELRAS THE WAND'S ENCHANTED ITEMS

Sorcerer's Seal: This ring, which looks like some sort of mystic signet, enhances the wearer's willpower. (EGO +5; OIF)

Staff Of Bold Striking: Designed for actual combat rather than mystical power, this staff allows the wielder to deal fierce, bone-breaking blows with great accuracy. (HA +6d6; OAF **plus** +1 OCV)

The Wand Of Night's Shadow: This powerful wand augments the power of a shadow mage and produces several other powerful spells and effects. (+2 to Power: Shadow Magic rolls; +5 INT, Only For Determining How Many Spells Wielder Can Have Active At Once **plus** Multipower of spells (32 Charges for entire reserve): Shadowbolt (RKA 2d6, +2 STUN Multiplier, Uses 2 Charges); Darkening Shadows (Aid 4d6, any one Shadow Magic spell at a time, Uses 2 Charges); Fading Of The Light (Drain Light or Holy Magic 2d6, Ranged, any one Light or Holy spell at a time, Uses 4 Charges) **plus** Deepening The Dark (Aid Darkness 4d6, Trigger (wielder's mental command, immediately automatically resets), Self Only))

Wizard's Amulet: Rather than exhaust his own personal energy casting spells, Felras usually relies on this amulet to power his spells. (Endurance Reserve (200 END, 25 REC); OIF)

Wizard's Garb: Felras has enchanted his clothing to provide protection equal to leather armor. (DEF 2 clothing; OIF)

Campaign Use: Felras is a change from the usual styles of assassin — the weapon-wielding brute (typified by Ogarl) and the sneaky stabber of backs (Vinrus). He uses his mystic arts to kill, and does so very well. This may make him a particularly intriguing (or loathed) adversary for your PCs.

To make Felras more powerful, expand his mystic knowledge, giving him more Wizardry spells and perhaps some Ice Magic as well. To weaken him, remove his Thaumaturgy spells and Skill.

Felras is a fearsome Hunter. Between spells that allow him to get close to someone undetected, impersonate a loved one, or control a victim's mind, there are few people he can't harm if he puts his mind to it. Like the shadows themselves he lurks, watching and waiting for the best opportunity to attack.

Appearance: Felras is a noticeably thin Human male about 30 years old. His brown hair is about shoulder length (though his hairline's receding) and he has a brown moustache but no beard. He usually wears a blood-red tunic with black pants and boots. He carries a powerful magic weapon, the Wand of Night's Shadow, which seems to be made of black iron and topped with a deep purple crystal shard of some sort. The crystal often gives off a faint cloud of mystic energy.

OGARL THE BLADE
PLOT SEEDS

Famed bounty hunter Garl Grevthar asks the heroes for help. He's pursued the Three Deaths for a long time, but he particularly wants Ogarl the Blade. A wealthy Vendrigal family whose daughter he disgraced and two sons he murdered has a standing offer of a rich reward for Ogarl's head, and Garl intends to collect... but the trio has proven too tough for him to tackle alone. He wants the heroes' help to lure Ogarl away so he can capture or kill him.

One of Ogarl's victims, a wizard, transforms him into a pathetic, scrawny human, then with his dying breath makes the curse permanent! Felras can't reverse the curse; he tells Ogarl only "a wizard of pure heart and unsullied mind" can do so. Ogarl decides to trick the PCs into helping him out... after which he'll have no compunctions about killing them for having witnessed his weakness.

Ogarl receives a visitation from the Drakine gods, telling him he's destined both to bring Drakines and Men closer together but to lead the Drakine to new heights of power and sophistication in Ambrethel. He believes this vision and reforms... but his partners don't particularly care for that. Ogarl appeals to the heroes for protection and help achieving his destiny. Will they believe him? And why would the gods pick such an objectionable servant?

OGARL THE BLADE				
Val	Char	Cost	Roll	Notes
22	STR	14	13-	Lift 533 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
11	PD	10		Total: 11 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	4		
40	END	0		
40	STUN	3		Total Characteristics Cost: 110

Movement: Running: 6"/12"
Swimming: 4"/8"

Cost	Powers	END
5	<i>Drakine Fangs:</i> HKA 1 point (½d6 with STR)	1
8	<i>Drakine Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
20	<i>Tough Brute:</i> Physical and Energy Damage Reduction, Resistant, 25%; STUN Only (-½)	0
2	<i>Drakine Skin:</i> Damage Resistance (2 PD/2 ED)	0
2	<i>At Home In The Water:</i> Swimming +2" (4" total)	1
5	<i>Drakine Eyes:</i> Nightvision	0
5	<i>Drakine Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
Skills		
40	+8 HTH	
3	Climbing 13-	
2	Gambling (Dice Games) 11-	
3	Interrogation 13-	
2	AK: Lake Beralka Region 11-	
2	KS: Heraldry 11-	
2	Language: Aarnese (fluent conversation; Northern Drakine is Native)	
2	Language: Trade-Tongue (fluent conversation)	
3	Paramedics 11-	
3	Riding 13-	
3	Stealth 13-	
3	Tactics 11-	
3	Tracking 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Nightscale Blade	+1	—	1½d6	1d6-1	—	10	
Francisca	+0	+0	1½d6	1d6-1	1	10	Can Be Thrown
Tail-Mace	+0	—	½d6	1d6-1	—	8	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Chainmail (DEF 6)							
Elemental Bulwark (DCV +3, various other defenses (see text box))							
Gear: Armor/weapons cleaning/repair materials, knucklebones							

Total Powers & Skills Cost: 122
Total Cost: 232

75+ Disadvantages
20 Hunted: by various authorities 8- (Mo Pow, NCI, Capture/Kill)
10 Hunted: bounty hunter Garl Grevthar 8- (As Pow, Kill)
15 Psychological Limitation: Loves To Fight And Hurt People (Common, Strong)
20 Reputation: feared assassin, 14- (Extreme)
92 Experience Points

Total Disadvantage Points: 232
Background/History: Ogarl doesn't talk much about his past (or about anything, really). From the few comments he's made here and there, they gather that he grew up somewhere in the Drakine Realms, probably Vendrigal. Something happened when he was a young man that forced him to leave home. He won't say what, but Felras and Vinrus both suspect he killed someone important, either in a duel or in some fit of rage, but it might be nothing more than trouble over a woman. (Or both.) He fled to Aarn, where he put his size and strength to work first on the docks, and then as a guard for various merchants. As he became better known for his abilities as a warrior he got better and better guardsman's jobs... until one of his employers hit on the idea of paying him to kill someone. He was so good at that line of work that soon it was all he did, and that in time led him to become part of the Three Deaths.

Personality/Motivation: Ogarl usually comes across as an unthinking combat machine and a rude, crude thug — and in some ways that's an accurate assessment. He loves to get in fights and brawls, for example; keeping him calm and dragging him away from confrontations is an unwellcome but necessary task for Felras and Vinrus on many an evening. But he's not the dullard most people think he is. He may not win any riddle contests with mages, but he's got a cleverness and craftiness most people underestimate because he keeps them hidden most of the time.

Ogarl likes to think of himself as the real leader of the Three Deaths. Felras is smart and powerful, and Vinrus is sneaky and clever, but when it comes down to it force and skill of arms is what kills people, and he has more of that than both of them put together.

Quote: "Are you prepared for the sight of your own blood, little man?"

OGARL THE BLADE'S ENCHANTED ITEMS

Nightscale Blade: Specially crafted by Drakine wizard-smiths, this broadsword confers on its wielder the luck thought to be possessed by a Nightscale Drakine. (HKA 1½d6; OAF, STR Min 10 **plus** Luck 1d6 **plus** +1 OCV)

Elemental Bulwark: This large, round shield offers greater protection than a typical shield in general, and even greater protection against Elemental magics. (DCV +3 **plus** Armor (+2 PD/+2 ED) **plus** Armor (+4 PD/+4 ED); Only Versus Elemental Magic **plus** Power Defense (10 points), Only Versus Elemental Magic; all OAF)

Gauntlets Of The Northlands: These plate armor-like gauntlets contain an Ice Magic enchantment that makes any melee weapon with which the wearer strikes a target also do chilling damage to that target. (Energy Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Cold]), Continuous, Damage Shield that works when striking others in combat; OIF)

Powers/Tactics: Ogarl is a brute... but an effective brute. His main skills are cutting, chopping, smashing, crushing, and otherwise inflicting pain, and he's very, very good at what he does. He uses his Combat Skill Levels as a sort of "Martial Art," assigning them to OCV, DCV, and damage as appropriate. He usually splits them either half to OCV, half to DCV, or +3 OCV, +3 DCV, +1 Damage Class — but when he decides to try an all-out offense or desperate defense, he's very hard to avoid or hit.

Ogarl's most unusual weapon, one he often uses for surprise attacks, is a tail-mace — a Drakine weapon that looks something like the head of a spiked mace that attaches to the end of the fighter's tail. The first time Ogarl uses it on a foe he often gets a Surprise Move bonus.

Campaign Use: Ogarl is the "strength and brawn" side of the Three Deaths. Whenever they have a job that requires intimidation, sheer force, or unrestrained brutality, he takes the lead. In any confrontation with your PCs, Ogarl will charge into battle to keep the warriors occupied while his comrades pick off other targets.



To make Ogarl tougher, increase his DEX to 20 and SPD to 5, and perhaps give him some Targeting Skill Levels so he can more easily make attacks against the Vitals and Head. To weaken him, get rid of his Damage Reduction and half his Combat Skill Levels.

As a Hunter, Ogarl's the least sophisticated of the Three Deaths. He simply tries to find the victim alone and attacks. If necessary he creates a diversion to give him a chance to ambush his quarry.

Appearance: A powerfully-thewed Sunscale Drakine warrior, Ogarl is nearly six feet tall and usually wears chainmail. He wears an enchanted broadsword on his left hip, a francisca on his right, and often attaches a spiked ball to the end of his tail so he can make surprise attacks with it. He also carries a round shield.

VINRUS THE SHADOW PLOT SEEDS

Through a “cover” organization or person, the cult of Gurisha hires or persuades the PCs to capture or kill Vinrus for it. What will they do when they find out who they’re *really* working for?

When they go to visit some friends in Velk-athy-Tashan, the PCs find all of them garroted to death. It certainly *looks* like the handiwork of Vinrus the Shadow... but is he really to blame?

Vinrus has to go back to Vendiya for something important. Pretending to be a wealthy merchant, he hires the PCs to guard him from his enemies, whom he claims are a fanatical death-cult that has targeted him because of his good works and support for its enemies.

VINRUS THE SHADOW					
Val	Char	Cost	Roll	Notes	
16	STR	6	12-	Lift 233 kg; 3d6 [3]	
20	DEX	30	13-	OCV: 7/DCV: 7	
17	CON	14	12-		
13	BODY	6	12-		
16	INT	6	12-	PER Roll 12-	
11	EGO	2	11-	ECV: 4	
18	PRE	8	13-	PRE Attack: 3½d6	
10	COM	0	11-		
6	PD	3		Total: 9 PD (3 rPD)	
5	ED	2		Total: 7 ED (3 rED)	
5	SPD	30		Phases: 3, 5, 8, 10, 12	
6	REC	0			
34	END	0			
30	STUN	0		Total Characteristics Cost: 107	

Movement: Running: 8”/16”

Cost	Powers			END
	Martial Arts: <i>Blademastery</i>			
	Maneuver	OCV	DCV	Notes
4	Counterstrike	+2	+2	Weapon +2 DC Strike, Must Follow Block
5	Jab	+1	+3	Weapon Strike
4	Parry	+2	+2	Block, Abort
4	Slash	+2	+0	Weapon +2 DC Strike
5	Thrust	-2	+1	Weapon +4 DC Strike
4	Swift Runner: Running +2" (8" total)			1
	Talents			
6	Combat Luck (3 PD/3 ED)			
16	Crippling Blow			
18	Evasive			
4	Rapid Archery			
	Skills			
6	+2 with Blades			
3	Acrobatics 13-			
3	Breakfall 13-			
3	Climbing 13-			
3	Concealment 12-			
3	Contortionist 13-			
3	Interrogation 12-			
2	KS: The Thieves' World 11-			
2	Language: Aarnese (fluent conversation; Vendiyan is Native)			
2	Language: Trade-Tongue (fluent conversation)			
1	Language: Literacy			
3	Lockpicking 13-			
2	PS: Brew Poison 11-			
5	Rapid Attack (HTH)			

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Swift Scimitar	+2	—	1d6+1	1d6-1	—	11	AP; +2 DEX to act first
Eaglehunter Bow	+2	+4	1½d6	1d6-1	20	9	200” range, 2H, Conc
Dagger	+0	+0	1d6-1	1d6-1	3	6	Can Be Thrown, carries 3
Garrote	+0	—	3d6 N	—	—	4	See UMA 172, 177
Armor							
Thieves’ Bracers (DEF 7)							
Gear: High-quality thieves’ tools (+2 to Lockpicking and Security Systems rolls)							

- 3 Riding 13-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 13-
- 7 Stealth 15-
- 3 Streetwise 12-
- 10 Two-Weapon Fighting (HTH)
- 6 WF: Common Melee Weapons, Common Missile Weapons, Off Hand, Garrote

Total Powers & Skills Cost: 149
Total Cost: 256

- 75+ Disadvantages
- 20 Hunted: by various authorities 8- (Mo Pow, NCI, Capture/Kill)
- 15 Hunted: Gurisha cult 8- (Mo Pow, NCI, Limited Geographical Area [Indushara], Capture/Kill)
- 10 Hunted: bounty hunter Garl Grevthar 8- (As Pow, Kill)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Reputation: feared assassin, 14- (Extreme)
- 96 Experience Points

Total Disadvantage Points: 256

Background/History: Vinrus (a shortened version of his full name) was born in Vendiya to a family of assassins. Worshippers of Gurisha the death-god, they served him by committing ritualistic murders using blade, poison, or garrote. Like his father and his father’s father before him, Vinrus studied the arts of murder, learning from an early age how to end the lives of other men.

As he grew older, Vinrus took to his work with relish. Only when committing murder did he feel truly alive — powerful and vibrant. The religious aspect of it interested him far less than the actual killings. He finally decided there were better ways to employ his talents. Knowing he could not remain in Indushara lest the cult kill him for his betrayal, he fled to Arduna and became a professional assassin in Aarn. In time he went beyond the City of Storms, taking assassination jobs all over the continent... and then one day he met Felras and Ogarl, and the Three Deaths was born.

Personality/Motivation: Vinrus is a cold, distant person who rarely shows strong emotion and doesn’t relate well to other people beyond his two comrades. He only “perks up” when planning and executing a mission, becoming more and more agitated (but no less skilled or efficient) as the moment of murder approaches.

Vinrus likes to think of himself as the real leader of the Three Deaths. He respects Felras’s

learning and spellpower and Ogarl's strength and fighting skill, but ultimately most assassinations are a matter of stealth, deception, and ambush — just the things he specializes in.

Quote: “Let me be the one to kill him.”

Powers/Tactics: Vinrus is an experienced killer, skilled at both the stealthy attack from behind and up-front melee if the situation calls for it. He prefers to take his victims from surprise and get in a killing blow before they can react, but he won't shirk from battle if that's the only way to get the job done. He usually fights two-handed, with his enchanted scimitar in his right hand and a dagger in his left. (He'd very much like to find an enchanted dagger, preferably one with enchantments similar to those of his scimitar.) If he has to attack at range, he uses his medium bow. He often poisons his blades and his arrows to give him an extra “edge” in combat.

Campaign Use: Vinrus is the member of the Three Deaths most like the typical “assassin” the heroes are used to. As such he's often the person the group uses to “make contact” with targets and potential employers; that way it may come as a surprise when the other members aren't also typical assassins.

To make Vinrus more dangerous, give him some Extra DCs with his Martial Arts, and perhaps buy a weapons element that lets him use it barehanded (along with some other, barehanded-only, Martial Maneuvers). To weaken him, reduce his SPD to 4 and remove his Combat Luck.

Vinrus is as deadly a Hunter as either of his partners. He prefers a stealthy approach — he studies the victim carefully for a while, then strikes. Even better is when he has the chance to slip poison into the victim's food or drink unseen and get away before anyone even knows he was there.

Appearance: A thief and assassin, Vinrus is a short, dark-haired Man with a short black beard and black hair. He usually wears a grey tunic and cloak, often with the hood up to hide most of his features. He wields a scimitar in his right hand and a dagger in his left, and on one finger of his right hand wears a black ring with no stone.



VINRUS THE SHADOW'S ENCHANTED ITEMS

Swift-Slashing Scimitar: This magical scimitar strikes with great speed and accuracy, and cuts through armor easily. (HKA 1d6+1, Armor Piercing; OAF, STR Min 11 **plus** +2 OCV **plus** Lightning Reflexes (+2 DEX to act first when attacking with Scimitar))

Eaglehunter Bow: This enchanted medium bow fires arrows harder, over greater distances, and more accurately than normal. (RKA 1½d6, range 200"; OAF, STR Min 9, 2H, Concentration **plus** +2 OCV and +4 versus Range Modifier)

Ring Of Magestepping: This ring allows the wearer to Teleport for short distances. It doesn't have Charges, but requires several seconds between uses. (Teleportation 12", 0 END; OIF, No Noncombat Movement, Cannot Be Used In Consecutive Phases)

Thieves' Bracers: These seemingly ordinary leather bracers actually hold a powerful enchantment that protects the wearer as if he were wearing the heaviest chainmail. (Armor (7 PD/7 ED); IIF)

ZELATAR'S BLADES



ZELATAR'S BLADES PLOT SEEDS

The classic Zelatar's Blades plot: your heroes are on a quest or adventure in search of some object... and Zelatar's Blades are after the exact same object! It's a race to the finish, with the Blades using every dirty trick in the book to gain advantage.

A mad wizard kidnaps your heroes and Zelatar's Blades and puts them in a trap- and monster-filled maze. If they work together to get out alive, they all have a much greater chance of surviving... but if they compete, the losers all die, and anyone on the winning side who isn't killed in the process will earn a great reward! What will the heroes... and the Blades... do?

Reports reach the king that Zelatar's Blades have sacked and burned a village on the kingdom's frontier. He hires (or commands, as appropriate) the PCs to find the Blades and bring them to justice... dead or alive. But when the heroes find the anti-heroes, the Blades claim they had nothing to do with it. They offer to prove their innocence. Will the heroes go along with this or assume the Blades are, as usual, lying?

Membership: Zelatar Coromson, Chuunda, Elgaron, Taal Meroth, Ugehn

Background/History: One dark night, in a tavern on the outskirts of Skiros, capital of Tyrantium, a fat innkeeper refused service to a potential patron. "Your scaly kind isn't welcome here," he said with a sneer to the big lizard-man. With a hiss of anger the lizard-man reached for the innkeeper, but a dozen patrons, some of them hard-bitten men with well-used weapons, rose to the man's defense.

But the lizard-man had supporters too, each with reasons of his own for speaking up. "Ho, innkeeper — what does it matter to you what he is, if he has coin to pay?" said a handsome, black-bearded warrior. As he stood up and walked over to the lizard-man's side, a wizard joined him. "As the man says — why cause trouble with one who'd give you good money for food and a bed?" A bald little man in a strange-looking tunic joined them, saying nothing but clearly eager for trouble. One of the few people left seated in the place was a priest, and everyone figured he'd stay quiet... but then, with a devilish grin, he stood up and cast a spell on the lizard-man that briefly made him glow with bloody red energy.

The brawl started almost immediately, the five of them against a tavern-full of men. Ten minutes later only the five were standing, all of them bloodied but none defeated, and a strange friendship was born. As they panted, wiped blood out of their eyes, and slapped one another on the back, a man who'd sat out the battle in a dark corner of the tavern approached them. He was wearing a dark hooded cloak, making it difficult to see his face. "My friends," he said, "you are the heroes I have been looking for. Only truly powerful and skilled adventurers could have won that fight, and those are the type of men I seek. My name is Korvus, and I have a proposition for you.

"I have in my possession an ancient map, one that purports to show the way to a great treasure. But the way to the treasure is long and difficult, guarded by traps and monsters that I cannot by myself defeat. What say you? Shall we join forces in pursuit of wealth and fame, I with my map and meager skills, you with your wits, weapons, and spells?"

The lizard-man glanced over at the warrior who'd first stood up in his defense... and slowly a wicked grin grew across his face. The warrior caught the grin, mirrored it slightly, and nodded. Without a word the lizard-man reached behind him for his spear, grabbed it, and ran the cloaked man through. Then the five of them took the dead man's map and went treasure-hunting.

Group Relations: Years of adventuring together based on a chance meeting in a tavern have given Zelatar's Blades a strong bond of friendship — or at least as strong a one as five evil and generally greedy men can have. They've saved each other's lives many a time. While it's entirely possible any of them would betray the others for the right reason, none of them has yet found such a reason.

Tactics: In battle the Blades have a staggered-line approach to fighting. Zelatar and Chuunda engage the enemy directly, and Taal Meroth usually joins them, splitting his time between fighting alongside them and using healing-spells to keep them healthy. Elgaron stays away from the main battle and casts spells to hurt the enemy and help his friends; sometimes Meroth joins him. Ugehn maneuvers around the outskirts of the battle, looking for targets of opportunity for sneak attacks, or using ranged weapons on whoever the warriors are fighting if he can't find any. If anyone attacks Elgaron directly, Ugehn usually moves to intercept or attack that person to keep the wizard safe.

Campaign Use: Zelatar's Blades are intended to function as the "opposite number" to your PCs, a mirror image of your heroes that makes an excellent adversary. The Blades are an adventuring party like any other... just evil, and cruel, and not heroic at all. (Hopefully this does, in fact, contrast with your PC group!) If they're not tough enough to do this, add another member or two, perhaps a Dwarf fighting-man of some type or a wizard specializing in Necromancy and demon Conjuraction. If your PCs aren't tough enough for the Blades yet, just arrange to have two or three members of the group be involved with something elsewhere so they're not available to fight your heroes.

Zelatar's Blades don't usually Hunt someone unless hired to do so. If hired to kill someone, they let Ugehn "take point" and plan and execute the job as much as possible. If their instructions are to intimidate, harass, or scare off someone, Zelatar and Chuundu do most of the work.

ZELATAR COROMSON

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½3d6
11	COM	1	11-	
8	PD	4		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
5	SPD	32		Phases: 3, 5, 8, 10, 12
8	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 106

Movement: Running: 7"/14"
Swimming: 3"/6"

Cost Spells **END**

- 1 Dig Trench (FHG2 90)
- 1 Polish Armor (FHG2 91)
- 2 Repair Armor (FHG2 91)

Powers

Martial Arts: Weapons Combat, Swordfighting

Maneuver	OCV	DCV	Notes
5 All-Out	+1	-2	Weapon +4 DC Strike
4 Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove
4 Chop/Slash	+0	+2	Weapon +2 DC Strike
4 Counterstrike	+2	+2	Weapon +2 DC Strike, Must Follow Block
4 Defend	+2	+2	Block, Abort
4 Half-Sword Disarm	-1	+1	Disarm, +10 STR to Disarm roll, Requires Both Hands
3 Half-Sword Trip	+2	+0	Weapon Strike, Target Falls, Requires Both Hands
5 Probe/Thrust	+1	+3	Weapon Strike
1 Use Art with Axes/Hammers/Maces/Picks			
2 Strong Runner: Running +1" (7" total)			1
1 Strong Swimmer: Swimming +1" (3" total)			1

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 25 +5 HTH
- 3 Climbing 13-
- 3 Interrogation 13-
- 1 CK: Aarn 8-
- 2 KS: Heraldry 11-
- 2 KS: The Military/Mercenary World 11-
- 2 Language: Trade-Tongue (fluent conversation; Aarnese is Native)

- 1 Language: Literacy
- 3 Paramedics 12-
- 9 Power: Warrior's Magic 15-
- 3 Riding 13-
- 3 Stealth 13-
- 3 Tactics 12-
- 3 Tracking 12-
- 5 WF: Common Melee Weapons, Common Missile Weapons, Thrown Sword

Total Powers & Skills Cost: 115

Total Cost: 221

75+ Disadvantages

- 15 Hunted: various persons and authorities Zelatar's Blades have harmed or offended 8- (Mo Pow, sometimes NCI, Capture/Kill)
- 15 Hunted: Baraxus the Great 8- (Mo Pow, Kill)
- 15 Psychological Limitation: Warrior Born; Lives For Battle (Common, Strong)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 86 Experience Points

Total Disadvantage Points: 221

Background/History: Battle is in Zelatar Coromson's blood. His father was a mercenary from Aarn, his mother a camp follower. He was born when his father was on the battlefield, and almost as soon as he could walk Corom was teaching him how to use a blade. As he grew older, he dreamed of the day he could fight by his father's side...

...and then his father suffered a bad leg wound when there were no battle-priests nearby and was lamed for life. Unable to fight effectively anymore, he returned to Aarn, taking his family with him. Zelatar was bitterly disappointed; this wasn't the life he wanted! By the time his father died a few years later, Zelatar's dislike of his "weakling" father had grown to the point where he rarely came home.

As soon as he was eligible, Zelatar got a job with the city guard in Aarn, parleying that into a position in a Tornathian nobleman's household guard in less than two years. That job exposed him to real soldiers who put him in touch with mercenary recruiters. Before long Zelatar was just where he wanted to be: on the battlefield, fighting for his life... and his money.

After a few years as a mercenary and a lot of seasoning in the way the world worked, Zelatar decided it was time to put his skills to more lucrative use. Leaving his mercenary unit behind, he headed to Aarn to try to find a group of adventurers he could join up with. And then he stopped one night in a tavern near Skiros....

Personality/Motivation: Zelatar truly only "feels alive" when he's in the middle of something exciting and dangerous — preferably a battle. Sometimes it's all his friends can do to keep him from starting a fight, or to get him to withdraw from one even though anyone else can see that retreat is the best option. He puts up with the boring parts of adventuring (the long overland journeys, for example) just to get to the exciting parts: fighting monsters and taking their money.

ZELATAR COROMSON PLOT SEEDS

For years Zelatar has been obsessed with stealing the horde of the demonblooded dragon Baraxus the Great (page 107). He's persuaded the Blades to try for the gold several times, but all it's gotten them is being Hunted by Baraxus. Zelatar decides it's time to call in some help — the PCs. Of course Zelatar will make sure they don't get any loot from the adventure, and if possible don't even make it back out alive....

Zelatar wants to go check out an adventure opportunity he's heard of, but the other Blades think it's nonsense and want to remain where they are (staying at a comfortable inn after their latest escape). So he sets out on his own, and on the way he meets the heroes and joins up with them. They'll soon discover what a viper they've taken into their midst.

Zelatar's old mercenary company, which fell on hard times after he left, blames him for its troubles. It hires the PCs to capture him and bring him to them for a little "justice."

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Fire-Bladed Axe	+2	—	2d6+1	1d6-1	—	13	HKA +1d6 (see text box)
Longsword	+0	—	1d6+1	1d6-1	—	12	Can Be Thrown
Very Heavy Bow	+0	+0	2d6	1d6-1	20	13	2H, Conc, no horse
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Everbright Armor (DEF 8)
Large Shield (DCV +3)

Gear: Spell components and paraphernalia; whetstone; tinderbox; tent and bedroll; coil of rope (4" long)



Quote: “Shards of Dal! Pay attention, Chuunda, and take him from the other side like I told you! That way he can’t fight us both at once.”

Powers/Tactics: Zelatar is an experienced, practical-minded warrior who doesn’t care about showing off or winning with panache — he just wants to see his enemy dead and himself as whole as possible. He favors his Fire-Bladed Axe as a weapon, but can also wield a longsword or other weapons just fine; for ranged combat he usually carries a very heavy bow and 20 arrows. He’d love to find an enchanted sword or shield to complement his Axe and Everbright Armor.

Not long ago Zelatar discovered he has a minor talent for magic, and he’s put it to use learning several Warrior’s Magic spells to make his life easier. He’d like to expand his repertoire of spells, and perhaps even get good enough to learn Areomancy (battle-magic), but he needs access to grimoires and teachers... not to men-

ZELATAR COROMSON’S
ENCHANTED ITEMS

Fire-Bladed Axe: During battle Zelatar can make his axe burst into flame, causing it to inflict even worse injuries than normal for a period of several seconds. (HKA 2d6+1; OAF, STR Min 13 **plus** HKA +1d6, Lingering (1 Turn); OAF, 6 Charges **plus** +2 OCV)

Everbright Armor: This suit of plate and chain isn’t significantly stronger than ordinary armor, but it weighs no more than clothing, doesn’t get dirty, requires no maintenance, and repairs damage to itself at the rate of 1 BODY per Hour. (DEF 8 armor with various minor abilities; OIF, No Mass)

Commander’s Helm: This helmet not only makes the wearer more charismatic and handsome, on command it can amplify his voice so that he can easily shout commands that soldiers all over the battlefield can hear. (DEF 8 helm **plus** +10 PRE **plus** +4 COM **plus** Hearing Group Images, +12 to PER Rolls, Increased Size (64" radius); Set Effect (only amplifies user’s voice), No Range; all OIF)

tion more patience for reading and studying than he’s shown before.

Campaign Use: As the leader of the Blades, Zelatar is both the tactical and social driving force behind the group. All the others look to him (at least to some extent) for leadership, and he’s happy to oblige because he likes being in charge. A serious challenge to his predominance could cause real rifts in the group.

To make Zelatar a tougher foe, give him some Extra DCs with his Martial Arts or expand his arsenal of spells. He shouldn’t become *too* much of a wizard, but giving him some battle-magic or Thaumaturgy spells that make him a better fighter would help him a lot. To weaken him, reduce his SPD to 4 and his DEX to 17.

Zelatar rarely Hunts people; that’s just not his style. If someone makes him mad enough (or jealous enough) to do that, he’ll study the target just like he would an enemy army and then attack when he feels he’s got enough information and at least some advantage.

Appearance: Zelatar Coromson is 6’1” tall, well-muscled, with closely-cropped black hair and beard. He looks like just what he is: an accomplished killer and fighting man. He wears plate and chain armor, carries a shield, and usually wields his enchanted battleaxe.

CHUUNDA

Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 [5]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	10-	
12	PD	11		Total: 12 PD (1 rPD)
8	ED	4		Total: 8 ED (1 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	2		
40	END	0		
50	STUN	7		Total Characteristics Cost: 114

Movement: Running: 6"/12"
Swimming: 4"/8"

Cost Powers **END**

10	<i>Chuunda Sharp Teeth!</i> : HKA ½d6 (1d6+1 with STR)	1
8	<i>Chuunda Big Claws!</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
20	<i>Chuunda Not Hurt By You</i> : Physical and Energy Damage Reduction, Resistant, 25%; STUN Only (-½)	0
1	<i>Seshurman Skin</i> : Damage Resistance (1 PD/1 ED)	0
2	<i>Chuunda Like Swimming</i> : Swimming +2" (4" total)	1
5	<i>Tail</i> : Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0

Talents

3	Environmental Movement: Aquatic Movement: no penalties while in water)	
30	+6 HTH	
3	Climbing 12-	
3	Interrogation 13-	
2	AK: Vornakkia 11-	
3	Riding 12-	
3	Stealth 12-	
4	WF: Common Missile Weapons, Common Melee Weapons	

Total Powers & Skills Cost: 97

Total Cost: 211

75+ Disadvantages

15	Hunted: various persons and authorities Zelatar's Blades have harmed or offended 8- (Mo Pow, sometimes NCI, Capture/Kill)	
15	Hunted: Baraxus the Great 8- (Mo Pow, Kill)	
15	Psychological Limitation: Likes To Hurt People (Common, Strong)	
10	Psychological Limitation: Stubborn; Doesn't Like Being Told What To Do (Common, Moderate)	
81	Experience Points	

Total Disadvantage Points: 211

Background/History: Chuunda is a Seshurma (lizard-man) from the Greenmaw swamp in Vornakkia. He was so large as a child that everyone could see he'd grow up to be a mighty warrior... but unfortunately he didn't have the mind to match. He was always a little "slow," to put it kindly, and stubborn to match. By the time he was old enough to be considered an adult he had a well-deserved reputation for not wanting to do what people told him to, causing trouble, starting fights, and playing malicious pranks. Eventually his people realized that no amount of patience or teaching could change his reckless, vicious nature, so they kicked him out of the tribe and drove him from the Greenmaw forever.

Chuunda wandered around Vornakkia for several years earning his living as a guard, mercenary soldier, or bandit as circumstances required. When he'd made too many enemies in places like Eltirian, Talarshand, and Devyldra he took a job with a mercenary recruiter hiring soldiers for fighting in lands far to the west. After that hitch was up he drifted for a while, often encountering hostility because people in those lands weren't accustomed to Seshurma... and getting into trouble when he responded to their fear and hatred with violence. And then he stopped one night in a tavern near Skiros....

Personality/Motivation: Chuunda is a headstrong and reckless person — not always a good trait in someone who's also lacking in general intelligence. Zelatar and the other Blades have to handle him with a certain degree of care to convince him to do what they want without making it seem like they're ordering him around. When he's in a bad mood he's got a hair-trigger temper, and they do their best to avoid tripping it — if necessary by blaming whatever's upset Chuunda on some hapless nearby person (say, a PC...).

Quote: "Chuunda no like man with stick and blasty-fire. Chuunda hurt man now."

Powers/Tactics: Chuunda is immensely strong, and knows how to use his high STR in battle. His Combat Skill Levels represent overpowering, irresistible brute force as much as they do trained skill. His favorite weapons are his heavy-bladed spear and spiked shield, but he'll use anything, including his bare fists, that strikes his fancy. He can throw his spear at Ranged targets if necessary, but prefers not to because then he has to get it back to fight with; he carries a quiver of 10 javelins for use in most such situations.

Chuunda has little sense of tactics. Typically the other Blades just point him at the right target and set him loose. But he's been in enough battles that he's not combat-stupid; he doesn't get Enraged, lose control of himself, overexpose himself (much...), or overlook opportunities to take advantage of an enemy's weaknesses.

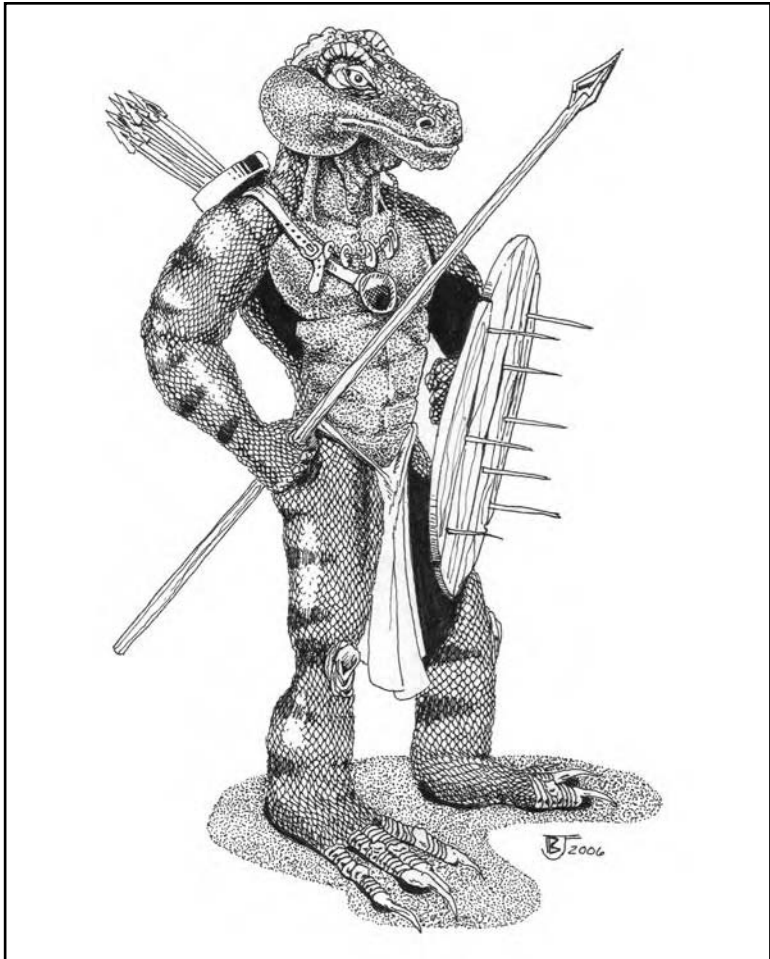
CHUUNDA PLOT SEEDS

Chuunda, dimly realizing that he's not as smart as other people, decides to do something about it. He asks the heroes to help him on a quest to find a wizard to cast a spell to "make Chuunda like normal people." Will doing so teach him the error of his ways and thus make the world a better place... or just give the same vicious lizard-man more brainpower to think up ways to hurt people?

Chuunda decides he needs a "burn-spear" to match Zelatar's "burn-axe" and pesters the Blades into going on an adventure to obtain him one. But it just so happens the heroes are looking for the same enchanted spear....

Chuunda contracts a rare lizard-man disease that's going to make him weaker and uglier. He doesn't want to let the Blades know about this, so he "cleverly" decides he can "trick" the heroes into finding the cure for him. Wackiness ensues.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Medium Spear	+0	+0	1½d6	1d6-1	1	10	Can Be Thrown
Shield-Spikes	+0	—	½d6	1d6-1	—	10	
Javelins	+0	+0	1d6+1	1d6-1	10	8	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Chainmail (DEF 6)							
Shield (DCV +2; with spikes [see above])							
Gear: Tent and bedroll, flint and steel							



Campaign Use: When roleplaying Chuunda, be sure to adopt his distinctive speech patterns to set him apart from the other Blades. He always uses his name for himself (never pronouns) and often

employs simple, child-like terms for things due to his limited intelligence. (For example, a wizard might be a “blasty-man,” and a priest a “healy-man.”)

To make Chuunda more powerful, increase his INT to 10, or at least 8, and make him of normal intelligence and crafty disposition. The only thing that prevents him from becoming a *really* powerful warrior is his limited intellect, and you can easily change that. To weaken him, reduce his STR to 20 and SPD to 3.

Chuunda doesn’t Hunt people; he doesn’t have that sort of mentality. He can, however, remember and hold grudges in case he meets an adversary later.

Appearance: Chuunda is a powerful Seshurma (lizard-man) warrior. He favors the spear, and also uses a spiked round shield with which he can make deadly bashes. On his back he wears a quiver with half a dozen short javelins. Around his neck he wears a necklace of the ears of honored

foes, which he has cut off and carefully preserved with special herbal treatments so they still look a they did when their former owners were alive.

ELGARON

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 117 kg; 2d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
14	CON	8	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 5 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 85

Movement: Running: 6"/12"

Cost	Spells	END
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	<i>Fire Magic</i>	
11	Blaithelock's Call To Flame (FHG 87)	
4	Enflame (FHG 89)	
2	Everburning Flame (FHG 99)	
5	Fiery Arrow (FHG 89)	
4	Fiery Aura (FHG 90)	
5	Fiery Orbs (FHG 91)	
6	Fireball (FHG 91)	
9	Fireshaping (FHG 92)	
7	Firestorm (FHG 93)	
5	Harthuvian's Vaultflame (FHG 93)	
5	Hasari's First Spell Of The Dragon's Fire (FHG 94)	
3	Khelred's Flammifer (FHG 94)	
5	Magefire (FHG 95)	
3	Protection From Fire (FHG 96)	
4	Quench Flame (FHG 95)	
10	Wall Of Fire (FHG 97)	
	<i>Wizardry</i>	
5	Boadlan's Lens Of Enlightenment (FHG 220)	
4	Carlaysha's Spell Of Enervation (FHG 224)	
1	Detect Magic (FHG 221)	
4	The First Spell Of The Crimson Ring (FHG 232)	
2	Levitation (FHG 233)	
5	Mystic Bolt (FHG 224)	
5	Mystic Dart (FHG 225)	
6	Mystic Wall (FHG 229)	
8	The Second Spell Of The Crimson Ring (FHG 233)	
1	Serten's Spell Of The Quiet Moment (FHG 227)	
22	The Spell Of Locking And Opening (FHG 243)	
4	Stelrane's Spell Of Dispersion (FHG 223)	
5	True Name (FHG 227)	
4	Wizard's Bastion (FHG 229)	
1	Wizard's Eye (FHG 235)	
2	Wizard's Power (FHG 228)	
1	Wizard's Scribe (FHG 244)	
2	Wizard's Shield (FHG 231)	
5	Wizard's Steed (FHG 234)	

Powers

33	<i>Arcane Power:</i> Endurance Reserve (180 END, 15 REC)	0
2	<i>Demon Trapped In Human Form:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Immortal:</i> Life Support (Longevity: does not age)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0

Talents

5	Magesight
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Skills

18	+6 with Spells
3	Deduction 13-
2	AK: The Netherworld 11-
3	KS: Arcane And Occult Lore 13-
2	KS: Creatures Of Fire 11-
3	KS: Demons And Demonkind 13-
2	KS: Dragons 11-
3	KS: Fire Magic 13-
3	KS: Wizardry 13-
1	Language: Literacy
25	Power: Fire Magic 24-
27	Power: Wizardry 25-
3	Spell Research (Inventor) 13-
3	Stealth 12-
2	WF: Blades, Staffs

Total Powers & Skills Cost: 325

Total Cost: 410

75+ Disadvantages

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
15	Hunted: various persons and authorities Zelatar's Blades have harmed or offended 8- (Mo Pow, sometimes NCI, Capture/Kill)
15	Hunted: Baraxus the Great 8- (Mo Pow, Kill)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
20	Psychological Limitation: Wants To Return To The Netherworld (Common, Total)
10	Susceptibility: to holy places and objects, takes 1d6 damage per Turn he is on holy ground, in a holy place, or within 1" of a holy object (Uncommon)
230	Experience Points

Total Disadvantage Points: 410

Background/History: Once there lived in the dark depths of the Netherworld a demon. Even among demonkind this perverse imp was evil and nasty, given to all sorts of maliciousness that made him particularly loathed by his fellows. Finally he went one step too far, playing a terrible prank on one of the lieutenants of the Hierarchy of Hell. The Dukes of Hell determined that he must be punished, and so they inflicted upon him one of the worst torments they could imagine: they banished him from Hell into human form, there to remain until he proved worthy of return.

ELGARON
PLOT SEEDS

The classic Elgaron plot: in his efforts to return home, Elgaron imperils something or someone beloved by the PCs — perhaps even all of Ambrethel! They must marshal their forces and find a way to stop him despite his greatly-increased power.

Elgaron finds himself feeling an uncharacteristic and disgusting emotion: love. He's fallen in love with a female PC, and he can't stand the... *human-ness* of it. There's only one solution: she has to die.

When Elgaron's fire-magic powers begin faltering for some reason, he decides he needs to learn Necromancy to bolster his arcane power. The mage he turns to for teaching requires that he prove his worthiness by accomplishing several evil acts. The heroes have to stop him before he completes the quest and learns the secrets of death-magic. And just what's affecting his Fire Magic to begin with?

TAAL MEROETH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 86

Movement: Running: 6"/12"

Cost Spells END

5	The Black God's Bolt (TA 250)
6	The Black God's Caress (Strong version) (TA 250)
4	The Black God's Hand (TA 253)
7	Cure Blindness (FHG 245)
2	Cure Illness (FHG 246)
2	Divine Hindrance (FHG 249)
2	Hands Of The Bloody God (TA 251)
2	Hospin's Healing Touch (TA 249)
3	Nightwalker's Mantle (TA 253)
6	Radiant Bolt (TA 252)
3	Resurrection (FHG 248)
6	Sacred Fire (FHG 251)
1	Shield Of Faith (FHG 254)
2	Speak In Tongues (FHG 265)
5	Stonelord's Touch (TA 255)
7	Varidon's Mantle (TA 253)

Perks

3	Fringe Benefit: Religious Rank
1	Fringe Benefit: Right To Marry

Talents

12	Turn Undead
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Skills

9	+3 with Spells
3	Bureaucratics 12-
3	Deduction 12-
2	KS: High Church Religious Doctrine 11-
2	KS: Scarlet Gods Theology 11-
1	Language: Literacy
3	Persuasion 12-
23	Power: Faith 23-
2	PS: High Church Priest/Priest Of Mordak 11-
3	Riding 12-
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 135

Total Cost: 221

75+ Disadvantages

20	Hunted: High Church 8- (Mo Pow, NCI, Capture/Kill)
15	Hunted: various persons and authorities Zelatar's Blades have harmed or offended 8- (Mo Pow, sometimes NCI, Capture/Kill)
15	Hunted: Baraxus the Great 8- (Mo Pow, Kill)
25	Psychological Limitation: Devotion To The Scarlet Gods (Especially Mordak) And Their Purposes (Very Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
51	Experience Points

Total Disadvantage Points: 221

Background/History: Abandoned on the doorstep of a Thurgandian temple of the High Church when he was just a baby, Meroth grew up around priests and things religious. He seemed to develop a religious vocation, and neither he nor the priests who raised him questioned that he'd become a priest himself one day. But the plain and boring doctrines of the mainstream High Church held little appeal for him as he began his clerical studies. Almost immediately he was drawn to the darker gods — to the study of the Scarlet.

When his teachers found out what he was secretly reading about, they punished him severely. While he was recovering from the beating by performing hard labor around the temple he came back to his tiny novice's cell to discover that someone had left him a note. It was in a strange code, and at first he couldn't make heads or tails of it. But he finally realized the key to reading it involved certain theological aspects of the worship of Mordak, god of shadows. Then deciphering it became a simple matter.

The note led him to a group of Scarlet Gods priests who worshipped in secret... and who were willing to teach him more of their ways and those of the dark gods. Meroth ran away from the temple without ever looking back. He proved so adept at the study of Scarlet theology that when it was time for him to leave the secret worship-circle and make his own way in the world, his superiors gifted him with a Demonskull Mace enchanted with a minuscule fragment of Mordak's power.

At first, Taal Meroth was unsure of how best he could serve the Scarlet Gods. He adventured for a while, enjoying it and finding that it provided many opportunities for service, but it wasn't quite what he was looking for. And then he stopped one night in a tavern near Skiros....

Personality/Motivation: Like many priests, Taal Meroth is something of a fanatic, so strongly devoted to his gods (the Scarlet Gods, particularly Mordak, god of evil) that he can't see much else. All he wants is to serve the Scarlet Gods by committing evil acts, whether they happen to be petty theft or mass murder. He's smart enough to realize that he can't do Evil whenever and wherever he feels like — he can't serve the Scarlet Gods if the authorities imprison or kill him, after all — so most of the time he plays the part of a relatively ordinary priest, only allowing his true dark side to come to the fore when appropriate.

TAAL MEROETH PLOT SEEDS

The Scarlet Gods visit Taal Meroth in a dream, telling him the PCs are a powerful force for Good and must be destroyed. The rest of the Blades don't see any profit in this quest, so Taal Meroth goes after the PCs by himself... but with some help from his church and gods....

Taal Meroth believes that one of the PCs owns an enchanted item that, while it seems like a relatively ordinary magical object, is actually a powerful relic of the Scarlet Gods transmuted into a more "common" form to hide it. He's determined to get it and transform it back so he can wield it.

Taal Meroth becomes absolutely convinced that a female PC is *perfect* as the sacrificial victim for a powerful ritual spell he can cast. Now all he has to do is kidnap her and take her to the ritual site....

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Demonskull Mace	+2	—	2d6+1	1d6	—	10	+Flash 4d6; see text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Chainmail (DEF 6)
Shield (+2 DCV)

Gear: Priestly vestments and equipment, tent, bedroll, two flasks of holy water

TAAL MEROTH'S
ENCHANTED ITEMS

Demonskull Mace: Shaped with a head that looks like a demon's skull and enchanted with the dark energies of the Shadow King, this mace strikes with great power. Sometimes it emits a burst of shadow that blinds the target as well. (HKA 2d6+1, +1 Increased STUN Multiplier; OAF, STR Min 10 **plus** +2 OCV **plus** Sight Group Flash 4d6, Trigger (upon successful HKA strike, immediately automatically resets); OAF, Activation Roll 11-)

Symbol Of Office: Like many priests, Taal Meroth has had the holy symbol he carries enchanted both to protect him, power his spells, and improve his chances of turning the undead. (Armor (1 PD/1 ED); OAF **plus** Endurance Reserve (120 END, 20 REC); OAF **plus** +10 PRE; OAF, Only Works With Turn Undead)

religious convictions (though Elgaron definitely approves of them), but his zeal to serve the Scarlet Gods often leads him to suggest adventures or schemes for the Blades to undertake. As long as these suggestions are also potentially profitable, no one objects.

To make Taal Meroth more powerful, equip him with an enchanted shield or armor so he's a more powerful fighter, and perhaps boost his STR and/or DEX a little as well. To weaken him, reduce his Faith roll to 20- and tone down some of his enchanted items.

Taal Meroth doesn't Hunt people unless the Scarlet Gods (or their high-ranking priests) order him to, or the Blades decide to, in which case he follows orders or the group's plan.

Appearance: A devoted servant of the Scarlet Gods, Taal Meroth wears black priestly robes appropriate to his station. He carries an enchanted mace with a head shaped like a demon's skull; in battle he also has a shield and covers his robes with mail. He has dark brown hair and is cleanshaven.



Quote: "The blessings of the Shadow King are upon me... and thus his curse is upon you!"

Powers/Tactics: As a priest of the Scarlet Gods, Taal Meroth is both a skilled melee combatant and a powerful spellcaster. He usually prefers to draw his mace and shield and join the warriors on the front lines, sometimes switching to a Black God's Caress spell in place of his weapon. But at other times he hangs back, using the Black God's Bolt to attack at range and Varidon's Mantle to boost Elgaron's power. In either case he casts The Black God's Hand to protect himself.

Campaign Use: In addition to serving in the typical "support" role common to a priest (*i.e.*, he heals and resurrects his comrades, casts protective or beneficial spells on them, and so forth), Taal Meroth brings a religious element to Zelatar's Blades. None of the others share his

UGEHN				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	4		Total Characteristics Cost: 77

Movement: Running: 6"/12"

Cost	Powers	END
2	<i>Scorpion-Lord's Protection:</i> Life Support (Immunity: Ambrethelan Zootoxins)	0

Talents

9	Ambidexterity (no Off Hand penalty)
6	Combat Luck (3 PD/3 ED)
8	Combat Bladethrowing
16	Crippling Blow
7	Deadly Blow: HKA +1d6 with Daggers HTH
7	Deadly Blow: HKA +1d6 with Daggers Ranged

Skills

10	+2 HTH
6	+3 OCV with Thrown Daggers/Blades
5	+1 DCV
8	Animal Handler (Venomous Vermin) 15-
3	Climbing 13-
3	Contortionist 13-
3	Conversation 12-
3	Deduction 12-
10	Defense Maneuver IV
3	Interrogation 12-
2	AK: Thûn 11-
2	AK: Vornakkia 11-
1	CK: Eltirian 8-
2	KS: Poisons 11-
2	KS: Venomous Animals 11-
2	Language: Eltiriani (fluent conversation; Thûnese is Native)
2	Language: Trade-Tongue (fluent conversation)
1	Language: Literacy
3	Lockpicking 13-
3	PS: Brew Poison 12-
3	Riding 13-
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 13-
7	Stealth 15-
5	Streetwise 13-
7	WF: Common Melee Weapons, Common Missile Weapons, Garrote, Off Hand, Thrown Swords

Total Powers & Skills Cost: 160

Total Cost: 237

75+ Disadvantages

15	Enraged: if someone kills one of his "pets" (Common), go 11-, recover 14-
15	Hunted: various persons and authorities Zelatar's Blades have harmed or offended 8- (Mo Pow, sometimes NCI, Capture/Kill)
15	Hunted: Baraxus the Great 8- (Mo Pow, Kill)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
10	Psychological Limitation: Enjoys Mentally/Emotionally Tormenting People (Common, Moderate)
5	Social Limitation: Harmful Secret (is a Thûnese spy) (Occasionally, Minor)
82	Experience Points

Total Disadvantage Points: 237

Background/History: Ugehn's background remains mysterious, even to his friends. What they do know is that he is one of the Scorpion-Lords of Tarklesh, those deadly Thûnese assassins who specialize in using venomous animals to perform their murders-for-hire. He seems to have left Thûn under something of a cloud, possibly because of a woman. After that he spent time in Vornakkia, particularly in Eltirian, but left there allegedly because of "too much competition" for his services. He drifted west and north as work and whim took him... and then he stopped one night in a tavern near Skiros....

What little his comrades know of Ugehn's life story is mostly a fabrication. In truth he left Thûn deliberately as a spy and tool of *Th'naah* (king) Aghorya. He first spent time in Vornakkia because that's the region the Th'naah most wanted to learn about. After that he spent time in Kumisia and southern Mitharia, then crossed the Kelvarian Ocean and made his way through Mhorecia. And then he stopped one night in a tavern near Skiros....

Personality/Motivation: Ugehn is a thoroughly unpleasant person. He has a knack for digging out little bits of information about things people don't like to talk about and then tormenting them by bringing them up, again and again, rubbing salt in the emotional wounds for the glee of seeing people squirm. And if one of his victims responds with violence, Ugehn usually kills him out of hand; human life means nothing to him.

Quote: "Amazing, isn't it, what such a tiny creature can do to a mighty warrior?"

Powers/Tactics: Ugehn is an assassin, and as such avoids open combat for ambushes and stealthy tactics as much as possible. As a Scorpion-Lord, he prefers to do his dirty work with poisons. He usually has at least half a dozen small, deadly insects and reptiles concealed on his person, all small enough for him to throw onto a victim if necessary (and trained for that possibility). At range he throws Thûnese throwing-blades, and in HTH Combat he uses his enchanted Daggers of Slicing (one in each hand, though the second one's just for parrying most of the time). His weapons are almost always poisoned; the least scratch from them can be deadly.

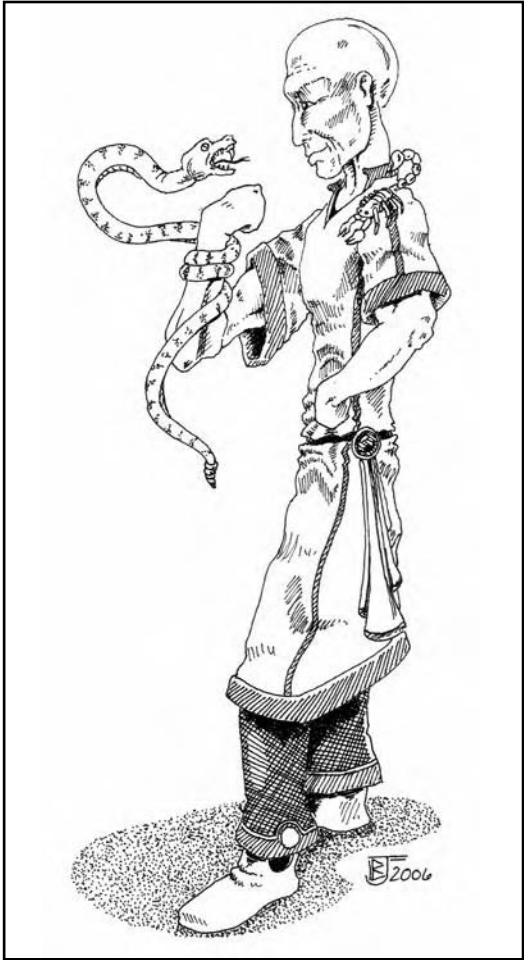
UGEHN PLOT SEEDS

Ugehn's secret is exposed just as he makes an amazing discovery the Th'naah definitely needs to learn about. The heroes team up with Zelatar's Blades to find him and stop him from returning home to Thûn... though each of the groups has its own motives for wanting to catch the bald killer.

While Zelatar's Blades and the PCs are on a ship in the middle of an ocean voyage, Ugehn comes down with a strong fever that leaves him weak and hallucinatory. Then several boxes of his "pets" get broken open during a storm. Then pirates attack! The remainder of the journey is a hell of fending off pirates while avoiding venomous serpents, spiders, beetles, toads, kittens....

Ugehn contacts the PCs. He reveals that he's an agent of *Th'naah* Aghorya who was sent to find and spy on Zelatar's Blades because the divinations of Thûnese sorcerer-priests have revealed that the group is a "focal point" whose actions could change the future and the world for better, or worse. Ugehn wants the PCs to help him ensure the "better"... by killing the Blades now!

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger Of Slicing	+1	+0	1d6	1d6	6	6	Can Be Thrown, carries 6
Throwing Blades	+0	+0	½d6	1d6-1	20	5	RBS
Armor							
Thieves' Bracers (DEF 7)							
Gear: Various poisons (and materials from which to brew more), food and small cages for various "pets," flint and steel, tent, bedroll							



UGEHN'S ENCHANTED ITEMS

- Dagger Of Slicing:** Ugehn carries half a dozen of these enchanted daggers, which cut through armor more easily than ordinary blades and inflict more painful wounds (HKA 1d6, +1 Increased STUN Multiplier, Armor Piercing; OAF, STR Min 6 **plus** +1 OCV)
- Boots Of Water-Walking:** A person wearing these boots can walk on the surface of the water as if it were ordinary ground. (Flight 6"; OIF, Only In Contact With A Liquid Surface)
- Thieves' Bracers:** These seemingly ordinary leather bracers actually hold a powerful enchantment that protects the wearer as if he were wearing the heaviest chainmail. (Armor (7 PD/7 ED); IIF)

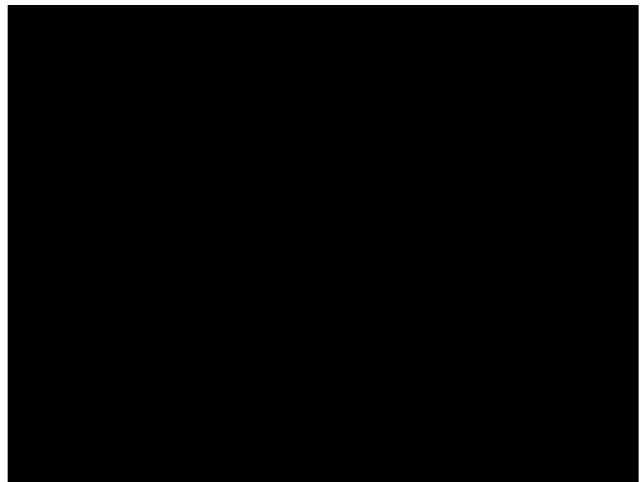
Campaign Use: Ugehn is a weakness in Zelatar's Blades. His true loyalty doesn't lie with them, or even with himself (which would be fairly predictable in this group). Instead he's devoted to serving a king who may very well be hostile to some or all of the rest of Ambrethel, which makes him even more dangerous than he'd normally be... and also makes him useful as a potential plot hook.

To make Ugehn more powerful, increase his SPD to 5 and/or give him Two-Weapon Fighting (HTH). To weaken him, convert his Daggers of Slicing into ordinary daggers.

Ugehn Hunts people only if ordered to by the *Th'naah* or the Blades want to, in which case he follows orders or goes along with the group.

Appearance: A Scorpion Lord of Tarklesh, this assassin never seems to go anywhere without a venomous serpent wrapped around his arm, a scorpion riding on his shoulder, or some other disquieting "pet." Bald as an egg, he wears a typical Thûnese long tunic in dark grey. He carries several small bladed weapons, most of them concealed and all of them poisoned.

chapter three:



SOLO ADVERSARIES

ARCINGETAR
PLOT SEEDS

Arcingetar's children are kidnapped by the Vashkhorans! At first he thinks the heroes are part of the plot and comes after them, but they both soon realize the truth and set out to rescue his son and daughter.

After the heroes save Arcingetar's life when a raid goes horribly awry, he feels he owes them a debt of honor. He offers to lead them to an old Vashkhoran ruin, one known only to the Ventati, where they may find fabulous treasures long-lost to Man....

Arcingetar's tribal shaman has a vision: only with the help of several people (the PCs, described by the shaman in vague but unmistakable terms) can he drive the Vashkhorans from the Highlands and keep his people safe forever. Now he must leave his homeland and journey through Arduna to find them... then convince them to join him.

ARCINGETAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
5	ED	1		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	4		
36	END	0		
30	STUN	0		Total Characteristics Cost: 87

Movement: Running: 9"/18"

Cost	Powers	END
9	<i>Swift Runner:</i> Running +3" (9" total)	1

Perks

3	Fringe Benefit: Membership: leader of a Ventati tribe
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Talents

6	Combat Luck (3 PD/3 ED)
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Skills

20	+4 HTH
3	Climbing 13-
3	Interrogation 13-
3	AK: Ventati Highlands 12-
3	KS: Ventati History And Culture 12-
3	KS: The Ventati Tribes 12-
1	Language: Central Khorian (basic conversation; Ventati is Native)
3	Riding 13-
3	Stealth 13-
4	Survival (Mountains, Temperate/Subtropical) 12-
3	Tactic 12-
3	Tracking 12-
3	Trading 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 77

Total Cost: 164

75+ Disadvantages

20	DNPCs: wife, son, and daughter (Normal) 11-
20	Hunted: Hargeshite Empire of Vashkhor 8-(Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Hates Vashkhorans (Common, Total)
15	Psychological Limitation: Protective Of His Family (Common, Strong)
10	Psychological Limitation: Superstitious (Common, Moderate)
4	Experience Points

Total Disadvantage Points: 164

ARCINGETAR'S
ENCHANTED ITEMS

Lucky Axe: A few years ago Arcingetar killed a Vashkhoran officer and took his weapon, a well-made axe. It soon became apparent that the axe had a minor accuracy enchantment. Since obtaining it, Arcingetar has been more successful than ever, leading his tribe to believe it's a lucky charm. Their belief has actually imbued it with the power to grant him greater luck. (Axe with +1 OCV **plus** Luck 2d6; all OAF)

Background/History: There was never much question what Arcingetar's life would be like. The second son of a Ventati chieftain, he was expected to become a warrior, fight the Vashkhorans, and assist his older brother when the time came for him to take over leadership of the tribe. But his brother was a weakling and a fool, a man made of raw copper instead of the tempered steel required to lead a Ventati tribe. Unable to tolerate his incompetence any longer, Arcingetar challenged him for leadership of the tribe, slew him, and became chieftain.

His early days as the tribe's leader weren't easy ones. Taking the "throne" by killing one's brother wasn't exactly common behavior among his people, and both his tribesmen and other chieftains looked on him with some doubt and suspicion. A few even blamed him for the mild drought that caused problems that year. But it soon became apparent to anyone with a brain between his ears that Arcingetar was a leader born. With him at their head, raiding parties made it past Cahsu Malesh more often than ever before, returning with much loot and the heads of many Vashkhorans to boot. Hunters had more luck, and crops have never been heavier. Today he's one of the most respected and feared — and by the Hargeshite Empire, wanted — Ventati chieftains.

Personality/Motivation: Like most Ventati, Arcingetar has a fierce, burning hatred of the Vashkhorans who've oppressed and harried his people for so long. For him it goes even deeper; his desire for revenge has been a part of him for so long he no longer even thinks of it in those terms. He simply believes he should kill as many Vashkhorans (especially important or powerful ones) as he can, even if that means interfering with a raid or putting himself in danger. Also like his fellow barbarians, he tends to be quite superstitious, often making simple warding-signs against ill luck whenever he sees or encounters something he considers an omen. A clever group of PCs might play on his primitive beliefs to manipulate him.

Arcingetar is married with two children, a son and a daughter, both in their early teens. He's *extremely* protective of them, moreso than is healthy really, and will wreak horrific vengeance on anyone who harms them. In the long term he's weakening his tribe by not properly training his son to take over the chieftainship in turn, but none of his warriors dares to discuss this with him.



Quote: “Now let’s skewer these Vashkies like the pigs they are.”

Powers/Tactics: The Ventati have lived a “guerilla warfare” existence for years as they fought the Vashkhorans to maintain their independence, and Arcingetar follows that style of fighting wholeheartedly. He attacks from ambush and surprise, rarely allowing his men to stand for a pitched battle, lest they be overwhelmed by better-equipped Vashkhoran soldiers. Although he’s a proud man, he realizes that retreat is just one more tactic in his bag of tricks, so he has no qualms about “living to fight another day” if need be.

Campaign Use: Arcingetar provides a way for you to draw your heroes into Vashkhoran internal fighting and politics if you want. After proving themselves, they could join him and his men on raids, perhaps even providing the firepower to attack some really powerful targets. They might even connect him with other renegade elements in Vashkhoran society to spark a broad rebellion. Alternately, you can simply use this character sheet as the model for a powerful barbarian chieftain, change his name, and use him in any other location in Ambrethel.

To make Arcingetar more powerful, give him some Martial Arts with his weapons. To weaken him, halve his Combat Skill Levels and reduce his DEX to 16-17.

Arcingetar’s not likely to Hunt heroes unless they hurt his family or are Vashkhoran. Like most Ventati he’s deeply suspicious of outsiders, but he has too many foes already to bother with chasing after the PCs unless given good reason

to. If he has such reason, he’ll use his standard tactics — pursuit and ambush, retreat and surprise counterattack — to lay them low.

Appearance: Tall and powerfully-muscled, Arcingetar has blonde hair. He wears leather armor with bits of chainmail here and there and carries a round wooden shield, a battle axe taken from a Vashkhoran officer, and a short spear. On his right hip he wears a *barisi*, the “Ventati dagger” that’s similar to a kindjal. Most of his arms and parts of his chest and face are covered with tattoos, most depicting totem animals of some sort but a few that are geometric designs.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Lucky Axe	+1	—	2d6	1d6-1	—	13	Luck 2d6
<i>Barisi</i>	+0	+0	1d6	1d6-1	1	7	Can Be Thrown
Short Spear	+0	+0	1d6+1	1d6-1	1	8	Can Be Thrown, Set
Medium Bow	+0	+0	1d6+1	1d6-1	20	9	

Armor

Leather and chain (DEF 4)

Gear: Flint and steel, trail rations

ARENDELL'S ENCHANTED ITEMS

The Sword Of The Sun And Moon: So named for the elaborately-engraved sun and moon on its blade, and the pommel that shows a matching sun and moon on opposite sides, this blade possesses several powers in addition to great cutting strength and accuracy. (HKA 2d6+1, Armor Piercing, STR Min 10 **plus** +2 OCV **plus** Nightvision **plus** Multipower [Sight Group Flash 6d6, No Range, 6 Charges; Simplified Healing 3d6, 6 Charges; Teleportation 15", 6 Charges]; all OAF)

Hippogriff Shield: Specially crafted for the House of Arbreit, this shield provides even greater protection, and greater shield-bashing power, than an ordinary shield does. (DCV +5; OAF **plus** HA +4d6; OAF, STR Min 10)

But he's gone even further than any baron before him has dared to do. Burning with desire to free his people from the Thurgandian yoke and call himself Prince, he has begun trafficking with evil men — dark wizards, sorcerers, necromancers, Scarlet priests, and anyone else he thinks can help him. In his heart he knows it's wrong, but he also knows that sometimes a man must do a small evil to attain a much greater good.

Personality/Motivation: Arendell's patriotism (and ambition) have led him down a dangerous path. He thinks he can deal with the likes of Hrakorth the Scarlet (TA 298) and Kovakian of Chaos (TA 194) on his own terms and for his own purposes... but Evil, once aroused, rarely follows orders. He's sold out his honor for help that may not actually be all that helpful, and which in fact may see him dead or ensnared in the wiles of Kal-Turak.

Aside from that, Baron Arendell is a model ruler in many respects (though the Thurgandians would argue otherwise, describing him as an impertinent, overweening troublemaker). He cares deeply for his people and often goes out of his way to help those in need even when doing so makes him unpopular with the lesser nobility. He rules firmly but with a just hand, extending no favoritism to anyone but usually harshly punishing anyone who disobeys or questions him.

Quote: "All good things in time, Derret. The accursed Thurgandians have defeated us five times. There will not be a sixth, because I will not move against them until victory is certain."

Powers/Tactics: Baron Arendell has been trained in the standard fighting techniques and weapons of the knight, with additional training in the bow, crossbow, and similar weapons. He's a gifted tactician whose photographic memory serves him well when preparing for and conducting a war... or when engaged in diplomatic negotiations.

In personal combat, Arendell usually fights aggressively, closing with the most prominent enemy and engaging him. Most opponents fear his powerful enchanted sword so much that they overlook his other weapon: his shield. He's



practiced long and hard with his shield bash and Shove maneuvers, and often relies upon them as Surprise Move attacks when his foe expects a sword-blow.

Campaign Use: Arendell should present an intriguing picture to the PCs... especially as they get to know him. On the one hand he's a model ruler in many ways; on the other, he's definitely a thorn in the side of Thurgandia, the legitimate ruler of Verlichten. His ill-considered dabblings in Evil conspiracy only muddy the waters further; can the heroes pull him back from the abyss he's about to plunge into?

To make Arendell more powerful, give him some Extra DCs with his Weapons Combat, or perhaps increase his SPD to 5. To weaken him, get rid of his Combat Skill Levels with HTH Combat, leaving only the more specialized CSLs.

Arendell doesn't Hunt heroes; he has more important matters of state to occupy him. Only if he thought the PCs were somehow important in his struggle against Thurgandia would he concern himself with them.

Appearance: Arendell, the Baron of Verlichten, is a man of 32. Tall and handsome, he has sandy blonde hair and a matching beard; his eyes are hazel and often gaze penetratingly at whomever he's talking to or observing. He wears fine clothes appropriate to his station on most occasions; on the battlefield he dons plate armor engraved with scenes from the history of Verlichten and carries a shield emblazoned with his symbol (a black hippogriff rampant) and an enchanted longsword.

ARKOSH
BLOODTOOTH
PLOT SEEDS

The classic Arkosh plot #1: Arkosh attacks and captures a ship carrying something valuable to the PCs (perhaps an object, perhaps a person). They have to take to the trackless waters of Lake Beralka, find him, and get it back.

The classic Arkosh plot #2: Arkosh attacks the PCs' ship, defeats it and them, and takes them captive. How the heroes face a life of slavery... but perhaps if they can impress Arkosh somehow, he'll let them join his crew instead!

The PCs hear rumors of a fabulous treasure beneath the waters of Lake Beralka — but the clues on the map they have don't make any sense to them. They have to enlist the aid of Arkosh, who knows the lake intimately... but can they trust him?

ARKOSH BLOODTOOTH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 73

Movement: Running: 6"/12"
Swimming: 4"/8"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point	1
8	<i>Claws:</i> HKA ½d6; Reduced Penetration (-¼)	1
5	<i>Intimidating:</i> +10 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1)	0
2	<i>Drakine Skin:</i> Damage Resistance (2 PD/2 ED)	0
2	<i>At Home In The Water:</i> Swimming +2" (4" total)	1
5	<i>Drakine Eyes:</i> Nightvision	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
Perks		
3	Fringe Benefit: Membership: leader of a pirate crew	
31	Vehicle: pirate ship (see text)	
Skills		
10	+2 HTH	
3	Bribery 12-	
3	Climbing 12-	
3	Combat Sailing 12-	
5	AK: Lake Beralka 14-	
2	AK: Lake Beralka Region 11-	
2	KS: Pirates Of Lake Beralka 11-	
1	Language: Aarnese (basic conversation; Northern Drakine is Native)	
2	Language: Trade Talk (fluent conversation)	
2	Navigation (Marine) 11-	
3	Stealth 12-	
3	Trading 12-	
6	WF: Common Melee Weapons, Common Missile Weapons, Ballista, Off Hand	

Total Powers & Skills Cost: 111
Total Cost: 184

75+ Disadvantages

- 25 Hunted: various Beralkan authorities 11- (Mo Pow, NCI, Capture/Kill)
- 15 Psychological Limitation: Greedy And Rapacious (Common, Strong)
- 15 Psychological Limitation: Loves To Intimidate And Scare People (Common, Strong)
- 20 Reputation: most feared of the Beralkan pirates, 14- (Extreme)
- 5 Rivalry: Professional, with other Beralkan pirates
- 29 Experience Points

Total Disadvantage Points: 184

Background/History: Any large body of water that supports much commerce but over which no single authority exerts control attracts pirates. One such body of water is the inland sea Lake Beralka, and of the many pirates that plague its waters none are so feared as the Drakine free-booter Arkosh Bloodtooth.

Like many another pirate, Arkosh started his career on land. A Basidrune Drakine, he fled home for the city of Chiref to avoid the vengeance-minded brothers of a girl he'd sought, failed to get, and then beaten in a fit of jealous rage. In Chiref he fell in with a waterfront gang... a gang that quickly betrayed him to some pirates it worked with, selling him to them as a bilge-slave to pay off debts.

Arkosh spent three miserable years as a ship's slave until the day when the ship entered battle with a Keldravian vessel... and began to lose. When a ballista crew was killed by a wizard's fireball, Arkosh sensed opportunity. He leaped to the ballista, got it to work somehow, and fired it, killing the wizard. He kept on firing the weapon as best he could until the Keldravians tried to board his ship, then grabbed a cutlass and helped fight them off. When the smoke cleared, the pirates had won the day and much booty besides — mostly thanks to his efforts.

ARKOSH BLOODTOOTH'S
ENCHANTED ITEMS

Cutlass Of Far Leaping: By pointing this weapon at a nearby location and speaking a command word, the wielder can leap to that location with great grace, almost as if he were floating through the air. (HKA 1½d6; OAF, STR Min 10 **plus** +1 OCV **plus** Teleportation 15"; OIF, Gestures, Incantations, Must Pass Through Intervening Space)

Bracers Of Parrying: These golden bracers protect the wearer by moving his arms so that weapons swung at him hit the bracers and are parried as if he were carrying a large shield. (+3 DCV; OIF)

Ring Of Watery Comfort: The wearer of this ring can breathe and move in water as if it were air. (Life Support: Expanded Breathing (breathe underwater) **plus** Environmental Movement: Aquatic Movement; both OIF)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Cutlass	+1	—	1½d6	1d6-1	—	10	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Leather clothing (DEF 1, Activation Roll 11-)

Gear: Compass

To repay Arkosh, the captain freed him and made him a member of the crew. That turned out to be a mistake he soon regretted. Arkosh had to kill a few crewmembers, and beat several others to a bloody pulp in fistfights, before they accepted him and stopped calling him “Bilgeboy.” But after that he became one of the most popular sailors on board due to his cleverness and ruthlessness... and shortly thereafter he murdered the captain and took the ship and crew as his own.

Since then, Arkosh has sailed the waters of Lake Beralka as a pirate under his own flag, a blood-red field with a black drakine skull. The very sight of his ship on the horizon strikes fear into the heart of merchants and naval officers alike... and the thought of that fear makes Arkosh smile wickedly.

Personality/Motivation: Though he doesn’t say “Arrr!,” Arkosh Bloodtooth is pretty much a stereotypical pirate in terms of outlook and motivation. He wants wealth in whatever form he can get it — coins, ships, captives to sell as slaves to the Red Talon Guild — and he’ll do whatever he has to, up to and including butchering shipsful of people, to get it. He particularly enjoys intimidating other people, especially Men, with his size and appearance; he likes the thought of being feared.

Quote: “Pull up alongside! All of you, ready to board, and kill anyone who stands against us!”

Powers/Tactics: Arkosh is an aggressive, confrontational warrior who likes to charge into the heart of a battle, using his scaly skin, enchanted bracers, and skill to protect himself while hacking down his enemies. But he’s not a berserking fool; he fights with cleverness. For example, he often uses the Teleportation power of his Cutlass of Far Leaping (see text box) to maneuver around the battlefield and surprise enemies. Another favorite tactic is to knock foes overboard and fight them in the water, since his Ring of Watery Comfort (see text box) gives him a definite advantage in that environment. Then he can use the Cutlass to “leap” back onto his ship.

For Arkosh’s ship, use the Carrack from page 110 of *The HERO System Vehicle Sourcebook*, but substitute Light Ballistae from page 214 of *Fantasy Hero* for the cannons.

Campaign Use: Arkosh gives you the chance to inject some maritime adventure into your campaign. Instead of delving in dungeons, exploring dark forests, or negotiating with kings, your heroes can take to the high seas (well, the high lake anyway) to confront the feared Bloodtooth and his men. You may need to detail the crew a bit more, and make some of its members wizards, to compete with the heroes.

To make Arkosh himself a tougher foe, give him a *Swordfighting* Martial Art and increase his DEX to 20 and SPD to 5. To weaken him, remove his Combat Skill Levels and one or two of his enchanted items.

As a Hunter, Arkosh pursues his victims like a hound chases a deer: he goes after his quarry directly, without any subterfuge or maneuvering. If that doesn’t work he’ll become cleverer, resorting to less intimidating but hopefully more effective stratagems.

Appearance: Arkosh looks like a typical Drakine in many respects, though he’s taller than most and has a look of craftiness and cruelty on his face most of the time. He usually goes barechested and barefooted, wearing just leather pants and a leather belt from which a cutlass hangs on his left hip; his wrists are adorned with golden bracers that look more like the vambraces from a suit of plate armor than true bracers.



AUGUIROS

Val	Char	Cost	Roll	Notes
40	STR	50	17-	Lift 6.4 tons; 8d6 [8]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	52	15-	
25	BODY	40	14-	
30	INT	30	15-	PER Roll 15-
24	EGO	36	14-	ECV: 8
40	PRE	50	17-	PRE Attack: 8d6
15	COM	3	12-	
25	PD	34*		Total: 25 PD (20 rPD)
25	ED	36*		Total: 25 ED (20 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
16	REC	8		
56	END	0		
60	STUN	2		Total Characteristics Cost: 401

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Spells	END
12	Assume Human Form (Strong version) (FHG2 64)	
7	Hide Hoard (FHG2 65)	
5	Sleep (like Torment, with different special effect and Required Skill Roll) (FHG 174)	

Powers

150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
7u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½), Increased Endurance Cost (x2 END; -½)	30
6u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6; Eye Contact Required (-½)	9
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
6m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½); Increased Endurance Cost (x2 END; -½)	8
5m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½); Increased Endurance Cost (x2 END; -½)	8
3m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½), Increased Endurance Cost (x2 END; -½)	6
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Fire (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
2u	1) <i>Flying:</i> Flight 20"; Restrainable (-½), Increased Endurance Cost (x2 END; -½)	8

1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½), Increased Endurance Cost (x2 END; -½)	4
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 17-, Discriminatory, Analyze, Sense	0
5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

15	<i>Hoard:</i> Money: Filthy Rich
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Talents

3	Lightsleep
20	<i>Knows Most Languages:</i> Universal Translator 15-

Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 15-
2	Cryptography 15-; Translation Only (-½)
6	Gambling (Card Games, Dice Games, Board Games) 15-
4	Language: Trade-Tongue (idiomatic; Draconic is Native)
1	Language: Literacy
3	Persuasion 17-
13	Power: Dragon Magic 20-
2	PS: Appraisal 11-
3	Stealth 13-
2	Survival (Temperate/Subtropical) 15-
3	Scholar
2	1) KS: Ambrethelan History 15-
2	2) KS: Arcane And Occult Lore 15-
2	3) KS: Art History 15-
2	4) KS: Books 15-
3	5) KS: Dragon Lore 16-
2	6) KS: Dwarven History And Culture 15-
2	7) KS: Gems And Crystals 15-
2	8) KS: Ivory Statuettes, Figurines, And Carvings 15-
2	9) KS: Wine 15-

Total Powers & Skills Cost: 685

Total Cost: 1,086

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Psychological Limitation: Overconfidence (Common, Strong)



AUGIROS'S ENCHANTED ITEMS

Due to his collector's mania and long lifetime, Augiros could easily have just about any enchanted item you need him to have (particularly when he's in humanoid form and can most easily make use of them). The only one he keeps with him at nearly all times is:

Necklace Of Elemental Protection: This necklace, a finely-crafted gold chain with one ruby, one sapphire, one emerald, and one diamond set into it, offers protection against various forms of elemental attack. (Armor (10 PD/10 ED), Hardened; OAF, Only Versus Limited Types Of Attacks (fire/heat, ice/frost, and lightning; -¼)

- 15 Psychological Limitation: Collector's Mania (Common, Strong)
- 10 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Moderate)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 921 Experience Points

Total Disadvantage Points: 1,086

Background/History: "Hmmm, my story, you say? No saga for the ages, I fear, I fear.

"Hatchling like any other, yes, yes. More curious than most p'raps, eager to learn about everything, but really just an ordinary dragonling. Mother drove me from the cave early to have some peace from my incessant questions.

"Decided to see the world, the world, learn more than what she'd taught me (which was a lot, I must admit). Found a village of you fascinating two-legged folk. Tried to speak to villagers, but they ran away and then shot arrows at me. One of them hurt a bit, made me angry. Burned down most of the village. Afterward was exploring, and in the village wizard's stone house found some books. Books! Fascinating things! Had never seen any but the ones Mother had. Took them and left.

"Wanted more books, but not to burn down villages to get them. Taught

myself how to assume Man's form so I could mingle with you two-legged things in disguise, in disguise. Served me well ever since. Without that, how could I get the books I want? Or play cards, or talk to kings, or collect art? So many amazing things to see and have, and even as old as I am I haven't seen or owned them all."

Personality/Motivation: Augiros is, by draconic standards, a strange duck. Unlike most dragons he's not particularly solitary; he's social, even gregarious at times, and enjoys spending time with other beings (particularly intelligent, interesting ones who can engage him in conversation on a roughly equal level). Even more oddly, he finds Men, Dwarves, and other "two-legs" intriguing and likes to spend time among them in humanoid form. At times he has meddled in humanoid societies "behind the scenes" for his own purposes or amusement.

Augiros is as greedy as any other dragon, but his greed often takes a more focused form: he's a collector, rather than an acquirer of anything valuable. (Though he certainly doesn't pass up opportunities to add to his general hoard.) Some of the things he likes to collect include books, ivory carvings and figurines, bottles of wine, games and game pieces/tokens (such as dice or decks of cards), unusual crystals and gemstones, and relics from Dwarven history. He could add to this list at any time, so PCs had best beware they don't have anything that attracts his attention and sets him off on a new collecting craze.

AUGIROS PLOT SEEDS

The classic Augiros plot #1: The heroes find an object Augiros wants... no, *needs*... for one of his collections. They might not even know it's valuable, but he's got to have it. He first meets them in humanoid form to make a reasonable offer for it. If they turn him down, he'll keep pestering them, raising his offer as necessary but not allowing himself to be taken advantage of. If they still won't cooperate, he'll take stronger measures....

The classic Augiros plot #2: Augiros hears about an object he simply *must* have for his collection. He hires the PCs to get it for him.

While in humanoid form, Augiros gets hit in the head and develops amnesia. The heroes find him stumbling down the road, sick and unaware of who or where he is. As they nurse him back to health and try to help him, strange things begin to occur. They have to solve the mystery before the old dragon's enemies come for him... and them.

As he's aged, Augiros has become somewhat absent-minded. He's still incredibly intelligent and learned, but he sometimes has a bit of trouble remembering day-to-day details or exactly who he's talking to (if that person's not an old friend). This may cause problems for PCs who meet him if he suddenly decides he doesn't know who they are and that they're a threat.

Quote: “Ahhh, superb! A tome of ancient Iluria, if I'm not mistaken — see the scribe's mark here, on the first page, the first page? Wherever did you find this... and what will it cost me?”

Powers/Tactics: Augiros possesses the standard natural weapons of the dragon — fangs, claws, fiery breath — but at his age sometimes has trouble using them. He tires out more easily than most dragons, and compared to a younger wyrm is something of a weakling. He's still more than a match for most humanoid heroes, however.

Augiros lives in a large cave furnished for comfort and decorated with all sorts of gifts, loot, and trophies obtained over a lifetime — handwoven

rugs from Mitharia, beautifully-wrought golden candlesticks in the shapes of beasts and monsters, shelves of rare tomes, and so forth. Because he often assumes humanoid form and has humanoid visitors, he has furniture appropriate for humanoids in many parts of his cave. He displays many of his more valuable acquisitions so visitors can admire them, but hides the rest of his hoard with concealed doors and the *Hide Hoard* spell.

Campaign Use: Augiros can fulfill many roles in your campaign. First, he can simply be an intriguing personality, a dragon the heroes can interact with (and seek information from) as a quasi-friend rather than a deadly enemy. If necessary you can emphasize his senility, making him slightly crazy and unpredictable. Second, you can play up his role as a draconic conspirator, making him the sinister moving force behind all sorts of events in humanoid society. He might even be an agent for a larger group of dragons that seeks to manipulate Men, Dwarves, Elves, and other two-legs for its own inscrutable purposes.

To make Augiros tougher, make him younger and more fit. Raise his physical Characteristics back up to draconic standards and remove the Increased Endurance Cost from many of his abilities. You could also give him more spells, making him a dragon-wizard of some power. To weaken him, emphasize his age (and perhaps senility) by reducing his Characteristics still further and making him more unpredictable and prone to paranoia.

Augiros doesn't Hunt heroes unless they have something he wants — either an object they stole from him, or an item he wants for one of his collections. In the former case he pursues them with draconic fury; in the latter he approaches them in humanoid form to negotiate a purchase (resorting to “firmer” measures only if they refuse to deal with him reasonably).

Appearance: Augiros is an elderly dragon, well past his prime. His once-blue scales have now dulled to a sort of bluish-grey.

AVELARD GLIMTONGUE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	11-	
5	PD	3		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
23	STUN	0		Total Characteristics Cost: 76

Movement: Running: 7"/14"

Cost	Powers	END
2	<i>Fast:</i> Running +1" (7" total)	1

Talents

6 Combat Luck (3 PD/3 ED)

Skills

5	+1 with Intellect Skills
3	Acting 13-
3	Bribery 13-
3	Concealment 12-
3	Conversation 13-
3	Deduction 12-
3	Fast Draw (Common Melee Weapons) 13-
4	Gambling (Card Games, Dice Games) 12-
3	KS: History 12-
3	KS: Legends And Lore 12-
3	KS: Stories And Tales 12-
1	Language: Literacy
1	Lockpicking 8-
3	Oratory 13-
3	Persuasion 13-
1	Security Systems 8-
3	Seduction 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-
3	Trading 13-
1	TF: Horses
4	WF: Common Melee Weapons, Common Missile Weapons
3	Jack Of All Trades
2	1) PS: Bard 13-
2	2) PS: Juggle 13-
2	3) PS: Perform Magic Tricks 13-
2	4) PS: Play Flute 13-
2	5) PS: Play Harp 13-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Rapier	+1	—	1d6	1d6-1	—	10	
Dagger	+0	+0	1d6-1	1d6-1	3	6	Can Be Thrown

Armor

None

Gear: Musical instruments (see text), spare strings and other parts for maintaining instruments, various sets of clothing, tinderbox, writing materials, mule, horse

2	6) PS: Play Lute 13-
2	7) PS: Play Lyre 13-
2	8) PS: Play Mandolin 13-
1	9) PS: Musical Instrument Maker 11-
2	10) PS: Play Recorder 13-
3	11) PS: Singing 13-
3	Linguist
1	1) Language: Aarnese (fluent conversation; Vestrian is Native)
1	2) Language: Besruhani (fluent conversation)
1	3) Language: Ilurian (fluent conversation)
1	4) Language: Keldravian (fluent conversation)
1	5) Language: Trade-Tongue (fluent conversation)
1	6) Language: Umbrian (fluent conversation)
3	Traveler
1	1) AK: Lake Beralka Region 11-
1	2) AK: Southern Mhorecia 11-
2	3) AK: The Westerlands 12-
1	4) CK: Aarn 11-
1	5) CK: Antyratori 11-
1	6) CK: Cyradon 11-
1	7) CK: Dar Enroqe 11-
1	8) CK: Dyvnar 11-
1	9) CK: Odellia 11-
1	10) CK: Tor Pashtar 11-
1	11) CK: Voitaigne 11-

Total Powers & Skills Cost: 122

Total Cost: 198

75+ Disadvantages

15	Hunted: various authorities and persons he's offended, stolen from, or the like 11- (As Pow, Capture/Kill)
20	Psychological Limitation: Looks Out For Number One (Very Common, Strong)
10	Psychological Limitation: Showoff; Loves Proving His Intellectual And Artistic Superiority (Common, Moderate)
5	Rivalry: Professional, with other bards
73	Experience Points

Total Disadvantage Points: 198

Background/History: Clever and quick-tongued even as a child, Avelard was apprenticed to a local bard and instrument-maker. The man taught him how to read, play (and make) various musical instruments, tell stories, juggle, perform feats of legerdemain, and sing. Avelard took to his studies with enthusiasm, since his learning and skills made him feel superior to the other boys in town.

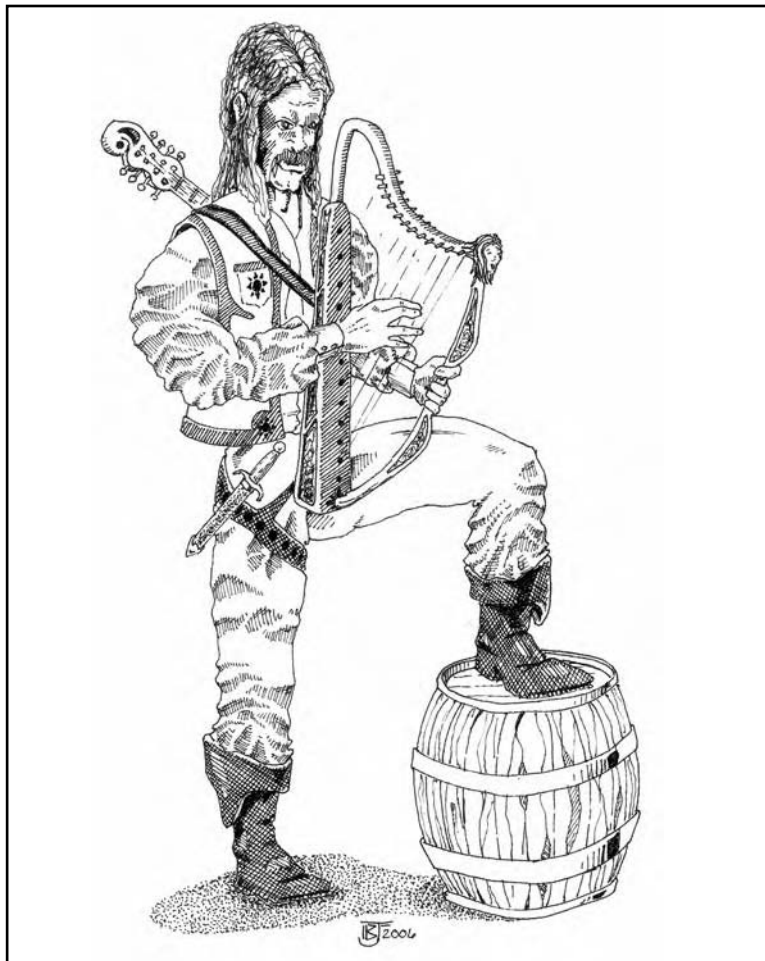
But while he could teach the boy music, the old instrument-maker couldn't teach him how to get along well with others. Avelard really only cared about himself. Finally he got tired of his master's

AVELARD GLIMTONGUE PLOT SEEDS

The classic Avelard plot: Avelard wants something the heroes have and steals it. They figure out who did it and the chase is on. Unfortunately Avelard runs into a situation that put the PCs (and perhaps himself) in danger. Now the heroes have to fight their way out (and/or their way to wherever Avelard's hiding).

Avelard becomes attracted to a female PC and begins making romantic overtures toward her. Constantly. In many different ways. Wherever she is. It's becoming a real problem, but can she deal with him short of killing him?

Avelard hires the PCs to help him find a long-lost magical harp. Of course he intends to abandon them to die after he gets it, but no need to tell them that in advance....



AVELARD'S ENCHANTED ITEMS

Ring Of Safe Landings: The wearer of this ring needn't fear long falls or jumping from rooftops, since its enchantment allows him to land quickly and safely. (Leaping +60"; OIF, Only To Prevent Damage From Falls)

lectures on caring about other people. One night he stole several instruments and all the money the old man had and fled.

Thus began his life as a wandering bard. Since then he's traveled from place to place throughout the Westerlands and southern Mhorcia, mostly sticking to the cities and larger towns, selling his services to whoever will buy them. Sometimes he performs for nobles and kings, but more often he sings for his supper in some tavern or inn. And whenever he sees the opportunity to enrich himself with a little pick-pocketing, burglary, theft, or even actions more dangerous and devious, he takes it.

Personality/Motivation: Although he pretends to be charming and personable, Avelard is totally self-absorbed. He doesn't care about other people at all, only what they can do or provide for him. If someone has something he wants, he finds a way to take it, no matter how much losing it hurts that person. If he sees that

someone's left something valuable unguarded, he takes it without a qualm. If he thinks he can gain by getting close to someone (even if just to learn something valuable he can sell), he'll do it.

Quote: "Such beauty as yours, m'lady, cries out to be serenaded with song and poetry."

Powers/Tactics: Avelard knows how to fight — he carries a rapier and three daggers (two concealed) when he's on the road or expecting trouble — but prefers not to. He'd rather use his wits to keep himself safe from his enemies by tricking or confusing them. Unfortunately he's got a penchant for making people look stupid, cuckolding men with pretty wives, and generally annoying people, so he's often having to find a way to avoid trouble.

Campaign Use: Avelard can serve many roles in your campaign. He could be a rival of a PC bard, or an recurring foil (comic or otherwise) for the PC group to encounter.

If he dislikes them, he'll take every opportunity to insult, belittle, or harass them, including composing insulting songs about their personalities and deeds. He might try to enlist them as patsies in one of his schemes, see them as targets for thievery, or decide he can make his name chronicling their exploits.

To make Avelard a tougher foe, make him a more able combatant — raise his physical Characteristics slightly, give him some Combat Skill Levels or a *Swordfighting* Martial Art, and so on. In some campaigns giving him bardic magic (song-spells such as those in *The Fantasy Hero Grimoire II*, for example) would be appropriate. To weaken him, reduce his PRE to 15-17 and remove his Skill Level with Intellect Skills.

Avelard doesn't Hunt heroes; that's too much trouble. He might set his cap for a pretty female PC, though....

Appearance: Avelard is handsome, and charming when he wants to be. He has brown hair and a matching moustache (but no beard). He dresses as well as he can afford, preferring the colors of green and gold, though circumstances often force him to make do with less elegant garb. He usually carries his prized harp (a beautiful instrument made of black wood with ivory inlays and silver strings), a recorder, and a mandolin. He typically has a sheathed dagger on his right hip; if he expects trouble he wears a rapier on his left hip.

B'BATREEG

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		Total Characteristics Cost: 58

Movement: Running: 5"/10"
Leaping: 5"/10"
Swimming: 4"/8"

Cost	Powers	END
1	<i>Amphibious:</i> Life Support (Extended Breathing: 1 END per Turn)	0
-2	<i>Weak Runner:</i> Running -1" (5" total)	
3	<i>Strong Leaper:</i> Leaping +2" (5" forward, 3" upward)	1
2	<i>Webbed Hands And Feet:</i> Swimming +2" (4" total)	1
5	<i>Ran-Tari Eyes:</i> Nightvision	0
Perks		
2	Fringe Benefit: Lordship: war-leader of large ran-tari tribe	
Talents		
3	Environmental Movement: Aquatic Movement (no penalties in water)	
Skills		
10	+2 HTH	
3	Climbing 12-	
3	Interrogation 12-	
3	AK: Cormouth Swamp 12-	
2	KS: Ran-Tari Lore 11-	
2	Navigation (Land) 11-	
3	Oratory 12-	
7	Stealth 14-	
3	Tactics 11-	
2	TF: Rafts; Small Rowed Boats	
5	WF: Common Melee Weapons, Common Missile Weapons, Blowguns	

Total Powers & Skills Cost: 57

Total Cost: 115

75+ Disadvantages

- 0 Dependence: must immerse self in water at least once per day or take 1d6 damage (Very Common)
- 20 Hunted: Mhendarian Palatinate 8- (Mo Pow, NCI, Capture/Kill)
- 15 Psychological Limitation: Devoted Follower Of Bhatrak Who Wants To Slay Humans And Make The Ran-Tari Supreme (Common, Strong)
- 5 Experience Points

Total Disadvantage Points: 115

Background/History: For many long centuries the ran-tari of the Cormouth Swamp in the Mhendarian Palatinate have been content to keep to themselves — as long as the pink-skins didn't bother them, they'd stay in the marshes. But all that changed recently when an unusual pair of ran-tari, B'batreeg and his brother Ufsha, became leaders of the tribe by killing the tribe's old war-leader and shaman.

As war-leader, B'batreeg is nominally "chief-tain" of the tribe, but he rules together with, and in some ways at the sufferance of, the shaman Ufsha. Both of them lust for power, glory, and wealth... things they know they can't get by staying in the swamps. Through clever deceit and manipulation, Ufsha has convinced his people to worship a darker version of their god Bhatrak, one who names the ran-tari superior and all other beings as threats to their existence. Between his urgings and B'batreeg's powerful personality, the tribe has come to believe in them wholeheartedly and follow them wherever they care to lead. And that means going outside the swamps, to raid the dwellings of Men and bring their goods and women back to the swamps to enrich the frog-men....

Personality/Motivation: In other times, B'batreeg might have become a proud, noble leader of a peaceful people. But the evil of Kal-Turak has seeped out to infest the world, and in the Cormouth Swamp it latched onto B'batreeg's and Ufsha's ambition. It's warped them, influencing their desires and beliefs to the extent that they manipulate the ran-tari religion to get what they want. B'batreeg believes wholeheartedly that his people are superior to all others, that they have a destiny to conquer and rule, and that he is the instrument of that destiny.

Quote: "Forward, warriors of the swamps! Drive the pink-skins from our lands!"

Powers/Tactics: B'batreeg uses the typical weapons of his people — the spear and dagger — in intelligent, tactically clever ways. Whenever possible, he uses his superior leaping power and his ability to fight well in the water to his advantage. For example, he might leap up into a tree to avoid an attack or launch an ambush, or charge a "pink-skin" in an effort to barrel him over and knock him into the waters of the Cormouth.

B'BATREEG'S ENCHANTED ITEMS

Unrusting Spear: This enchanted spear is more accurate than normal and causes more pain than normal when it strikes, but for a ran-tari perhaps its most important quality is that it won't rust. (HKA 1d6+1, +1 Increased STUN Multiplier, Range Based On STR; OAF, STR Min 8)

Amulet Of Bhatrak: Depicting the ran-tari frog-god as envisioned by B'batreeg and his tribe, this fetish-necklace protects the wearer from harm and grants him luck. (Armor (4 PD/4 ED), Power Defense (5 points) **plus** Luck 2d6; all OAF)

B'BATREEG PLOT SEEDS

The classic B'batreeg plot: at the head of a hopping army, B'batreeg launches an invasion of the Mhendarian Palatinate! The heroes have to help stop the war and defeat the ran-tari.

B'batreeg finds a powerful artifact in a wizard's long-lost tower in the swamp. Alerted to the problem by an oracle, the heroes have to sneak into the swamp and get the artifact away from him so he can't use it to help his people overrun Mhendaria.

For the climax of an important religious ceremony, the ran-tari need a human sacrifice. When they kidnap a woman who's the heroes' friend, the PCs have to chase them down, defeat B'batreeg and his army, and get her back!

EQUIPMENT							Notes
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	
Unrusting Spear	+1	+0	1d6+1	1d6	1	8	Can Be Thrown
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Bone-Studded Leather (DEF 2)							
Shield (+2 DCV)							
Gear: Flint and steel							



Campaign Use: B'batreeg primarily serves as the focus of a story arc involving a ran-tari invasion of the Mhendarian Palatinate. If he escapes the resulting devastation (his people are almost certain to lose, given their size, numbers, and inability to remain out of water long) he will flee to safety so he can try again later.

To make B'batreeg more powerful, increase his size, STR, and other physical Characteristics, and give him more Combat Skill Levels with HTH Combat. To weaken him, make him lame from an accident or injury so he runs even more slowly and can only leap about half as far.

B'batreeg doesn't Hunt heroes; he simply wants to destroy all Men (and other humanoids) who "threaten" his tribe.

Appearance: Tall for his race — nearly five whole feet! — B'batreeg wears leather armor studded with small bone plates and wields a metal-headed enchanted spear. He also carries a round wooden

shield. Around his neck he wears a fetish-necklace prepared by his tribe's shaman; the centerpiece of the necklace is a small golden frog.

BARAXUS THE GREAT				
Val	Char	Cost	Roll	Notes
50	STR	70	19-	Lift 25 tons; 10d6 [5]
25	DEX	60	14-	OCV: 8/DCV: 8
35	CON	80	16-	
30	BODY	60	15-	
25	INT	20	14-	PER Roll 14-
24	EGO	36	14-	ECV: 8
50	PRE	70	19-	PRE Attack: 10d6
16	COM	3	12-	
28	PD	36*		Total: 28 PD (20 rPD)
28	ED	41*		Total: 28 ED (20 rED)
5	SPD	25		Phases: 3, 5, 8, 10, 12
20	REC	12		
70	END	0		
75	STUN	4		Total Characteristics Cost: 517

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 22"/44"

Cost	Powers	END
150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
54	<i>Demonfire Aura:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Versus Limited Type Of Attack (fire/heat; -½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Inferno-Draconic Mind:</i> Mental Defense (17 points total)	0
15	<i>Inferno-Magical Beast:</i> Power Defense (15 points)	0
44	<i>Wings:</i> Multipower, 44-point reserve	
3u	1) <i>Flying:</i> Flight 22"; Restrained (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0

5	<i>Dragon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Dragon's Eyes:</i> Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

15	<i>Hoard:</i> Money: Filthy Rich
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Talents

3	Lightsleep
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Skills

20	+2 Overall
32	+4 with All Combat
6	+3 OCV with Fire Breath
3	Concealment 14-
3	Conversation 19-
3	KS: Arcane And Occult Lore 14-
3	KS: Demons 14-
5	KS: Dragon Lore 16-
3	KS: Ambrethelan History 14-
2	Language: Aarnese (fluent conversation; Draconic is Native)
2	Language: Ilurian (fluent conversation)
2	Language: Shalionderentine (fluent conversation)
2	Language: Sirrenic (fluent conversation)
2	Language: Trade-Tongue (fluent conversation)
2	Language: Valician (fluent conversation)
2	Language: Westerlands Ghoralzod (fluent conversation)
2	Language: Westerlands Skhai (fluent conversation)
1	Language: Literacy
3	Persuasion 19-
3	Stealth 14-
6	Survival (Mountains, Temperate/Subtropical, Underground) 14-

Total Powers & Skills Cost: 700

Total Cost: 1,217

75+ Disadvantages

10	Distinctive Features: hellfire-glowing eyes, nostrils, and mouth (Concealable With Difficulty; Noticed And Recognizable)
5	Hunted: various dragonslayers 8- (Less Pow, Kill)
15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Psychological Limitation: Utterly Evil And Cruel (Common, Total)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)

BARAXUS PLOT SEEDS

The classic Baraxus plot #1: the heroes get word that Baraxus is about to attack the city, town, or castle they're currently visiting. What preparations will they make in the limited time available to them... and how will they stand against so mighty a foe?

One of the heroes has a prophetic dream about how a nearby village harbors a great and powerful evil that must be laid low at once to save the world! Unbeknownst to him, the dream was sent to him by Baraxus using Telepathy, and in fact the only evil in the village at all are a few people the dragon has Mind Controlled to make the whole illusion seem real.

After the heroes fight the mighty Baraxus and slay him, they discover they now have his even more powerful, revenge-minded father to contend with....

APPEARANCE:

Of all the dragons that have ever threatened the world, Baraxus is one of the largest, fiercest, and deadliest. The blood of demons as well as dragonkind runs in his veins, giving his appearance an “infernal” tinge that sets him apart from any other dragon. His eyes, nostrils, and mouth glow with a fiendish hellfire, and malice and evil ooze from his every scale.

BARAXUS'S ENCHANTED ITEMS

The Orb Of Elvathcrion: Said to have been created by an Elven wizard in the dawn of time, the Orb of Elvathcrion possesses many wondrous powers. First, it allows the user to view and hear distant locations, from as close as a few feet away to thousands of miles away. Second, it gives him the ability to teleport over similar distances. Third, it allows him to read the minds of nearby beings. Fourth, the Orb alerts its owner to nearby perils. Fifth, on command the Orb follows its owner, hovering near his head and teleporting with him as he teleports. (Multipower of Clairsentience (Sight and Hearing Groups) covering any distance up to 8,000 miles **plus** Multipower of Teleportation covering any distance up to 8,000 miles **plus** 10 Floating Fixed Locations for Teleportation **plus** Telepathy 15d6 **plus** Danger Sense (out of combat, general vicinity, sense) 14-; all OIF)



- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 10 Susceptibility: to holy places and objects, takes 1d6 damage per Turn he's on holy ground, in a holy place, or within 1" of a holy object (Uncommon)
- 1,012 Experience Points

Total Disadvantage Points: 1,217

Background/History: Even among the fearsome annals of dragonkind, the story of Baraxus the Great stands out. His mother was an ordinary dragon, but his father was a greater demon in draconic form. He was but a hatchling when, in a petty rage, he killed his mother, proving how powerful and deadly he would be. As he grew into his full might he often acted rashly, pitting himself against adventurers who got the better of him through cleverness... but never so much so that he was unable to flee to fight another day. In time he learned, tempering his youthful brashness with a guile to match that of his enemies, but his overconfident streak has never left him.

In his youth, Baraxus mostly terrorized the region around the Valician Hills. But then through some circumstance or wile nobody knows about he acquired the fabled Orb of Elvathcrion (see sidebar). He's used it to journey all over the world, lairing in many places rather than one and striking wherever he sees fit. As the former residents of Golankus Castle (burned and destroyed by Baraxus in 4968 SE), the town of Shogar (burned, destroyed, and all residents eaten in 4981 SE), the merchant fleet of Thordarian trader Ornak Goldbraid (burned, sunk, and then pillaged in 4985 SE), and the dark elven city of Zeli-uneshcarthelglin in the Sunless Realms (destroyed and looted in 4996 SE) can attest, when Baraxus

decides he dislikes something or wants something, there's very little that can stand in his way.

Personality/Motivation: Like most dragons, Baraxus is greedy, unprincipled, overconfident, self-absorbed, and vain. Even worse, thanks to his demonic heritage he's as evil as any resident of the Netherworlds; he enjoys inflicting pain and misery, then watching from afar using the Orb to see how his actions have caused anguish, woe, and suffering. In fact, he enjoys using the Orb in general to spy on Men and the other two-legged races. For fun he sometimes manipulates people, guilds, and kingdoms by revealing secrets he learns with the Orb to other persons who can make the most destructive use of them.

Quote: “Ahhh, little man-things... what entertainments you will provide me!”

Powers/Tactics: Baraxus is enough of an overconfident showoff that he likes to charge right into battle, laying about himself with dragon's breath, wing buffets, tail lashes, and biting and clawing in an effort to destroy his foes. He usually picks the most dangerous-looking one (typically a mighty warrior), pins him to the ground with a Grab, then bites and claws him to death (**plus** burning him with his Demonfire Aura). After that he lashes out with a blast of fire-breath at the next most dangerous person, often favoring mages or others who char easily and may have strange, unpredictable powers.

But that being said, Baraxus isn't an unthinking fool. He's canny and devious, and often sets up his lairs (of which he has about a dozen around the world, each holding a portion of his hoard) to make a fight harder on his opponents. For example, many of them have one large entrance for him that he keeps blocked with an enormous boulder, and a very narrow entrance down which intruders must walk single-file... right into a blast of dragon's breath! One has a set of magical torches that can fill the air with smoke that blinds everyone but him (Darkness, Personal Immunity); another is in a volcano where he can unleash small gouts of lava on foes by moving strategically-placed rocks.

Campaign Use: For many Fantasy Hero campaigns, the ultimate foe the heroes can face is a dragon — and Baraxus isn't just any dragon, he's a demon-blooded dragon with infernal powers in addition to those of ordinary wyrms. On the other hand, he also has some weaknesses they don't (such as his Susceptibility to holy objects and places).

To make Baraxus tougher, give him one or more *Magic Skills* and a selection of appropriate spells. For example, perhaps he has the power to conjure demon-soldiers to aid him, or can immolate a target with hellfire. To weaken him, assume his demonic heritage makes him magically powerful but physically weak; reduce his Characteristics and natural weaponry but give him a few more minor demonic powers.

Baraxus rarely takes enough interest in someone to Hunt him... though he can always be tempted by something that would make a fine addition to his hoard. In that case he usually spies on his target using the Orb, waits for an opportune moment, then teleports in and attacks.

BRODOK GOLDBEAR

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
15	CON	10	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
5	REC	0		
36	END	3		
27	STUN	0		Total Characteristics Cost: 51

Movement: Running: 5"/10"

Cost	Powers	END
-------------	---------------	------------

- | | | |
|----|---|--|
| 5 | <i>Dwarven Eyes:</i> Nightvision | |
| 2 | <i>Dwarven Longevity:</i> Life Support (Longevity: lifespan of up to 400 years) | |
| -2 | Running -1" (5" total) | |

Perks

- | | |
|----|--|
| 20 | Followers: four dwarven bodyguards (each built on 50 Base Points + up to 50 points in Disadvantages) |
| 15 | Money: Filthy Rich |

Talents

- | | |
|---|--------------------------------------|
| 3 | Lightning Calculator |
| 3 | <i>Dwarven Toughness:</i> Resistance |

Skills

- | | |
|---|---|
| 5 | +1 with Interaction Skills |
| 3 | Bribery 12- |
| 3 | Bureaucracy 12- |
| 3 | Conversation 12- |
| 3 | Deduction 12- |
| 3 | High Society 12- |
| 2 | KS: Commercial Law 11- |
| 2 | KS: Dwarven History And Culture 11- |
| 3 | Language: Trade-Tongue (completely fluent; Westerlands Ghoralzod is Native) |
| 1 | Language: Literacy |
| 3 | Persuasion 12- |
| 3 | PS: Appraisal 12- |
| 7 | Trading 14- |
| 2 | TF: Equines, Carts & Carriages |
| 1 | WF: Daggers |
| 3 | Traveler |
| 2 | 1) AK: Drakine Lands 12- |
| 2 | 2) AK: Dwarven Realms Of Arduna 12- |
| 2 | 3) AK: Kheldravia 12- |
| 2 | 4) AK: Mezendria 12- |
| 2 | 5) AK: Mhendarian Palatinate 12- |
| 2 | 6) AK: Mircasëa 12- |

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

None

Gear: Small scales, magnifying glass, whatever else he needs (within reason) for a particular deal or trip

- | | |
|---|------------------------------|
| 2 | 7) AK: Northern Mhorecia 12- |
| 2 | 8) AK: Southern Mhorecia 12- |
| 2 | 9) AK: Szarvasia 12- |
| 2 | 10) AK: Thurgandia 12- |
| 2 | 11) AK: Tornathia 12- |
| 2 | 12) AK: Umbr 12- |
| 2 | 13) AK: Vestria 12- |
| 2 | 14) CK: Aarn 12- |

Total Powers & Skills Cost: 121

Total Cost: 172

75+ Disadvantages

- | | |
|----|--|
| 5 | Distinctive Features: injured/scarred left hand and lower arm (Easily Concealed; Noticed And Recognizable) |
| 5 | Physical Limitation: impaired left hand, -1 to DEX Rolls involving physical manipulation with that hand (Infrequently, Slightly Impairing) |
| 15 | Psychological Limitation: Greedy; Will Do Almost Anything To Get A Good Deal (Common, Strong) |
| 5 | Psychological Limitation: Coward (Uncommon, Moderate) |
| 5 | Rivalry: Professional, with other merchants |
| 62 | Experience Points |

Total Disadvantage Points: 172

Background/History: Brodok, a Dwarf of Algarhaime, was expected to grow up and become a blacksmith, like every other male Dwarf in his family had for generations. But he didn't like the work at all; the heat in the forge was uncomfortable, and the ringing of hammer on anvil made his head hurt. The day a mis-struck blow glanced off an iron bar he was holding and smashed his left hand and forearm was almost a relief; now he'd never be able to do fine smithing work.

Disgusted at this turn of events, Brodok's father sent his "shiftless" and now "useless" son to his uncle, a merchant, as a sort of apprentice. In that environment Brodok thrived. He discovered he had a real head for numbers and a talent for negotiating that made him an excellent trader. Before long his uncle, who'd never cared much for the road, had semi-retired, leaving Brodok to run the business. In time Brodok inherited all his uncle's dealings, and since then has used his natural skill and drive to expand upon them greatly. He's one of the wealthiest non-noble Dwarves in the world, though few among Dwarf-kind know it since he rarely mingles with his own folk, preferring the out-of-doors and the city to dark, dank underground halls.

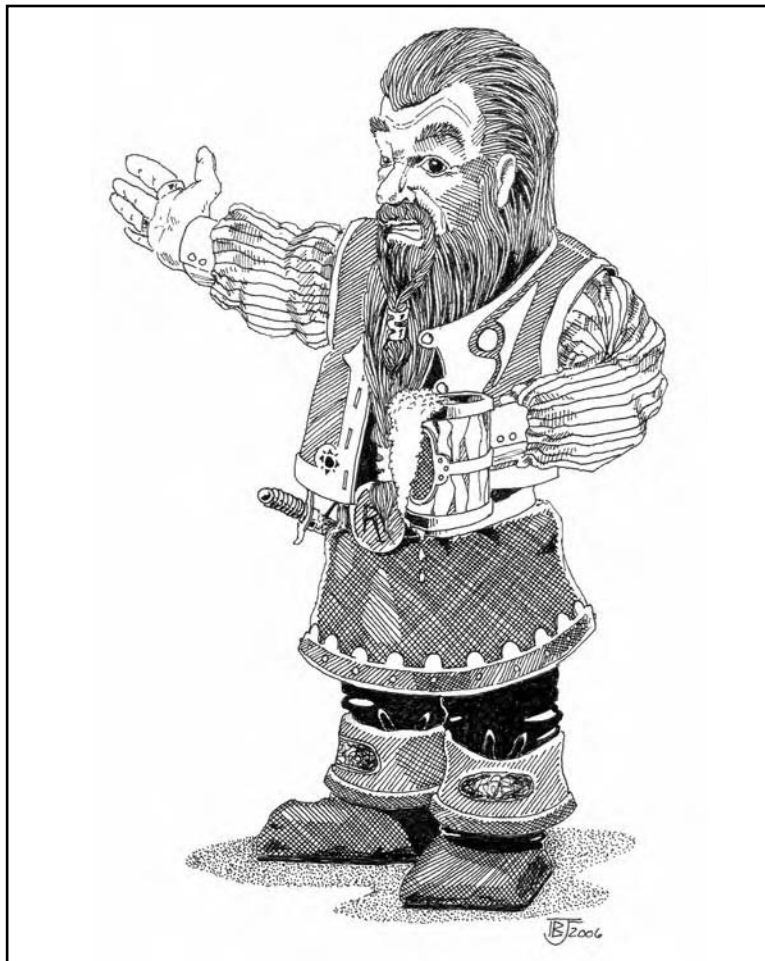
Personality/Motivation: Brodok takes the typical Dwarven greed to a whole new level. He lives for earning money, particularly when he can get it by out-negotiating, out-maneuvering, or simply

BRODOK GOLDBEAR PLOT SEEDS

The classic Brodok Goldbear plot: Brodok has to lead a caravan through some *dangerous* territory, so he hires the PCs as guards. Naturally he'll word the deal just so and attempt to cheat them out of their pay....

Brodok buys a mysterious box from a man in Aarn for a pittance, largely out of curiosity. Then he discovers he can't open it — and he feels almost as if he's *transforming* into something. He begs the PCs to help him. He'll make it worth their time and trouble....

Every town Brodok and his caravan have passed through recently has begun to suffer from a strange series of maulings and mutilations after the merchant leaves. The heroes have to track him down and find out what's going on.



outsmarting a rival or fellow merchant. Anyone can make money if he tries hard, but it takes a really good trader — like him — to get the best of another trader. While he won't do anything illegal or highly distasteful (like slavetrading) to make money, he stops just short of that. His “negotiating tactics” sometimes fall into the realm of chicanery and legal pettifoggery.

Quote: “I cannot accept that offer. These fine silks are worth 10 gold pieces the bolt, and not a copper less!”

Powers/Tactics: Brodok is something of a coward, a fact that shames him not at all — “Fighting is for fools and hirelings,” as he puts it in private. He has four loyal, well-paid bodyguards, distant cousins of his who've gotten wealthy working for and with him and wouldn't dream of turning on him or letting anyone hurt him. They do his fighting for him.

Brodok's preferred arena of combat is social, not physical. He's at his best when negotiating a deal, subtly pumping someone for useful infor-

mation, or debating with someone as he tries to persuade them that he's right. He admires the qualities he believes he has — discipline, drive, a will to work hard, intelligence, insight — and responds best to people he thinks also possess them. Most people he considers lazy dullards and dismisses out of hand. He's notorious for paying little or nothing to people whose work doesn't measure up to his standards, but lavishly rewarding those who impress him.

Campaign Use: If your campaign doesn't take place in the Westerlands and Mhorecia, you can easily “transplant” Brodok to other regions of Ambrethel simply by changing his AKs and CKs. In some cases you may want to change his race as well; Dwarves aren't common in some parts.

You shouldn't try to make Brodok tougher physically; he's not intended as a combatant. To make him a trickier opponent for the PCs, strengthen his social abilities.

For example, if he has lots and

lots of Contacts among the nobility and judiciary, getting even with him for sharp dealings becomes even harder. To weaken him, remove his Skill Level with Interaction Skills and reduce his Trading to a straight PRE-Based Roll.

Brodok doesn't Hunt people. At most he hires someone to do the Hunting for him, and even then only when someone's cheated him of a lot of money. For a greedy person he sometimes treats minor losses as if they're nothing — sort of an “it's just business” attitude.

Appearance: Somewhat corpulent from heavy eating despite his often hard life on the road, Brodok Goldbear has a complexion made florid from all the ale he drinks, and a brown beard beginning to show streaks of grey. One the road he wears well-made but comfortable travel clothes; in town he dresses in a finely-made tunic, trousers, and boots appropriate to someone with his money. He usually carries a dagger but no other weapons.

BRONAK SCARHAMMER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
22	CON	28	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	4		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	4		
44	END	0		
40	STUN	1		Total Characteristics Cost: 106

Movement: Running: 5"/10"

Cost Powers **END**

<i>Martial Arts: Dwarven War Art</i>				
Maneuver	OCV	DCV	Notes	
4 Avoidance	+0	+5	Dodge All Attacks, Abort	
4 Block	+2	+2	Block, Abort	
5 Chop/Smash	-2	+1	Weapon +4 DC Strike	
5 Ogre-Slaying Stroke	+1	+3	Weapon	
4 Side Smash	+0	+2	Weapon +2 DC Strike	
2 Use Art with Clubs, Blades				
20 <i>Tough As The Mountains:</i> Physical and Energy Damage Reduction, Resistant, 25%; STUN Only (-½)				0
5 <i>Dwarven Eyes:</i> Nightvision				0
2 <i>Dwarven Longevity:</i> Life Support (Longevity: lifespan of up to 400 years)				0
-2 Running -1" (5" total)				

Talents

10	Divine Favor (Asvalak)
3	<i>Dwarven Toughness:</i> Resistance (3 points)

Skills

20	+4 HTH
3	Climbing 12-
3	Fast Draw (Common Melee Weapons) 12-
2	Gambling (Dice Games) 11-
3	Interrogation 12-
2	AK: Azarthond 11-
2	AK: Trollscarp Mountains 11-
5	KS: Goblins, Ogres, Orcs, And Trolls 14-
1	Language: Mitharian Skhai (basic conversation; Mitharian Ghoralzod is Native)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
War Hammer of Mighty Blows	+1	—	2d6	1d6	—	10	See text box
Hand Axe	+0	+0	1d6	1d6-1	4	6	Can Be Thrown
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Dwarven chainmail (DEF 7)

Gear: Tinderbox, tent and bedroll, pony

1	Language: Mitharian Uzdek (basic conversation)
1	Language: Mitharian Vugrash (basic conversation)
2	Language: Trade-Tongue (fluent conversation)
3	Riding 12-
3	Stealth 12-
8	Survival (Mountains, Underground) 13-
3	Tracking 11-
3	Trading 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 131

Total Cost: 237

75+ Disadvantages

5	Distinctive Features: forehead scar (Easily Concealed; Noticed And Recognizable)
20	Hunted: Azarthond 8- (Mo Pow, NCI, Capture)
15	Hunted: Trollscarp humanoids 8- (Mo Pow, Kill)
20	Psychological Limitation: Maliciously Self-Serving (Very Common, Strong)
15	Psychological Limitation: Hates Goblins, Ogres, Orcs, And Trolls (Common, Strong)
5	Rivalry: Professional, with other warriors (especially dwarven warriors)
82	Experience Points

Total Disadvantage Points: 237

Background/History: Most of the Dwarves of Azarthond aren't like Dwarves in other parts of Ambrethel. They live aboveground, in cities resembling those of Men (but scaled to their size), and rule a kingdom similar to the ones Men rule. Dwarves who prefer the mountain or underground life are often thought of as a little strange.

Bronak, known as Scarhammer for his distinctive facial scar and preferred weapon, is one such Dwarf. As a youngster he was an outcast and troublemaker, unable or unwilling to fit in with ordered Dwarven society, and as soon as he was able he left it behind to take to the wilds. Living by himself in the mountains he put his warrior's training to work fighting Orcs, Goblins, Ogres, and Trolls. Sometimes he'd come down out of the mountains to sell loot taken from the bodies of his foes, to seek mercenary work, or simply to see other parts of the world. But he treads carefully when he does, for the lords of Azarthond have put a price on his head because of the trouble he causes, the people he's killed in fights and duels, and the crimes he's committed.

BRONAK SCARHAMMER PLOT SEEDS

The classic Bronak plot: the heroes need to find someone or something in the Trollscarps. No one knows the mountains as well as Bronak, so they hire or persuade him to come along. How long can they tolerate dealing with the malicious, sarcastic Dwarf... and what if he decides to betray them?

While the PCs are camped somewhere in Azarthond one night, Bronak stumbles into their camp, delirious and badly injured. When they nurse him back to health, he tells them he's learned of a pending Orc invasion of the lowlands and that he barely escaped the greenskins with his life. What will the PCs do in response to this news?

Bronak wants to hire the PCs to help him. He claims he's found a valuable treasure in a cavern complex in the mountains but can't get to it himself. Assuming he's telling the truth, can the heroes trust him not to turn on them and try to keep all the treasure for himself?



BRONAK SCARHAMMER'S ENCHANTED ITEMS

War Hammer Of Mighty Blows: This magic war hammer not only inflicts deadlier injuries than a normal hammer, it's far more accurate. Its head glows with an eerie blue-white light that makes it hard to use Stealth unless the hammer's head is covered up. (HKA 2d6, +1 Increased STUN Multiplier; OAF, STR Min 10, Side Effect (-2 to visual Stealth rolls while hammer's head can be seen) **plus** +1 OCV)

Silverspike Shield: This round shield looks ordinary most of the time, but on command can sprout several spikes (a large central one surrounded by two rings of smaller ones). This makes shield bashes performed with the shield deadly. (+3 DCV **plus** a Multipower for shield bases [one slot HA +5d6, one HKA 1½d6 with No STR Bonus])

Ring Of Snow Striding: A person wearing this ring can walk on even the softest snow and not only not fall through, but not leave tracks. (Flight 10"; OIF, Only On Snow, Wearer May Only Use Inches Of Flight Up To His Combat Movement With Running)

Personality/Motivation:

Bronak is an outcast and renegade in Dwarven society, a loner in a people who tend to be gregarious (at least among themselves) and a source of chaos and trouble in an orderly (some would even say regimented) culture. He's maliciously self-centered, caring nothing for other people and delighting in the havoc he can cause. He's prone to playing vicious practical jokes, cynicism and cruel sarcasm, bullying, intimidation, getting into fights, and when the opportunity arises theft and even murder.

Quote: "The way you wield that sword, you won't last five minutes in these caves. Pay attention to me and do what I tell you, or I'll cut your ears off myself and toss them to the Orcs to save them the trouble!"

Powers/Tactics: Years of living on his own in the wilderness and fighting the humanoids of the Trollscarp (who call him *Shogar Hrek*, or "the Hammer of Death") has made Bronak tough, skilled, clever, and self-reliant. There's no denying that he's a good warrior, but he's got more going for him than that. Years ago his troublemaking ways attracted the attention of the god Tharkano (*i.e.*, Asvalak), who granted the Dwarf his favor. As long as Bronak continues to get into fights, kill things, and spread chaos, he has Luck 3d6 working for him thanks to the god's blessing.

Campaign Use: The heroes could encounter Bronak in many ways and places. Most often they'll seek his help for a quest in the Trollscarp, but he could serve with (or against) them as a mercenary, be encountered delving some dungeon they want to explore, or even get hired by their enemies to fight them.

To make Bronak more powerful increase his DEX to 18 or 20 and give him some Extra DCs with his Martial Arts. To weaken him, remove half his Combat Skill Levels and change his enchanted hammer so it does HKA 1½d6.

Bronak doesn't usually Hunt anyone unless hired to do so, but he's a tenacious Hunter when his anger's aroused. He'll follow his target all over the land, attacking whenever he has a good opportunity.

Appearance: Bronak has red hair and a full red beard and moustache; warriors' braids hang down either side of his head and a noticeable scar cuts across the left half of his forehead. When danger arises he dons well-made dwarven chainmail and wields an enchanted warhammer and a round metal shield.

DAIMIANIA — PRINCESS OF TYRANDIUM

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
20	END	0		
19	STUN	0		Total Characteristics Cost: 30

Movement: Running: 6"/12"

Cost	Perks	END
12	Fringe Benefit: Lordship: Crown Princess of Tyrandium	

Talents

5	Eidetic Memory
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Skills

5	+1 with Interaction Skills
3	Acting 12-
3	Bribery 12-
3	Bureaucratics 12-
3	Conversation 12-
3	Deduction 12-
3	High Society 12-
2	AK: Tyrandium 11-
2	CK: Skiros 11-
2	KS: Tyrandine Nobility 11-
3	Persuasion 12-
2	PS: Embroidery 11-
1	PS: Play Harp 8-
3	Seduction 12-
3	Stealth 11-
1	TF: Equines

Total Powers & Skills Cost: 59

Total Cost: 89

75+ Disadvantages

15	Psychological Limitation: Selfish And Ambitious (Common, Strong)
15	Psychological Limitation: Prone To Envy (Common, Strong)

Total Disadvantage Points: 105

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor
None

Gear: Whatever she needs, within reason

Background/History: Few people are born into such privilege as Daimiania of Tyrandium enjoys. The eldest daughter of the queen of a kingdom where the throne passes to the female child, she's known she would one day rule the Tyrandine people almost from the time she was able to speak. She's been raised in the lap of Tyrandine luxury, carefully schooled in the ways of rulership by her mother and advisors while enjoying all that being a princess has to offer.

Personality/Motivation: And it's completely warped her personality. She's taken to heart everyone's lessons about her powers and privileges while more or less ignoring their lectures about the attendant responsibilities. She wants power and she wants it now, damn the consequences, and once she gets it no one will tell her what to do ever again. Her selfishness and covetousness extend to other aspects of life as well. If she sees something she likes — a noblewoman's beautiful gown, a strapping young guardsman, a beautiful riding horse, an elaborately-made brooch — she has to have it, or something as good or better, as soon as possible.

Daimiania acts the part of an innocent young princess as much as possible, not only to keep her mother in the dark about her real activities and intentions but to preserve her prospects of a favorable marriage. (Not that she's looking forward to being married at all.) But the truth is she's far from innocent; she's slept with more than one nobleman or general to win his favor and interest, and enjoys many other vices in her private time. She often peppers her conversation with double entendres.

Quote: "Your sword is... quite long and powerful, Sir Drudaryon. Are you skilled in its use?"

Powers/Tactics: Daimiania is no warrior; she's a schemer. For the past couple of years she's been working behind the scenes to weaken her mother and strengthen her own position as heir by manipulating people and events as best she can. Her weapons are cleverness, her strong memory for details and events, feminine wiles, and money. Her goal is to remove her mother (and if necessary father and siblings) from the picture and take the throne as soon as she can without exciting suspicion.

Campaign Use: Daimiania is a walking plot device. Getting near her means getting wrapped up in her efforts to obtain the throne, which could lead to all sorts of adventures.

**DAIMIANIA
PLOT SEEDS**

The classic Daimiania plot: The heroes visit Tyrandium and one of them happens to develop an attraction to Daimiania. Recognizing a good thing when she sees it, she encourages this, possibly even beginning a secret affair with the PC, all the while trying to convince him and his friends that the Queen is an evil at the heart of Tyrandium and must be removed.

Daimiania hears of an enchanted necklace that can make her more beautiful and persuasive. She *has* to have it, and hires the heroes to get it for her. Of course, her enemies in Tyrandium will now assume the PCs are her allies and take steps to thwart them....

Daimiania launches her bid for the throne by having her mother assassinated... and framing the PCs for the job! Now hunted throughout Skiros, the heroes either have to escape or find a way to prove their innocence.



You shouldn't make Daimiania more powerful physically; she's not intended as a combatant. Instead, strengthen (or weaken) her socially by adding (or removing) Skill Levels with Interaction Skills, or perhaps the Skills themselves.

Daimiania won't Hunt the PCs *per se*. However, if she thinks they can be of some use to her in her quest to get to the throne as quickly as possible (by, say, killing Queen Destasia...), she'll try to "put them to work." Otherwise she'll ignore them unless she considers them a threat.

Appearance: Princess Daimiania of Tyrandium is a beautiful young woman in her late teens with long brown hair, brown eyes, and an attractive, well-proportioned figure. She wears elegant gowns and dresses appropriate to her station and wealth... and of course her silver crown is the perfect accessory for any ensemble. She usually wears three to four pieces of jewelry such as rings, brooches, or necklaces.

ALARCH DENBROSE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	3		Total Characteristics Cost: 76

Movement: Running: 6"/12"

Cost	Spells	END
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5	The Black God's Bolt (TA 250)	
6	The Black God's Caress (Strong version) (TA 250)	
5	The Black God's Grasp (TA 250)	
4	The Black God's Hand (TA 253)	
7	Cure Blindness (FHG 245)	
2	Cure Illness (FHG 246)	
5	Dark Leeching (Strong version) (FHG 112)	
2	Divine Hindrance (FHG 249)	
2	Hands Of The Bloody God (TA 251)	
2	Hospin's Healing Touch (TA 249)	
3	Nightwalker's Mantle (TA 253)	
6	Radiant Bolt (TA 252)	
3	Resurrection (FHG 248)	
6	Sacred Fire (FHG 251)	
8	Shadowbolt (Strong version) (like Fiery Arrow on FHG 89, but with different special effect)	
1	Shadow Eyes (FHG 113)	
4	Shadow Form (FHG 114)	
6	Shadow-Walking (FHG 114)	
5	Shadowweaving (Strong version) (FHG 115)	
5	Shadow's Terror (Strong version) (FHG 116)	
1	Shield Of Faith (FHG 254)	
2	Speak In Tongues (FHG 265)	
7	Varidon's Mantle (TA 253)	

Powers

2	<i>Observant:</i> +1 to Sight Group PER Rolls	0
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Perks

5	Fringe Benefit: Religious Rank: <i>Alarch</i> of the High Church
1	Fringe Benefit: Right To Marry

Talents

3	Simulate Death
12	Turn Undead

Skills

12	+4 with Spells
3	Conversation 12-
2	Cryptography 12-; Translation Only (-½)
3	Deduction 12-
3	Interrogation 12-
3	KS: Scarlet Gods Theology 12-

3	Language: Khemish (completely fluent; Neldacarian is Native)
2	Language: Trade-Tongue (fluent conversation)
1	Language: Literacy
3	Oratory 12-
3	Persuasion 12-
23	Power: Faith 23-
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 186

Total Cost: 262

75+ Disadvantages

20	Hunted: Kingdom of Vestria 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: Kingdom of Tyrandium 8- (Mo Pow, NCI, Capture/Kill)
15	Hunted: Golden Basilisks 8- (Mo Pow, Capture/Kill)
25	Psychological Limitation: Devotion To The Scarlet Gods (Especially Mordak) And Their Purposes (Very Common, Total)
107	Experience Points

Total Disadvantage Points: 262

Background/History: What turns a man toward Evil — and not just any Evil, but the purest Evil possible, the worship of Mordak god of darkness? In the case of Denbrose the priest, it started with a curse.

Denbrose's parents were simple peasant folk of Neldacar... simple, but greedy. One day a weary traveler passed by their simple house and asked if he might stay the night there before continuing his journey. They agreed, but rather than obey the laws of hospitality and help him as best they could out of compassion, they demanded payment. Enraged, the traveler — actually a powerful wizard — placed a curse on them, declaring that their firstborn would be burden as much as boon, a plague on their house until the end of their days.

And so it came to pass. Denbrose's delivery was so difficult his mother nearly died, and things barely improved as he grew up. He constantly got into trouble, broke things, played wicked pranks, stole, and generally made his parents and siblings absolutely miserable. As he got older his behavior became even worse, and he treated everyone around him with contempt and loathing. Finally, heeding some call he couldn't even explain, he ran away from home into the wilderness.

About the time his hunger was beginning to get the better of his hatred and pride and he thought of returning home, he came across a clearing. In the clearing was a group of men dressed in black robes. Several of them carried staffs, and they all exuded an aura of dark power. "Welcome, Denbrose," said one. "We sensed your black heart and came for you."

Thus began Denbrose's initiation into the Shadow-Priests of Khem, a cult devoted to worship of the Black God Mordak. It wasn't easy at first, learning everything from reading to temple practices, but being a priest *spoke* to Denbrose

ALARCH DENBROSE PLOT SEEDS

The PCs stop at a seemingly idyllic hamlet only to discover that something's not right. It turns out an evil priest (Denbrose) has revived a long-dormant place of great darkness nearby, one so old the villagers didn't even know about it, and cast the whole region under a pall of shadow as he attempts to obtain great power. If the heroes don't stop him, Evil will win a great victory!

A PC priest notices that one of his superiors in the church hierarchy is acting... oddly. Investigating, he eventually discovers the priest has turned to Evil and is subverting the church! In fact what's happened is Denbrose has taken control of his mind and is manipulating him to cause harm to the church, but the heroes will have to be clever and tough to figure that out.

The heroes awaken one morning to find out that the sun hasn't risen! Somehow, someone has cast a mighty spell to swathe the kingdom in shadow. They must find out who (Denbrose), determine how he did it, and stop him.



ALARCH DENBROSE'S ENCHANTED ITEMS

Staff Of Shadows: This powerful staff, crafted for the Shadow-Priests by enchanters loyal to the Scarlet Gods, enhances the power of Shadow Magic. (Endurance Reserve for spells (200 END, 20 REC) **plus** Drain Light Magic 6d6, any one Light Magic spell at a time, Ranged **plus** Aid Shadow Magic 6d6, any one Shadow Magic spell at a time, Delayed Return Rate (points fade at the rate of 5 per Minute) **plus** +2 to Faith rolls for casting Shadow Magic spells **plus** HA +4d6)

Black Opal Amulet: This darkly-glittering amulet protects the wearer from many types of harm. (Damage Resistance (4 PD/4 ED), Mental Defense (6 points + EGO/5), and Power Defense (10 points); all OIF)

Key Of Khem: This item, which actually looks like a small shard of grey-black stone engraved with the runes used by the people of Khem in ancient days, is used by the Shadow-Priests both as a protective talisman and as the “key” to open certain doors, chests, and books in their sanctums. Each Key is bound to a particular owner; others cannot use it except with the aid of powerful magics. (Luck 2d6; OAF, Only When Serving Mordak's Purposes)

Mesmeric Ring (see TA 262)

in a way nothing ever had before. He received his black robes in near-record time and became one of the Shadow-Priests' foremost agents, often clashing with the cult's enemies, including the hated paladin order of the Golden Basilisks.

Personality/Motivation: Denbrose is a typical high priest of the Scarlet Gods: Evil to the core. He actively works to start and promote schemes that would horrify most people, and laughs at cruelties barely imaginable by others. As a devoted follower of the god of darkness, he serves Evil in whatever ways he can.

Quote: “The darkness that fills me will consume you!”

Powers/Tactics: As an Alarch (roughly speaking, “High Priest”) of the Shadow-Priests of Khem, Denbrose commands both the unholy powers of typical clerics of Mordak with the power of Shadow Magic. Thus, in addition to calling on the Scarlet Gods for the ability to heal wounds and injuries, protect himself, and the like, he can project bolts of shadow that cause harm and death. In battle he tends to fight aggressively, using his Shadow-spells and the Black God's Bolt/Caress/Grasp to harm his enemies and his Black Opal Amulet and the Black God's Hand to keep himself safe from harm.

Campaign Use: Alarch Denbrose can confront the PCs in all sorts of plots. Often he works subtly, committing Evil acts behind the scenes as he prepares for some grand stroke, but if he senses weakness in an enemy he may muster the forces of darkness for an attack. He could be the arch-villain waiting for them in the last room of some underground dungeon, the power behind the throne in a tottering kingdom, or the secret force causing the upsurge in bandit and Orc attacks in a region.

To make Denbrose more powerful, improve his Primary Characteristics a little and give him more Combat Skill Levels with his spells. You could also upgrade some spells to the Strong or Easy versions. To weaken him, remove a third or more of his spells, leaving primarily the Black God and Shadow ones.

As a Hunter, Denbrose is clever and cruel. Using the resources of the cult and the Scarlet God priesthood in general he finds out whatever he can about the heroes and then tries to turn their world upside down, attacking them when they least expect it and making friends seem like foes (and vice-versa — an easy thing for a man with a Mesmeric Ring to do). When he's got them as off-balance as possible, he lowers the boom.

Appearance: Alarch Denbrose is now approaching age 40. He's got a nondescript, clean-shaven face, brown hair, and brown eyes. He wears black robes and carries a black staff whose head is surrounded by whirling wisps of shadow.

THE DRAGON TWINS, SKARM AND SKORAX

Background/History: It's rare for a dragon to be born, as many people in Ambrethel know and are grateful for. It's even rarer for dragon twins to be born. In fact, for nearly a thousand years the only ones known to exist in all the world have been the green-and-gold-scaled Skarm and Skorax.

The first the world knew of the Dragon Twins was nearly 700 years ago, when they began laying waste to villages and towns in the northern Westerlands and northern Mhorecia to build their hoards. Their resemblance, and the fact that they sometimes worked together (for at that point they did not truly hate each other), gave the fact of their common ancestry away. Most sages believe they were spawned somewhere in the Valician Hills, but they've never said who their parents were.

In time the two dragons' differences grew from aggravation, to dislike, and finally to hatred. Skorax took his hoard and moved far away, to the Thraysha Mountains of Mitharia, where some of the native Drakine now consider him a godling of sorts. In 4634 SE his brother attacked the Sirrenic city of Eliakar, taking its wealth for his own and creating the Desolation of Skarm, where he lives to this day despite many adventurers' attempts to slay him. They no longer have anything to do with one another, and at times have even hatched plots to have each other killed.

Personality/Motivation: Personality-wise the only thing the Dragon Twins have in common is their utter hatred for each other. Skarm is a terrifying force of destruction, a powerful bully who enjoys causing fear, panic, devastation, and death. He sees

DRAGON TWINS PLOT SEEDS

Skorax decides it's time for the Desolation to heal... and for him to get his paws on his brother's hoard. Changing into human form and posing as an adventurer, he recruits the PCs to help him kill Skarm, using as his "bait" a supposedly ancient document describing some of his brother's tactics and weaknesses. Once Skarm is dead, he'll transform to his true shape, kill the PCs, and take all the loot for himself.

Ziandwyrrh, god of chaos, decides it would be "intriguing" to see what happens if the Dragon Twins work as a team again. Visiting each of them in disguise in a dream, he convinces them there's a looming threat to both of them that they can only deal with together. He then starts manipulating the PCs with clues and prophecies to get them to attack the draconic brothers. Can the heroes figure out what's going on in time to prevent the reunion... and the resulting destruction?

Skarm thinks it's time to expand his territory and sets his sights on either Tor Athtar or the Dwarven realm of Delgalakh. Knowing even he can't take on such targets unaided, he decides to trick the PCs into somehow "softening up" his final choice.

no reason why he should use talk, wits, or magic when he can get what he wants with sheer draconic strength. Skorax prefers to achieve his goals through craftiness, wit, treachery, malice, and magic rather than brute force. Each of them has nothing but contempt for the other's attitudes and practices.

Quote (Skarm): "Consider carefully, my little morsel... would you prefer to be baked, or eaten raw?"

Quote (Skorax): "If you think you pose a threat to me, you're more foolish than you look, manling."

Powers/Tactics: Each of the Dragon Twins fights in his own way. Skarm is an aggressive combatant who flies right into the thick of the battle, using his fiery breath and natural weapons in multiple-power attacks (or Sweeps) against a single (or multiple) targets. He usually prefers to tackle warriors first, but if possible he'll catch one or more persons, including relatively fragile spellcasters, in his fire breath or tail sweep to eliminate several targets at once.

Skorax, on the other hand, sees little point in fighting when he can trick or befuddle his opponents... or at least no point until he's weakened his foes as much as possible. His lair has many nooks, crannies, and side passages so he can avoid or double back on his enemies to ambush them. He also uses plenty of Wizard's Trap spells to delay, distract, and injure his foes. If worse comes to worst he'll change into human form and pretend to be a helpless captive of the evil dragon in need of rescue.

Campaign Use: You can use either of the Dragon Twins as a typical mature, powerful draconic foe for your PCs — the sort of dragon that can take them all on at once and give them the fight of their lives. But for added fun, draw the heroes into the conflict between the two brothers. For example, maybe one (through proxies) hires the PCs to kill the other.

To make the Dragon Twins more dangerous, just keep increasing their abilities until they're a sufficient threat — Skarm's claws, fangs, and breath do more damage, while Skorax learns more spells. Weakening them means doing the opposite, downgrading attacks and removing spells. You could also reduce each of their SPDs to 4.

Neither Skarm nor Skorax actively Hunt heroes ordinarily, but would pursue one who stole something from their respective hoards.

Appearance: The Dragon Twins, Skarm and Skorax, looked identical as young dragonlings, and the fact of their twinship remains apparent to anyone who's seen both of them despite how they've changed over the years. Compared to his younger brother, Skarm looks harsh, powerful, and cruel... an appearance whose reality is born out by his many vicious and evil acts. He's scarred in several places from battles with heroes, and has several broken arrow- and spear-shafts sticking out of his body. Skorax looks much less dangerous (he lacks the scars and battle-trophies) and more refined, but in fact he's every bit as deadly.

Note: See page 93 for illustrations.

SKARM				
Val	Char	Cost	Roll	Notes
55	STR	80	20-	Lift 50 tons; 11d6 [11]
24	DEX	54	14-	OCV: 8/DCV: 8
35	CON	80	16-	
30	BODY	60	15-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
50	PRE	70	19-	PRE Attack: 10d6
14	COM	2	12-	
30	PD	38*		Total: 30 PD (24 rPD)
30	ED	45*		Total: 30 ED (24 rED)
5	SPD	26		Phases: 3, 5, 8, 10, 12
24	REC	24		
70	END	0		
80	STUN	8		Total Characteristics Cost: 517

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 6"/12"
Flight: 22"/44"

Cost	Powers	END
150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath I:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
10u	2) <i>Fire Breath II:</i> RKA 4d6, Area Of Effect (19" Cone; +1), Armor Piercing (+½); No Range (-½)	15
9u	3) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
5u	4) <i>Tail Sweep:</i> HA +8d6, Area Of Effect (4" Cone; +1); Hand-To-Hand Attack (-½)	8
24	<i>Scaly Skin:</i> Damage Resistance (24 PD/24 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Fire (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
10	<i>Magical Beast:</i> Power Defense (10 points)	0

44	<i>Wings:</i> Multipower, 44-point reserve	
3u	1) <i>Flying:</i> Flight 22"; Restrained (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 15-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

15	<i>Hoard:</i> Money: Filthy Rich
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Talents

3	Lightsleep
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Skills

20	+2 Overall
48	+6 with All Combat
3	Concealment 13-
5	AK: Desolation Of Skarm 15-
3	KS: Arcane And Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
2	Language: Sirrenic (fluent conversation; Draconic is Native)
2	Language: Trade-Tongue (fluent conversation)
1	Language: Literacy
3	Persuasion 19-
3	Stealth 14-
2	Survival (Mountains) 13-

Total Powers & Skills Cost: 653

Total Cost: 1,160

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
15	Psychological Limitation: Hates His Brother Skorax (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
980	Experience Points

Total Disadvantage Points: 1,160

SKORAX				
Val	Char	Cost	Roll	Notes
50	STR	70	19-	Lift 25 tons; 10d6 [5]
25	DEX	60	14-	OCV: 8/DCV: 8
33	CON	72	16-	
30	BODY	60	15-	
25	INT	20	14-	PER Roll 14-
24	EGO	36	14-	ECV: 8
40	PRE	50	17-	PRE Attack: 8d6
16	COM	3	12-	
28	PD	36*		Total: 28 PD (20 rPD)
28	ED	41*		Total: 28 ED (20 rED)
5	SPD	25		Phases: 3, 5, 8, 10, 12
20	REC	12		
66	END	0		
72	STUN	0		Total Characteristics Cost: 485

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 20"/40"

Cost	Spells	END
	<i>Dragon Magic</i>	
11	Assume Human Form (FHG2 64)	
7	Hide Hoard (FHG2 65)	
4	Wings Of The Wind (FHG2 67)	
	<i>Wizardry</i>	
5	Boadlane's Lens Of Enlightenment (FHG 220)	
1	Detect Magic (FHG 221)	
4	Lustyn's Spell Of Trickery (FHG 222)	
5	Mystic Bolt (FHG 224)	
5	Mystic Dart (FHG 225)	
6	Mystic Wall (FHG 229)	
22	The Spell Of Locking And Opening (FHG 243)	
4	Stelrane's Spell Of Dispersion (FHG 223)	
5	True Name (FHG 227)	
1	Wizard's Eye (FHG 235)	
2	Wizard's Shield (FHG 231)	
4	Wizard's Trap (FHG 228)	

Powers

150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	
9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Fire (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0

12	<i>Strong Mind:</i> Mental Defense (17 points)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrained (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy	
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Talents

3	Lightsleep	
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Skills

20	+2 Overall	
32	+4 with All Combat	
3	Concealment 14-	
3	Deduction 14-	
4	Gambling (Dice Games, Sports Betting) 14-	
2	AK: Thraysha Mountains 11-	
3	KS: Arcane And Occult Lore 14-	
5	KS: Dragon Lore 16-	
3	KS: History 14-	
2	Language: Orumbaran (fluent conversation; Draconic is Native)	
2	Language: Thraysharan (fluent conversation)	
2	Language: Trade-Tongue (fluent conversation)	
1	Language: Literacy	
3	Persuasion 17-	
15	Power: Dragon Magic 20-	
15	Power: Wizardry 20-	
3	Stealth 14-	
2	Survival (Mountains) 14-	

Total Powers & Skills Cost: 737

Total Cost: 1,222

75+ Disadvantages

15	Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)	
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)	
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)	
20	Psychological Limitation: Overconfidence (Very Common, Strong)	
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)	
15	Psychological Limitation: Cruel (Common, Strong)	
15	Psychological Limitation: Hates His Brother Skarm (Common, Strong)	
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)	
1,032	Experience Points	

Total Disadvantage Points: 1,222

DRUATHEK PLOT SEEDS

The PCs obtain evidence of a corruption at the very heart of the Golden Basilisks, one of Ambrethel's most revered orders of paladins! They must seek this evil out and destroy it before it ruins such a valuable organization. Too bad all their evidence has been concocted by Druathek to trick them....

As Druathek's plot to summon and bind Krim nears completion, demonic activity becomes more common throughout Ambrethel. After several unusual encounters with demons and demon-conjurors, the heroes slowly start to put together the pieces of the puzzle and converge on Aarn for a dramatic final confrontation, with the fate of the world in the balance.

Druathek and *Alarch* Denbrose hatch a plot most foul: to raise the sunken island of Khem from the ocean floor and plunder its vaults for magical riches! The PCs realize that this may unleash all sorts of evils long buried there, but of course the two spell-casters don't care about that. And what was that about magical riches?

DRUATHEK THE MALEFICENT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
10	BODY	0	11-	
23	INT	16	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	4		Total: 6 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
32	END	0		
30	STUN	7		Total Characteristics Cost: 105

Movement: Running: 6"/12"

Cost Spells END

	<i>Conjuration</i>	
5	Banishment (FHG 27)	
6	Conjurer's Chains (FHG 28)	
13	The Call To The Elemental Realms (FHG 25)	
11	The Greater Wardings (FHG 30)	
7	To My Hand (FHG 31)	
9	Vashtori's Invocation Of The Demon Horde (FHG 26)	
8	Vashtori's Third Spell Of Beast-Calling (FHG 23)	
11	Vashtori's Third Spell Of Monster Summoning (FHG 24)	
	<i>Earth Magic</i>	
4	Dereketh's Catapult (Quick version) (FHG 74)	
3	Earthenroad (FHG 81)	
5	Hands Of Stone (FHG 75)	
16	Meldana's Spell Of The Shaking Earth (FHG 76)	
10	Stone Into Mud (FHG 77)	
3	Stoneshaping (FHG 82)	
1	Stonyskin (FHG 79)	
6	Wall Of Stone (FHG 81)	
	<i>Ice Magic</i>	
7	Hailstorm (FHG 108)	
3	Icy Ground (FHG 109)	
6	Jelzuraath's First Wintry Assault (FHG 109)	
3	Protection From Ice (FHG 110)	
4	Roddik's Blizzard (FHG 110)	
	<i>Necromancy</i>	
6	Create Ghost (FHG 140)	
5	Create Mummy (FHG 141)	
3	Create Skeleton (FHG 141)	
13	Create Specter (FHG 142)	
5	Create Vampire (FHG 143)	
4	Create Wight (FHG 144)	

8	Create Wraith (FHG 144)
3	Create Zombie (FHG 145)
19	Death Touch (FHG 145)
6	Druathek's Necromantic Fetters (Strong, Easy version) (FHG 146)
12	Druathek's Osseous Malady (Strong, Easy version) (FHG 147)
8	Druathek's Vampiric Touch (FHG 153)
2	Hargenzarian's Spell Of Life-Shielding (FHG 157)
6	Sa'aktiv's Soulripping (FHG 149)
4	Soul Feeding (FHG 165)
2	The Spell Of True Necromancy (FHG 162)
1	Summon Ghoul (FHG 150)
12	Thronek's Spell Of Withering (FHG 152)
6	Veltharex's Spell Of Torment (FHG 153)
3	Wall Of Bones (FHG 160)
3	Wraithform (FHG 160)
3	Wraithtouch (FHG 154)

Sorcery

5	Algashar's Dominion Of The Mind (FHG 167)
6	Algashar's Glamour Of Fright (FHG 175)
2	Alzamar's Cloak Of The Unseen (FHG 182)
11	Belzorath's Invocation Of Impassable Terrain (FHG 175)
2	Belzorath's Spell Of Waking Dreams (FHG 176)
6	Darthuva's Affliction Of The Confused Mind (FHG 170)
1	Detect Illusion (FHG 184)
1	Detect Invisibility (FHG 185)
8	Fekura's Bonds Of Fear (FHG 170)
5	Mindreading (FHG 172)
4	Mindseeking (FHG 186)
6	Mindtrap (FHG 173)
4	Prismatic Blast (FHG 177)
6	Simbalon's Sixth Spell Of Illusion (FHG 178)
11	The Spell Of The Untrustworthy Mind (FHG 174)
2	Tarvallen's Images Of Delight (FHG 179)
5	Torment Of The Mind (FHG 174)
5	Valazemurian's Spell Of Lasting Torment (FHG 174)
1	Wizard's Hand (FHG 180)

Water Magic

5	Control The Waters (FHG 101)
3	Fist Of The Waters (FHG 102)
5	Meldana's Harnessed Waves (FHG 103)
1	Oldrusân's Spell Of Aquatic Comfort (FHG 104)
1	Water-Walking (FHG 105)

Wizardry

1	Detect Magic (FHG 221)
4	The First Spell Of The Crimson Ring (FHG 232)
2	Levitation (FHG 233)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Demon-Headed Rod	+0	—	4d6 N	—	—	10	See text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Enchanted robes (DEF 4)

Gear: Spell components and paraphernalia; whatever he needs, within reason

- 5 Mystic Bolt (FHG 224)
- 5 Mystic Dart (FHG 225)
- 6 Mystic Wall (FHG 229)
- 8 The Second Spell Of The Crimson Ring (FHG 233)
- 1 Serten's Spell Of The Quiet Moment (FHG 227)
- 22 The Spell Of Locking And Opening (FHG 243)
- 4 Stelrane's Spell Of Dispersion (FHG 223)
- 1 Wizard's Eye (FHG 235)
- 2 Wizard's Power (FHG 228)
- 2 Wizard's Shield (FHG 231)
- 5 Wizard's Steed (FHG 234)

Powers

- 50 *Arcane Power*: Endurance Reserve (250 END, 25 REC) 0
- 2 *Wizard's Longevity*: Life Support (Longevity: age at one-fourth normal rate) 0

Perks

- 10 Money: Wealthy

Talents

- 20 *Spell Of Comprehension*: Universal Translator 14-

Skills

- 18 +6 with Spells
- 3 Conversation 13-
- 2 Cryptography 14-; Translation Only (-½)
- 3 Deduction 14-
- 3 High Society 13-
- 3 Inventor (Spell Research) 14-
- 3 Persuasion 13-
- 15 Power: Conjuraton 20-
- 23 Power: Earth Magic 24-
- 19 Power: Ice Magic 22-
- 23 Power: Necromancy 24-
- 19 Power: Sorcery 22-
- 17 Power: Water Magic 21-
- 17 Power: Wizardry 21-
- 3 Stealth 12-
- 3 Streetwise 13-
- 1 TF: Equines
- 2 WF: Blades, Staffs
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 14-
- 2 2) KS: Conjuraton 14-
- 2 3) KS: Demons 14-
- 2 4) KS: Elemental Beings 14-
- 2 5) KS: History 14-
- 2 6) KS: Legends And Lore 14-
- 2 7) KS: Necromancy 14-
- 2 8) KS: Sorcery 14-
- 2 9) KS: Wizardry 14-

Total Powers & Skills Cost: 729**Total Cost: 834****75+ Disadvantages**

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 20 Hunted: forces of Good 8- (Mo Pow, NCI, Kill)
- 15 Hunted: Golden Basilisks 8- (Mo Pow, Capture/Kill)

- 10 Hunted: Delana of Tyrandium 8- (As Pow, Kill)
- 15 Psychological Limitation: Seeks Power (Especially Magical) (Common, Strong)
- 694 Experience Points

Total Disadvantage Points: 834

Background/History: There was a time when Druathek the Maleficent, enemy of the Light, was just Druathane of Shar — a nobleman's son, the third of four, with no illusions about his chances of succeeding to the family title and lands. Instead he threw himself into his studies, at first thinking he might become a priest but later deciding the arcane held more of interest to him. In particular he found himself fascinated by the arcana of Necromancy, which was outlawed in Shar due to the peoples' compact with the Ghouls (see TA 107). Secretly he delved deeper, becoming more and more intrigued and knowledgeable... and then his illicit studies were discovered.

Druathane tried to flee, but the authorities quickly captured him, put him on trial, and sentenced him to die. Enraged at their unjust treatment of him, he decided to have his revenge and regain his freedom all at once. He'd learned far more of Necromancy than his captors suspected, and just when they thought him broken and resigned to his fate he made his move. Using his spells he killed his two jailers, animated them as zombies, and made them free him. He went into hiding among the peaks of the Ayn Alach, pausing only to recover his notes and workbooks and steal as many books as he could from mages serving the Council of Shadows.

Once he felt himself safe, he continued studying. When he thought he possessed enough arcane power for the task, he came down from the mountains and methodically slew every member of his family, anyone associated with his capture and imprisonment, and every member of each of their families. He signed his handiwork in blood with his new name: Druathek.

Since then he has written that name across the world in dark and destructive letters as a thorough and devoted servant of Evil. Among his many schemes, most foiled by only the barest of margins by heroes who often paid the ultimate price, include: trying to raise all the dead in Eltirian's graveyards and catacombs to slaughter the living and create a city of necromancy; a plot to subvert the throne of Tyrandium (which earned him the lifelong enmity of the warrior Delana); an attempt to trick the dragon Baraxus into attacking the city of Odellia; several efforts to weaken or destroy the Golden Basilisk paladins; and various schemes to obtain wealth, enchanted items, or mystic power (more than a few of which succeeded).

For the past several years Druathek's remained quietly in hiding, despite the efforts of his enemies to find him. Unfortunately they've fallen for several false clues he planted to mislead them into thinking he's in southern Mhorecia. In fact he's adopted a mundane disguise as "Ambrozoz" to gain membership in the Mage's Guild of



Aarn so he can study in their library. Concealed in plain sight among the teeming thousands of the City of Storms he remains secure as he studies the magics needed to implement his most ambitious plan ever: to summon and bind the demon-god Krim, and turn all his foul power to Druathek's own use....

Personality/Motivation:

The desire for power, wealth, and the destruction of his enemies consumes Druathek. There was a time when he sought power simply to protect himself from people and forces he thought were determined to cause him harm, but that desire long since gave way to purely evil and selfish motivations.

Quote: "Only fools test themselves against my power. Prepare for death, fool."

Powers/Tactics: Thanks to his long studies and years of pursuing power, Druathek has one of the largest spell arsenals in Ambrethel. For attacking he typically relies on his Elemental Magic and Wizardry offensive spells, but if sufficiently angered readily turns to Necromancy to bring his foes' lives to quick and painful ends. He uses Wizard's Shield as his main defense, but can quickly erect Walls of Bone, Earth, or Ice if necessary. He often uses those spells to slow down his enemies when he has to flee, usually making sure to have plenty of corridors, hallways, or tunnels he can block off before escaping.

Unless he dispenses with them for some reason (such as maintaining his Ambrozios disguise), Druathek usually has a bodyguard of at least four skeletons, zombies, mummies, or other undead protecting him, as well as one or more undead servants. If possible he'll have even more ready to bedevil his foes, as well as conjured monsters and elementals.

Campaign Use: Druathek is a second-tier master villain for use against groups that aren't ready to tackle Kal-Turak just yet. His personal power and resources aren't nearly as extensive as the Ravager's, but they're more than sufficient to let him take on many PC teams singlehandedly (or at least only with help from his own servants and creations). If necessary you can strengthen or weaken him to fit this role. The former usually involves boosting his Primary Characteristics and Magic rolls a little, and perhaps giving him

DRUATHEK'S ENCHANTED ITEMS

The Demon-Headed Rod: This mighty tool of evil is said to have been created by the legendary necromancer Thronek himself. Lost after his defeat and death, it has surfaced periodically over the centuries in the hands of some powerful wizard or other. How Druathek obtained it remains unknown. (HA +6d6; STR Min 10 **plus** +2 with all Spells **plus** +4 Overall; Only Works Against Demons And Undead **plus** +20 PRE; Only For Fear-/Intimidation-Based Presence Attacks **plus** Multipower of attacks with 12 Charges for entire reserve (Demonfire Bolt [RKA 4d6], Sleep [Ego Attack 4d6, 0 END], Shadowfire [Drain BODY 4d6, Ranged], Grand Deception [Mental Illusions 12d6]); all OAF)

Imperial Magus Robes: Able to change color (and to some extent style) to suit the wearer, these silk robes both protect him and enhance his mystic powers. (Armor (4 PD/4 ED); +4 with all types of the *Magic Skill*)

Runed Necklace: This necklace enhances the wearer's mental strength and protects him against various attacks. (+5 EGO **plus** Sight Group Flash Defense (8 points); Only Versus Magical Flashes **plus** Mental Defense (5 points + EGO/5) **plus** Power Defense (10 points))

Ring Of Farseeing: A person who wears and gazes into this ring can see distant scenes depicted in its blue stone. (Like the Crystal Ball Of Farseeing on FH 287, but OIF)

Triggered versions of some spells so he can cast them instantly (at least in certain circumstances). Weakening him means scaling him back to just Necromancy, Sorcery, and a handful of spells from his other arcana.

Druathek is a dangerous Hunter due to his resources and capacity for revenge. He lacks the sort of long-range attack spells available to witches and black magicians, so he usually starts a vendetta by summoning demons and monsters he can send to attack his target. He may also try to use Sorcery to invade their dreams and attack them while they sleep. Inevitably he intends to confront the target personally (assuming the target survives the initial attacks), but he won't do so until he's sure he has the upper hand.

Appearance: Druathek the Maleficent is a darkly handsome man with black hair and a well-manicured black moustache and short beard. His eyes are green and filled with malice. He wears sumptuous enchanted robes, usually burgundy or gold, and carries a powerful enchanted staff. The staff is made of grey wood and topped with an elaborate black metal headpiece in the shape of a demon's skull and two large demon-wings. On the middle finger of his right hand he wears a gold ring with a blue stone in which tiny motes of light seem to shift and swirl; around his neck is a pectoral-like necklace made of large gold plates set with green gems and graven with arcane runes.

GAZTIGAR THE MAD

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
24	END	0		
20	STUN	0		Total Characteristics Cost: 33

Movement: Running: 6"/12"

Cost	Spells	END
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Alchemy

- 2 Create Homonculus (FHG 20)
- 2 Dust Of Illusion (FHG 17)
- 4 Dust Of Imprisonment (FHG 18)
- 3 Incendiary Oil (FHG 9)
- 4 Morphean Dust (FHG 18)
- 1 Ointment Of Armor Enhancement (FHG 16)
- 3 Potion Of Cloud Form (FHG 6)
- 1 Potion Of Elemental Resilience (FHG 12)
- 2 Potion Of Fire Breath (FHG 7)
- 3 Potion Of Giant's Strength (FHG 8)
- 2 Potion Of Healing (FHG 9)
- 2 Potion Of Invisibility (FHG 10)
- 1 Potion Of The Owl's Eyes (FHG 11)
- 2 Potion Of Swiftess (FHG 13)
- 3 Potion Of Transmutation (FHG 14)
- 1 Potion Of Underwater Comfort (FHG 15)
- 1 Stonyskin Salve (FHG 16)

Conjuration

- 5 Banishment (FHG 27)
- 6 Conjuror's Chains (FHG 28)
- 8 The Call To The Elemental Realms (Longer version, takes 1 Hour to cast) (FHG 25)
- 4 The Lesser Wardings (FHG 29)
- 3 Tharagoth's Porter (FHG 30)
- 3 Tharagoth's Spell Of The Conjuror's Ease (FHG 30)
- 7 To My Hand (FHG 31)
- 3 Vashtori's First Spell Of Beast-Calling (FHG 21)
- 8 Vashtori's Second Spell Of Monster Summoning (FHG 24)

Thaumaturgy

- 9 The Bestial Curse Of Phogorath Tamm (FHG 192)
- 5 Calmir's First Spell Of The Monstrous Form (FHG 188)

- 2 Hawk's Eyes And Hound's Nose (FHG 193)
- 3 Jezric's Spell Of True Seeming (FHG 190)
- 2 Thaumaturgic Sculpting (FHG 195)
- 4 Thurlond's Spell Of Reworking (FHG 191)

Perks

- 37 Follower: Borog the flesh golem (built on 75 Base Points, 55 Disadvantage Points, and 109 Experience Points; see *The HERO System Bestiary*, page 78)

Talents

- 5 Eidetic Memory (see text)

Skills

- 3 Conversation 12-
- 3 Inventor (Spell Research) 12-
- 5 KS: Alchemy 14-
- 2 KS: Animals 11-
- 2 KS: Conjuration 11-
- 2 KS: Fantastic Beasts 11-
- 2 KS: Thaumaturgy 11-
- 1 Language: Literacy
- 29 Power: Alchemy 25-
- 23 Power: Conjuration 22-
- 23 Power: Thaumaturgy 22-
- 2 PS: Brew Poison 11-
- 3 Stealth 12-
- 3 Trading 12-

Total Powers & Skills Cost: 254

Total Cost: 287

75+ Disadvantages

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 15 Psychological Limitation: Mad Experimenter (Common, Strong)
- 10 Psychological Limitation: Absent-Minded (see text) (Common, Moderate)
- 10 Reputation: insane alchemist and monster-creator, 11-
- 172 Experience Points

Total Disadvantage Points: 287

Background/History: Gaztigar can tell you the characteristics of dozens of different types of animals, recite numerous Alchemy recipes and formulae from memory, and cast spells as well as many a wizard... but he can't tell you where he came from or how he learned any of these things. Nearly thirty years ago he came to Arutha and bought a tower near Aumrudel, then settled down into a life of experimenting without much concern for the rest of the world. He no longer even seems to care to learn about his background. He sells potions and spells to those willing to make the trip to his home, and ignores everyone else. He has a well-deserved reputation as something

GAZTIGAR THE MAD PLOT SEEDS

The classic Gaztigar plot #1: Gaztigar's the only alchemist anywhere nearby who can make a potion (or other item) the PCs desperately need. But as payment he'll only accept a certain monster (or parts of one) that he wants the PCs to obtain for him.

The classic Gaztigar plot #2: One of Gaztigar's newly-created monsters gets loose! The heroes have to capture or kill it before it kills everyone nearby. And what if the monster's intelligent and claims that Gaztigar has been imprisoning and torturing it?

While the heroes are in Kurum-Sathiri, they clash with Gaztigar's old rival and get a few glimmers into what may have happened. Will they continue digging to try to resolve the mystery and help this person they never met, or go on about their business?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
None							

Gear: Alchemy gear, various raw materials for potions, spell components and paraphernalia



of a danger, since periodically one of his monster-hybrid experiments gets loose and causes problems before it's killed or captured.

The truth is that Gaztigar has suffered from a sort of amnesia for decades. Once a powerful wizard in Kurum-Sathiri, he lost a struggle with a rival and had most of his memories concealed by Sorcery. (Similar spells compelled him to leave Vornakkia for Arutha.) His mind has fought unsuccessfully to free itself from these bonds ever since, causing him to seem mad at times. But there's little hope he'll ever recover from the spell's effects.

Personality/Motivation: Gaztigar's personality has been warped by the Sorcery spell that suppressed his memories. While he retains his razor-sharp mind when it comes to remembering most important things, like what day it is or how to cast a spell, he's frequently absent-minded about petty details like where he left his mortar and pestle or what he had for dinner yesterday. If necessary, he has to make INT Rolls at -2 to remember such things.

He's also become rather obsessed with his work. He focuses on creating things, from homunculi to bizarre "hybrid" monsters, and he doesn't much seem to care how dangerous or troublesome they might be — he's just creating for the sheer joy of it. His experiments could easily get out of hand and threaten the entire region.

GAZTIGAR'S ENCHANTED ITEMS

Besides Borog, who's sort of like an enchanted item, Gaztigar usually carries the following magical objects:

Greater Amulet Of Safety: This plain-looking amulet provides a small amount of protection against many types of attacks. (Force Field (3 PD/3 ED/3 Mental Defense/3 Power Defense), 0 END; IAF)

Steelhand Ring (see TA 262)

Quote: "Is it not beautiful? Body of a lion, claws of a bear, head of a bull!"

Powers/Tactics: Gaztigar isn't much of a fighter... but some of his "pets" are. Chief among these is Borog, a flesh golem made from whatever parts he happens to have lying around (such as, say, a Man's body, Elf's arms, and Orc's head), but he could easily have any other monsters you need him to on hand to protect him. He can also Conjure more if necessary. In emergencies, he has all sorts of potions and dusts squirreled away all over his lab, so there's almost always something useful within reach — and since he's got Eidetic Memory for important details, none of them are labeled in any way. He knows exactly what each of them is, but the PCs won't have a clue unless they actually dare to try one.

Campaign Use: Besides being a source of potions and other useful supplies for the PCs, Gaztigar can spark all kinds of adventures, such as dealing with experiments gone awry or solving the mystery of his background.

To make Gaztigar tougher, increase his Primary Characteristics a little, get rid of his *Absent-Minded* Psychological Limitation, and give him more Conjuration and Thaumaturgy spells. He could easily have entire armies of monsters at his beck and call if you need him to. To weaken him, make him even more feeble-minded, so much so that he has to succeed with an INT Roll just to cast any spell.

Gaztigar doesn't Hunt heroes. He sometimes pursues a particular monster or beast for "spare parts," but that's all.

Appearance: An elderly alchemist-mage, Gaztigar has unruly grey hair and beard, and is partly bald on the front of his head. He usually putters around his junk-filled laboratory (which he rarely leaves) in a simple grey-green robe and a stained leather smock, creating potions, hybrid beasts, and other strange things.

HADETHINALIREL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	3		Total Characteristics Cost: 80

Movement: Running: 8"/16"

Cost Spells **END**

	<i>Necromancy</i>
5	Create Mummy (FHG 141)
3	Create Skeleton (FHG 141)
4	Create Wight (FHG 144)
3	Create Zombie (FHG 145)
2	Detect Life (FHG 162)
4	Druathek's Necromantic Fetters (FHG 146)
9	History Of Blood (FHG 147)
2	Osseous Armor (FHG 159)
1	Perfect Embalming (FHG 163)
6	Sa'akiv's Soulripping (FHG 149)
1	Sorrelin's Slumber Of The Tomb (FHG 159)
4	Soul Feeding (FHG 165)
4	The Spell Of Necromantic Healing (FHG 166)
2	The Spell Of True Necromancy (FHG 162)
1	Summon Ghoul (FHG 150)
6	Veltharex's Spell Of Torment (FHG 153)
3	Wall Of Bones (FHG 160)
3	Wraithtouch (FHG 154)
	<i>Wizardry</i>
5	Boadlane's Lens Of Enlightenment (FHG 220)
1	Detect Magic (FHG 221)
4	The First Spell Of The Crimson Ring (FHG 232)
2	Levitation (FHG 233)
4	Stelrane's Spell Of Dispersion (FHG 223)
1	Wizard's Eye (FHG 235)
2	Wizard's Power (FHG 228)
1	Wizard's Scribe (FHG 244)
2	Wizard's Shield (FHG 231)

Powers

30	<i>Arcane Power:</i> Endurance Reserve (150 END, 15 REC)	0
2	<i>Creepy:</i> +5 PRE; Only For Fear-Based Presence Attacks (-1)	0
2	<i>Elven Eyes:</i> +1 to Sight Group PER Rolls	0

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Robes Of The Blood-Red Twilight (DEF 2)

Gear: Spell components and paraphernalia

5	<i>Elven Eyes:</i> Ultraviolet Perception (Sight Group)	0
4	<i>Elven Longevity:</i> Life Support (Longevity: lifespan of up to 1,600 years)	
4	<i>Elven Legs:</i> Running +2" (8" total)	1

Perks

6	Contact: Scarlet Priests of Vabanak 11- (Organization)	
6	Contact: Black Guild 11- (Organization)	

Talents

3	<i>Elven Sleep:</i> Lightsleep	0
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Skills

9	+3 with Spells	
3	Concealment 13-	
3	Deduction 13-	
3	Forensic Medicine (Embalming) 13-	
2	AK: Elvenholme 11-	
3	KS: Necromancy 13-	
2	KS: Wizardry 11-	
2	Language: Trade-Tongue (fluent conversation; Shalionderentine is Native)	
1	Language: Umbrian (basic conversation)	
1	Language: Vestrian (basic conversation)	
1	Language: Literacy	
23	Power: Necromancy 23-	
17	Power: Wizardry 20-	
3	Stealth 12-	
3	Streetwise 13-	
1	TF: Equines	

Total Powers & Skills Cost: 224

Total Cost: 304

75+ Disadvantages

5	Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])	
15	Hunted: Knights Of The Azure Banner 8- (Mo Pow, Capture/Kill)	
20	Psychological Limitation: Driven To Learn More About Necromancy And Increase His Own Power (Common, Total)	
5	Reputation: dangerous Elven necromancer, 8-	
184	Experience Points	

Total Disadvantage Points: 304

Background/History: Most Elves give no thought to death until the very end of their long lifespans, but not so Hadethinalirel. From the moment he understood the concept of "death" he was fascinated by it. He watched flowers for days to see them wither and die, and sometimes caught and killed small animals to see what happened to them as he slowly ended their lives.

As he became more and more intrigued by the concept and power of Death he slowly but surely turned to the study of Necromancy. His actions just

HADETHINALIREL PLOT SEEDS

Hadethinalirel learns how to make other, even more powerful "necromantic masks" from other beings' skulls. He decides that one of the PCs' skulls would be *perfect* for his first creation....

Determined to have revenge on a society that scorned and spurned him, Hadethinalirel decides to destroy Elvenholme, kill as many Elves as possible, and raise them to his service as skeletons and zombies. The best way to ravage Elvenholme is with fire. The best way to start a fire that size is a dragon. The best way to anger a dragon is try to kill it. And the best pawns he has for dragonslaying are the PCs....

Hadethinalirel hears rumors that the remains of an ancient school of Necromancy have been uncovered in the Snowthorn Mountains. Unable to find this place and brave its dangers himself, he recruits the PCs to help him. But of course he doesn't tell them what he intends to do with some of the treasures he hopes to find there....



as surely disturbed the other Elves, who considered him strange... and eventually, dangerous. In time he tired of their scorn and left Elvenholme, journeying in the lands of Men and Dwarves to learn from their necromancers. It's said he even studied with the Scarlet priests devoted to Vabanak and the mysterious Black Guild.

Since completing his formal studies, Hadethinalirel has become an adventurer, seeking lost lore and greater power among underground empires, long-lost crypts, and anywhere else money and magic are to be found for taking by the bold. Many people have learned not to trust him, for his obsessive interest in Necromancy is not a healthy thing for those around him....

Personality/Motivation: Hadethinalirel is similar to a child who plucks the wings off a fly to learn what happens... with one important difference. The child doesn't necessarily know he's hurting the fly. Hadethinalirel knows he hurts and kills people in his efforts to learn more about Necromancy and increase his own power, but he doesn't care. All that matters to him, ultimately, is him. He could set in motion a scheme that would kill hundreds of people, but all he'd concern himself with would be learning from it.

Quote: "See the tinge of purple on the flesh? No more than two days dead — perfect for a zombie."

Powers/Tactics: Hadethinalirel is a skilled necromancer with many spells at his command; he also knows some Wizardry. Through hard work and careful planning he's obtained several powerful

HADETHINALIREL'S ENCHANTED ITEMS

Ogreskull Mask: Hadethinalirel's pride and joy is this mask, which is made from an ogre's skull and dragon sinew. He found it in a crumbling, ancient tomb after defeating its guardians singlehandedly. It grants him several useful powers, including augmenting his Necromancy spells. (Aid Necromancy 4d6, any one Necromancy spell at a time; 4 Charges **plus** Mental Defense (10 points + (EGO/5)) **plus** +5 PRE; Only For Fear-Based Presence Attacks **plus** +5 CON)

Necrobolt Rod: This powerful necromantic wand can fire various "necrobolts" of death-energy and helps the wielder control the undead. (Multipower of attacks with 30 Charges for entire reserve: Necrobolt I (Energy Blast 8d6), Necrobolt II (Energy Blast 4d6, NND [defense is LS: Longevity]), Necrobolt II (RKA 2½d6), Necrobolt IV (Drain BODY 2d6, Ranged) **plus** Mind Control +4d6; Only With Druathek's Necromantic Fetters; all OAF)

Robes Of The Blood-Red Twilight: These sumptuous, darkly beautiful robes both protect the wearer and grant him certain necromantic powers. (Armor (2 PD/2 ED) **plus** Desolidification; Costs END, x3 END, 4 Charges **plus** Nightvision **plus** +4 OCV with History Of Blood **plus** +2 with Necromancy Spells; all OIF)

magic items as well. In battle he first casts Osseous Armor on himself for protection, then uses his Necrobolt Rod and spells like History Of Blood to destroy his enemies. He particularly enjoys making Presence Attacks to frighten people, and has considered delving into Sorcery to learn fear-spells. If hard-pressed he uses the Wraithform (Desolidification) power of his Robes, possibly together with the First Spell Of The Crimson Ring, to escape.

Campaign Use: For low-powered campaigns, Hadethinalirel can serve as a sort of master villain. He's not yet powerful enough to face a whole group of PCs singlehandedly, but he's driven and resourceful enough to launch all sorts of evil schemes.

To make Hadethinalirel more powerful, give him more Necromancy spells, and upgrade any "create undead" spells so he can Summon many undead at a time and thus have an army of helpers. To weaken him, reduce his Magic rolls so he's much less effective as a combat spellcaster.

Hadethinalirel rarely Hunts anyone; he has more important matters on his mind. He might do so if a hero repeatedly thwarted his schemes or had a necromantic enchanted item he desperately wanted. In that case he prefers to send his undead minions to attack (and keep himself safe).

Appearance: Hadethinalirel has the height, slenderness, and fine-boned features common to Elves... but he covers those features with an enchanted mask made from an ogre's skull and tied around his head with strings made of dragon's sinew. He also wears the Robes of the Blood-Red Twilight, which are black with wide blood-red hems and cuffs and gold runes stitched in the red. He carries a Necrobolt Rod, a potent necromantic weapon; it's a 2.5-foot long rod of gold topped by a small skull made of black crystal.

LADY HELIDA OF CELBARIA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
15	COM	3	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
19	STUN	0		Total Characteristics Cost: 10

Movement: Running: 6"/12"

Cost	Perks	END
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40	Contacts: Well-Connected and 37 points' worth in Celbaria and the rest of Tornathia	
7	Contact: Queen Eldoris of Celbaria 11- (extremely useful Skills/resources, access to major institutions, Contact has significant Contacts of her own)	
26	Follower: trained hunting falcon (built on 75 Base Points, 40 Disadvantage Points, and 56 Experience Points; see <i>The HERO System Bestiary</i> , page 137)	
15	Money: Filthy Rich	

Skills

5	+1 with Interaction Skills
3	Bureaucratics 12-
3	Conversation 12-
3	Deduction 12-
5	High Society 13-
2	KS: Celbarian Nobility 11-
2	KS: Tornathian Nobility 11-
3	KS: Wine 12-
3	KS: Tornathian Wine Market 12-
2	Language: Trade-Tongue (fluent conversation; Tornathian is Native)
1	Language: Literacy
3	Persuasion 12-
1	PS: Brew Poison 8-
2	PS: Falconry 11-
2	PS: Winemaking 11-
3	PS: Wine Selling 12-
3	Seduction 12-
1	Sleight Of Hand 8-
1	Streetwise 8-
3	Trading 12-
1	TF: Equines

Total Powers & Skills Cost: 140

Total Cost: 150

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor
None

Gear: Poison ring (see text); whatever else she needs, within reason

75+ Disadvantages

10	Hunted: Celbaria 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Ruthlessly Greedy For Money And Power (Common, Total)
10	Psychological Limitation: Haughty And Arrogant (Common, Moderate)
5	Rivalry: Professional, with Duke Borilard of Sarreshar
10	Social Limitation: Harmful Secret (had kidnapped and is holding prisoner the King and Queen of Sarreshar) (Occasionally, Major)
20	Experience Points

Total Disadvantage Points: 150

Background/History: Born into one of the wealthiest and most powerful of the Celbarian noble families, Lady Helida has never known anything but wealth and privilege. As a young girl she was given anything she wanted, until she soon came to expect it... and in fact expects it to this day, even if she has to work for it a bit harder. Against her wishes she was forced to marry a rich Celbarian nobleman's son. She endured this (to her) unpleasant state of affairs for several years until her husband's father died and her husband received his titles and wealth. A few months later he chanced to die of a mysterious illness, and those lands, money, and feudal rights passed to her. By most accounts this made her the richest noble in Celbaria, and one of the richest in all the Tornathian League.

Since becoming a widow, Lady Helida has begun taking an active hand in the maintenance and operation of her lands and businesses (particularly wine-selling). She's also become quite active in court politics, and has befriended the Queen herself through their common interest in falconry. She's had suitors aplenty, but now that her parents are dead and cannot force her into marriage, she has yet to find anyone who interests her in the slightest as a potential husband...

Personality/Motivation: ...and that's because the only things Lady Helida can truly love are money, power, and herself. Her thoughts are devoted to increasing her wealth and privilege, not the idle pursuits of most ladies of leisure, and she's willing to do just about anything to get either or both. She's currently involved in two schemes she hopes will bring her more riches and power. The first, and most dangerous, is the kidnapping of King Kirril and Queen Neola of Sarreshar in an attempt to harm the Sarresharan wine market while boosting the Celbarian. This has not worked nearly as well as planned (in fact it's barely worked at all), and what's worse is she

LADY HELIDA PLOT SEEDS

Lady Helida decides she needs a husband, just for appearances' sake. That handsome PC, the one who travels so much and is prone to a heroic death at some point, he'd be *perfect*....

Lady Helida receives the horrifying news that her royal captives have escaped! Her guardsmen have no idea how they did it, but they're gone without a trace. But they don't reappear in Sarreshar... or anywhere else for that matter. She's sick with worry over the matter and has to learn what happened (and, if possible, recapture or kill Kirril and Neola). And she has to do all that without being implicated in the kidnapping. Time to manipulate some hapless group of heroic fools into doing the job.

Lady Helida falls sick with a mysterious malady no priest can cure. An oracle tells her that the answer and cure lie in a distant land, past many perils. She hires the PCs to obtain it for her... and then hires assassins to eliminate them afterward, since she suspects (rightly so) that the disease is some sort of curse brought on by her misdeeds.



Powers/Tactics: Lady Helida is no warrior (though many well-trained soldiers serve her) — her weapons are her wits, social connections, and money. For times when they won't suffice, she wears a ring with a hidden compartment containing a small amount of powerful poison she can slip into someone's drink or food. Designed to mimic a fast-acting fatal disease, the poison is a good way to dispose of unpleasant people, since priests using Cure Illness spells can't affect it.

Campaign Use: Like the Sarresharan Regency in Chapter Two, Lady Helida gives you a way to draw the PCs into Tornathian politics if you want to. However, you could easily transplant her just about anywhere for use as a "femme fatale" noblewoman villain.

To make Lady Helida a tougher foe, make her an enchantress and sorceress of minor power and equip her with a few utilitarian enchanted items. To weaken her, reduce her Money to Wealthy, remove her Skill

can't bring herself to kill them despite the danger they pose. She's kept them captives in the basement of one of her country estates, guarded by men whose loyalty is unquestionable.

Second, she's maneuvering to seize the throne of Celbaria if possible. She's aware of Queen Eldoris's fatal illness (see TA 283) and thinks she may be able to manipulate the situation to put herself on the throne. She's popular enough and has enough money that she could persuade the rest of the nobility to cede her the crown... if the three royal children, two girls and a boy, are out of the picture. She's pretty sure she can play on Princess Tiphain's insecurities and fears to get her to abdicate if necessary, but the other two are made of sterner stuff and are thus a stumbling block. She's already hatching plans to get rid of them.

Quote: "Get that goblet away from me. I could care less what it tastes like as long as it's good enough to sell for a high price."

Level with Interaction Skills, and halve the number of points she has in Contacts.

As a Hunter, Lady Helida only works in a Limited Geographical Area; she has no real reach beyond Tornathia (except what her money can buy) and less interest most of the time. She prefers to employ hirelings to do her dirty work, whether that means cornering a PC in an alley to administer a sound thrashing or the most sophisticated assassination.

Appearance: Now in her mid-30s, Helida retains much of the beauty that made her the object of so many suitors' affections in her younger days. Her blonde hair reaches just past her shoulders but is usually elaborately styled rather than allowed to hang free; her eyes are a piercing, icy green. She typically wears beautifully-tailored gowns that show off her figure to perfection, accenting them with tasteful jewelry, but is never without her favorite ring, one made of three intertwined bloodsilver bands topped with a beautiful purplish stone of unknown origin.

HLUGOK				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	2		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
40	END	5		
30	STUN	2		Total Characteristics Cost: 92

Movement: Running: 6"/12"

Cost	Spells	END
	<i>Ulg-Hroi Shamanism</i>	
2	Banish Disease Spirit (FHG2 120)	
5	Calling Upon The Spirits Of The Plains (Fields) (FHG2 109)	
5	Calling Upon The Spirits Of The Stones (FHG2 111)	
2	Command Spirits (FHG2 113)	
7	Greater Spirit Ward (FHG2 117)	
1	Journey To The Spirit Realm (FHG2 117)	
2	Perceive Spirits (FHG2 119)	
2	Shamanic Healing (FHG2 123)	
3	Speaking To The Sword-Spirit (FHG2 115)	
8	Spirit Horde (FHG2 114)	
12	Summon Spirit Animal (Easy version) (FHG2 113)	
10	Ulg-Hroi Devil Invocation (TA 186)	
7	Ulg-Hroi Devil Possession (TA 186)	
	Powers	
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0
	Perks	
3	Fringe Benefit: Religious Rank: Ulg-hroi tribal shaman	
	Talents	
6	Combat Luck (3 PD/3 ED)	
5	Magesight	
	Skills	
9	+3 with Spells	
3	Climbing 12-	
3	Interrogation 13-	
2	AK: Western Gorthundan Steppes 11-	
2	KS: Ulg-hroi History And Lore 11-	
3	KS: Ulg-hroi Theology 12-	
3	Oratory 13-	

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Oozing Dagger	+1	+0	1d6	1d6-1	1	6	Can Be Thrown; poisoned

Armor

Soft Leather (DEF 1)

Gear: Rations, flint and steel, horse, spell components and paraphernalia, fetishes

- 3 Persuasion 13-
 29 Power: Ulg-hroi Shamanism 25-
 3 Riding 12-
 3 Stealth 12-
 2 Survival (Northern Temperate) 12-
 3 Tracking 12-
 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 153**Total Cost: 245****75+ Disadvantages**

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
 10 Hunted: Sorgahl Greymane 8- (As Pow, Kill)
 10 Hunted: Torthok 8- (As Pow, Kill)
 15 Psychological Limitation: Ruthlessly Ambitious (Common, Strong)
 15 Psychological Limitation: Hates The Gorthunda And Other Non-Ulg-hroi (Common, Strong)
 5 Rivalry: Professional, with other leading Ulg-hroi shamans
 110 Experience Points

Total Disadvantage Points: 245

Background/History: Among the Ulg-hroi, some tribes have a custom that on his 13th birthday a boy must take a knife and a spear and go out into the wilderness alone for a halfmoon. Those who survive become men and full members of the tribe; those who do not are not mourned.

Fate had a different path in store for Hlugok, a skinny young boy whom few thought would survive the trial of manhood. His first night along he crouched in a ditch near a fitful fire, nervously clutching his spear, spooked by every noise even though he'd lived on the steppe all his life. He gave a cry of terror as an enormous elk, black-furred and proud, walked toward his pitiful camp. Steeling himself he made ready to try to kill the beast when he realized something wasn't right. Elks didn't have black fur — it was a spirit-elk, a manifestation of the Lord Of Devils himself! Now truly terrified and certain he was about to die, he fell to the ground and covered his head with his hands.

But nothing happened. He felt a warmth flow over him, as if the elk had breathed upon him. Suddenly he realized he had nothing to fear at all! The Black Elk was a friendly spirit, one that would help him, not one he should fear. He stood up and looked the Elk in the eye... and then it solemnly turned around and left.

The rest of Hlugok's trial passed easily; he now seemed to have a confidence and competence he'd never possessed before. To his astonishment he discovered he could sometimes see, and even

HLUGOK PLOT SEEDS

The renegade Ulg-hroi wizard Torthok contacts the PCs sometime when they're in the North. Despite his obvious distaste for them (and no doubt theirs for him), he wants their help to stop Hlugok from achieving his ambitions. He cares nothing about what an Ulg-hroi horde might do to the rest of the world, he just doesn't want his old nemesis to succeed in realizing his dreams.

The Lord Of Devils visits Hlugok in a dream. He tells the shaman to travel south in disguise and find a group of strange people (the PCs) whom he will "help" with a quest... all the while plotting and achieving their deaths! The god doesn't say why it must be Hlugok who does this, or why these people are so dangerous, but the loyal shaman obeys....

To reward him for his faithful service, Mordak grants Hlugok great power but commands him to use it against the Gorthunda. Harder-pressed by the Ulg-hroi than ever before, the Gorthunda turn to the PCs for help.

HLUGOK'S ENCHANTED ITEMS

Medicine Pouch: The special fetish grants Hlugok luck. (Luck 3d6; OAF)

Spirit-Commanding Fetish: Another of Hlugok's fetishes helps him impress and cow spirits. (+15 PRE; Only Works With *Command Spirits* Spell)

Oozing Dagger: This enchanted dagger constantly oozes *ug'hal*, a virulent Ulg-hroi poison. The wielder of the dagger can control whether the blade emits the poison, and is himself immune to its effects. (HKA 1d6 **plus** +1 OCV **plus** can have poison equivalent to Jekkara's Wine on FH 175 with Personal Immunity)

Gnarlwood Staff: Carved with an Ulg-hroi devil's head on top, this staff augments Hlugok's powers. (+60 END; Only Usable For Ulg-hroi Shaman Spells **plus** +2 with Ulg-hroi Shamanism rolls **plus** +2 with Spells)

primitively communicate with, spirits (or “devils” as the Ulg-hroi call them, considering them part and parcel of the world of true demons). With their help, finding food and protecting himself from the elements was a simple matter.

When he returned to his tribe, the old shaman could see from the look in his eyes, the way he carried himself, and the fact that his once-brown hair was now dark black what had happened. He told the rest of the tribe that the devils had claimed Hlugok and immediately set out to train him in the shaman's arts. Though the old man died a year later, he'd brought Hlugok's natural gifts to the fore. The young man assumed the role of tribal shaman despite some grumbling on the part of older tribesmen and enemies of his family.

The grumblers soon had cause to regret their jibes and questions. Hlugok proved to be a great and powerful shaman, and within a few years was as much leading the tribe as the chieftain. He even succeeded in driving away the shaman Torthok, who served a nearby tribe, by proving he was a fraud — a mere wizard, not a true shaman. (For which Torthok has hated him ever since and schemed against him.) Today he's one of the mightiest and most respected of the Ulg-hroi shamen, one whom many devils acknowledge as their master.

Personality/Motivation: As Hlugok's power and prestige have grown, so has his ambition. He sees himself as destined to lead the Ulg-hroi not just as shaman but as war-chief. He wants to unite multiple tribes under his rule and strike against their enemies personally... even if that means having to “eliminate” chieftains and other shamen by whatever means necessary.

Like most Ulg-hroi, Hlugok has a strong streak of xenophobia. He hates and fears anyone who's not of his people, particularly the hated Gorthunda (one of whom, the Wolflord Sorgahl Greymane, he's clashed with many times). For this reason he's likely to react harshly to the PCs... unless he sees them as pawns he can use to strike at a worse enemy. The one exception to this attitude seems to be Kal-Turak himself. Hlugok regards the Ravager as the greatest of the Lord Of Devils' servants in Ambrethel, and would willingly serve him should he ask it.

Quote: “Ha! Outlanders! Slay them, my warriors, and you will earn the devils' favor!”

Powers/Tactics: Hlugok is a powerful shaman, but shamanic magic usually doesn't have direct combat applications the way Elemental Magic, Sorcery, and Wizardry do. Instead he serves in more of a support roll, using his Devil Possession, Speaking To The Sword-Spirit, and Shamanic Healing spells to bolster the Ulg-hroi warriors with him. If he has to fight himself, he uses his Oozing Dagger (though this may prove too deadly for your heroes; if so, scale back the power of the poison, or make it a knockout poison). Despite his bold words and leadership role, he's actually something of a coward and will flee from most dangers if he can do so without any of his tribesmen seeing it.



Campaign Use: Hlugok can be the motivating factor behind a story arc involving the Ulg-hroi. First his schemes to seize power stir up the North, then after he succeeds the heroes have to face a semi-united (and thus more powerful) Ulg-hroi threat. If your campaign doesn't involve that part of the world, you can easily change Hlugok so he belongs to some other barbarian people. Just remove his Ulg-hroi spells, substitute a few others from the Shamanism section of the FHG2, and adapt his background to suit.

To make Hlugok more powerful, give him some additional Conjuraction, Rune Magic, Wizardry, or Divine Magic spells as part of his “Ulg-hroi Shamanism” suite. You could also give him some innate powers deriving from his ability to call on certain “favorite” devils at will. To weaken him, reduce his Ulg-hroi Shamanism roll and get rid of some or all of his Combat Skill Levels.

Hlugok rarely Hunts anyone, but when he does, he uses the spirits to keep track of his quarry and help him determine the best time and place for an ambush. He has no interest in fighting fair.

Appearance: Hlugok has black hair and wears a shirt, pants, and boots of sturdy leather; on his shoulders he wears a sort of hooded short cape made of wolf's fur. Around his neck he wears a small leather “medicine pouch” on a thong, and he has several other fetishes made of bone, stones, feathers, and the like on his person (many of which have a slightly “demonic” look to them). He carries a staff made of gnarled wood (so gnarled it's obviously not usable for serious walking) carved on top with a devil's-head.

KASHAI JAHHAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 86

Movement: Running: 6"/12"
Swimming: 0"/0"

Cost Powers **END**

1	<i>Desert Adaptation:</i> Life Support (Diminished Eating: need only eat and drink once per day)	
1	<i>Eagle Eyes:</i> +1 to PER Rolls with Normal Sight	0
2	<i>Eagle Eyes:</i> +4 versus Range Modifier with Normal Sight	0
-2	<i>Can't Swim:</i> Swimming -2" (0" total)	

Perks

5	Fringe Benefit: Lordship: <i>kashai</i> (chieftain) of a large Dahganir tribe
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Talents

3	Bump Of Direction
6	Combat Luck (3 PD/3 ED)
4	Mounted Warrior (HTH)

Skills

16	+2 with All Combat
3	Deduction 12-
3	Fast Draw (Common Melee Weapons) 13-
2	Gambling (<i>Ta'gul</i>) 12-
3	Interrogation 13-
3	AK: Hargeshite Devastation 12-
2	KS: Dahganir History And Lore 11-
2	KS: Desert Flora And Fauna 11-
1	Language: Southern Khorian (basic conversation; Dahganir is Native)
1	Language: Literacy
2	Navigation (Land) 12-
3	Persuasion 13-
2	PS: Play <i>Rebez</i> 11-
3	Riding 13-
3	Stealth 12-
2	Survival (Deserts) 12-
3	Tactics 12-
3	Tracking 12-
3	Trading 13-
10	Two-Weapon Fighting (HTH)
5	WF: Common Melee Weapons, Common Missile Weapons, Off Hand

Total Powers & Skills Cost: 95

Total Cost: 181

75+ Disadvantages

25	DNPCs: three wives and many children 11- (some Normal, mostly Incompetent)
20	Hunted: Hargeshite Empire of Vashkhor 8- (Mo Pow, NCI, Capture/Kill)
5	Hunted: Tasheela 14- (Less Pow, Watching)
15	Psychological Limitation: Protective Of His Tribe (Common, Strong)
15	Psychological Limitation: Dahganir Honor (Common, Strong)
5	Social Limitation: Scorned By Other Vashkhorans (-1 on Interaction Skill rolls) (Occasionally, Minor)
21	Experience Points

Total Disadvantage Points: 181

Background/History: Jahhar never expected to become *kashai* (chieftain) of the Sufeina, one of the largest and most important tribes of the Dahganir, the nomads who live in the Hargeshite Devastation of Vashkhor. The fourth son of the previous *kashai*, he planned to spend his life serving his elder brother when he became chieftain, playing the *rebez* (a Dahganir musical instrument), and gambling at *ta'gul* (a Dahganir dice game). But fate works in strange ways. One day while on a raid against some Vashkhoran soldiers who'd strayed too far into the Devastation Jahhar's father and three older brothers were all slain — only he and a few other members of the tribe survived to tell the tale.

Some members of the tribe, including Tasheela (one of his father's wives, not his mother, a woman who'd always disliked him), questioned this "fortunate" (for him) outcome, leading to some dark mutterings within the tribe. But most Sufeini realized that unusual things can happen in battle and saw no problem with his ascension... provided he showed he could rule well. The first few months and years were challenging, but he met those challenges with an intelligence and resolve that surprised even him. Today, after over a decade on the job, he's become a seasoned leader and warrior, one of the most popular... and deadly... in all the Devastation.

Personality/Motivation: *Kashai Jahhar* is the epitome of *ka'saf*, or "Dahganir honor." He conducts himself with humility and grace among his people, and extends the hospitality of his tents to any who formally request it, even his worst enemies. He does not lie to his people, though he may shade the truth or simply refuse to speak. And when he fights with other Dahganir, he does so according to a strict code governing when attacks can be made, and against whom.

All that being said, it must be noted that *ka'saf* does not generally apply to outsiders, though a Dahganir may choose to extend it to one and an outsider who learns the desert tribes' customs can request it in ways no honorable Dahganir can refuse. Vashkhoran soldiers or other strangers who enter the desert unaccompanied by a Dahganir are fair game for anything, from practical jokes to malicious pranks, robbery, or even murder. But the *kashai* is no fool. If he recognizes that strangers

KASHAI JAHHAR PLOT SEEDS

The classic *Kashai Jahhar* plot: the heroes have to get into the Hargeshite Devastation for something (perhaps to find a long-lost magical item in a ruin). On the way they encounter the *kashai*, befriend him, and earn his friendship by helping him with some problem he cannot solve. Perhaps he'll even try to marry one of his daughters to one of them....

A strange, powerful monster comes ravening out of the ruins and begins laying waste the Dahganir tribes. Based on past association or through some contacts of his own, Jahhar appeals to the PCs for help dealing with this menace... and to find out how and why it got free.

After the Vashkhorans capture, imprison, and plan to execute their old friend *Kashai Jahhar*, the heroes have to rush to his rescue. It shouldn't be too hard; the only thing standing in their way is the entire imperial army....

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Fiery Scimitar	+1	—	2d6	1d6	—	10	AP
Eversharp Dagger	+0	+0	1d6	1d6-1	1	6	Can Be Thrown, APx2, Penet
Short Bow	+0	+0	1d6	1d6-1	12	8	
Barbed Javelin	+0	+0	1d6+1	1d6-1	3	8	Can Be Thrown
Armor							
Soft Leather (DEF 1)							
Gear: Waterskin, camel, tent and bedroll							

KASHAI JAHHAR'S ENCHANTED ITEMS

- Fiery Scimitar:** This wickedly sharp curved sword has mystic flames licking along the edge. (HKA 2d6, AP, +1 Increased STUN Multiplier; OAF, Str Min 10 **plus** +1 OCV)
- Eversharp Dagger:** This dagger is so sharp that it can cut through nearly anything. (HKA 1d6, AP(x2), Penetrating; OAF, STR Min 6)
- Camel Saddle Of Swiftmess:** A camel outfitted with this elaborately-carved and inlaid saddle can attain short bursts of speed during which it moves much faster than normal. (Aid Running 6d6; OIF, Self Only (*i.e.*, only works on camel wearing it), 4 Charges)

Campaign Use: For a change of pace from the usual dungeon-delving and castle-sieging sort of adventure, send your heroes into the Devastation where they can encounter Jahhar and his Dahganir tribesmen, explore the ruins of Demmeth and Adairay, and get a taste of a sort of “Fantasy Arabian Nights” setting (albeit one with no Fantasy Baghdad and an unusual overlay of magic).

To make Jahhar more powerful, give him a Dahganir Swordfighting Martial Art for use with his scimitar and dagger, and perhaps more Combat Skill Levels or SPD 5. To weaken him, remove his CSLs and reduce his DEX to 17.

As a Hunter, *Kashai* Jahhar has Limited Geographical Area — though he sometimes sets foot outside the Devastation (a dangerous thing to do, since he’s wanted by the Vashkhorans), he’d never pursue a foe so far. In typical Dahganir fashion he attacks with raids and ambushes, preferring not to engage his target directly for any length of time.

Appearance: Tall, muscular, dusky-skinned, black bearded and moustached, and with two sharp eyes over an eagle nose, *Kashai* Jahhar presents an intimidating appearance. He typically wears beige desert robes and headcloth, with an elaborately-woven, colorful cord to tie the headcloth and a cord belt to match it. His weapons of choice are a Fiery Scimitar (a curve-bladed sword with flames licking along the edge) and an Eversharp Dagger.



might pose a danger to his people, he steers clear of them; if he thinks they have something to offer him, he listens to what they have to say.

Quote: “This is my judgment: Rashar has been wronged. Gabor shall give him four goats as compensation. Let this matter be concluded and the two men drink *shaqab* tea with me in peace and harmony.”

Powers/Tactics: *Kashai* Jahhar is as skilled a warrior as he is a leader and diplomat. He prefers to fight from camelback, using his left hand to control the animal and wielding his Fiery Scimitar in his right. When on foot he has his Eversharp Dagger in his left hand so he can use his Two-Weapon Fighting and WF: Off Hand Skills. He’s not one for pitched battles, preferring (like most Dahganir) swift raids, ambushes, and assaults using small groups of fighting men.

SENATOR GARETZON JHEGANI

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
11	CON	2	11-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
21	STUN	0		Total Characteristics Cost: 20

Movement: Running: 4"/8"

Cost Powers **END**
-4 *Old, Plump, And Slow:* Running -2" (4" total)

Perks

- 50 Contacts: Well-Connected and 47 points' worth of Contacts throughout Besruhan
5 Fringe Benefit: Lordship: Besruhani Senator
10 Money: Wealthy

Talents

- 3 Perfect Pitch

Skills

- 5 +1 with Interaction Skills
3 Bribery 12-
3 Bureaucratics 12-
3 Conversation 12-
3 Deduction 12-
3 High Society 12-
2 CK: Arvalis 11-
5 KS: Besruhani Politics 14-
2 KS: Besruhani Songs 11-
3 KS: Besruhani Upper Class 12-
1 Language: Literate
3 Mimicry 12-
3 Oratory 12-
3 Persuasion 12-
2 PS: Singing 11-
3 Trading 12-

Total Powers & Skills Cost: 111

Total Cost: 131

75+ Disadvantages

- 10 Hunted: various political rivals 11- (As Pow, NCI, Watching)
5 Hunted: Velkara 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Wants Influence And Behind-The-Scenes Power (Common, Strong)
15 Psychological Limitation: Besruhani Imperialist (Common, Strong)
5 Rivalry: Professional, with certain other Besruhani senators and the like
5 Social Limitation: Harmful Secret (various mistresses and scandals he keeps under wraps) (Occasionally, Minor)
1 Experience Points

Total Disadvantage Points: 131

Background/History: For generations the Jhegani family has controlled a resource-rich region north of the city of Evasli, and has sent one of its members to the Imperial Senate. Garetzon's father was a senator, and he wondered sometimes which of his three sons would succeed him.

One, Garetzon's older brother, felt a calling to the priesthood and became a *taal*. His younger brother preferred managing the family's businesses, lands, and money. Fortunately Garetzon was fascinated by politics and eagerly took up the title of Senator upon his father's retirement.

In the three decades since then, Garetzon Jhegani has become one of the best-known and most popular Besruhani senators. A strident Besruhani patriot, he's a leader of the Imperialist faction that argues Besruhan should expand through conquest. This has made him plenty of friends and plenty of enemies, but in the rough-and-tumble world of Besruhani politics he's one of the best brawlers around and doesn't shy away from a fight.

Personality/Motivation: Two things motivate Senator Jhegani: love of country and love of self. For the former, he wants to see Besruhan become an even greater, wealthier, and more important power than it is — an empire that could rival Vashkhor and dominate trade on the Sea of Mhorec. He thinks the only way to do this is through conquest, and he constantly urges his fellows to support military action against anyone he views as Besruhan's enemy (particularly Velkara). For the latter he wants as much behind-the-scenes influence and power as he can get. He wants to be "the big man," the person people come to when they have problems no one else can solve, the Senator who can get anything done simply by sending a few messages to people who owe him favors. He's already well-connected in Besruhani society, but he's always looking for ways to improve his position.

Quote: "We must not hesitate! Besruhan's destiny lies before us, only waiting for us to grasp it and charge forward to victory!"

Powers/Tactics: Garetzon Jhegani doesn't know a thing about fighting; he hasn't even been trained to use a sword. He carries a dagger, but mostly for cutting meat when he eats and similar chores. When he fights, he does so with his money and influence, both of which are considerable. If the heroes cause problems for him, he'll make their lives sheer hell whenever they're in Besruhan.

Senator Jhegani has an uncanny knack for imitating other peoples' voices. He only uses this talent to make fun of his rivals at parties and during backroom negotiations, but it might come in handy during a crisis. He's also got an excellent singing voice.

Campaign Use: Jhegani's agitation for Besruhani expansion could easily lead to wars that would draw the PCs in as mercenaries, heroes fighting against unjust aggression, war profiteers, or the like. If the heroes are popular or powerful enough, Jhegani might even appeal to them to support his cause verbally or militarily.

SENATOR GARETZON JHEGANI PLOT SEEDS

Senator Jhegani needs a "spark" to touch off the war he wants. He hires the PCs to pose as Velkaran nationals who attack a Besruhani village. Alternately, the heroic PCs might get wind of his plot to start a war and try to stop it.

Senator Jhegani seeks a fabled enchanted item, the Banner of Resolve, which can make even a lowly man a skilled leader (and a practiced orator such as himself a man other men would unhesitatingly offer their lives for). He's offering a fortune for it, but is it worth it to the PCs to put such a dangerous object in his hands?

Senator Jhegani has a change of heart and defects to a faction opposed to Besruhani expansion. He hires the PCs to protect him from the assassins hired by his former allies to "remove" him.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
None							
Gear:	Whatever he needs, within reason						



To make Jhegani more powerful, increase his wealth and influence — or, if the heroes won't respect anyone who can't give them a credible physical fight, make him a military veteran who still knows how to wield a sword well. To weaken him, reduce his Money to 5 points and his Contacts to 25 points.

As a Hunter Senator Jhegani has Limited Geographical Area, since he's only powerful within Besruhan. But in that area he could be one of the worst Hunters the PCs could have due to his influential position and network of friends.

Appearance: Jhegani is a plump, large-bellied man in his fifties. His black hair is thinning and starting to grow grey; his face is cleanshaven. He wears well-made Besruhani robes in the finest of colors.

MAGHERO LUCOLI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 71

Movement: Running: 6"/12"

Cost	Powers	END
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Martial Arts: Temirese Dueling

Maneuver	OCV	DCV	Damage/Effect
5 Charging Lunge	+2	-2	Weapon +6 DC; Half Move Required
3 Cut	+2	+1	Weapon
4 Disarm	-1	+1	Disarm, 35 STR to Disarm roll
5 Lunge	+1	-2	Weapon +6 DC
4 Parry	+2	+2	Block, Abort
4 Riposte	+2	+2	Weapon +4 DC, Must Follow Block
5 Slash	-2	+1	Weapon +6 DC
5 Takeaway	+0	+0	Grab Weapon, 35 STR to Take Weapon Away
5 Thrust	+1	+3	Weapon
3 Trip	+2	-1	STR +3d6 Strike, target falls
4 Void	—	+5	Dodge, Affects All Attacks, Abort
8	+2 DCs (already added in)		

Perks

4	Fringe Benefit: Lordship: Temirese nobleman
5	Money: Well Off
4	Reputation: best duelist in Temirec 11-, +2/+2d6

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

12	+4 with Temirese Fencing
7	Analyze Swordfighting Style 14-
3	Bribery 12-
3	Concealment 12-
3	Conversation 12-
3	Fast Draw (Blades) 13-
2	Gambling (Card Games) 12-
3	High Society 12-
1	AK: Vornakkia 8-
1	CK: Eltirian 8-
2	CK: Khomaria 11-
1	CK: Kurum-Sathiri 8-
2	KS: Goings-On About Temirec 11-
5	KS: Temirese Dueling And Other Forms Of Swordfighting 14-
2	KS: Temirese Nobility 11-
2	KS: Wine 11-
1	Language: Literacy
1	Navigation (Marine) 8-
3	Persuasion 12-
1	PS: Sailor 8-
5	Rapid Attack (HTH)
3	Riding 12-
3	Seduction 12-
3	Stealth 12-
1	Streetwise 8-
3	Trading 12-
10	Two-Weapon Fighting (HTH)
3	WF: Common Melee Weapons, Off Hand

Total Powers & Skills Cost: 163

Total Cost: 234

75+ Disadvantages

15	DNPC: lady-love of the week 8- (Incompetent)
5	Hunted: angry husband or suitor of the week 8- (varies, Hurt/Embarrass)
15	Psychological Limitation: Has To Prove He's Still As Good As Ever (Common, Strong)
15	Psychological Limitation: Ladies' Man (Common, Strong)
15	Psychological Limitation: Temirese Honor (Common, Strong)
10	Reputation: best duelist (and skirtchaser) in Temirec, 11-
84	Experience Points

Total Disadvantage Points: 234

Background/History: There was a time when Maghero Lucoli was the most dashing young rake in all of Temirec. Like many other young men from noble or merchant prince families, he'd

MAGHERO LUCOLI
PLOT SEEDS

The classic Maghero Lucoli plot #1: A PC visiting Temirec accidentally gives Lucoli offense and finds himself challenged to a duel. Win or lose, Lucoli is impressed by the hero's spirit and noble nature. The two become fast friends and one soon helps the other with a major problem.

The classic Maghero Lucoli plot #2: Lucoli finds himself in *real* trouble with the husband of his latest romantic conquest and appeals to his friends, the PCs, to help him out of the jam.

The classic Maghero Lucoli plot #3: Lucoli's challenged by an insufferably arrogant young spitfire of a duelist who's almost certainly better than he. The heroes have to find a way to "rig" the duel so that their friend Lucoli isn't killed (and if possible wins)... but without anyone realizing what happened.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Rapier	+2	—	1d6+1	1d6-1	—	10	See text box
Main Gauche							See text box
Blade	+1	—	1d6	1d6-1	—	7	
Hilt	+1	—	2d6N	—	—	7	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

None

Gear: Whatever he needs, within reason

MAGHERO LUCOLI'S ENCHANTED ITEMS

Well-Made Rapier:

Lucoli's rapier isn't enchanted, but it was made by the best swordsmith in Temirec with all the skill and care he could muster. (HKA 1d6+1, Accurate (additional +1 OCV), Noble Appearance (+5 PRE for appropriate Presence Attacks while weapon is drawn), Swift-Striking (+1 DEX to act first while wielding rapier))

Well-Made Main Gauche:

The same swordsmith made the main gauche to match the rapier. (HKA 1d6/2d6 N, with same improvements)



put in just enough time in the family business — trading with Vornakkia, in his case — to learn the rudiments of sailing a ship on a merchant voyage. But as soon as he'd satisfied his father he gave up that life for one of indolence, pleasure, and dueling. He spent his money on the latest fashions, seduced more women than he could count, drank the best wines, and got into (and won) numerous duels.

But time and the burdens of age change all things. Now in his 40s, Lucoli finds himself in a different position. Though still a fast, skilled duelist, he's well aware that his speed has faded over time, just like his looks. Having spent so much of his personal fortune on fripperies, he now supplements what's left of it with income from gambling and teaching dueling. And he knows that not too long from now, someone will come along looking to prove that he's a better duelist than the great Lucoli, and succeed....

Personality/Motivation: Maghero Lucoli is a man driven to prove that he's just as good on the field of honor as he ever was. He knows he's not, but he also knows that his reputation as the best duelist in Temirec inevitably attracts challengers... and he's got to be up to the challenge. He practices obsessively, hoping to maintain an edge in skill sufficient to make up for his loss of speed. Compared to most fighters he remains blindingly swift with the blade — but he knows just how much he's slowed down, and it gnaws at him.

The other interest that occupies most of Lucoli's time is women. He never met a pretty girl he didn't like, and he's got a knack for persuading them to like him too... even if they're married. (He himself has successfully avoided such entanglements, much to his family's chagrin.) He has a tendency to fall in love at the drop of a hat, and to fall out of love just as quickly.

Lucoli follows the precepts of Temirese honor (see TA 98) both in word and spirit. Despite his skill, he doesn't make a practice of insulting people just because he knows he can out-duel them; he's an honorable man who thinks of his role in Temirese society as one of duty and respect as well as privilege, and conducts himself accordingly. But like many Temirese he can be prickly about his perquisites, and quick to challenge anyone who offends him... such as, say, a PC who doesn't understand the way people do things in Temirec.

Quote: "My dear, you are a true rose of Temirec."

Powers/Tactics: Maghero Lucoli is one of the most skilled swordsmen in Temirec — the most skilled, in fact, if the stories people tell are accurate. (Most of them, at least, are.) In a duel he uses his Analyze Swordfighting Style to gauge his opponent's level of skill and responds accordingly: an aggressive offense to end the fight quickly when facing obviously inferior opponents; a more neutral or defensive approach against duelists who might give him some trouble. He usually avoids his Disarm, regarding it as rather ignoble, but sometimes uses it to end a fight without having to kill his adversary.

Campaign Use: Lucoli is that classic fantasy archetype, the Duelist — the man who lives by the sword and for the sword, and for whom his honor is as important as his blade. Depending on how the PCs approach him, he could become a valuable ally and friend, or a skilled and determined adversary.

Lucoli is interested in swordfighting in general and always takes the opportunity to observe skilled swordsmen in action. He might even trade a skilled PC tutoring in Temirese Dueling for instruction in the PC's own type of swordplay.

To make Lucoli a tougher foe, make him a younger man once more: increase his DEX to 20 and SPD to 5, and give him Lightning Reflexes (+2 DEX to act first with Temirese Dueling). To weaken him, reduce all of his physical Primary Characteristics by at least a point or two, and/or remove the Extra DCs from his Martial Arts.

Lucoli doesn't Hunt people; that's not his style. However, he's sure to avenge any insult as quickly and forcefully as possible.

Appearance: Maghero Lucoli always dresses at the height of Temirese fashion: a tan silk shirt; a long, elaborately-embroidered, dark-colored doublet that falls to just above the knee; soft leather pants; black leather boots; and when appropriate a cloak (his favorite is blue with gold trim). He carries a rapier and a main-gauche, both exquisitely made and balanced. His hair is black, curly, and worn slightly long; he has a well-trimmed black moustache and short black beard. Most people consider him devilishly handsome.

ROBAT MEHRDAD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
11	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	2		Total Characteristics Cost: 96

Movement: Running: 6"/12"

Cost	Spells	END
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7	Cure Blindness (FHG 245)	
2	Cure Illness (FHG 246)	
2	Divine Hindrance (FHG 249)	
2	Hands Of The Bloody God (TA 251)	
2	Hornbrek's Mantle (TA 254)	
2	Hospin's Healing Touch (TA 249)	
5	From Ishander's Forge (TA 251)	
3	Nightwalker's Mantle (TA 253)	
6	Radiant Bolt (TA 252)	
3	Resurrection (FHG 248)	
6	Sacred Fire (FHG 251)	
1	Sanctify Weapon (FHG 251)	
1	Shield Of Faith (FHG 254)	
1	Skyfather's Judgment (TA 255)	
2	Speak In Tongues (FHG 265)	
4	Spear Of The Skyfather (TA 252)	
5	Stonelord's Touch (TA 255)	
4	Varidon's Javelin (TA 253)	

Perks

3	Fringe Benefit: Religious Rank (<i>Robat</i> of the Hargeshite church)
1	Fringe Benefit: Right To Marry

Talents

6	Combat Luck (3 PD/3 ED)
12	Turn Undead

Skills

10	+2 HTH
6	+2 with Spells
3	Bureaucratics 13-
3	Climbing 12-
3	Deduction 12-
1	High Society 8-
2	AK: Khorian 11-
2	AK: The Westerlands 11-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Mace Of Power	+2	—	2d6	1d6+1	—	10	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Augmented Chainmail (DEF 7)

Gear: Trail rations, waterskin, horse

1	CK: Aarn 8-
5	KS: Hargeshite Religious Doctrine 14-
2	KS: High Church Theology 11-
1	Language: Aarnese (basic conversation; Central Khorian is Native)
2	Language: Trade-Tongue (fluent conversation)
1	Language: Umbrian (basic conversation)
1	Language: Vestrian (basic conversation)
1	Language: Literacy
3	Oratory 13-
3	Persuasion 13-
29	Power: Faith 26-
3	Riding 12-
2	PS: Hargeshite Priest 11-
3	Stealth 12-
1	Trading 8-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 170

Total Cost: 266

75+ Disadvantages

10	Hunted: Hargeshite Church 8- (Mo Pow, NCI, Watching)
10	Hunted: High Church 8- (Mo Pow, NCI, Watching)
25	Psychological Limitation: Devotion To The Gods And Their Purposes, Via The Hargeshite Faith (Very Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
126	Experience Points

Total Disadvantage Points: 266

Background/History: Born to a dockworker and his wife in the Vashkhoran city of Avonnu, Mehrdad seemed touched by the divine from his earliest days. He walked and talked long before other children his age, and he seemed to radiate a calm and tranquility even few adults have. By five he'd already begun speaking to people about the gods in a way that made it obvious he possessed a profound understanding of them and their ways. To no one's surprise, the priesthood accepted him as an acolyte at a far earlier age than normal.

Mehrdad lived up to his early promise, excelling in his studies and learning the ways of the Hargeshite priesthood as if some *lataro* were reincarnated in him. He had a bit more of a sense of humor than some of the older priests thought was good for him, but even those who resented his cleverness couldn't argue with his discipline, learning, and skill. When he completed his studies his superiors awarded him the honor of a post at the great temple of Ebistan Derende. He worked there diligently for several years, and while he was happy enough with his work, he felt a calling for something *more*. He wanted to be out in the world,

**ROBAT MEHRDAD
PLOT SEEDS**

The classic Mehrdad plot: the *robat* and the PCs team up on an adventure. Along the way he frequently preaches his doctrine and gets in theological debates with characters of other persuasions. When he saves a PC's life he pushes his case strongly, arguing that only the power of the Hargeshite Church allowed him to save the hero, so the gods must intend for the hero to convert....

A king or nobleman seeks the PCs' help. He believes the Vashkhorans have sent spies into his land. He doesn't know why, but whatever the reason it can't be good. He asks the heroes to investigate. And what do you know, that Vashkhoran traveling priest they've met a time or two is in the area and acting strangely....

Torbalar himself speak to *Robat* Mehrdad! The god tells his faithful priest that he must seek out and join a certain group of adventurers, whose mission is vital to the safety of the gods and the world even though the adventurers don't have any inkling of that yet. Mehrdad *must* assist them... whether they want his help or not....

ROBAT MEHRDAD'S ENCHANTED ITEMS

Mace Of Power: This magical mace deals such mighty blows that that it can hurt even the most heavily-armored opponent. (HKA 2d6, +2 Increased STUN Multiplier; OAF, STR Min 10 **plus** +2 OCV)

Augemented Chainmail: This enchanted armor is slightly stronger than normal chainmail, but has the advantages of weighing no more than cloth and being self-repairing. (Armor (7 PD/7 ED); OIF, No Mass **plus** Healing BODY 3d6; OIF, Only Works On This Suit Of Armor)

Ring Of The Twin Birds:

Given by the Hargeshite Church to its most devoted and favored servants, a Ring of the Twin Birds enhances spellcasting power and accuracy. Each Ring is specially made for its wearer and won't work for anyone else. (+2 to Faith rolls and +2 with Spells; all OIF)

Portable Cottage: This item looks like a tiny pottery sculpture of a cozy cottage. When activated it expands into a real cottage equipped with enough food and drink to make one hearty meal for up to eight people, enough firewood to keep a cheery fire blazing on the hearth for twelve hours, and enough comfy beds to sleep eight people. The user can control the temperature inside to make it cooler or warmer as needed (Change Environment [+/-2 Temperature Levels] **plus** appropriate forms of Life Support **plus** Force Wall (4 PD/4 ED) for the exterior walls; all OAF, 1 Charge)



smiting evil and converting unbelievers to the Hargeshite faith. When he felt the time was right he petitioned his superiors for permission to become *alcana-robot* — literally “traveling priest,” but more accurately described as a “crusading priest” or “adventuring priest.”

The Hargeshite Church usually looks askance at such requests, and this one was no different. But *Robat Mehrdad's* record of accomplishments was impressive and his piety unquestionable, and some in the Church hierarchy thought he'd make an excellent emissary among the unbelievers. They even had a Ring of the Twin Birds, a sign of great favor, made for him to help him during his travels.

Since then *Robat Mehrdad* has wandered the world preaching the Hargeshite doctrine and crusading against evil. He spends most of his time in the Westerlands, where he's worked with many adventurers and gotten in many debates. He loves his way of life and plans to keep living it as long as the Church will let him.

Personality/Motivation: In many respects *Robat Mehrdad* is just like the PCs. He's clever, noble-minded, compassionate, and above all heroic. He doesn't hesitate to throw himself in the way of danger if by doing so he can save innocents or have a chance to destroy evil. The main difference is that he believes in a distinctly different religious faith and must answer to that faith's Church. He often gets in debates with other adventurers (especially taals of the High Church) about reli-

gious matters (a form of “combat” he relishes) and is sometimes suspected of being a Vashkhoran spy. Sometimes those suspicions are even right... much to his disgust. If he weren't so loyal and pious he would probably start to question the nature of his Church and its overall agenda.

Quote: “Beware, my son. Your dangerous ways are leading you down a dark road. Turn aside and come to the True Faith, and light will fill your life.”

Powers/Tactics: Mehrdad is a skilled fighting priest with years of adventuring experience under his belt. He prefers to accomplish his work with persuasive words and clever actions, but sometimes there's nothing to be done but pick up his mace and shield and smite Evil as mightily as he can. If possible he casts *From Ishander's Forge* (and if appropriate, *Sanctify Weapon*) on his *Mace Of Power* before combat. He usually fights defensively, keeping his Combat Skill Levels in DCV and relying on his Mace's magical accuracy and power to win the day, but if angered he may go on the offensive.

Campaign Use: *Robat Mehrdad* should present the players with something of a dilemma. On the one hand he's basically one of them — an adventurer, a man devoted to destroying Evil (and perhaps

profiting from Evil's loot) and righting wrongs. But on the other, in most Turakian Age campaigns he serves a different faith and different Church, and thus in effect a different kingdom as well (due to the way the Hargeshite faith and Vashkhoran government intertwine). Even when they work together he may have a far different background agenda than they do... and of course he won't give up his efforts to convert them.

To make Mehrdad a tougher opponent, increase his STR, DEX, and CON to 18 and give him enough additional Combat Skill Levels to make him competitive in the campaign. To weaken him, reduce his Faith roll to 20- to 22- (and maybe his SPD to 3).

Robat Mehrdad doesn't Hunt anyone unless ordered to, in which case he follows orders.

Appearance: Underneath his chainmail armor *Robat Mehrdad* wears a modified form of the Hargeshite religious vestments (a dull yellow double-breasted robe tied with two sashes, one whose ends dangle to the right, one to the left). He wields an enchanted mace with a flanged head and carries a shield that displays the Twin Birds symbol of the Hargeshite doctrine. He's a young man, only in his late 20s, with short brown hair, a brown moustache, and dark eyes. His face often has a sort of lighthearted “*joie de vivre*” kind of look that one rarely associates with Hargeshite priests.

NALGAR FOURBLADES

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
16	PRE	6	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	4		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	4		
36	END	0		
50	STUN	13		Total Characteristics Cost: 109

Movement: Running: 7"/14"

Cost Powers **END**

Martial Arts: Swordfighting

	Maneuver	OCV	DCV	Notes
4	Counterstrike	+2	+2	Weapon +2 DC Strike, Must Follow Block
4	Parry	+2	+2	Block, Abort
5	Plunging Strike	-2	+1	Weapon +4 DC Strike
4	Slash	+0	+2	Weapon +2 DC Strike
5	Thrust	+1	+3	Weapon Strike
2	<i>Fast Runner: Running +1"</i> (7" total)			1

Talents

6 Combat Luck (3 PD/3 ED)

Skills

20	+4 HTH
1	Acrobatics 8-
3	Breakfall 13-
3	Climbing 13-
4	Gambling (Card Games, Dice Games) 11-
2	KS: Heraldry 11-
2	KS: Military History 11-
2	KS: The Military/Mercenary World 11-
2	Language: Trade-Tongue (fluent conversation; Ilurian is Native)
3	Paramedics 11-
1	PS: Blacksmith 8-
3	Riding 13-
3	Stealth 13-
3	Streetwise 12-
3	Tactics 11-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sword Of							
Elemental Fury	+2	—	1½d6	var	—	10	See text box
Runesword	+0	—	2d6	1d6-1	—	10	See text box
Ghostslayer Sword	+1	—	1½d6	1d6-1	—	10	Affects Desolidified
Sword Of							
Vitality Leeching	+1	—	1½d6	1d6-1	—	10	Plus Suppress STR (see text box)
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Studded Leather and Chainmail (overall DEF 4)

Gear: Weapons and armor maintenance and repair kit and tools, tend and bedroll, tinderbox, horse

- 1 Tracking 8-
- 1 Trading 8-
- 10 Two-Weapon Fighting (HTH)
- 5 Common Melee Weapons, Common Missile Weapons, Off Hand
- 1 Weaponsmith (Muscle-Powered HTH) 8-

Total Powers & Skills Cost: 103

Total Cost: 212

75+ Disadvantages

- 5 Distinctive Features: facial scar (Easily Concealed; Noticed And Recognizable)
- 20 Enraged: in combat (Common), go 11-, recover 11-
- 20 Hunted: various former employers he's betrayed 8- (Mo Pow, often NCI, Kill)
- 15 Psychological Limitation: Temperamental (Common, Strong)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 62 Experience Points

Total Disadvantage Points: 212

Background/History: Nalgar was a Thurgandian foundling raised by a blacksmith who had just enough kindness to take in an orphan baby, and no more. As soon as Nalgar was old enough to work, he treated the boy mercilessly, expecting him to help in the smithy and beating him harshly for the least mistake or any attempt to get out of work.

By the time he was 14 Nalgar, already big and muscular for his age, could take no more. The next time the smith tried to beat him he smashed the man in the side of the head with his fist and then stuck him in the stomach with a half-finished dagger he snatched up from a nearby table. Certain he'd killed the man and not wanting to be hung because of it, he fled the village forever.

Slowly but surely he made his way to Aarn just like so many other people looking to start their lives over do. His size and strength attracted the attention of a mercenary recruiter who arranged for him to get some basic weapons and fighting training and then shipped him out to the battlefield. He survived that battle... and the next... and the next. Along the way he began to become a pretty skilled warrior, and his natural flair for tactics came to the fore. He's worked as a mercenary (and sometimes adventurer) ever since, fighting all over the world for whoever can pay for his bloody services.

**NALGAR
FOURBLADES
PLOT SEEDS**

Nalgar finds a crumbling old map that supposedly shows the way to a fabulous treasure. The only problem is it's too deadly a journey for him to make himself (and he's sure the treasure will be guarded by who knows what deadly things). He recruits the PCs to help him retrieve it, intending to betray them and keep it all for himself.

Nalgar and a warrior PC develop a Rivalry. Suddenly half the time the PC's involved with something important Nalgar shows up unannounced to challenge him to a fight or make the situation more difficult.

Nalgar stumbles into the PCs' camp, badly wounded. He begs for medical attention (or even better, healing spells!). After he's recovered a little, he tells them he was carrying secret military documents for the king, but was ambushed and robbed by bandits from whom he barely escaped with his life. He begs the PCs to help him get the documents back, lest the entire kingdom be imperilled. He seems very sincere, but could it all be an act?



NALGAR'S ENCHANTED ITEMS

During his career Nalgar's been lucky enough to find four powerful magic swords. He carries all of them at once (hence his nickname) and usually wields one in each hand.

Sword Of Elemental Fury: This enchanted longsword has four manifestations, each based on one of the four Elements: a sharp steel blade (Earth); a blade of lightning (Air); a blade of Fire; and a blade of ice (Water). (Multiplier with four slots: Earth (HKA 1½d6, AP), Air (HKA 1½d6, Penetrating), Fire (HKA 2d6+1), and Water (HKA 1½d6, +1 Increased STUN Multiplier), all 0 END; all OAF, STR Min 10 **plus** +2 OCV with Multipower)

Runeblade (TA 266)

Ghostslayer Sword: This enchanted blade can even cut intangible beings like ghosts and wraiths. (HKA 1½d6, Affects Desolidified; OAF, STR Min 10 **plus** +1 OCV)

Sword Of Vitality Leeching: When drawn, this sword weakens everyone around the wielder, but not the wielder himself... except that he has to use his own energy (*i.e.*, END) to maintain the effect. When he stops using it, the victims' strength immediately returns. (HKA 1½d6; OAF, STR Min 10 **plus** Suppress STR 1½d6, One Hex, Personal Immunity; OAF, No Range **plus** +1 OCV)

Gauntlets Of Might: These chainmail gloves double the wearer's lifting strength. (STR +5, 0 END; OIF)

Personality/Motivation: Nalgar is a self-centered person with a short fuse. If he feels he's been insulted, or if something frustrates him, it's easy for him to lose control of himself and deal with whatever's bothering him with force — usually a strong punch right in the face, but sometimes even more violent actions. In actual combat he often goes into a semi-berserk mode where he cares about nothing but killing whoever he's fighting.

As a mercenary, Nalgar's honor leaves something to be desired. He lives up to the term "mercenary" — the only person he really cares about is himself. If the other side makes him a better offer, or if he sees a way to profit by abandoning his current employer, he'll readily jump ship. He's got a nasty reputation in some corners of the Military/Mercenary World, but his fighting skills and magical weapons allow him to keep getting jobs.

Quote: "I only need one of these blades to take care of scum like you."

Powers/Tactics: Nalgar is a skilled swordsman who carries four powerful magical blades (see text box). He usually prefers to fight with one sword in each hand (a trick he can pull off thanks to his great strength and a lot of practice). He chooses which two based on the opposition, but usually favors the Elemental Fury sword in one hand and the Vitality Leeching sword in the other. He's a little scared of the Runeblade — he swears sometimes it talks to him (usually, but not always, in his sleep) — so he won't use it unless he really needs its power.

Nalgar usually fights aggressively, taking the offensive and trying to wear his opponent down right away with sheer power. Thanks to his temper (and tendency to become Enraged) he often sticks to this tactic long after a more level-headed warrior would see the futility of it and try something else against a particular foe.

Campaign Use: Nalgar's the sort of character that PC heroes encounter all the time: a mercenary soldier, and sometimes fellow adventurer, who's looking for adventure himself. Depending on their outlook and gullibility, he could become a sometime friend, a deadly enemy, a short-term patron, or the like; the one thing he'll never be is a staunch ally, because he only cares about himself.

To make Nalgar tougher, give him some Extra DCs with Swordfighting or raise his SPD to 5. If he's already too tough, get rid of his Martial Arts and reduce his DEX to 17.

Nalgar doesn't usually Hunt anyone unless he's getting paid to, but sometimes a character makes him angry enough to spend a long time chasing that person down. He prefers a straightforward approach: find the target and then attack with his two deadliest blades.

Appearance: Nalgar is an imposing-looking Man, 6'4" tall and heavily muscled. His deep-set eyes are black, as is his unruly hair. He's usually cleanshaven and has a prominent scar down the left side of his face. He wears studded leather armor with some pieces of chainmail. As his sobriquet indicates, he carries four longswords: one on each hip, and two on his back. Each carries a unique enchantment.

NANUMAR HALFELVEN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: x/DCV: x
14	CON	8	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	1		Total Characteristics Cost: 72

Movement: Running: 7"/14"

Cost	Spells	END
	<i>Fire Magic</i>	
5	Fiery Arrow (FHG 89)	
3	Fireball (Weak version) (FHG 91)	
9	Fireshaping (FHG 92)	
3	Khelred's Flammifer (FHG 94)	
3	Protection From Fire (FHG 96)	
4	Quench Flame (FHG 95)	
	<i>Sorcery</i>	
2	Alzamar's Cloak Of The Unseen (FHG 182)	
5	Belzorath's Dominion Of The Mind (FHG 167)	
2	Belzorath's Spell Of Waking Dreams (FHG 176)	
1	Detect Illusion (FHG 184)	
1	Detect Invisibility (FHG 185)	
5	Simbalon's Fifth Spell Of Illusion (FHG 178)	
1	Wizard's Hand (FHG 180)	
	<i>Thaumaturgy</i>	
3	Ashira's Feasting-Spell (FHG 197)	
5	Calmir's First Spell Of The Monstrous Form (FHG 188)	
2	Hawk's Eyes And Hound's Nose (FHG 193)	
3	Jezric's Spell Of True Seeming (FHG 190)	
3	Shape Of Stone (FHG 190)	
2	The Spell Of Titanic Might (FHG 194)	
4	Thurlond's Spell Of Reworking (FHG 191)	
	<i>Wizardry</i>	
1	Detect Magic (FHG 221)	
4	The First Spell Of The Crimson Ring (FHG 232)	
2	Levitation (FHG 233)	
2	Mystic Bolt (Weak version) (FHG 224)	
2	Ropeworking (Stilled version) (FHG 242)	
22	The Spell Of Locking And Opening (FHG 243)	
4	Stelrane's Spell Of Dispersion (FHG 223)	
1	Wizard's Eye (FHG 235)	
2	Yldevar's Claxon (FHG 244)	

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Eversharp Dagger	+0	+0	1d6	1d6-1	1	6	Can Be Thrown, APx2, Penet
Armor							
Shielding-Ring (DEF 6)							
Gear: Rations, tent and bedroll, harp in waterproof leather case, horse							

Powers

22	<i>Arcane Power:</i> Endurance Reserve (120 END, 10 REC)	0
2	<i>Swift:</i> Running +1" (2" total)	1
2	<i>Elven Eyes:</i> +1 to PER Rolls with Sight Group	0
1	<i>Half-Elven Longevity:</i> Life Support (Longevity: lifespan of up to 200 years)	0

Perks

50	Contacts: Well-Connected 47 points' worth of Contacts throughout Ambrethel	
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Talents

6	Combat Luck (3 PD/3 ED)	
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Skills

10	+1 Overall	
9	+3 with Spells	
3	Conversation 12-	
3	Deduction 13-	
1	High Society 8-	
3	Inventor (Spell Research) 13-	
1	Language: Literacy	
3	Paramedics (Healing) 13-	
3	Persuasion 12-	
21	Power: Fire Magic 22-	
17	Power: Sorcery 20-	
19	Power: Thaumaturgy 21-	
17	Power: Wizardry 20-	
2	PS: Play Harp 11-	
2	PS: Singing 11-	
3	Riding 12-	
3	Sleight Of Hand 12-	
3	Stealth 12-	
3	Streetwise 12-	
3	Linguist	
1	1) Aarnese (fluent conversation; Shalion-derentine is Native)	
1	2) Besruhani (fluent conversation)	
1	3) Eltiriani (fluent conversation)	
1	4) Gorthundan (fluent conversation)	
1	5) Ilurian (fluent conversation)	
1	6) Karellian (fluent conversation)	
1	7) Trade-Tongue (fluent conversation)	
1	8) Umbrian (fluent conversation)	
1	9) Westerlands Skhai (fluent conversation)	
1	10) Westerlands Uzdek (fluent conversation)	
3	KS: Scholar	
2	1) KS: Arcane And Occult Lore 13-	
2	2) KS: Fire Magic 13-	
2	3) KS: History 13-	
2	4) KS: Legends And Lore 13-	
1	5) KS: Necromancy 11-	
2	6) KS: Sorcery 13-	
2	7) KS: Thaumaturgy 13-	
2	8) KS: Wizardry 13-	

NANUMAR
HALFELVEN
PLOT SEEDS

The classic Nanumar plot: he's learned of a wondrous magical item, grimoire, or bauble that he simply *must* have. Unfortunately he can't get at it himself — he needs the help of a group of adventurers (the PCs). He approaches them with a description of the vast treasure to be had, sweet-talking them and "embroidering upon" the truth enough to make them take the job. But of course they'll all soon learn there's more to it and they've gotten in over their heads....

Nanumar goes missing. No one's heard from him in over a year. He's often out of touch with a given friend for months or years at a time, but *none* of his friends know his current whereabouts. All they know is that he was thinking of another exploratory expedition into the Sunless Realms. Several powerful and influential people appeal to the PCs to find and rescue their friend Nanumar.

If the PCs are of a more mercenary or evil bent, one of Nanumar's enemies hires them to capture or kill the half-Elven wizard for him. Of course, finding and subduing so versatile a mage may prove difficult....

- 3 Traveler
- 1 1) AK: Elvenholme 11-
- 1 2) AK: Mhorecia 11-
- 1 3) AK: The Westerlands 11-
- 1 4) AK: Northern Mitharia 11-
- 1 5) AK: Vornakkia 11-
- 1 6) CK: Aarn 11-
- 1 7) CK: Eltirian 11-
- 1 8) CK: Tavrosel 11-
- 1 9) CK: Tor Vilos 11-

Total Powers & Skills Cost: 358

Total Cost: 430

75+ Disadvantages

- 5 Distinctive Features: Wizard (Not Concealable; Noticed And Recognizable; Requires Unusual Sense [Detect Magic])
- 15 Hunted: Narrg 8- (Mo Pow, NCI, Limited Geographical Area, Kill)
- 15 Hunted: Arkosh Bloodtooth 8- (Mo Pow, NCI, Limited Geographical Area, Kill)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 15 Psychological Limitation: Fascinated By Magic And Arcane Lore (Common, Strong)
- 290 Experience Points

Total Disadvantage Points: 430

Background/History: The son of a Human father (an adventuring warrior) and an Elven woman (a nobleman's daughter), Nanumar grew up in Elvenholme among his mother's people, but he never really felt at home there. He always thought true Elves looked askance at him for his Human features and limited capabilities. Determined to prove them wrong, he threw himself into the study of magic, a subject that fascinated him. He quickly proved adept at magery, if not disciplined. He couldn't keep himself focused on any one subject for long periods of time, preferring to jump around from one topic to another as the mood took him, much to his teachers' chagrin.

As soon as he felt he'd learned enough, Nanumar left home and set out to see the wide world, intending to support himself as an adventuring wizard. That turned out to be the perfect choice, since the lifestyle of a traveling mage satisfied both his wanderlust and continuing interest in the Arts Arcane. He's been an adventuring wizard for decades now, traveling throughout much of Ambrethel and becoming something of a legend among his fellow adventurers. Among his many exploits are stealing a jewelled golden goblet from Narrg of Vorash (see page 144), helping the Karel-ians stave off a series of Orc and Goblin attacks,

battling pirates on Lake Beralka, brokering a truce between a warring thieves' guild and assassins' guild in Eltirian, locating and destroying a lich (and his tomb) in the western Snowthorns, and exploring and mapping large sections of the Sunless Realms. Tavern tales claim he regularly sings and plays his harp for the dragon Augiros, that he can breathe underwater and often consorts with merfolk, that he's on good terms with the mysterious Sa'akiv and sometimes brings news of the world to the feared necromancer, and that he once lived among the Gorthunda and learned their ways. Whether any of this is true no one can say for sure except Nanumar, and he responds to all inquiries with nothing but a sly grin and a clever quip.

Personality/Motivation: Nanumar is a sort of larger-than-life personality, the type of person who seems at ease in almost any social situation and whom other people want to be around. He loves to entertain people with tales of his adventures, which are many because he seems to love living "on the edge." He'd much rather be



NANUMAR HALFELVEN'S ENCHANTED ITEMS

Silver-Crowned Staff: This beautifully-crafted staff has several wizardly powers of general utility. (Sleep-Spell (Energy Blast 6d6, NND [defense is LS: Diminished Sleeping], 12 Charges); Crimson Flare (Teleportation 40", x16 Noncombat, 4 Charges), Arcane Shield (Force Field (12 PD/12 ED), 2 Continuing Charges lasting 1 Turn each), Arcane Storm (RKA 3d6, One Hex Doubled, Personal Immunity; No Range, 2 Charges); all OAF)

Wand Of Mystic Might: This wand projects a powerful bolt of arcane energy. However, it has a limited supply of that energy to draw on, so Nanumar's careful to use it only when necessary. (RKA 2½d6, 32" Line; OAF, 28 Charges which Never Recover)

Eversharp Dagger: This dagger is so sharp that it can cut through nearly anything. (HKA 1d6, AP(x2), Penetrating; OAF, STR Min 6)

Nanumar's Boots: Created specifically for Nanumar, these stylish black boots allow him to run swiftly, move silently, and even walk upon the air for short periods of time. (Running +3" **plus** Invisible to Hearing Group for up to Running 12" **plus** Flight 12"; Restricted To Character's Inches Of Running, 4 Continuing Charges lasting 1 Turn each; all OIF)

Shielding-Ring: This ring surrounds the wearer with an invisible and usually intangible field that protects him as well as a suit of chainmail. (Armor (6 PD/6 ED); OIF)

Ring Of Wand Identification (TA 262)

Spellvault Ring: Once per day Nanumar can cast one of his spells "into" this ring. The ring stores that spell and can instantly release it at any time on Nanumar's mental command. Depending on what he expects to encounter, he usually uses it to store the First Spell Of The Crimson Ring, Fiery Arrow, or Belzorath's Dominion Of The Mind. (Variable Power Pool for spells, Trigger; OIF, 1 Charge)

Bracers Of Passage: The wearer of these bracers can walk through walls and barriers effortlessly, and even protect himself from danger at the cost of being unable to attack or affect anyone or anything during that time. (Desolidification, 0 END; OIF)

Lesser Amulet Of Safety: This plain-looking amulet provides a small amount of protection against mystic attacks. (Force Field (3 Mental Defense/3 Power Defense), 0 END; IAF)

Arcana Cloak: Specially designed to be worn by wizards, this cloak enhances arcane skill and power. (+2 with all *Magic* Skill rolls and +2 with Spells; OAF)

Headband Of Wisdom: This sapphire-adorned silver headband makes the wearer wiser and more intelligent. (INT +5 and EGO +5; OAF)

out risking his life in search of some treasure or to accomplish some quest than relaxing in the forests of Elvenholme or reclining on a silk couch in some admiring noblewoman's palace. The fact that he has a severe case of wanderlust and doesn't like to stay in the same place for more than a few months (at most) only reinforces his love of the adventuring life...

...as does his utter fascination with things arcane. If he hears about an amazing enchanted item in some long-lost crypt, he has to try to find it and claim it for himself. If he learns that a particular wizard has developed a new spell, he may just travel to that wizard's home and beseech him to teach it. Sometimes he needs help on these missions, and he's not always too choosy about how he gets it.

Quote: "The time I fought the White Trolls of Zalgartundu, you mean? Well, while exploring deep within the Sunless Realms I heard strange rumors of an underground city of powerful, evil trolls...."

Powers/Tactics: Nanumar tends to lack the raw power of a more focused or deeply-studied mage, but he makes up for it with cleverness, flexibility, and an arsenal of enchanted items that he's found or had made. He prefers to solve problems and deal with dilemmas through wit and skill rather than brute power when possible, often relying on Thaumaturgy and Sorcery (to change his shape and thus get him into areas he couldn't otherwise reach, and to fool the minds of his foes) where other mages would choose brute force. He can also fall back on Skills like Sleight Of Hand when spells might not do the trick.

Campaign Use: Nanumar isn't a villainous sort *per se*, but he offers all sorts of possibilities for your campaign. First, he could be a Contact for one or more PCs, a friend they can ask for help (and who, more often, will ask them for aid, thus roping them into an adventure neat as you please). Second, you can make some (or all) of the rumors about him true; just add the necessary Contacts or Skills to suit. Third, he could be a Rival for a PC wizard, or perhaps a distant (and sometimes embarrassing) relative of an Elven PC.

Nanumar's intended to be a relatively flexible but not overly powerful wizard. If necessary, reduce the power of some of his spells (or add/remove spells entirely) so that he's not quite as good as the experienced wizards in your PC group, but outdoes them in terms of breadth of spell selection. If he's not tough enough, add spells and convert some of his Weak version spells to standard version.

Nanumar doesn't Hunt heroes; that doesn't interest him at all. But if he heard a PC had an intriguing enchanted item or remarkable spell, he might try to track him down to study or learn about it.

Appearance: As his name indicates, Nanumar is half-Elven, with a handsome combination of rugged Human and fine Elven features. He's cleanshaven, with sparkling blue eyes and sandy blonde hair he keeps short, stylishly cut, and held in place with a silver headband that has a sapphire in the center of his forehead. He wears a blue-grey longsleeved tunic, matching pants, handsome black boots, and a royal blue cloak. Gold bracers circle his wrists, he has rings on three fingers, and there's an amulet on a chain around his neck. He wears a dagger with a small ruby for a pommelstone on his left hip and carries a straight ironwood staff shod in bronze and topped with a circle of slender, angular silver bars.

NARRG PLOT SEEDS

The classic Narrg plot: having successfully taken over the other tribes in Vorash, Narrg begins a campaign of conquest against nearby kingdoms like Teretheim and southern Karellia. The heroes must stop him before his forces kill more innocent people.

While in or near Vorash, the PCs are captured by Orzegdarans. Rather than just kill and eat them, Narrg decides he can make use of them. He agrees to let them go if they swear a solemn oath to kill a rival chieftain whose people he wants to absorb into his own tribe.

During a battle in the mountains, the heroes, Narrg, and a couple of Narrg's soldiers are trapped in a cave-in. The only way they'll get out is to work together... but can they put aside their differences and do that?

NARRG

Val	Char	Cost	Roll	Notes
35	STR	40	16-	Lift 3,200 kg; 7d6 [7]
16	DEX	18	12-	OCV: 5/DCV: 5
26	CON	44	14-	
23	BODY	32	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	20	14-	PRE Attack: 5d6
8	COM	-1	11-	
13	PD	11		Total: 13 PD (2 rPD)
10	ED	7		Total: 10 ED (2 rED)
4	SPD	14		Phases: 3, 6, 9, 12
12	REC	0		
52	END	0		
54	STUN	0		Total Characteristics Cost: 185

Movement: Running: 8"/16"

Cost	Powers	END
15	<i>Large Tusks:</i> HKA 1d6 (2d6 with STR)	1
2	<i>Ogreish Hide:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Ogreish Legs:</i> Running +2" (8" total)	1
5	<i>Ogreish Eyes:</i> Nightvision	0
3	<i>Ogreish Senses:</i> +1 PER with all Sense Groups	0

Perks

5	Fringe Benefit: Lordship (chieftain of Orzegdar tribe)
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Skills

30	+6 HTH
3	Climbing 12-
2	AK: Vorash 11-
5	Rapid Attack (HTH)
4	Survival (Mountains, Underground) 11-
3	Tactics 11-
10	Two-Weapon Fighting (HTH)
6	WF: Common Melee Weapons, Common Missile Weapons, Thrown Battle Axe, Off Hand

Total Powers & Skills Cost: 97

Total Cost: 282

75+ Disadvantages

20	Enraged: in combat (Common), go 11-, recover 11-
15	Enraged: if challenged, insulted, or mocked (Uncommon), go 14-, recover 14-
15	Psychological Limitation: Powerhungry; Wants To Rule All Of Vorash (Common, Strong)
15	Psychological Limitation: Overconfidence (Common, Strong)
5	Rivalry: Professional, with other ogres who covet his position
137	Experience Points

Total Disadvantage Points: 282

Background/History: In the Orzegdar tribe, one of the largest and most powerful in the land of Vorash, the chieftain wears a helmet made from a dragon's skull. Whoever wants to be chieftain must take it from his dead body after defeating him in combat.

NARRG'S ENCHANTED ITEMS

Orzeg's Dragonskull: Through the notable deeds associated with it and its long place of honor with the Orzegdar tribe, this helmet, made from the skull of a dragon slain by Orzeg, has become imbued with mystical power. (+10 PRE; OAF, Only For Presence Attacks Against Ogres, Orcs, Goblins, Trolls, And Their Kin)

Five years ago a large young Ogre named Narrg challenged the then-chieftain, Borrak, for the helmet using the time-honored Ogreish method of roaring a battle-cry and charging without any warning. Narrg chose a time when he thought Borrak was at his most vulnerable — half-drunk at a feast — but was surprised when Borrak fought back hard. Dispatching the chieftain's drunk guards wasn't much trouble, but Borrak himself used anything he could lay his hands on (chairs, candles, other peoples' weapons, drinking mugs...) to fight with. Narrg finally dazed him with a blow to the head and then, just to prove his own strength, jumped on top of Borrak and strangled him to death with his bare hands.

Narrg's first challenger came at him as he was reaching for the dragonskull helm. A canny half-Orc half-Ogre named Urgan snatched up a fallen guard's spear and stabbed at Narrg in an attempt to win the throne himself. Narrg suffered a wound, but not enough of one to put him out of the fight. Leaping to the wall, he snatched two axes from a weapons display and proceeded to chop Urgan into several small pieces. Without further ado he picked up Orzeg's Dragonskull and put it on his head. And he still wears it today, having survived over a dozen challenges through a combination of brawn, wits, and skill.

Personality/Motivation: For an Ogre, Narrg is smart, clever, and crafty — perhaps even moreso than many heroes, particularly those who underestimate him as a "dumb brute." He has an actual long-term vision and plan, as opposed to most of his fellows and subjects who don't think about anything much further away than their next meal or fight. He wants to subjugate the other tribes and rule all Vorash as its unquestioned King. And when he's achieved that goal, the other nearby kingdoms will be easy pickings with an Orc and Ogre army at his back....

Narrg also has a lot more self-control than most Ogres, but his patience isn't limitless. If directly challenged, never mind insulted or belittled, he often flies into a rage and pummels his antagonizer to unconsciousness or death. He sometimes loses control of himself in combat, too, but there it's not always easy to tell the difference.

Quote: "You will do it because I am chieftain and I tell you to! Do not make me show you why I am chieftain, Yelg — I would rather not see your bones bleaching in the sun."

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battle Axe	+0	+0	2d6	1d6-1	3	13	Carries three, can throw them
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Chain and Plate (DEF 7)

Gear: Narrg does not carry gear! Other ogres carry gear for him!

Powers/Tactics: Narrg is so big and strong that he wields a battleaxe in each hand the way a Man would wield hatchets. (He usually carries a third axe strapped on his back so he can throw one axe [a skill he's practiced] and then draw the other one so he can keep using Two-Weapon Fighting.) Relying on his strength and toughness he usually goes for an aggressive offense, putting most of his Combat Skill Levels in OCV and attacking the biggest, baddest opponent all-out. He's got a strong streak of overconfidence, especially when it comes to fighting, that may one day prove his undoing.

Campaign Use: Although the text closely puts Narrg squarely in Vorash where he belongs, you can use him as a template for just about any Ogre chieftain or similar humanoid foe. The important point is that he's set apart from his brethren not just by being larger and stronger, but by being smarter and having long-range goals.

If Narrg's not tough enough for your campaign, give him some Damage Reduction so he can more easily fight a single group of PCs by himself. You could also give him some Martial Arts with his axes. If he's too weak, scale him back to have Characteristics more like a standard Ogre (see *Fantasy Hero*, page 299, or *Monsters, Minions, And Marauders*, page 75) and remove his two-weapon fighting abilities.

Narrg is patient for an Ogre, but not really patient enough to Hunt a hero. At worst he will seek a character as long as that character's in Vorash (Limited Geographical Area) but even that may be pushing it as long as he's just one chieftain among many.



Appearance: Narrg is slightly over eight feet tall with ochre-colored skin, black hair, a heavily-muscled body, and a thick, squat, prognathous head featuring large, heavy browridges and pointed ears — in other words, he's like a typical Ogre, only moreso. He wears the ceremonial helmet of his tribe, made from the skull of a dragon slain by Orzeg himself, and fights with a double-bladed battleaxe in each hand. In battle he wears heavy chain-mail augmented by pieces of plate armor.

**NEDANA
PLOT SEEDS**

Nedana thinks that one of the Seven, her rival the sorcerer Zhashoon, is weak and ripe for removal. Not wanting the other Seven to know she had anything to do with it, she decides to manipulate/trick the PCs into getting rid of him. Since she's calling the tune she can be ready to swoop in, finish them off, and take Zhashoon's treasures after he's dead.

Nedana learns that an obscure, eccentric sorcerer named Torethal recently died. Eager to obtain his grimoires and workbooks she decides to use her spells to disguise herself as an adventuring wizardess. She plans to convince the PCs to accompany her to Torethal's extraplanar sanctum with tales of his riches and wondrous items. She wants it all for herself, but as long as she can get away with his books she'll be happy enough.

Nedana contacts the PCs. She claims that she's been under a demon's control for decades — the demon who supposedly "taught" her magic actually possessed her and used his body for his own. She finally ejected him and is back in control. After this horrible experience she's had a change of heart and wants to do Good... starting with removing the other Seven Sorcerers from Vfran. Can the PCs trust her enough to help her with this mission, which could bring peace and prosperity to thousands of people?

NEDANA				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
4	PD	2		Total: 4 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	0		Total Characteristics Cost: 97
Movement: Running: 6"/12"				
Cost	Spells	END		
	<i>Conjuration</i>			
5	Banishment (FHG 27)			
6	Conjuror's Chains (FHG 28)			
4	The Lesser Wardings (FHG 29)			
8	Vashtori's Infernal Invocation (FHG 26)			
5	Vashtori's Second Spell Of Beast-Calling (FHG 22)			
8	Vashtori's Second Spell Of Monster Summoning (FHG 24)			
	<i>Sorcery</i>			
6	Algashar's Dominion Of The Mind (Strong version) (FHG 167)			
6	Algashar's Glamour Of Fright (FHG 175)			
2	Alzamar's Cloak Of The Unseen (FHG 182)			
11	Belzorath's Invocation Of Impassable Terrain (FHG 175)			
2	Belzorath's Spell Of Waking Dreams (FHG 176)			
6	Darthuva's Affliction Of The Confused Mind (FHG 170)			
1	Detect Illusion (FHG 184)			
1	Detect Invisibility (FHG 185)			
8	Fekura's Bonds Of Fear (FHG 170)			
5	Mindreading (FHG 172)			
4	Mindseeking (FHG 186)			
6	Mindtrap (FHG 173)			
4	Prismatic Blast (FHG 177)			
6	Simbalon's Sixth Spell Of Illusion (FHG 178)			
11	The Spell Of The Untrustworthy Mind (FHG 174)			
2	Tarvallin's Images Of Delight (FHG 179)			
5	Torment Of The Mind (FHG 174)			
5	Valazemurian's Spell Of Lasting Torment (FHG 174)			
1	Wizard's Hand (FHG 180)			
	<i>Wizardry</i>			
5	Boadlane's Lens Of Enlightenment (FHG 220)			
1	Detect Magic (FHG 221)			
4	The First Spell Of The Crimson Ring (FHG 232)			
2	Levitation (FHG 233)			
5	Mystic Bolt (FHG 224)			
5	Mystic Dart (FHG 225)			
6	Mystic Wall (FHG 229)			

- 8 The Second Spell Of The Crimson Ring (FHG 233)
- 1 Serten's Spell Of The Quiet Moment (FHG 227)
- 22 The Spell Of Locking And Opening (FHG 243)
- 4 Stelrane's Spell Of Dispersion (FHG 223)
- 1 Wizard's Eye (FHG 235)
- 2 Wizard's Power (FHG 228)
- 2 Wizard's Shield (FHG 231)
- 5 Wizard's Steed (FHG 234)

Powers

- 45 *Arcane Power:* Endurance Reserve (200 END, 25 REC) 0
- 5 *Wizard's Immortality:* Life Support: Longevity (Immortal) 0

Perks

- 8 Fringe Benefit: Lordship (one of the Seven Sorcerers of Vfran)
- 10 Money: Wealthy

Talents

- 17 Magesight

Skills

- 10 +1 Overall
- 18 +6 with Spells
- 3 Acting 13-
- 3 Analyze Magic 13-
- 3 Deduction 13-
- 3 Interrogation 13-
- 3 Inventor (Spell Research) 13-
- 2 AK: Vfran 11-
- 1 Language: Literacy
- 3 Paramedics 13-
- 17 Power: Conjuration 20-
- 25 Power: Sorcery 24-
- 21 Power: Wizardry 22-
- 3 Stealth 12-
- 1 TF: Equines
- 3 Scholar
- 2 1) KS: Arcane And Occult Lore 13-
- 2 2) KS: Conjuration 13-
- 1 3) KS: Demons 11-
- 2 4) KS: The Other Seven Sorcerers 13-
- 2 5) KS: Sorcery 13-
- 2 6) KS: Wizardry 13-

Total Powers & Skills Cost: 416

Total Cost: 513

75+ Disadvantages

- 15 Enraged: when something angers or frustrates her (Common), go 11-, recover 14-
- 20 Enraged: if insulted or mocked (Uncommon), go 14-, recover 11-
- 15 Hunted: the other Seven Sorcerers 14- (As Pow, NCI, Watching)
- 15 Psychological Limitation: Ruthless And Evil; Considers Other People Her Playthings (Common, Strong)
- 15 Psychological Limitation: Powerhungry (Common, Strong)
- 5 Rivalry: Professional, with the other Seven Sorcerers
- 353 Experience Points

Total Disadvantage Points: 513

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Archmagus Robes (DEF 6, Hardened)

Gear: Whatever she wants, within reason; she has countless slaves to make things for her and serve her every whim

Background/History: Most mages tell stories of long hours spent in the library and workroom as they studied spells, honed their craft, and gradually came to master the Arts Arcane. Not so Nedana, who chose an easier path to power.

Nedana is the daughter of a Vfranese nobleman who dabbled in wizardry. He was no mighty mage, but between his skills and his money he could accomplish some amazing things. One of his most prized possessions was a Demon Glass, a crystal ball in which some conjurer had long ago imprisoned an incubus. The incubus had to teach and advise the Glass's owner on pain of being tortured by the striking of the ball with a crystal rod, which would cause agonizing reverberations within the mystic prison.

As a girl Nedana was fascinated by her father's wizardry, but not by the drudgery associated with it. Having successfully avoided work all her life as a pampered favorite daughter, she thought there had to be a way to learn magic without a lot of work. When she learned about the Demon Glass, she thought maybe she'd found it. The incubus, for his part, thought he had finally found someone naive and foolish enough to free him from his duress... but he grievously underestimated the depths of her own duplicity and evil.

The two began a delicate dance in which she tried to get the incubus to teach her magic, and the incubus tried to convince her it had to be "temporarily released from this crystal palace" to offer instruction. The incubus tricked her into believing it would teach her a few simple spells of Sorcery in exchange for freedom — only to discover that she had tricked him! After he agreed to tutor her (thus giving her a way to force him to teach her anything) she revealed that she knew about the crystal rod.



With a peal of delighted laughter she drew the rod out from where she'd hidden it in her sleeve and struck the crystal ball, causing the incubus to scream in agony.

Her instruction in the Secret Sciences began in earnest the next day. The incubus revealed to her the hidden lore she wished to know, primarily that of Sorcery so she could control and manipulate other people. When her father discovered what she was doing, she killed him, then used her own mother and siblings as sacrifices to summon demons who could teach her things the incubus could not.

As she continued to explore the world of magic, Nedana slowly but surely came into contact with other wizards of like mind. Eager for power, a group of them — Nedana plus six others — began meeting to exchange information and make plans. In time they realized they had enough arcane might to obtain political power and riches. Nedana suggested her homeland, Vfran, as a target — the king was

weak due to quarrelling among the nobility. In 4926 SE, with an army of conjured and enchanted servants at their backs, the Seven attacked Vfran without warning, capturing the capital city of Vhoth-Tarin and putting King Lorgon and his extended family to the sword. After routing the army and burning the city to the ground they divided the land among themselves, each taking a seventh portion as his exclusive domain. They've ruled the land since then, putting down occasional rebellions, solidifying their power, and continuing their studies. Now Nedana wants them to continue their conquests by attacking Sorinsarsoun (and eventually Shar). Some of the Seven support her, others are neutral or opposed, but she knows she'll sway them... eventually. She always gets what she wants.

NEDANA'S ENCHANTED ITEMS

Singing Silver Wand: This wand emits an eerie music and fires bolts of silvery flame. Nedana believes it sometimes whispers wisdom to her and treasures it above all her other possessions except her Demon Glass. (RKA 4d6, +1 Increased STUN Multiplier; OAF, 30 Charges)

Archmagus Robes: Able to change color (and to some extent style) to suit the wearer, these silk robes both protect him and enhance his mystic powers. (Armor (6 PD/6 ED), Hardened; +4 with all types of the *Magic Skill*)

Thousand-Facet Ring: This ring allows the wearer to assume the appearance of nearly any humanoid being. He can even mimic others' features exactly. (Shape Shift to Sight, Hearing, and Touch Groups, Imitation, Instant Change, 0 END; IIF)

Cloak Of Swift Travel: This cloak lets the wearer Teleport up to about 200 feet away several times a day. (Teleportation 30", Position Shift, No Relative Velocity, Safe Blind Teleport; OAF, 6 Charges)

Personality/Motivation: Nedana is well-known for her fearsome temper. She has almost no tolerance for frustration or annoyance, and none at all for insults or behavior that she thinks demeans her. (If she's in a bad mood, "behavior that demeans her" means "anything other than slavish obedience and fawning praise.") She can restrain herself when dealing with the other Seven or people of power equivalent to her own, but anyone she views as a lesser or inferior had best tread warily around her.

Nedana's temper is equalled by her hunger for power and willingness to do anything to get it. With a few exceptions (such as the other Seven), she views people as puppets she can manipulate at will with her Sorcery for her own purposes (or even just pure amusement). She wants to extend that to kingdoms and empires as the ruler of a realm so large she can maneuver politically with the likes of Vashkhor and Besruhan. She realizes that this will eventually require her to turn on the other Seven Sorcerers, but she has no qualms about that. She knows they're probably planning to do something similar to her... but she intends to strike first.

Quote: "You think your mind is your own, fool? It is mine, mine to play with and mold as I wish, until you beg me to let you serve me in any way I choose."

Powers/Tactics: Nedana is a sorceress of the first water, able to read and control minds, create utterly believable illusions, and afflict her enemies with fear and confusion. Her favorite spell is Algashar's Dominion Of The Mind (she uses a "Strong" Mind Control 12d6 version she calls Nedana's Dominion Of The Mind), but she also enjoys Fekura's Bonds Of Fear, Prismatic Blast, and using her Singing Silver Wand.

Despite her power, Nedana rarely stands and fights. She prefers to have her slaves and Mind Controlled monsters do her fighting for her while she watches and gloats, or perhaps snipes from the sidelines. If confronted she fights back, but if she feels she's lost control of the situation or is in danger of serious injury or death she'll use her Cloak Of Swift Travel, illusion spells, and/or Alzamar's Cloak Of The Unseen to escape.

Campaign Use: Nedana provides an excellent model for the classic "evil sorcerer who manipulates people rather than fighting directly." If you don't want to use her to draw the heroes into the situation in Vûran you can change the details of her history and character sheet and put her nearly anywhere in Ambrethel. She might even function more effectively if no one knew where she was or exactly what she was doing.

To make Nedana more powerful, add an arcana or two to her arsenal — perhaps Divination, some type of Elemental Magic, Witchcraft, or Black Magic. To weaken her, remove her Conjunction so she has no summoned servants, just Mind Controlled ones.

Nedana generally doesn't Hunt people until they anger or offend her. Even then she only pursues them within Vfran most of the time (Limited Geographic Area), but might use her influence to occasionally cause minor problems for them elsewhere.

Appearance: The only woman among the Seven Sorcerers of Vfran, Nedana looks like a 30-ish female despite being several hundred years old. Her beautiful face and figure, set off by long blonde hair and blue eyes, belie the evil and cruelty that lurk within. She wears enchanted robes of purple or burgundy cut to show off her charms, plus a gold-colored cloak.

PALANIETH

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 57

Movement: Running: 6"/12"

Cost	Spells	END
2	Cure Illness (FHG 246)	
4	D'ansif's Spell Of Far Sight (FHG 34)	
1	Detect Scrying (FHG 35)	
2	Divine Hindrance (FHG 249)	
3	Healing-Spell (FHG 247)	
4	Holy Light (FHG 249)	
3	Premonition (FHG 32)	
6	Sacred Fire (FHG 251)	
1	Shield Of Faith (FHG 254)	
2	Shield Of The Soul (FHG 255)	
2	Speak In Tongues (FHG 265)	
5	Stillness Of The Soul (FHG 252)	
1	Wisdom Of Tjjalis (TA 258)	

Powers

20	<i>Priestess's Power:</i> Endurance Reserve (100 END, 10 REC)	0
5	<i>Eyes Blessed By Tjjalis:</i> Nightvision	0

Perks

30	Contacts: Well-Connected and 27 points' worth of Contacts throughout Eltirian
15	Follower: Eclipse the black cat (built on 75 Base Points)
3	Fringe Benefit: Religious Rank
1	Fringe Benefit: Right To Marry

Talents

12	Turn Undead
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Skills

3	Acting 12-
3	Bribery 12-
3	Bureaucratics 12-
3	Concealment 12-
3	Conversation 12-
3	Deduction 12-
3	High Society 12-
2	KS: Eltiriani Theology 11-
4	KS: Tjjalis Theology 13-
2	KS: Vornakkian History 11-
1	Language: Literacy
3	Lipreading 12-
3	Oratory 12-
3	Persuasion 12-
17	Power: Faith 20-
2	PS: Priestess Of Tjjalis 11-

3	Seduction 12-
3	Shadowing 12-
1	Sleight Of Hand 8-
3	Stealth 12-
3	Streetwise 12-

Total Powers & Skills Cost: 193

Total Cost: 250

75+ Disadvantages

0	Hunted: various other priests and ambitious people (As Pow, sometimes NCI, Watching)
25	Psychological Limitation: Devotion To The Goddess And Her Purposes (Very Common, Total)
15	Psychological Limitation: Ambitious (Common, Strong)
10	Psychological Limitation: Curiosity (Common, Moderate)
5	Rivalry: Professional, with other priestesses
20	Social Limitation: Subject To Orders (Very Frequently, Major)
100	Experience Points

Total Disadvantage Points: 250

Background/History: Tjjalis, goddess of the night-time spaces, has decreed that only girl-children born of her priestesses may become priestesses themselves. If a daughter is conceived in some ordinary place, she becomes a priestess only if she shows particular promise. But if she's conceived in a location deemed sacred to Tjjalis, she must become a priestess, and in fact those girls almost always show a special aptitude for the job. (Boy-children are given to other temples to become priests.)

So it was with Palanieth, conceived on the site of many rituals to the goddess and blessed with a desire to serve. Her mother began teaching her the litany as soon as she could talk, and by her early teens she was participating in rituals and assisting higher-ranking priestesses. But though she served faithfully in all things, inside she chafed at taking orders. *She* should be in charge, giving orders to other people. And now that she's a full-grown woman with the powers of a priestess she intends to find a way to do just that. No long years of temple toil for her to earn favor and rank — she intends to take whatever shortcuts she can find.

Personality/Motivation: Palanieth is sly, conspiratorial-minded, and clever. Driven by ambition (both to rise in the ranks of the priesthood and to become more influential in Eltirian generally) and a strong sense of curiosity she pays careful attention to everything around her... and snoops whenever she has the opportunity, often using spells to help her. For example if she observes or learns about the PCs and thinks she might be able to manipulate them for her own purposes she'll cast divination-spells to dig up information about them and track them, then use her Concealment and Stealth Skills to go through their things if she has the chance. Her feminine charms, network of Contacts throughout Eltirian, and access to church resources are other tools she uses as needed.

PALANIETH
PLOT SEEDS

A priest of Aberac recently insulted Palanieth at a party, so it's time for revenge. She decides to frame him for traitorous actions against the Eltiriani throne and plants evidence that he's in league with Talarshand. Then she arranges for the PCs to "find" the "evidence" so they'll go after the priest. But when he protests his innocence and seems to have proof to back up at least some of his claims, what will the heroes do?

Palanieth desperately wants an invitation to an exclusive ball being thrown by Lady Salyeth. She believes the heroes, recently-arrived adventurers causing a stir in the city, will receive invitations, so she tries to make friends with them in hopes of getting asked to attend the ball with them. But of course this makes her enemies think the PCs are working with her, so they either (a) try to court them away from her, or (b) try to have them killed. And if Palanieth goes to the ball with them and is discovered doing something illicit, will Lady Salyeth blame the PCs for her actions?

Her superiors assign Palanieth to keep an eye on the PCs, whom they regard as potentially dangerous. She thinks it's a waste of time but has to comply. She decides the easiest way to get out of the job is to drive the PCs out of Eltirian as quickly as possible....

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
None							
Gear: Various clerical vestments and supplies, holy writings							



Quote: “That is most... intriguing. As are you, good sir. Perhaps we could continue this conversation... in private?”

Powers/Tactics: Palanieth is no fighter (though she has spells she can call on if forced into combat). She’s a sneak, a blackmailer, and a manipulator who uses her skills and spells to find ways to advance herself. She particularly enjoys casting D’ansif’s Spell Of Far Sight to spy on people from afar (she can read lips to figure out what the people she watches are saying). (As the goddess of, among other things, divination, Tjjalis grants her priestesses spells from the Divination arcana, but they’re cast with a Faith roll rather than a Divination roll.) Her pet cat Eclipse is also good for spying and other minor tasks.

Palanieth’s perspective on any situation is “what’s in it for me?”. If she thinks she can manipulate events or people to gain something, she’ll try to do so. If not, she tries to get away at the earliest opportunity, since she sees no point in wasting time or effort without gain.

PALANIETH’S ENCHANTED ITEMS

Ghoststone Ring: This ring lets the wearer walk through walls and barriers effortlessly, though his intangible state offers no protection from attacks. (Desolidification, 0 END; OIF, Does Not Protect Against Damage)

Wand Of Talons (TA 264; has 36 Charges remaining)

Campaign Use: Palanieth gives you the chance to get the heroes involved in all sorts of behind-the-scenes goings-on in the City of Seven Gates. First, she’s tied into the religious politics of the city, primarily within the priestesshood of Tjjalis but also to the extent that the priests of the different gods compete with each other for prestige, favor, and worshippers. Second, she pays attention to and participates in city politics as much as possible, since secular influence is as important to her as religious/mystical power. Sometimes this participation is direct (like attending a nobleman’s party), but just as often its conspiratorial or under the table. She could easily see the PCs (or a specific PC) as the key to humbling a rival, gaining access to some useful resource or inner sanctum, meeting important people, making money, or twisting events in her own favor, then set out to manipulate them to get what she wants.

To make Palanieth tougher, give her more social power. Increase her rank in the priestesshood, give her a coterie of lovers throughout the city who help her, and have a lot of people owe her Favors. If you want to weaken her, remove her Contacts and reduce some of her Interaction Skills to Familiarities.

Palanieth doesn’t Hunt heroes in the traditional sense. However, if she thinks one of them has something she wants, or she believes a PC is a threat she needs to eliminate, she’ll keep careful tabs on them whenever they’re in Eltirian (Watching, Limited Geographical Area).

Appearance: A priestess of Tjjalis, the Eltiriani night-goddess, Palanieth wears the typical garb of her church: a purple robe (in a style designed to show off her attractive figure) with a gorget of black velvet embroidered with a slim-rayed, seven-pointed star. Long dark hair frames her beautiful face; her eyes are green. On one finger of her right hand she wears a silver ring set with a ghostly white stone.

RED-EDGE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
17	CON	14	12-	
14	BODY	8	12-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
6	REC	0		
34	END	0		
35	STUN	4		Total Characteristics Cost: 113

Movement: Running: 9"/18"

Cost Powers **END**

Martial Arts: Blademastery

Maneuver	OCV	DCV	Notes
4 Counterstrike	+2	+2	Weapon +4 DC Strike, Must Follow Block
5 Jab	+1	+3	Weapon +2 DC Strike
4 Parry	+2	+2	Block, Abort
4 Slash	+2	+0	Weapon +4 DC Strike
5 Thrust	-2	+1	Weapon +6 DC Strike
8	+2 DCs (already added in)		

Martial Arts: Bladethrowing

Maneuver	OCV	DCV	Rng	Notes
4 Basic Shot	+0	+0	+2	Weapon +2 DC
3 Defensive Shot	-1	+2	+0	Weapon
5 Moving Shot	-1	+0	+0	Weapon; FMove
4 Quick Shot	+1	+0	+0	Weapon +2 DC

- 24 *Unore*: RKA 1d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Trigger (touching victim's bare skin with intent to poison him; +¼); IAF Fragile (poison dissolves if exposed to water; -¾), 10 Charges (-¼) [10]
- 6 *Swift Runner*: Running +3" (9" total) 1

Perks

- 9 Reputation: deadliest of the Silver Branch assassins (throughout Ambrethel) 14-, +3/+3d6

Talents

- 6 Combat Luck (3 PD/3 ED)
- 10 *Silver Branch Accuracy*: Deadly Blow (+1d6 KA with all Ranged weapons)
- 7 *Silver Branch Accuracy*: Deadly Blow (+1d6 KA with all Blades in HTH Combat)
- 16 Crippling Blow
- 18 Evasive
- 3 Lightning Reflexes: +2 to act first with All Actions

Skills

- 15 +3 HTH
- 10 +1 Overall
- 5 +1 with Agility Skills
- 5 +1 with Intellect Skills
- 3 Acrobatics 13-
- 3 Acting 12-
- 3 Breakfall 13-
- 3 Bribery 12-
- 3 Climbing 13-
- 3 Concealment 12-
- 3 Contortionist 13-
- 3 Disguise 12-
- 3 Fast Draw (Common Melee Weapons) 13-
- 3 Interrogation 12-
- 2 AK: Vornakkia 11-
- 2 CK: Eltirian 11-
- 2 CK: Talarshand 11-
- 3 KS: The Thieves' World 12-
- 2 Language: Aarnese (fluent conversation; Talarshandi is Native)
- 2 Language: Devyldran (fluent conversation)
- 2 Language: Eltiriani (fluent conversation)
- 2 Language: Sithian (fluent conversation)
- 2 Language: Trade-Tongue (fluent conversation)
- 1 Language: Literacy
- 3 Lockpicking 13-
- 3 Mimicry 12-
- 3 PS: Brew Poison 12-
- 5 Rapid Attack (HTH)
- 3 Riding 13-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 13-
- 5 Stealth 14-
- 5 Streetwise 13-
- 4 Survival (Temperate/Subtropical, Tropical) 12-
- 3 Tracking 12-
- 10 Two-Weapon Fighting (HTH)
- 8 WF: Common Melee Weapons, Common Missile Weapons, Garrote, Off Hand, Silver Branch Dagger, Thrown Sword

Total Powers & Skills Cost: 291

Total Cost: 404

75+ Disadvantages

- 0 Distinctive Features: *Unore* (Easily Concealed; Noticed And Recognizable; Not Distinctive In Talarshand)
- 20 Hunted: Eltirian 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Reputation: highly-feared assassin, 14- (Extreme)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 249 Experience Points

Total Disadvantage Points: 404

RED-EDGE PLOT SEEDS

The classic Red-Edge plot: someone hires Red-Edge to kill the PCs (or someone they care about), and they have to stop him. Just as importantly, they have to find out who hired him and stop that person from being a threat to them as well.

A friend of the heroes' claims to have received information about Red-Edge's true identity from a mysterious contact of his own. If the PCs can be convinced this information is worth pursuing, what will they do? The rewards offered for Red-Edge's head are considerable... but so is the risk of hunting him.

Bodies begin turning up all over Aarn with Silver Branch daggers sticking in them. There seems to be no connection between them, but only Red-Edge could pull off so many assassinations so quickly, cleanly, and perfectly. The heroes are asked to find him and stop him. If they do find him, what if he denies any involvement and claims he's pursuing the renegade Silver Branch assassin responsible?

RED-EDGE'S
ENCHANTED ITEMS

Sword Of Deep Wounds: This mystically-sharpened sword can pierce even the heaviest armor to inflict a wound... and since it's usually poisoned, that spells the target's doom. (HKA 1d6+1, Armor Piercing, Penetrating x2; OAF, STR Min 10 **plus** +2 OCV)

Hatchet Of Remembrance: This enchanted axe is no different than a normal axe in most respects, but always returns to the hand when thrown. (Make the weapon an OIF instead of OAF.)

Mask Of Free Breathing: This leather mask allows the wearer to breathe in any environment. (Life Support: Self-Contained Breathing; OIF)

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sword Of Deep Wounds	+2	+0	1d6+1	1d6-1	1	10	AP, Penetrating x2
Cimro	+0	—	3d6 N	—	—	4	See UMA 172, 177
Silver Branch Dagger	+0	+0	1d6	1d6-1	3	8	Can Be Thrown, poisoned
Hatchet Of Remembrance	+0	+0	1d6	1d6-1	4	6	Can Be Thrown, see text box
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Silver Branch Chainmail (DEF 4)							
Gear: Various poisons (and often the ingredients for making more), flint and steel							

Background/History: The history of the feared assassin known only as Red-Edge is as mysterious as his appearance. Some say he's the divine-blooded son of a god, though the stories differ as to whether his parent is Ingrais, Elefthérion, S'taa'sha, or some lesser deity. Others claim he is the entire Silver Branch Guild — that it's not really a guild at all, just one man with a gift for disguise and death. Some people believe he's a demon who takes the form of a man to kill people and harvest their souls. Whatever the truth may be, one thing is for certain: in the ranks of assassins, Red-Edge is at the top.

Personality/Motivation: Like most skilled assassins, Red-Edge has no regard for human life. He thinks of people as targets or objects, not other persons he can relate to, talk to, or care for. The only thing he cares about are himself, his reputation, and the money he earns. It's this utter cold-bloodedness that has led to the stories claiming

he's a demon or the like; no Man, the tellers say, could be so unfeeling all the time.

Quote: None; he rarely talks

Powers/Tactics: Red-Edge is perhaps the deadliest foe your PCs are likely to face aside from the likes of Kal-Turak himself. Between his Martial Arts, Deadly Blow, poisons, and high DEX and SPD it's possible he can kill two or three of them before they even know what hit them. Thus, to use him properly you need to make sure he's effective enough to justify his reputation but attacks in a situation where they can drive him off so the entire party doesn't die.

In most situations Red-Edge fights with his Sword Of Deep Wounds in his right hand and Hatchet Of Remembrance in his left, sometimes pausing to throw the Hatchet when necessary. If he has the chance to attack from surprise, he usually opens with a thrown Silver Branch dagger. His weapons are almost always poisoned, though whether with fast-acting or slow-acting poisons, or deadly or knockout poisons, depends on the target and the mission.

Campaign Use: Red-Edge represents one of the ultimate threats in Ambrethel — the sort of person who's called in for a job when his employer absolutely, positively wants to ensure that someone dies. That makes him a perfect "motivational factor" when you need to convince the PCs of the seriousness of a situation or give them a major challenge. If Red-Edge isn't up to the task of taking on the whole PC team by himself (at least for a few Phases), upgrade him with more Combat Luck, Extra DCs, Lightning Reflexes, or whatever else he needs until he is. If he's already too tough, get rid of his Martial Arts and/or Deadly Blow Talents, and perhaps reduce his SPD to 4.

Red-Edge only Hunts people when paid to do so... in which case the target had better put his affairs in order quickly.

Appearance: Few people, if any, know what Red-Edge truly looks like — to most the feared Silver Branch assassin is nothing but a whispered rumor or the subject of fearful stories. Those who claim to have seen him in the flesh say he's of average height, with dark hair and eyes. As a master of disguise he could look like nearly anyone and wear almost any clothing, but on most missions he favors tight-fitting dark red clothing and black leather armor. He carries several weapons, including a short sword, a few ordinary daggers, an equal number of Silver Branch throwing blades, and a hatchet.



R'TANTH THE RAT

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 117 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	3		Total: 8 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 62

Movement: Running: 5"/10"

Cost	Powers	END
3	<i>Sharp Senses:</i> +1 to PER Rolls with all Sense Groups	0
5	<i>Preternatural Night Eyes:</i> Nightvision	0
-2	<i>An Old Leg Injury:</i> Running -1" (5" total)	
10	<i>Roguish Luck:</i> Luck 2d6	0

Perks

20	Base: The Rat's Nest, a tavern in Aarn
40	Contacts: Well-Connected and 37 points' worth in Aarn
23	Followers: 16 rats built on a total of 15 points each

Talents

7	Beast Speech; Rats And Mice Only (-1)
6	Combat Luck (3 PD/3 ED)

Skills

5	+1 HTH
3	+1 with Bribery, Shadowing, and Streetwise
3	Acrobatics 13-
6	Animal Handler (Rats) 14-
3	Breakfall 13-
3	Bribery 12-
3	Climbing 13-
3	Concealment 12-
1	Contortionist 8-
3	Conversation 12-
3	Fast Draw (Blades) 12-
1	Forgery (Documents) 8-
4	Gambling (Card Games, Dice Games) 12-
2	AK: Aarnese Sewers 11-
5	CK: Aarn 14-
2	KS: Aarnese Thieves' Guilds 11-
2	KS: The Aarnese Underworld 11-
3	KS: The Thieves' World 12-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger Of Accuracy	+2	+0	1d6	1d6-1	3	6	See text box
Dagger	+0	+0	1d6-1	1d6-1	8	6	Can Be Thrown
Mallet	+0	—	2d6 N	—	—	5	

Armor

Thieves' Bracers (DEF 4)

Gear: Cleaning rag, whetstone

2	Language: Trade-Tongue (fluent conversation; Aarnese is Native)
1	Language: Literacy
3	Lockpicking 13-
2	PS: Fence 11-
2	PS: Tavernkeeper 11-
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 13-
3	Stealth 13-
5	Streetwise 13-
5	WF: Common Melee Weapons, Common Missile Weapons, Off Hand

Total Powers & Skills Cost: 199

Total Cost: 261

75+ Disadvantages

10	Hunted: City Guard 8- (Mo Pow, NCI, Watching)
10	Hunted: Captain Velltar 8- (Mo Pow, Make Life Difficult)
15	Psychological Limitation: Looks Out For Himself (Common, Strong)
10	Psychological Limitation: Enjoys Showing Off His Cleverness (Common, Moderate)
5	Rivalry: Professional, with Garton of the Red Hand Tavern
136	Experience Points

Total Disadvantage Points: 261

Background/History: Growing up an orphan on the streets of Aarn meant R'tanth was almost certain to become one of two things: a thief, or dead. He chose the former, and being nimble-fingered, clever, and daring he prospered at it. He had something else working in his favor, too: a strange ability to get along with rats. He used to catch them and eat them when he was living on the streets, but one day a rat he was about to bash to death with a stick of wood turned around and looked at him strangely. They just stared at one another for a minute or two, and finally the rat ran over to R'tanth, up his leg, and onto his shoulder. From that day forward he was never without a rat or two (and sometimes a whole swarm) as companions, and they often helped him with his thievery.

R'tanth paid his dues as a workaday thief for the guild known simply as "the Fist" and made many friends there (most of whom called him "Rat" because of his appearance and pets). But eventually the appeal of working his way up the guild ladder paled. He became an adventuring thief, working with several adventuring groups over the course of nearly a decade. He left each one under something of a cloud as his greed inevitably got the better of him and he tried to steal something belonging to a

**R'TANTH THE RAT
PLOT SEEDS**

R'tanth asks the PCs for help: something is killing all the rats! Not just his rats, but a *lot* of the rats in the city. Most people would think that's a good thing, but he believes whatever it is poses a danger to the City of Storms. Will the PCs help? If so, what sort of thank-you will the rats of Aarn arrange for them when it's all over?

Someone attacks and severely injures R'tanth! Whether due to his injuries or some Sorcery, he can't remember anything about the assault. The thieves' guilds in the city want to avenge their friend and arbitrator, but they're locked in an underworld war right now so they "ask" the PCs to handle the matter (though a reward will be forthcoming despite the nature of the "request").

A bauble R'tanth filched from one of his old adventuring companions turns out to be a powerful Evil artifact. It takes him over and makes him commit horrific deeds in the mornings after the tavern closes. The heroes have to investigate the string of bizarre and bloody crimes, track down R'tanth, figure out what's causing his behavior, and "cure" him. They also need to find out why the item started to do this *now*...



comrade or the party; more than once he fled for his life from a group of former friends.

He would have continued his adventuring career but for a disastrous attempt by his then-current party, the Fiery Brethren, to ambush a group of treasure-laden ogres in the Valician Hills. It turned out *they* were the ones being set up for an ambush as the ogres' tribesmen rushed from hiding to attack them after they sprung their "trap." The party won the battle, but at a severe price: the priest and mage were dead, the warrior and ranger were badly injured, and R'tanth himself had a badly-broken leg and two broken ribs. All their healing potions were smashed, so the three survivors fell back on field medicine. R'tanth's leg and ribs didn't heal quite right, leaving him with a slight limp and twinges of pain when he breathes deeply.

After that unpleasant incident, R'tanth decided it was time to "retire." He gave up the adventuring life and returned to Aarn. Age and injuries scared him off becoming a full-time thief again, so he used his savings to buy an old tavern in the Thieves' District. Renaming it the Rat's Nest, he settled down to a life as a tavernkeeper. He claims to be "done with thieving forever," but the Aarnese underworld knows better (and the City Guard suspects as much). He doesn't pull many jobs himself anymore, but he works as a fence, a clearinghouse for talent (he

matches jobs he hears about with thieves suitable for them), and an underworld arbitrator. He's on good (or at least neutral) terms with all the thieves' guilds in the city despite the ongoing thieves' war.

Personality/Motivation:

R'tanth's motto is "I look out for me because no one else will." If an opportunity for profit or advancement comes along, he'll take it even if it means causing problems for someone else (provided that "someone else" is weaker than he). If he can gain by stealing from, tricking, or hurting someone else, he almost certainly will. He's got one of the most finely-honed senses of self-interest and self-preservation in a business known for wary people.

R'tanth thinks of himself as an exceedingly clever fellow, and he wants other people to agree with him. He takes every opportunity to show off his cleverness and wit with a steady stream of quips, jibes, mildly sarcastic comments, and barbed observations.

Quote: "Welcome to the Rat's Nest! Copper a beer and you clean up your own blood."

Powers/Tactics: R'tanth may not be as fast or tough as he once was, but he's still got more than enough skill to protect himself in rough situations and keep barfights at the Rat's Nest (which are an almost nightly occurrence) from becoming too rowdy. (He usually stands back and watches, weapons at the ready in case he needs to stop someone from getting too violent; he's rarely had to do more than put a dagger in some tough's arm to maintain control.) He favors the

R'TANTH THE RAT'S ENCHANTED ITEMS

Daggers Of Accuracy: R'tanth carries three of these daggers, and hopes to have more made soon. They're more or less the same as ordinary blades except for the fact that they're significantly more accurate either in HTH Combat or when thrown. (HKA 1d6; OAF, STR Min 6 **plus** +2 OCV)

Thieves' Bracers: These seemingly ordinary leather bracers actually hold a powerful enchantment that protects the wearer as if he were wearing brigandine (Armor (4 PD/4 ED); IIF)

dagger, keeping nearly a dozen (three of them enchanted) on his person at most times (though only one or two can normally be seen). He's also got a wooden mallet he uses for chores around the bar and can rap unruly patrons on the head with it a time or two to quiet them down.

The Rat's Nest is a more or less ordinary tavern for the Thieves' District, where the drinks and women are cheap, dark deals are struck at the tables in the guttering candlelight, and fights with fists or knives break out frequently. However, it's got a few more concealed passages, compartments, and entrances to the sewers and other escape routes than most such places, some of which R'tanth even tells trusted customers about. It's no messier or cleaner than other taverns, but it seems to have more than its fair share of rats. Oddly they don't seem to cause much trouble (other than frightening patrons occasionally), and R'tanth usually has one riding on his shoulder. Sometimes he sends a few of them scampering over to the Red Hand Tavern to cause problems for his main competitor, the irascible tavernkeeper Garton.

Campaign Use: R'tanth can be many things to your PCs: a Contact or friend; an arbitrator of disputes with a thieves' guild; or even an enemy if they get on his bad side, try to steal from him, or maliciously hurt his rats. (He understands that many people don't like rats and may kill one out of disgust sometimes, but he won't tolerate people deliberately hunting his "friends" down for sport.)

To make R'tanth tougher, eliminate his limp (*i.e.*, restore him to Running 6"), increase his DEX to 20, and give him more rat Followers. To weaken him, play up the effects of his injuries, reducing his physical Characteristics and capabilities still further so he needs a sturdy bouncer to keep things at the Rat's Nest from getting out of hand on Try Your Neighbor's Beer Night.

R'tanth only Hunts people if he feels they've done him wrong, and then only within the confines of Aarn (Limited Geographical Area). His response depends on the severity of the offense, ranging from humiliating them in public to trying to kill them.

Appearance: R'tanth is a short, slender man (5'3" tall) with a dark complexion, black hair, and dark eyes; some say his face has a rat-like appearance. He favors dark grey clothing, including a beret-like hat and a cloak when necessary. He usually has at least one rat riding on his shoulder — whether a pet, companion, or familiar no one can say for sure — and others nearby. He carries numerous daggers, a few obvious but many more hidden on his person.

SA'AKIV — THE RED NECROMANCER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	20	14-	PRE Attack: 5d6
10	COM	0	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
32	END	0		
30	STUN	5		Total Characteristics Cost: 102

Movement: Running: 6"/12"

Cost	Spells	END
	<i>Necromancy</i>	
8	Create Ghost (Many More version) (FHG 140)	
6	Create Mummy (Many More version) (FHG 141)	
4	Create Skeleton (Many More version) (FHG 141)	
13	Create Specter (FHG 142)	
5	Create Vampire (FHG 143)	
5	Create Wight (More version) (FHG 144)	
9	Create Wraith (More version) (FHG 144)	
4	Create Zombie (Many More version) (FHG 145)	
25	Death Touch (Strong version) (FHG 145)	
2	Detect Life (FHG 162)	
5	Druathek's Necromantic Fetters (Strong) (FHG 146)	
11	Druathek's Osseous Malady (Strong version) (FHG 147)	
8	Druathek's Vampiric Touch (FHG 153)	
7	Fekura's Spell Of The Undead Form (FHG 156)	
27	The Greater Name Of Death (FHG 146)	
2	Hargenzarian's Spell Of Life-Shielding (FHG 157)	
1	Opening The Grey Portal (FHG 161)	
7	Osseous Armor (Strong version) (FHG 159)	
1	Perfect Embalming (FHG 163)	
10	Sa'akiv's History Of Blood (FHG 147-48)	
8	Sa'akiv's Premonition Of The Grave (Strong version) (FHG 148)	
9	Sa'akiv's Soulripping (Strong version) (FHG 149)	
7	Sorellin's Spell Of Greater Mummy Creation (FHG 141)	
10	Sa'akiv's Spell Of Undead Summoning (FHG 151)	
1	Sorellin's Slumber Of The Tomb (FHG 159)	
5	Soul Feeding (Strong version) (FHG 165)	
4	The Spell Of Necromantic Healing (FHG 166)	
2	The Spell Of True Necromancy (Strong version) (FHG 162)	
7	Tharagoth's Spell Of Skeletal Recruitment (FHG 142)	
7	Tharagoth's Spell Of The Unliving Brigades (FHG 145)	
5	Thronek's Aura Of Necromantic Power	

	(Strong version) (FHG 151)
21	Thronek's Spell Of Withering (Strong version) (FHG 152)
8	Ulgar's Hammer Of The Undead (Strong version) (FHG 152)
8	Vampiric Touch (Strong version) (FHG 153)
8	Veltharex's Spell Of Torment (Strong version) (FHG 153)
3	Wall Of Bones (FHG 160)
3	Wraithform (FHG 160)
4	Wraithtouch (Strong version) (FHG 154)
	<i>Wizardry</i>
1	Detect Magic (FHG 221)
2	Levitation (FHG 233)
22	The Spell Of Locking And Opening (FHG 243)
4	Stelrane's Spell Of Dispersion (FHG 223)
1	Wizard's Eye (FHG 235)
2	Wizard's Power (FHG 228)

Powers

60	<i>Arcane Power:</i> Endurance Reserve (300 END, 30 REC)	0
16	<i>Death's Eye:</i> Detect Person's History With Death 16- (Sight Group), Discriminatory, Analyze	0
2	<i>Necromancer's Longevity:</i> Life Support (Longevity: age at one-fourth normal rate)	0

Perks

200	Base: the Tower Of Bone and the Whispering Waste
110	Followers: up to 250 undead (mostly skeletons, zombies, and mummies) built on up to 350 Character Points plus Disadvantages
15	Money: Filthy Rich

Talents

10	Divine Favor (Vabanak; see text)
17	Magesight
20	<i>Spell Of Comprehension:</i> Universal Translator 13-

Skills

18	+6 with Spells
2	Cryptography 13-; Translation Only (-½)
3	Deduction 13-
3	Forensic Medicine (Embalming) 13-
3	Inventor (Spell Research) 13-
3	KS: Arcane And Occult Lore 13-
3	KS: Famous Necromancers And Necromantic Items 13-
2	KS: History 11-
3	KS: Legends And Lore 13-
8	KS: Necromancy 18-
2	KS: Wizardry 11-
47	Power: Necromancy 35-
17	Power: Wizardry 20-
3	Stealth 12-
1	TF: Equines
2	WF: Blades, Staffs

Total Powers & Skills Cost: 882

Total Cost: 984

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Tomblord's Robes (DEF 6)

Gear: Whatever he needs (within reason), usually carried for him by a skeleton or zombie servant

75+ Disadvantages

- 10 Hunted: Kal-Turak the Ravager 8- (Mo Pow, NCI, Watching)
- 5 Hunted: by many of the powerful of Ambrethel 8- (As Pow, NCI, Watching)
- 20 Psychological Limitation: Scorn For The Living; Fascination With The Undead And Necromancy (Common, Total)
- 15 Reputation: deadly necromancer, 11- (Extreme)
- 859 Experience Points

Total Disadvantage Points: 984

Background/History: One of the mightiest and most feared spellcasters in Ambrethel, Sa'aktiv is a necromancer of great lore, wisdom, and power. While whispers and hints of his existence — ripples in the undercurrent of the Mystic World, if you will — existed prior to his first recorded appearance, he only made himself formally known to the world in 4833 SE. Without prior announcement or warning he entered the Whispering Waste, used powerful spells to raise the Tower of Bone — a citadel made entirely from the woven bones of the dead — and claim it and the entire Waste as his domain.

In the early years following Sa'aktiv's appearance, several people — other necromancers, a few adventurers, a group of Drakine soldiers from Vendrigal — challenged his claim. Most were never heard from again, though what might have been the bloody remains of some were soon hung from the series of columns lining the steps leading to the Tower. At times the lesson was an even starker one. Several weeks after the Drakine entered the Waste, a group of men clad head to toe in all-concealing scarlet robes entered Yvaria pulling a wagon covered by a large piece of canvas. When they reached the steps of the palace, followed closely by a crowd that wanted see what was going on, they stopped and pulled away the canvas. In the wagon were the heads of every single Drakine soldier, each one bearing an expression of horror so great that anyone who saw them had nightmares for weeks after. With one swift move the "men" threw back the hoods of their robes to reveal naught but grinning skulls — they were skeletons! Drawing scimitars they attacked the fleeing crowd, slaughtering dozens before the city guard and a few nearby adventurers destroyed them. Never again did any ruler send a force of men-at-arms against the Red Necromancer.

In the nearly 200 years since, Sa'aktiv has mostly kept to himself, despite persistent fears that he's planning to conquer the Westerlands with armies of undead or that he's Kal-Turak's chief lieutenant. Those who intrude upon his privacy do so at their peril, since he tends to regard them as

fodder for experiments rather than beings of any significance to him. Those who enter the Whispering Waste and live do so only at his sufferance, for its wraiths and apparitions are his to command.

Personality/Motivation: For the most part, Sa'aktiv find the living to be a nuisance — beings not worth considering except as sources of spell supplies and as future zombies and skeletons. (In fact, he often refers to them simply as "the material components.") Given this attitude, it means little or nothing to him to kill someone; he simply doesn't care. He won't go out of his way to be cruel or murderous (he's neither, despite his reputation), but few among the living appeal to him enough to not dispatch them if he has any reason to.

The undead, on the other hand, utterly fascinate him. While he won't give a living person with "important" news any attention at all most of the time, he can spend hours conversing with skeletons, ghouls, liches, spectres, vampires, and their ilk. Most intelligent undead treat him as warily as the living do, but they at least know if they treat him courteously he'll return the favor.

Quote: "Do you think you know death, you who have dealt so much of it? You know nothing. I understand it far better than you, and if you trouble me further I will share that understanding with you."

Powers/Tactics: Except perhaps for Kal-Turak, Sa'aktiv is probably the most powerful living necromancer in Ambrethel; his power exceeds even that of most liches and other undead necromancers. Many of the spells in the common grimoire of Necromancy bear his name, or improved versions of them do. (Sometimes, for no explicable reason, he shares some of his lore with visitors who brave his Tower, thus spreading knowledge of his accomplishments.) He rarely has to fight, since he has literally hundreds of undead servitors surrounding him at any time to do his bidding and can easily create or summon more. But if forced into battle he casts Osseous Armor on himself and then uses Sa'aktiv's Soulripping and other powerful spells to kill his opponents as quickly as possible, strengthening himself from their deaths with Soul Feeding.

The Red Necromancer possesses the unusual power to know a person's "history with death" at a glance. Just from looking at a person he can tell how many people that person has killed (and, roughly speaking, how), how many times he's nearly died, how many loved ones he's lost, and so forth. He often uses this knowledge to upset or unbalance people who bother him in the hopes of driving them away without having to escalate to actual force.

**SA'AKIV
PLOT SEEDS**

For many years Sa'aktiv has sought the fabled Bloodstained Scrolls of Thronek... and now one of his familiars has brought him an important clue as to their possible whereabouts! Unfortunately he's in the middle of some experiments he *cannot* abandon. So he "requests" that the PCs obtain the Scrolls for him, promising to reward them well for their service.

A Drakine noble wants to mount a military expedition against the Tower Of Bone, but he's mindful of what happened the last time someone tried that. He asks the PCs, and any friends they want to bring along, to accompany his army, fight the Red Necromancer, and partake of a share of the undoubtedly considerable booty.

A gigantic undead colossus has been seen striding slowly toward Aarn! It's so big an entire army wouldn't be enough to stop it. Surely Sa'aktiv must be involved, so King Angandirron requests that the PCs visit him as soon as possible to find out what he's doing and beg him to stop the attack.



Sa'akiv enjoys the divine favor of Vabanak, the god of necromancy, but it's a fitful relationship at best. He seems to have little more concern for the Corpse-Lord than for the living, tolerating his requests, demands, and suggestions with an indifferent shrug; sometimes he does what the god orders, sometimes not. For his part Vabanak seems to regard Sa'akiv as a petulant but loved child to be alternately helped, ignored, and cursed. But he's never deprived Sa'akiv of his powers or spells even when he's gotten angry enough to deny him the benefits of the *Divine Favor* Talent; that would be a waste of rare talent.

Sa'akiv owns the Tower Of Bone and the Whispering Waste, which he's bought as a Base. He can sense when people enter the Waste, and to a limited extent he controls the Whispering Waste and can summon its shades and denizens to hinder anyone moving through the area or causing him trouble. He does this mostly in the hope of scaring off potential visitors. People who ignore his warnings often get killed by a well-cast spell the second they enter his Tower; he has no patience for fools.

Campaign Use: Sa'akiv can serve many roles in your campaign. The PCs might see him as a present or future enemy, but to view him in such simple terms is a mistake. While he has killed many people, for the most part he leaves the world alone if left alone. At times he even helps people, such as by teaching them spells or providing useful bits of lore from his vast library. Some people think that he might even be persuaded to take up the cause against Kal-Turak if the Ravager becomes too great a threat; Sa'akiv has no more desire to serve another than most men of power do.

SA'AKIV'S ENCHANTED ITEMS

High Necromancer's Staff: One of the most potent items known to Necromancy, this staff augments a necromancer's power in many ways. (Aid Necromancy 8d6, any one Necromancy spell at a time, Delayed Return Rate (points fade at the rate of 5 per Minute) **plus** +3 with Necromancy rolls **plus** +2 with Necromancy spells)

Ghost Lantern: This ghostly-glowing lamp can conjure any one non-corporeal undead per day to faithfully serve the owner. (Summon one non-corporeal undead built on up to 900 points, any Noncorporeal Undead, Devoted; OAF, 1 Charge)

Horn Of The Damned: When someone blows this horn, made from the metal of swordblades that have slain at least one person and etched with scenes of Death's Legions at full gallop, it reduces all those who hear it to a state of gibbering madness and fear. (Drain EGO and PRE 6d6, two Characteristics simultaneously, Delayed Return Rate (points return at the rate of 5 per Hour), Area Of Effect (voice range; +1), Personal Immunity; OAF, Extra Time (Full Phase), Incantations (must blow horn))

Poltergeist Amulet: This amulet grants the wearer some of the powers of a poltergeist. (Multipower with Clairsentience (Sight Group) as one slot and Telekinesis (10 STR) as the other)

Tomblord's Robes: Woven from the burial shrouds of five kings, these dull yellow robes protect the wearer from many types of attacks. (Armor (6 PD/6 ED) **plus** Power Defense (10 points); all OIF)

Sa'akiv should be powerful enough, in terms of resources and magic, to give your heroes pause. If he's not, improve him until he is — for example, give him more Combat Skill Levels with his spells, reduce the Casting Time on many of his spells so he can more easily use them in combat, and/or increase his SPD. If he's too powerful already the easiest way to deal with the situation is not to put him and the PCs into a position of direct confrontation; use him as a colorful NPC, sometimes patron, or indirect adversary.

Sa'akiv does not Hunt the living; he couldn't begin to raise that much interest in them.

Appearance: Sa'akiv is 6'0" tall, weighs 160 pounds, is cleanshaven, and has short brown hair. He usually wears enchanted robes of a dull yellow color tied with a blood-red cord, black boots, and blood-red bracers around his wrists. He carries a High Necromancer's Staff, a straight shaft of black wood shod in silver and capped with a copper skull. Hanging from the top of the staff by a short iron chain is a four-sided lantern that glows with a ghostly light.

SATEEN				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	3		Total: 9 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 74
Movement: Running: 9"/18"				
Leaping: 5"/10"				
Cost	Powers	END		
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)		1	
6	<i>Cat's Swiftness:</i> Running +3" (9" total)		1	
2	<i>Cat's Pounce:</i> Leaping +2" (5" forward, 3" upward)		1	
5	<i>Cat's Eyes:</i> Nightvision		0	
2	<i>Cat's Nose:</i> +1 to Smell/Taste PER Rolls		0	
5	<i>Tail:</i> Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)		0	
15	<i>Roguish Luck:</i> Luck 3d6		0	
Perks				
2	Fringe Benefit: Lordship (leader of a large gang of righteous bandits)			
Talents				
6	Combat Luck (3 PD/3 ED)			
4	Mounted Warrior (Ranged)			
4	Rapid Archery			
Skills				
10	+2 HTH			
12	+4 with Bows			
8	+4 versus Hit Location penalties with Bows			
3	Acrobatics 13-			
3	Breakfall 13-			
3	Climbing 13-			
3	Concealment 12-			
1	High Society 8-			
2	AK: Aramuni Jungle 11-			
2	AK: Orumbar 11-			
2	Language: Orumbaran (fluent conversation; Rarshas is Native)			
1	Language: Pharonian (basic conversation)			
1	Language: Velorian (basic conversation)			

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Short Sword	+0	—	1d6	1d6-1	—	10	
Bow of Swift Shooting	+0	+2	1½d6	1d6-1	20	10	No Concentration
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Soft Leather (DEF 1)

Gear: Flint and steel, tent and bedroll, maps of various parts of Orumbar, horse

- 2 Navigation (Land) 12-
3 Oratory 12-
3 Persuasion 12-
3 Riding 13-
3 Stealth 13-
4 Survival (Temperate/Subtropical, Tropical) 12-
3 Tracking 12-
4 WF: Common Melee Weapons, Common
Missile Weapons

Total Powers & Skills Cost: 135**Total Cost: 209****75+ Disadvantages**

- 25 Hunted: Orumbar 11- (Mo Pow, NCI, Cap-
ture/Kill)
20 Psychological Limitation: Wants Freedom And
Equality For All Orumbrans (Common, Total)
15 Psychological Limitation: Hates Drakine
(Common, Strong)
15 Reputation: bandit and thief, 11- (Extreme)
59 Experience Points

Total Disadvantage Points: 209

Background/History: Anyone who knew Sateen as a young woman never would have imagined she'd grow up to become the most feared and hated bandit in the Orumbaran Empire. For Pakasa her family lived a comfortable life — her father had a job as a tax collector, and while that didn't exactly make him popular it guaranteed his family had more than enough to live on.

That is, it did until he became so upset at having to take money from poor Pakasa that he spoke out against the government. Orumbaran officials decided to make an example of him and sent a squad of soldiers to bring him and his family in for execution. Her father drew a dagger and tried to hold them off, screaming at his wife and children to run. The others were paralyzed with fear, but Sateen shook off her fright and escaped into the nearby wilderness. Despite an extensive manhunt and her lack of woodcraft, she somehow remained free and alive.

That wouldn't have lasted long, but she had the good fortune to stumble across a gang of bandits. At first they looked at her as a tasty victim, but after she disembowelled one with her claws they gave her more respect. Soon she was a part of the band; not long after that she was one of its leaders thanks to her cleverness and luck.

The bandit's life left her dissatisfied. She didn't want to spend the rest of her life robbing people; she wanted to strike back against the Drakine who'd slaughtered her family. But the outlaw's existence was exciting and fun. One day she realized she could have both — she just had

**SATEEN
PLOT SEEDS**

Sateen learns that her entire family was not killed by the Drakine — one of her sisters lived! Unfortunately she's a slave in the well-guarded home of a Drakine nobleman. Not wanting to risk her entire band of outlaws on a personal mission, she asks her friends the PCs to help her.

A Drakine patrol gets lucky, comes upon Sateen and some of her men after they've been hurt in an ambush, and catches them! She's sure to be tortured to death soon unless the rest of her bandits can mount a successful rescue operation. Since they don't really have the power or smarts for that, they get in touch with her friends, the PCs.

Sateen decides to appeal for help from other nations and asks the PCs to escort her to Arduna. Naturally the Drakine want to stop this "diplomatic" mission....



to rob only from Drakine. She didn't even have to keep all the money, she could give some of it to needy Pakasa and Men.

Not all the other bandits particularly liked this idea. Over a couple of months she had to eliminate several rivals who weren't willing to go along with her plan. But what she lost in them she quickly made up as word of her deeds spread. Other disaffected Orumbarans abandoned their oppressed lives to join her, swelling the size of her outlaw band and making her the most wanted person in the entire Empire. The Drakine would dearly love to get their hands on her, but thanks to her skills and the support she enjoys among the people they haven't caught her yet.

Personality/Motivation: Two things motivate Sateen. The first is a desire for justice and freedom for all Orumbarans. A society where one race — the Drakine — oppresses and rules the others (Men and Pakasa) is unfair and unjust, and she wants to bring it down. Right now the only way she can do that is to steal from and harass the Drakine and give the money to Men and Pakasa who need it (after covering her own expenses, of course...). But she hopes in time to turn her large group of bandits into a rebel army.

SATEEN'S ENCHANTED ITEMS

Bow Of Swift Shooting: This bow can be drawn and fired more quickly than an ordinary bow, giving the shooter much more freedom of movement and ability to dodge counterattacks. (RKA 1½d6 like a standard Heavy Bow, but without the *Concentration* Limitation **plus** +2 versus Range)

Second, she bitterly hates the Drakine for what they've done to her family and people. Sometimes it's hard for her to resist giving in to her hatred and killing her robbery victims, but she tries not to do that because she knows a reputation for murderousness will only make her job more difficult. If she ever achieved a position of power she might become as much an oppressor of Drakine as the Drakine have been of other races.

Quote: "Drop your coinpurses, dragonspawn, or my men and I will put arrows right through your filthy hearts."

Powers/Tactics: Sateen is a bandit and fights like a bandit, using ambush and raiding tactics rather than fighting pitched battles. She's a highly skilled archer, able to fire accurately even from horseback, so she tries to keep her distance from the foe and pepper him with clothyard shafts. If forced into melee she usually fights defensively, trying to hold off her foe until one of her bigger, stronger followers can help her.

Sateen and her bandits roam all over Orumbar, but prefer the southern parts, where there are more communities of Pakasa and Men they can hide among if necessary. When hardest pressed they retreat to the Aramuni Jungle, where they know the terrain so much better than the Drakine that they can hold off just about any force.

Campaign Use: Sateen could be the focus of an entire story arc in your campaign as the heroes team up with her to help her win the freedom of the Men and Pakasa in Orumbar... or, if they're of more mercenary bent, fight against her while in the pay of the Empire. One way or another it should make for an impressive climactic battle scene!

To make Sateen tougher, give her Martial Arts (Swordfighting for HTH Combat, and perhaps an archery art for Ranged). You could also add Combat Skill Levels, expand her Targeting Skill Levels to cover All Attacks, or increase her SPD to 5. To make her weaker, reduce her SPD to 3 and halve her number of CSLs.

Sateen doesn't Hunt heroes. She's already got enough "Hunting" to do fighting the Orumbarans.

Appearance: Sateen is an attractive female Pakasa of average height and weight for her race. She usually wears simple clothing, favoring greens and earthtones, and carries a shortsword and an enchanted bow.

COUNT ATROSE SIGLOF

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 175 kg; 2½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
11	COM	1	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
30	STUN	4		Total Characteristics Cost: 59

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Weapons Combat

Maneuver	OCV	DCV	Notes
5 All-Out	+1	-2	Weapon +4 DC Strike
4 Attack	+0	+2	Weapon +2 DC Strike
4 Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove
4 Defend	+2	+2	Block, Abort
5 Probe	+1	+3	Weapon Strike

Perks

- 35 Contacts: Well-Connected and 32 points' worth of Contacts throughout Vestria
- 6 Fringe Benefit: Lordship: Count of Vestria
- 8 Money: Wealthy

Talents

- 4 Mounted Warrior (HTH)

Skills

- 10 +2 HTH
- 3 Bureaucratics 12-
- 3 Conversation 12-
- 3 Cryptography 12-
- 3 Deduction 12-
- 2 Gambling (Sports Betting) 12-
- 3 High Society 12-
- 5 AK: Malavern 14-
- 2 AK: Vestria 11-
- 2 KS: Vestrian Nobility 11-
- 1 Language: Literacy
- 3 Oratory 12-
- 3 Persuasion 12-
- 5 Riding 13-
- 3 Stealth 12-
- 3 Tactics 12-
- 1 Tracking 8-
- 5 WF: Common Melee Weapons, Common Missile Weapons, Lance

Total Powers & Skills Cost: 135

Total Cost: 194

75+ Disadvantages

- 10 Hunted: Vestria 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Traitorous; Schemes To Increase His Own Power At The Expense Of Vestria (Common, Strong)
- 10 Psychological Limitation: Proud, Arrogant, And Touchy About His Perquisites (Common, Moderate)
- 5 Rivalry: Professional, with other nobles for various favors and privileges
- 15 Social Limitation: Harmful Secret (schemes to increase his own power; see text) (Occasionally, Severe)
- 64 Experience Points

Total Disadvantage Points: 194

Background/History: The County of Malavern is a demesne in central Vestria located between the Silverrock River and the forest. Large and usually wealthy, historically it's been as much associated with Colgrave as with Vestria proper. Since the conquest of Colgrave by Vestria centuries ago, the counts of House Siglof have been thoroughly loyal to the Vestrian throne... or so they would have you believe.

In truth several of the Siglof counts have schemed to try to increase their own wealth and power, none moreso than the current one, Count Atrose Siglof. A farsighted man, Atrose sees tensions rising in the world. He knows that affects Vestria, and he wonders how he can best turn the situation to his own advantage. He yearns to increase his own holdings and power and thinks the best way to do that is (a) weaken his neighbors by casting them into disfavor with the crown, and (b) fomenting unrest between Colgrave and Vestria. If he can spark a Colgravian rebellion, he can choose sides based on his ability to manipulate people and events and come out of the situation with more lands and prestige than ever before.

Personality/Motivation: Atrose Siglof is a man consumed by his desire for wealth and power. Ideally he'd like to see himself as king of a new kingdom comprised of the lands north of the Silverrock, but he knows that will take years of careful work and not a little bit of luck. (He may have to settle for laying the groundwork for his eldest son, or one of his other sons, to see his plans through to completion.) For now he keeps his ear to the ground and tries to control events to increase tensions between Vestria and Colgrave. He has his loyal men waylay official messengers, attack a village in one area while dressed like soldiers or bandits from the other, and so on. He plans carefully to make sure that his involvement remains strictly secret. King Almund suspects that he's up to no good, and so do several neighboring nobles, but as yet they have no proof of any traitorous dealings.

Quote: "Strike swiftly and hard, being sure to hack down the Vestrian flag during the attack. That should convince the dogs in Odellia that the Colgravians are behind this."

COUNT ATROSE SIGLOF PLOT SEEDS

When Count Siglof hears that the PCs are passing through the area he decides to take advantage of the opportunity to cause a little mayhem. Crudely disguised as the heroes, he and his men (including his "court" wizard) attack, sack, and loot a small Vestrian garrison on the river that's been keeping too close an eye on him for his comfort. Now the heroes find themselves pursued by all of Vestria and have to find a way to clear their names.

One of Count Siglof's younger sons, Rengald, becomes romantically involved with a female PC. (If you have no female PCs, substitute his tomboyish daughter Arginia instead.) At about the same time he decides he's had enough of his father's schemes and prefers to remain loyal to the Vestrian crown. He asks the PCs to help him stop his father and keep the realm whole.

Count Siglof drums up a legal dispute with his neighbor Viscount Turling in an effort to obtain some of Turling's most valuable lands. King Almund asks the PCs to investigate the claims and report back regarding the matter. Of course, Siglof will attempt to influence them however he can....

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Battleaxe	+0	+0	2d6	1d6-1	—	13	
Lance	+0	+0	1½d6	1d6-1	—	13	2" reach
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Plate and chain (DEF 7)
Shield (+2 DCV)

Gear: Whatever he needs, within reason



COUNT ATROSE SIGLOF'S
ENCHANTED ITEMS

Ring Of Invisibility: See FH 283. No one knows Siglof has this ring; he keeps it secret, only using it when absolutely necessary.

Powers/Tactics: Count Siglof trained as a knight in his youth, and while he's no longer as strong or tough as he was at his peak, he's still a skilled, seasoned warrior. He prefers to fight from horseback to take advantage of the height and maneuverability that affords. He usually has at least four Siglof men-at-arms with him at any time, and more if he expects (or plans to cause) trouble.

Campaign Use: You can use Count Siglof as a template for that classic Fantasy villain, the Scheming Nobleman. By changing his name and location you can work him into all sorts of scenarios. He may even help the PCs or act as their patron if he thinks doing so will ultimately help him achieve his goals.

To make Siglof a tougher foe, transform him into a younger, stronger fighter. Increase his physical Primary Characteristics by a few points, add some Extra DCs to his Martial Arts, and/or give him more Combat Skill Levels. To weaken him, assume he's older and his plans are designed to help his sons rather than himself; reduce his physical Primary Characteristics to closer to 10s and remove his Combat Skill Levels.

Count Siglof is unlikely to Hunt the heroes unless doing so somehow factors into his plans. However, he might try to use them as catspaws in one of his conspiracies if he needs a patsy.

Appearance: Count Siglof is a Vestrian nobleman in his late 40s. Although his once-muscular body has gone a little soft from easy

living, he still knows how to wield a sword with deadly efficiency. His black hair, beard, and moustache are beginning to show faint streaks of grey. He usually wears expensive knee-length tunics, pants, and leather boots, adding a cloak in cold or inclement weather. He usually wears a dagger but carries no other weapons on a daily basis.

SILVERTINE

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 0 kg; 0d6 HTH
0	DEX	-30	9-	OCV: 0/DCV: 0
30	CON	60	15-	
30	BODY	60	15-	
20	INT	10	13-	PER Roll 1x-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
8	COM	-1	11-	See text
10	PD	12		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 ED (10 rED)
0	SPD	0		Phases: None
0	REC	0		
0	END	-30		
50	STUN	5		Total Characteristics Cost: 132

Movement: Running: 0"/0"
Leaping: 0"/0"

Cost Powers**END**

180	<i>Mystically Sharp Blade:</i> RKA 3d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½), Continuous (+1), Damage Shield (can damage persons struck in HTH combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Limited Use (may not affect all persons who touch/Grab Silvertine, depending on where and how they grab it; -¼)	0
12	<i>Feeding Off The Wielder:</i> Drain BODY 1d6 (standard effect: 1 BODY), Delayed Return Rate (BODY lost heals back normally; +2), Reduced Endurance (0 END; +½); Can Only Affect Person Who Suffers Other BODY Damage While Wielding Blade (-2)	0
37	<i>The Look Of Virtue:</i> Images to Sight Group and Detect Evil, -8 to PER Rolls, Reduced Endurance (0 END; +½), Persistent (+½); Set Effect (covers self only to make self look like a "Good" sword; -1)	0
49	<i>When All Else Fails...:</i> Mind Control 14d6, Telepathic (+¼), Reduced Endurance (0 END; +½); No Range (-½), Can Only Affect Person Wearing/Wielding/Holding It (-1)	0
5	<i>Hardened Blade:</i> Hardened (+¼) for 10 PD/10 ED	0
12	<i>Hardened Blade:</i> Damage Resistance (10 PD/10 ED), Hardened (+¼)	0
16	<i>Hardened Blade:</i> Mental Defense (20 points total)	0
15	<i>Hardened Blade:</i> Power Defense (15 points)	0
10	<i>Mindspeech:</i> Mind Link with wielder	0
-12	<i>Can't Move:</i> Running -6" (0" total)	
-2	<i>Can't Move:</i> Swimming -2" (0" total)	

Skills

25	<i>Improves Wielder's Accuracy:</i> +4 OCV with Silvertine, Usable By Other (+¼); Usable Only By Other, Not By Silvertine Itself (-0)
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Total Powers & Skills Cost: 347

Total Cost: 479

75+ Disadvantages

15	Hunted: Favored Of Kilbern 14- (Mo Pow, Destroy)
20	Physical Limitation: No Manipulatory Limbs (All The Time, Greatly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
344	Experience Points

Total Disadvantage Points: 479

Background/History: No one knows where the sentient, Evil enchanted blade Silvertine comes from. Some say it was forged by a demon, perhaps Krim himself, as a plaything to unleash on the mortal world. Others credit it to Mordak or Vabanak, or even to Ziandwyrth in one of his cosmic practical jokes. A few rumors claim it was crafted by a Dwarven wizard-smith who intended it for a paladin but who transformed it into an Evil weapon when he used it to murder his wife in a fit of jealous rage. Only Silvertine knows the truth, and it refuses to say anything.

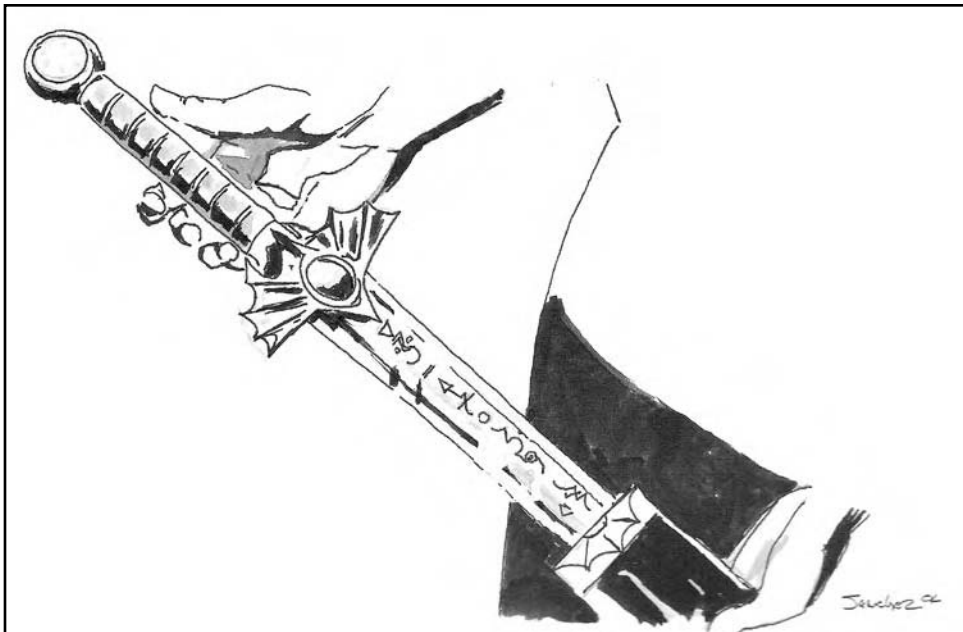
Personality/Motivation: Silvertine is utterly Evil. It exists to cause misery, havoc, and despair. It particularly enjoys luring a wielder in with promises of power, then taking him over and making him do horrible deeds before finally forcing him to "commit suicide." Sometimes it nurses a promising victim along literally for years, slowly corrupting him so that he willingly goes along with the sword's plans.

Quote: "Greetings, bold warrior! Are you strong enough and pure enough of heart to wield the mighty Silvertine?"

Powers/Tactics: Silvertine is built primarily as a Damage Shield that other persons wield — it has no STR or manipulatory limbs with which to wield itself. The Damage Shield is a powerful Killing Attack, and that's what lures in so many innocents who've heard tales of the blade's power. The blade's other powers are mostly designed to affect wielders or potential wielders. It has an Images that makes it look (and seem to Detect Evil powers) like a beautiful and noble blade (consider it to have COM 16), it can telepathically speak to its wielder, and if necessary it can mentally take control of its wielder. It's also very difficult to damage.

Silvertine insidiously feeds off its wielder. Whenever the wielder suffers BODY damage in combat, Silvertine's Drain BODY increases the damage by 1 point. To keep the math from tipping off a PC that something's wrong, you should add this "+1 BODY" to the attacker's BODY damage when determining the amount of STUN taken via the STUN Multiplier.

In combat, most of the time you shouldn't bother to calculate damage to Silvertine — only if the PCs realize it's Evil and deliberately try to destroy it should its defenses, STUN, and BODY matter. Stunning or Knocking Out Silvertine mean temporarily "dazing" it and preventing it from using any of its powers... but by that point the odds are the heroes know everything about it and won't give it a chance to use any of its powers even if it's "conscious."



Campaign Use: Plots revolving around Silvertine typically fall into one of four categories: one of the heroes obtains and wields Silvertine and has to deal with the consequences; a friend of the PCs' obtains Silvertine and they have to stop him (and it) without seriously hurting him; an enemy of the PCs' obtains Silvertine, becoming a more powerful foe than ever; and the PCs have to find Silvertine or prevent someone else from finding it.

To make Silvertine more powerful, remove the Limitation from its Mind Control so it can affect anyone nearby, not just someone wielding/wearing/holding it. To make it weaker, reduce the RKA to 2d6 and the Images to -6 to PER Rolls.

Silvertine doesn't Hunt characters; it lies in wait for its prey. But if the heroes try to destroy it and fail, it may control a later wielder into attacking them.

Appearance: Silvertine looks like a beautiful longsword. Its blade is polished to a mirror finish, with a tiny row of runes etched down the center of each side. Its guard is made of gold, its hilt is wrapped in scarlet cloth and gold wire, and the pommel is a golden disk shaped to look like a sun. But if someone dispels the magical illusion it wraps itself in, its true appearance is revealed: a blade that looks like it's made of heavily-tarnished silver, its guard of dark, pitted star-iron, its iron hilt wrapped in blood-red leather. When it speaks (usually just to its wielder telepathically, but it can utter words) its voice has an eerie, metallic sort of tone.

SORGAHL GREYMANE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
17	CON	14	12-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	32		Phases: 3, 5, 8, 10, 12
8	REC	4		
34	END	0		
40	STUN	9		Total Characteristics Cost: 110

Movement: Running: 9"/18"

Cost	Powers	END
6	<i>Wolf-Speed:</i> Running +3" (9" total)	1
5	<i>Wolf's Eyes:</i> Nightvision	0
6	<i>Wolf's Senses:</i> +2 to PER Rolls with all Sense Groups but Sight Group	0

Perks

- 35 *Wolf-Lord's Pack:* Followers (16 wolves built on 75 Base Points each)

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 15 +3 HTH
 2 +1 OCV with Short Bow
 10 +1 Overall
 8 *The Wolf-Bond:* Animal Handler (Canines) 15-
 3 Breakfall 13-
 3 Climbing 13-
 3 Concealment 12-
 2 AK: Gorthundan Steppes 11-
 2 KS: The Ulg-Hroi 11-
 2 Navigation (Land) 12-
 3 Paramedics (Healing) 12-
 3 Riding 13-
 3 Shadowing 12-
 5 Stealth 14-
 2 Survival (Temperate/Subtropical) 12-
 2 Systems Operation (Gorthunda Signalling Methods) 12-
 3 Tracking 12-
 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 133

Total Cost: 243

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luckrazor	+1	—	1½d6	1d6-1	—	10	Luck 3d6
Short Bow	+0	+0	1d6	1d6-1	30	8	
Hand Axe	+0	+0	1d6	1d6-1	4	6	Can Be Thrown
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Heavy Leather (DEF 2)

Gear: Tent and bedroll, flint and steel, rations, horse, whetstone

75+ Disadvantages

- 5 Distinctive Features: Gorthundan Wolf-Lord (Easily Concealed; Noticed And Recognizable)
 10 Hunted: Hlugok 8- (As Pow, Kill)
 15 Psychological Limitation: Protective Of His People; Hates The Enemies Of The Gorthunda, Especially Ulg-Hroi And Orcs (Common, Strong)
 138 Experience Points

Total Disadvantage Points: 243

Background/History: One evening when Sorgahl was just a boy of twelve winters, an old man walked into his clan's camp — an unusual enough thing, since most Gorthunda rode everywhere. He supported himself with a staff, but he was clearly no weakling, for he wore a yahgahn on his hip... and behind him trailed a pack of wolves. From that and his grey eyes everyone knew him for a Wolf-Lord and gave him respect and a wide berth.

The old man looked around, clearly searching for something. Finally his eyes lit on Sorgahl. He stared at him intently for many minutes as if his eyes were boring into the boy's soul. Finally he stabbed out a finger to point at him and said, "You! It is Wolf-Lord you will be. Come!" Then he turned and started walking away.

Sorgahl looked around, confused. He saw his parents, the look on their faces both frightened and proud. His mother hurried to bring him a bundle of clothing and food, then his father roughly told him to go with the old man. Obedient if puzzled, Sorgahl trotted after him, and they walked off into the night.

Thus began Sorgahl's apprenticeship in the ways of the Wolf-Lord. It was not long after the old man began teaching him that his hair and eyes turned grey, just like the old man's. Soon he could talk, in a simple way, with the old man's wolves. But it took several years before he had the maturity and confidence to call the first of his own pack to him.

From that day to this, Sorgahl has served his people as a Wolf-Lord, one of those mysterious warriors who fight like demons, command packs of wolves, and some say can take wolf-form themselves. He's roamed the length and breadth of the steppe protecting his people from their enemies, particularly the hated Ulg-hroi. He's spit many of those devil-worshipping brutes on his sword, but the one he most wants to slay, his hated adversary Hlugok, continues to escape him.

SORGAHL GREYMANE PLOT SEEDS

While crossing the Steppes the PCs find Sorgahl lying half-dead, his pack slaughtered around him. They nurse him back to health but not consciousness; it soon becomes apparent he's under some sort of curse and can't awaken until his attackers are slain. The heroes have to figure out who did this to him, find those persons, and destroy them.

A tribe of Orcs traveling south from Turakia encounters and massacres a Gorthunda clan, then continues into the Snowthorns (and perhaps beyond). Sorgahl has never left the Steppes before, but he must avenge this butchery. He seeks the PCs' help to guide him in these strange new lands and to kill the Orcs.

A mysterious plague seems to be striking down wolves all over the Steppes. Sorgahl seeks the PCs' help to find out the cause and put a stop to it.



Personality/Motivation: Even moreso than most Wolf-Lords, Sorgahl is dedicated to protecting the Gorthunda and slaying their enemies. He has a bitter hatred of the Ulg-hroi and Orcs in particular, and tends to be suspicious of everyone he encounters on the steppes who isn't Gorthunda or known to him. If someone looks particularly dangerous to him — such as most Half-Orcs — he may just shoot first and ask questions later.

Quote: “The lands of the Gorthunda are under my protection. Tread warily here or my wolves will soon feast upon your carcass.”

Powers/Tactics: Lightning-fast and highly skilled, Sorgahl would be a fearsome warrior in his own respect... and he has a pack of eight wolves to help him. Instead of a yahgahn he wields a straight-bladed longsword that he took from the body of an adventurer he slew. He considers it a lucky charm as well as a fine weapon. He usually takes the offensive, having his wolves harass and injure his target while he moves in for the kill, but he's smart enough not to fight an obviously superior force directly. Against them he uses his stealth and knowledge of the terrain, picking off stragglers and arranging ambushes and traps.

Unlike most Gorthunda, Sorgahl prefers to fight on foot rather than in the saddle. He's a competent horseman, but wolves don't ride horses and his wolf's-nature makes him a little reluctant to ride them in battle.

When scouting for a Gorthunda tribe or clan (a duty he often undertakes, especially in the eastern steppes near Ulg-hroi territory), Sorgahl uses a time-tested system of bending or twisting twigs and plant-stems in specific ways to indicate which direction he's going, how many of the enemy he's

SORGAHL GREYMANE'S ENCHANTED ITEMS

Luckrazor: This sword is imbued with enchantments of accuracy and good fortune. (HKA 1½d6; OAF, STR Min 10 **plus** +1 OCV **plus** Luck 3d6)

seen, and similar basic information. This is bought as a specialized form of Systems Operation, *Gorthunda Signalling Methods*; it can be read by anyone who has that Skill and succeeds with a Skill Roll.

Campaign Use: Depending on the heroes' mission and attitude, Sorgahl could be friend or foe. He opposes any who intend to harm the Gorthunda, or who might bring danger down upon them, and he does not react well to condescension or mockery. Characters had best treat him politely... but if they do, and if they help his people, they'll have made a friend for life.

To make Sorgahl a tougher opponent, increase his physical Characteristics slightly and give him a *Swordfighting* Martial Art. To weaken him, reduce his SPD to 4 and the size of his pack to eight wolves.

As a Hunter, Sorgahl is as tenacious and tireless as his wolves. He stalks his quarry patiently, waiting for a moment of relaxation or weakness when an arrow followed by a wolfpack charge can lay his target low.

Appearance: Like most Gorthundans Sorgahl is sallow-skinned, but compared to his fellows he's tall (5'7") and thin, and his skin is paler than usual. His hair and eyes are wolf-grey; he keeps his wolf-grey hair long and tied back in a ponytail. He wears leather clothes, carries a longsword and short bow, and is usually accompanied everywhere he goes by two or three wolves (if not more).

STELBARAN CURVECLAW

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
4	SPD	14		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
35	STUN	4		Total Characteristics Cost: 87

Movement: Running: 7"/14"

Cost	Spells	END
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3	Animal Eyes (FHG 56)	
1	Barkskin (FHG 51)	
3	Beast's Weapons (FHG 38)	
6	Call To The Wilderness Denizens (FHG 39)	
6	Cordarion's Spell Of Weatherworking (FHG 59)	
1	Corwm's Spell Of The Stinging Swarm (FHG 40)	
1	Cullain's Spell Of The Quiet Pathway (FHG 51)	
2	Cure Illness (FHG 246)	
2	Divine Hindrance (FHG 249)	
2	Eurinda's Healing Herbal (TA 249)	
4	The Four-Fold Blessing (TA 256)	
7	Gailmaiden's Twisting Wind (TA 251)	
2	Hospin's Healing Touch (TA 249)	
1	The Huntsman's Footfall (TA 254)	
3	Jezric's Spell Of True Seeming (FHG 190)	
5	Lightning Strike (FHG 43)	
6	Oakenform (FHG 61)	
3	Selgar's Spell Of The Leafy Shackles (FHG 45)	
4	Selgar's Unfriendly Terrain (FHG 46)	
1	Shield Of Faith (FHG 254)	
3	The Spell Of Easy Passage (FHG 55)	
10	The Spell Of The Thorny Wall (FHG 52)	
5	Stonelord's Touch (TA 255)	
2	Trendel's Spell Of Arboreal Awakening (FHG 49)	

Powers

2	Swift: Running +1" (7" total)	1
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Perks

35	Followers: 16 animals built on up to 75 Base Points each
2	Fringe Benefit: Membership: the Druids

Talents

20	Animal Friendship
15	Beast Speech

Skills

6	+2 with Spells
3	Climbing 12-
5	AK: Westerlands Forests 14-
5	KS: Flora And Fauna Of The Westerlands (INT +2)

2	KS: Herbalism And Healing-Lore 11-
2	Mimicry 12-; Animal Sounds Only (-½)
29	Power: Faith 25-
3	Stealth 12-
2	Survival (Temperate/Subtropical) (INT Roll)
3	Tracking 12-
1	TF: Equines
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 222

Total Cost: 309

75+ Disadvantages

10	Hunted: High Church 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Misanthrope (Common, Strong)
15	Psychological Limitation: Protective Of Animals And Trees (Common, Strong)
194	Experience Points

Total Disadvantage Points: 309

Background/History: Among the priests of the High Church is an order known as the Druids, whose members particularly venerate Almandré and the other gods of nature. Most of the Druids are more or less ordinary priests with a particular love for natural environments. But others are... different.

Stelbaran, known as "Curveclaw" for the odd shape of the claws his Beast's Weapons spell creates, belongs to the latter group. He came to the priesthood as a young man who'd been orphaned when his village was destroyed and most of its people slaughtered by out-of-work mercenaries. He was moody and solitary, given more to spending time in the temple's gardens and in the nearby woods and fields than with people. It surprised no one when he chose to join the Druids. Soon the High Church virtually lost contact with him as he went to live in the Forest Jevrain.

Adventurers traveling in the Forest, and in time other Westerlands forests, reported meeting him periodically after that, and their reports disturbed Church leaders. Stelbaran, it seemed, had gone wild, identifying more with his environment and the animals he lived with than with other men. When encountered he was gruff and unobliging, sometimes even hostile; occasionally he even used his spells to hinder Men traveling in "his" forest. The years since have only worsened his personality, and some priests fear it's only a matter of time before he descends into dark and forbidden Druidic practices.

Personality/Motivation: Stelbaran is an extreme misanthrope — he dislikes people intensely and wants nothing to do with them. His devotion and affection are given over to trees and animals; people he regards as a nuisance and a bother. He usually tries to avoid other people altogether, but if he can't, or if he witnesses them causing harm to his beloved animals and trees, he'll react violently.

Quote: "Get out. This place does not want you here."

STELBARAN PLOT SEEDS

The classic Stelbaran plot #1: the heroes need to find something deep in a Westerlands forest. Only Stelbaran can guide them there as quickly as they need... but can they convince him to help? (Alternately, the heroes enter the forest with a goal Stelbaran would approve of, such as slaying a vicious dragon that's taken up residence there, and have to find him and get his help with the task.)

The classic Stelbaran plot #2: the heroes have to venture into a Westerlands forest and in doing so somehow offend Stelbaran. Now they have to deal with an angry Druid causing trouble for them in addition to whatever enemy or quest drew them to the forest in the first place.

Deep in the heart of the forest Stelbaran discovers an ancient ruin, some wizard's tower probably, that's "leaking" magical energy in ways that poison and warp the forest and animals around it. He needs help to destroy this menace and cleanse the woodlands, so one day a bird bearing a message finds the PCs....

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Oakenheart Staff	+1	—	4d6 N	—	—	10	
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Soft Leather (DEF 1)							
Gear: Flint and steel							



STELBARAN'S ENCHANTED ITEMS

Oakenheart Staff: Carved from the heartwood of an ancient oak laid low by lightning, this staff possesses several druidic powers. (Multipower: Thunderbolt (RKA 2d6, +2 Increased STUN Multiplier), Moon-glow (Images to Sight Group, +2 to PER Rolls; Only To Create Soft Light), Thorn Spray (RKA 1d6, 8" Cone, No Range), Windwalking (Flight 6") **plus** HA +4d6, STR Min 10 **plus** +1 OCV **plus** +2 with Druidry Spells; all OAF)

Powers/Tactics: Stelbaran is a powerful Druid whose mix of spells includes both traditional priestly magics and ones involving the natural world. In most cases he prefers to use his spells to (a) observe potential troublemakers and (b) avoid other people. Spells like Animal's Eyes are perfect for reconnaissance, and when it comes to hiding or escaping from people Cullain's Spell Of The Quiet Pathway, The Huntsman's Footfall, Jezric's Spell Of True Seeming, and Oakenform make things easy. He also often casts Selgar's Unfriendly Terrain to hinder his pursuers, or just to make life difficult for "intruders" in "his" forests.

If cornered or forced to fight, Stelbaran casts Barkskin upon himself and then Beast's Weapons. He'll call down a Lightning Strike if he has time, or use Trendel's Spell Of Arboreal Awakening to Summon a treeman to help his animal companions fight at his side.

Campaign Use: Depending on how they approach him, Stelbaran can be a reluctant ally, a nuisance, or a determined

enemy. If they enter his domain politely and respect all its "residents," they may be able to convince him to help them. But if they're wantonly destructive or seem to be pursuing him with hostile intent, he'll call the wrath of the whole forest down on them.

To make Stelbaran tougher, give him more Combat Skill Levels with his spells, and perhaps a few more magic items with combat applications. To weaken him, remove his current CSLs and reduce his SPD to 3. Reducing his Faith roll might also help.

Stelbaran doesn't Hunt heroes *per se*. He may make their lives a living hell while they're in his forest, but he won't leave the forest just to track them down.

Appearance: Stelbaran's brown hair and beard are long and unkempt, his clothes rough things he made himself out of furs and skins. Despite this he carries himself with an unmistakeable dignity and power. He wears a dagger on his left hip and carries a seemingly plain wooden staff that looks like he made it himself from a sapling or tree branch.

K'NGRA VEL-HRAG				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 82
Movement: Running: 6"/12"				
Cost	Spells	END		
	<i>Thûnese Sorcery</i>			
10	Cheghahm's First Spell Of The Fatal Fright (TA 246)			
2	Cure Illness (FHG 246)			
2	Divine Hindrance (FHG 249)			
3	Healing-Spell (FHG 247)			
6	Invisible Fires Of The Imprisoned Ones (TA 247)			
6	Sacred Fire (FHG 251)			
1	Shield Of Faith (FHG 254)			
2	Speak In Tongues (FHG 265)			
5	The Thûnese Dagger (TA 247)			
6	The Yiinashc Chain (TA 247)			
	<i>Sorcery</i>			
2	Alzamar's Cloak Of The Unseen (FHG 182)			
5	Belzorath's Dominion Of The Mind (FHG 167)			
2	Belzorath's Spell Of Waking Dreams (FHG 176)			
1	Detect Illusion (FHG 184)			
1	Detect Invisibility (FHG 185)			
5	Mindreading (FHG 172)			
4	Mindseeking (FHG 186)			
5	Simbalon's Fifth Spell Of Illusion (FHG 178)			
11	The Spell Of The Untrustworthy Mind (FHG 174)			
5	Torment Of The Mind (FHG 174)			
1	Wizard's Hand (FHG 180)			
	<i>Theurgy</i>			
3	Dornac's Glory (TA 233)			
12	Pentacles Of Heremos (TA 233)			
10	Pentacles Of Nevara (TA 234)			
12	Pentacles Of Tharasis (TA 234)			
11	Pentacles Of Turanus (TA 235)			
10	Pentacles Of Zesura (TA 235)			
4	Power Of The Hammer (TA 236)			
	<i>Wizardry</i>			
1	Detect Magic (FHG 221)			
4	The First Spell Of The Crimson Ring (FHG 232)			
2	Levitation (FHG 233)			
5	Mystic Dart (FHG 225)			
1	Serten's Spell Of The Quiet Moment (FHG 227)			
4	Stelrane's Spell Of Dispersion (FHG 223)			
1	Wizard's Eye (FHG 235)			
2	Wizard's Power (FHG 228)			

5	Wizard's Steed (FHG 234)	
Powers		
20	<i>Arcane Power:</i> Endurance Reserve (100 END, 10 REC)	0
7	<i>Remembering Past Lives:</i> Variable Power Pool (Skill Pool), 6 base + 3 control cost; Only For KSs And PSs (-1), Concentration (throughout the changing of powers; -1), Extra Time (takes a minimum of 5 Minutes to change Pool; -1)	0
4	<i>Disturbing Aura:</i> +10 PRE; Only For Fear-/Intimidation-Based Presence Attacks Against Non-Thûnese (-1½)	0
Perks		
3	Fringe Benefit: Religious Rank: K'ngra of Thûn	
1	Fringe Benefit: Right To Marry	
Talents		
12	Turn Undead	
Skills		
6	+2 with Spells	
3	Acting 12-	
3	Bureaucratics 12-	
1	Disguise 8-	
1	High Society 8-	
3	Interrogation 13-	
3	AK: Thûn 12-	
1	AK: Mhorecia 8-	
2	AK: Westerlands 11-	
1	CK: Aarn 8-	
2	KS: History 11-	
4	KS: Thûnese Religious Doctrine 13-	
2	KS: High Church Religious Doctrine 11-	
1	Language: Aarnese (basic conversation; Thûnese is Native)	
2	Language: Trade-Tongue (fluent conversation)	
1	Language: Literacy	
3	Oratory 13-	
3	Persuasion 13-	
25	Power: Faith 23-	
23	Power: Sorcery 22-	
23	Power: Theurgy 22-	
19	Power: Wizardry 20-	
2	PS: Thûnese Priest 11-	
3	Stealth 12-	
2	WF: Common Melee Weapons	
Total Powers & Skills Cost: 358		
Total Cost: 440		
75+ Disadvantages		
10	Hunted: the Thûnese church 8- (Mo Pow, NCI, Watching)	
25	Psychological Limitation: Devotion To The God And His Purposes (Very Common, Total)	
20	Social Limitation: Subject To Orders (Very Frequently, Major)	
10	Social Limitation: Harmful Secret (secret agent for Thûn in Arduna) (Occasionally, Major)	
300	Experience Points	
Total Disadvantage Points: 440		

K'NGRA VEL-HRAG PLOT SEEDS

Vel-hrag has seen something in the Vestrian crown jewels and royal treasures that he thinks is a Thûnese relic. He desperately wants to obtain it. Depending on what the PCs are like he either hires them to steal it for him, or they have to uncover and stop his plot to steal it.

Based on his research, K'ngra Vel-hrag believes a dragon of great power might be able to break the bonds holding one of his gods. He hires the PCs to help him "kill" Baraxus, planning instead to betray them and try to negotiate with the dragon for his services.

Tensions have been rising between Aarn and Tornathia, and a war (mostly naval) may be looming on the horizon. The main cause: behind the scenes machinations by K'ngra Vel-hrag, who wants to weaken two of Arduna's naval powers and thus protect Thûn. The heroes have to figure out what's going on and expose it... which may lead to a war of a different sort.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Thûnese Vestments (DEF 4)

Gear: Writing materials, holy symbols and writings, spell components and paraphernalia



K'NGRA VEL-HRAG'S
ENCHANTED ITEMS

Thûnese Vestments: Given to certain favored Thûnese priests by temple leaders, these mystic vestments are woven by specially-trained temple tailors. They protect the wearer and bring him good fortune. (Armor (4 PD/4 ED) **plus** Luck 2d6; both OIF)

Talisman Of Thra'gfl: Created by the sorcerer-priest Thra'gfl, these strangely-shaped bits of blue-white stone allow the user to step *outside* normal space, rendering him temporarily intangible and invisible. (Desolidification **plus** Invisibility to Sight Group; both IAF)

Background/History: Even as a child, Vel-hrag disturbed other people. He walked and talked at an unusually early age, and sometimes the things he said weren't the sort of things children say — they were adult words and phrases, or observations with insight like no child should possess. Few people, even his parents, wanted to have much to do with him.

Few people, that is, but the sorcerer-priests of the temple. When they heard about Vel-hrag they sought him out at once. They knew that powerful priests were sometimes reincarnated as children, and that these children could subconsciously access former memories and behavior patterns. They also usually became powerful sorcerer-priests in their own right. After investigating the matter the sorcerer-priests believed that was what had happened with Vel-hrag, so they took him away from his parents to be raised in the temple.

At age 16, Vel-hrag underwent the trials to see if he could enter the priesthood,

and passed them easily. His studies began immediately, and they came so easily to him that his instructors had no doubt he was the reïmbodiment of a priest now dead. They even taught him how to harness that gift so he could call on his past lives for wisdom and information.

When his training and early priesthood were completed, *K'ngra* Vel-hrag received a visit from certain higher-ranking priests. These priests believed two things: first, that lore long-lost to Thûn but perhaps still to be found in the Northern Lands might hold the key to freeing their gods, and (b) that the powers of the Northern Lands were hostile to Thûn and wished to destroy her. Therefore they needed someone to venture into the North and seek the information they needed. Would he take on this task?

Vel-hrag did so gladly, eager for a mission that would let him see the world and serve the gods at the same time. After a few more months of training he set sail for Aarn on the vessel of a trader who periodically visited Thûn. He's been in the Westerlands and Mhorecia ever since, seeking the hidden lore he needs to free his gods and protect his land.

Personality/Motivation: K'ngra Vel-hrag is a classic example of the dedicated Fantasy priest who serves dangerous gods. He can hide his fanaticism well — he has to, to pass as an ordinary scholar in the Northern Lands — but in truth he would gladly sacrifice his life to serve his gods and their temple. Since he considers the Northern Lands a threat to Thûn in general, his service could include plots to weaken or harm them.

Quote: “I am a wizard and scholar of ancient lore. Would it be possible for me to spend several days conducting research in your fine library?”

Powers/Tactics: K'ngra Vel-hrag's mission in the Westerlands depends on deception and subterfuge, so he prefers to avoid fights, confrontations, and other situations that might expose him. He can explain away his accent by claiming he's from Vornakkia, but some of his spells are unmistakably Thûnese. Nevertheless, if forced to fight he will, opening with Belzorath's Dominion Of The Mind, Sacred Fire, or a Mystic Dart depending on the situation (he'll also cast Shield Of Faith on himself if appropriate). In most fights, though, his goal is to disable his opponents and then escape as quickly as possible.

As the reincarnation of a dead Thûnese priest (who was himself the reincarnation of a former priest, and so on), K'ngra Vel-hrag possesses the unusual ability to call on his past selves for information. By meditating for 1 Minute per generation removed from him (minimum of 5 Minutes) he can use a KS or PS from one of his past lives. Typically these are fairly obscure subjects pertaining to Thûnese history and religion, but some may have more general application. Few of his “predecessors” have any military or combat experience, though some were gifted schemers, conspirators, and manipulators.

Campaign Use: You can use K'ngra Vel-hrag in several ways. First, he can simple be a model for other sorcerer-priest NPCs your heroes encounter. He's more powerful and more traveled than most, but he makes a good basic template. Second, you can use him more or less as designed as a “spy” for Thûn — the mover and shaker behind various plots the PCs investigate and thwart, but not a foe they grapple with directly very often. Third, you can make him an up-front adversary sent by Thûn specifically to destroy them (perhaps due to some prophecy that claims they'll endanger the dark island if allowed to live).

For the third use you probably need to make Vel-hrag a little tougher by giving him more Combat Skill Levels and some additional enchanted items. If he's already too tough, remove the CSLs he has, get rid of some or all of his Sorcery spells, and reduce his SPD to 3.

K'ngra Vel-hrag only Hunts heroes if ordered to by his superiors, in which case he follows orders.

Appearance: This sorcerer-priest of Thûn wears vestments typical to his office: long robes of rich material colored to denote rank, with two panels embroidered with arcane runes and holy symbols that run down each side of his body. He covers his head with a featureless skullcap and keeps his face cleanshaven. Like most sorcerer-priests he has a look of cruelty and decadence about him.

CAPTAIN VELLTAR
PLOT SEEDS

The classic Velltar plot: somehow the PCs get on Captain Velltar's bad side. Now they've either got to put up with him or find a way to get back in his good graces. Surely there's *something* he needs or wants that they have or can get....

Some of Velltar's old mercenary "friends" come to Aarn looking for revenge. Depending on his relationship with them, Velltar may turn to the PCs for help with this problem, or the mercenaries may seek them out for assistance.

While pursuing some criminals in the sewers, Captain Velltar stumbles on some old, half-ruined chambers that must date from the earliest days of the city. Suspecting (correctly) that they contain both treasure and danger, he recruits the heroes as "partners" to help him explore them. He has guard in reserve waiting to arrest them when they're done so he can keep all the loot himself....

CAPTAIN VELLTAR					
Val	Char	Cost	Roll	Notes	
15	STR	5	12-	Lift 200 kg; 3d6 [3]	
14	DEX	12	12-	OCV: 5/DCV: 5	
14	CON	8	12-		
11	BODY	2	11-		
10	INT	0	11-	PER Roll 11-	
10	EGO	0	11-	ECV: 3	
15	PRE	5	12-	PRE Attack: 3d6	
8	COM	-1	11-		
5	PD	2		Total: 5 PD (0 rPD)	
4	ED	1		Total: 4 ED (0 rED)	
4	SPD	16		Phases: 3, 6, 9, 12	
6	REC	0			
28	END	0			
30	STUN	4	Total Characteristics Cost: 54		
Movement:		Running: 6"/12"			
Cost	Powers				END
	Martial Arts: Weapons Combat				
	Maneuver	OCV	DCV	Notes	
5	All-Out	+1	-2	Weapon +4 DC Strike	
4	Attack	+0	+2	Weapon +2 DC Strike	
4	Charge	+0	-2	Weapon +2 DC Strike +v/5, FMove	
4	Defend	+2	+2	Block, Abort	
5	Probe	+1	+3	Weapon Strike	
4	Resist	+0	+0	+15 STR to resist Shove; Block, Abort	
4	Shove	+0	+0	+15 STR to Shove	
2	Use Art With Axes/Maces/Hammers/Picks and Polearms/Spears (Blades is default)				
2	Sharp-Eyed: +2 to PER Rolls with Normal Sight				
0					
Perks					
2	Contact: Zelatar Coromson 11-				
2	Fringe Benefit: Law Enforcement Rank: Captain of the City Guard of Aarn				
5	Money: Well Off				
Talents					
3	Tight-Lipped (-3 to Conversation attempts against him)				
3	Immovable (-3 to Persuasion attempts against him)				

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Longsword	+0	+0	1d6+1	1d6-1	—	12	
Spear	+0	+0	1½d6	1d6-1	1	10	Can Be Thrown
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown
Armor							
Chainmail (DEF 6)							
Shield (+2 DCV)							
Gear: Writing materials, captain's signet ring							

Skills	
5	+1 HTH
3	Bribery 12-
3	Bureaucratics 12-
3	Deduction 12-
3	Fast Draw (Common Melee Weapons) 12-
4	Gambling (Card Games, Dice Games) 11-
1	High Society 8-
3	Interrogation 12-
5	CK: Aarn 14-
4	KS: Aarnese Law 13-
4	KS: Aarnese Underworld 13-
2	KS: Who's Who In Aarn 11-
1	Language: Literacy
3	Persuasion 12-
3	Riding 12-
3	Stealth 12-
3	Tactics 11-
3	Trading 12-
4	WF: Common Melee Weapons, Common Missile Weapons
Total Powers & Skills Cost: 109	
Total Cost: 163	
75+ Disadvantages	
5	Hunted: unfriendly Aarnese officials 8- (As Pow, NCI, Watching)
15	Psychological Limitation: Greedy; Out For All He Can Get (Common, Strong)
10	Psychological Limitation: Cautious; Strong Sense Of Self-Preservation (Common, Moderate)
5	Social Limitation: Harmful Secret (thoroughly corrupt) (Occasionally, Minor)
53	Experience Points
Total Disadvantage Points: 163	
Background/History: Like many big, strong boys, Velltar Kevrelson dreamed of becoming a soldier. And his dream came true, but not quite like he expected — since his home city of Aarn didn't have a true standing army, he became a mercenary instead. He fought on many battlefields for a few years, but then his commander discovered he was stealing from the company's paychest. Velltar had to flee for his life, most of his ill-gotten gains left behind.	
His name now a black mark in the mercenary community, Velltar returned home and took the only decent job he could get: city guard. To him it was a major step down in terms of money,	

freedom, and prestige, and he often took his frustrations out on the people he dealt with. To this day, years later, there are people in Aarn who remember and bitterly resent his heavy-handed ways during those times.

Despite his questionable conduct, he survived, thrived, and in time rose up the ranks. The more powerful and influential he became, the more chances he had for what many Aarnese cynically call “improvement” — bribery. By the time he reached captain, the next-to-highest rank in the City Guard, two years ago, he’d built up a nice nest egg from illicit earnings, and it’s only gotten bigger since then. He has no intention of letting that growth stop.

Personality/Motivation: Captain Velltar is something of a puzzle to many people in the Aarnese underworld. It’s an open secret among some of them that he’s totally corrupt — he’s greedy and self-serving, intent on milking his job for every copper farthing he can get. But if there’s no chance of obtaining something he wants he usually does his job with strict, impartial efficiency. It’s as if he has a professional pride in enforcing the law in Aarn... as long as there’s no money in doing otherwise.

Also tempering Velltar’s greed is his natural sense of caution. Many a time he’s backed away from a deal when he thought it didn’t “feel right” or that someone was trying to set him up. While he appears calm and in control on the outside at all times, there’s often a war going on inside him as his circumspect nature and desire for wealth struggle for dominance.

Quote: “Break it up! Guard Garoghson, Guard Elledson, take that man into custody. We’ll see if a few days in a cell can take the fight out of him.”

Powers/Tactics: Velltar is a clever and cautious fighter who prefers not to start confrontations unless he has a clear advantage in terms of numbers, positioning, or both. He sends his men in to start the battle, then weighs in himself when it seems prudent to do so. He wields his spear as long as he can keep an adversary at length; once his foe closes to inside spear range, he drops the spear and draws his sword.

Campaign Use: If your PCs behave themselves in Aarn, Captain Velltar could become an interesting Contact and sometimes ally for them. If they cause trouble (and what group of PCs doesn’t?), he’s more likely to be a persistent thorn in their sides. He may not necessarily match them in fighting skill, but he has hundreds of men at his command and the full weight of Aarnese law on his side, which should give the characters pause before clashing with him. If not, he’s got prison cells with their names on them.



To make Velltar tougher, raise his physical Primary Characteristics by 3-5 points each and give him more Combat Skill Levels and/or Enhanced Perception. To weaken him, reduce his SPD to 3 and perhaps get rid of his Martial Arts.

Velltar only Hunts people within Aarn itself (Limited Geographical Area for most campaigns). There he uses his authority and contacts to pursue and harass the PCs at every turn until they give him what he wants or leave the city.

Appearance: Velltar is a slightly overweight man in his mid-40s. Despite his weight and age, he’s six feet tall and still pretty muscular, giving him a rather intimidating appearance. He wears chainmail covered by a tabard displaying the city’s arms (halved, right a sheaf of golden wheat on green, left a scroll and coin on brown), and carries a longsword on his right hip, a shield on his back, and a spear in his right hand.

XELDRUTHAK PLOT SEEDS

Xeldruthak decides to destroy Aarn with a massive tidal wave. Recruiting several evil water mages to help him by promising them loot from the drowned city, he begins to put his plan in motion. It's up to the PCs to discover what he's doing and stop him before tens of thousands of people die.

Xeldruthak begins a campaign of destroying High Church temples and putting all the priests to the sword. He seems to be working his way toward a particularly ancient and holy monastery whose residents appeal to the PCs for protection.

King Almund of Vestria puts an enormous bounty on Xeldruthak's head. Now the PCs have to figure out a way to earn that money by finding Xeldruthak. Perhaps the easiest way to do that is stay near the King, for when Xeldruthak hears about the reward he'll no doubt seek revenge....

XELDRUTHAK

Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 [5]
22	DEX	42	13-	OCV: 7/DCV: 7
25	CON	40	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
12	COM	1	11-	
12	PD	11		Total: 12 PD (2 rPD)
12	ED	11		Total: 12 ED (2 rED)
5	SPD	28		Phases: 3, 5, 8, 10, 12
10	REC	0		
50	END	0		
50	STUN	4		Total Characteristics Cost: 237

Movement: Running: 6"/12"

Cost Spells END

4	<i>Mordak's Mantle:</i> Darkness to Sight Group 2" radius, Personal Immunity (+¼); Gestures (-¼), Incantations (-¼), Requires A Faith Roll (-½)	2
4	<i>Touch Of Corruption:</i> Drain BODY 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1); Costs Endurance (-½), Extra Time (Full Phase; -½), Increased Endurance Cost (x2 END; -½), Requires A Faith Roll (-½), 8 Charges (-½)	8
3	Unhallowing (like Sanctification, TA 191, but renders ground unholy)	

Powers

2	<i>Corrupted Divine-Blooded Heritage:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Corrupted Divine-Blooded Heritage:</i> Life Support (Longevity: lifespan of 1,600 years)	0
5	<i>Corrupted Divine-Blooded Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Corrupted Divine-Blooded Eyes:</i> Ultraviolet Perception (Sight Group)	0
3	<i>Corrupted Divine-Blooded Ears:</i> Ultrasonic Perception (Hearing Group)	0
18	<i>Corrupted Divine-Blooded Senses:</i> +6 versus Range Modifier for Sight and Hearing Groups	0

Perks

34	Follower: Demon Steed (see <i>The HERO System Bestiary</i> , page 63)	
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Talents

20	<i>Gift Of Tongues:</i> Universal Translator 13-	
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Skills

30	+6 HTH	
3	Climbing 13-	
3	Interrogation 14-	
2	KS: High Church Theology 11-	
2	KS: Scarlet Gods Theology 11-	
1	Language: Literacy	
17	Power: Faith 20-	
5	Rapid Attack (HTH)	
10	Two-Weapon Fighting (HTH)	

7	WF: Common Melee Weapons, Common Missile Weapons, Lance, Whip, Off Hand	
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Total Powers & Skills Cost: 182

Total Cost: 419

75+ Disadvantages

20	Enraged: in combat (Common), go 11-, recover 11-	
15	Hunted: Favored Of Kilbern 8- (Mo Pow, Kill)	
15	Hunted: Ophelite Brotherhood 8- (Mo Pow, Kill)	
5	Physical Limitation: In Constant Pain (-1 to CON and DEX Rolls) (Infrequently, Slightly Impairing)	
25	Psychological Limitation: Utterly Evil (Very Common, Total)	
20	Reputation: fallen divine-blooded servant of Evil, 14- (Extreme)	
15	Susceptibility: to holy places and objects, takes 2d6 damage per Turn he's on holy ground, in a holy place, or within 1" of a holy object (Uncommon)	
20	Vulnerability: 2 x STUN from Holy attacks (Common)	
209	Experience Points	

Total Disadvantage Points: 419

Background/History: There was a time, centuries ago, when Xeldrun Arthakanos was counted among the bravest and boldest of the warriors of the Light. A paladin's paladin, he served the causes of Good, Justice, and Truth unstintingly, for the blood of Kilbern ran in his veins. When he needed to rest from his war against evil, he returned to his loving wife and children in Tornath.

But even the best of Men can fall from grace, and so it was with Xeldrun. One day while he was off adventuring, some of his enemies found his home and butchered his family, using them in indescribable ways and finally sacrificing them to Mordak. When Xeldrun returned home and saw what had happened, grief and anger broke his heart and drove him mad. If the Blue Gods would allow something like this to happen, he wanted no part of them. Shaking his fist at the sky he cursed his father and the other Blue Gods and swore allegiance to Mordak instead.

Crippling pain hit him like a blow and smashed him to his knees as his divine blood began to burn within him at his treachery and faithlessness. But he fought against the pain, and soon his will triumphed; he thrust it aside as best he could, stood up, and strode out of what had once been his home to take up the cause of Evil. No longer would he be Xeldrun Arthakanos, servant of the Blue; now he was *Xeldruthak*, the Hammer of Darkness, the Sword of the Black God. Since then Xeldruthak has served Mordak and his kin the way he once served Kilbern.

Personality/Motivation: Xeldruthak embodies Evil in a way only a Fantasy villain can. His very being has been given over to Evil, even to the extent of suffering constant pain because his semi-divine blood reacts badly with his Evil form. There's no cruelty so horrifying he won't commit it, no act of

XELDRUTHAK'S ENCHANTED ITEMS

Malice and Despair: A twin set of longswords forged in the body of an imprisoned fire demon, quenched in water distilled from the corpses of water elementals, and enchanted with darkling magics of death, ruin, and pain, these black blades inflict searing agony with even the tiniest scratch. (HKA 2½d6, Armor Piercing, Penetrating, +2 Increased STUN Multiplier; OAF **plus** Drain STUN 2d6, Trigger (when HKA does BODY); OAF **plus** +10 PRE; OAF, Only For Fear-/Intimidation-Based Presence Attacks **plus** +2 OCV)

The Searing Bulwark: This suit of plate armor looks like it's made out of molten metal rather than polished steel, but provides even more protection. What's worse, it burns anyone or anything that touches it. (Armor (10 PD/10 ED, Hardened x3); OIF **plus** HKA 2d6, Continuous, Damage Shield, 0 END; OIF, No STR Bonus)

The Dark God's Signet: This ring, carved from a single piece of jet, is a sign of Mordak's particular favor. (+10 PRE; Only To Resist Presence Attacks **plus** Power Defense (12 points); all OIF)

Evil so repugnant he won't perform it, and utterly no mercy, kindness, or sympathy lurking anywhere within him. He revels in Evil deeds the way an ordinary person does in a child's innocent laughter.

Quote: "Maggots! Stand aside and humble yourselves before me or I will cut you down like wheat."

Powers/Tactics: One of the most feared beings in Ambrethel, Xeldruthak possesses immense physical and mystical power. He usually wades right into the thick of battle, picking the most dangerous foe and concentrating on him until that foe is dead, then moving on to another enemy. He often casts Mordak's Mantle to make it harder for his enemies to fight him (since they can't perceive him, or in fact see anything when he's close to them). His weapons are Malice and Despair, a matched pair of enchanted longswords that cause intense pain in the victim — the same sort of pain Xeldruthak feels from his divine blood burning within him.

Because of the way he turned his back on the Blue Gods, Xeldruthak suffers pain from holy places and objects just like a demon (though to a lesser degree). Heroes who have the ability to sanctify ground or the like may be able to use that against him.

Campaign Use: Xeldruthak should be a powerful foe for your PCs, one who can spearhead entire plots they have to stop and who can take



them all on with a serious chance of winning. If he doesn't seem tough enough to fulfill that role, improve him until he is — increase his STR and defenses, give him more enchanted items, perhaps even increase his SPD to 6. If it's too likely he'll slaughter your PCs, scale him back by reducing his over-20 Characteristics to 18-20 and removing some Combat Skill Levels.

Xeldruthak rarely Hunts a particular person or group; he schemes on a larger stage, where the heroes are likely to be just one of many foes he has to contend with. But if they clash repeatedly he may decide that it would be easier to just eliminate them right away.

Appearance: 6'6" tall and built like a brick wall, Xeldruthak wears the Searing Bulwark, a suit of plate armor that looks like it's made out of molten metal. Scorning a shield, he wields the twin black-bladed longswords Malice and Despair. On those rare occasions when he's seen not wearing his armor, he's darkly handsome, with short black hair, a short black beard, and black eyes.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Despair	+2	—	2½d6	1d6+1	—	10	AP, Penetrating
Malice	+2	—	2½d6	1d6+1	—	10	AP, Penetrating
Dagger	+0	+0	1d6-1	1d6-1	1	6	Can Be Thrown

Armor

Searing Bulwark (DEF 10 **plus** HKA 2d6 Damage Shield)

Gear: Rations