

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Alnu of Chawla**
Species: **Human**
Sex: **Male**
Apparent Age: **Early Teens**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Noble**
Height: **5' 3"**
Frame: **Average**
Weight: **130 #**
Appearance: **Handsome**
Hair Colour: **Blonde**
Eye Colour: **Blue**
Voice: **Normal**
Obvious Medical Traits: **None**
Apparent Occupation: **Squire**
Apparent Wealth: **Comfortable**
Weapons: **Sword, Knife, and Bow & Arrows**
Armour: **Leather Tunic and Leggings, Halfhelm and Shield**
Companions: **Sir Leon Enhargen**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

ALNU OF CHAWLA

Squire

Alnu is currently 14 and serves as a squire to his uncle Sir Leon Enhargen, lord of Rabint manor in Melderyn. He is also the heir of Sir Melik of Chawla, a martyr from the Rape of Thay. Unfortunately, there is almost nothing to inherit. Sir Melik's holding, Karnal manor, was isolated and attacked by the Ivinians at the beginning of the Rape of Thay. Even though most of the peasants survived due to Sir Melik's bravery, there was no knight to take his place and the crown decided to move the peasants to other, better protected, manors.

The only child of Sir Melik, Alnu was born after the Rape of Thay. He was raised by his mother, Lady Kalpana of Chawla at her father's manor. He took to arms at an early age, always interested in swords and other weapons. He became Sir Leon's squire a year and a half ago.

Alnu has excellent martial skills for his age, and some comment how he has inherited his father's skill at arms. In addition, Sir Leon has a fondness for the hunt, so Alnu has picked up some skill at hunting and tracking.

Alnu is eager to prove himself, and is somewhat tired of living in his father's shadow. Certainly, he is tired of attending the annual Laranian memorial service in Thay.

HOOKS

St. Melik's Broadsword: Great news has arrived. Sir Melik's broadsword and shield have been found in the hall of an Ivinian lord. The church of Larani wants to take these 'holy relics' and make a shrine on the site of Sir Melik's death. Alnu's uncle, Sir Leon, negotiated a manor for Alnu upon his majority if Alnu relinquishes his claim to his father's sword, shield and lands. Alnu, backed by his mother, has managed to hold out until after he sees the sword and shield – in Orbaal. Alnu is not particularly interested in the sword and shield, but a trip to Orbaal that is likely to include a skirmish with knights of Larani against Ivinians is too much to pass on. [The skills in braces [] above are those Alnu could learn on his trip to Orbaal.]

Chip On His Shoulder: Alnu is involved in an altercation with another noble's son in the temple of Larani in Thay. Blood is drawn, and honor must be satisfied.

Chip On His Shoulder II: One of the PC's gives small offense and Alnu, unbeknownst to Sir Leon, challenges the PC to a duel.

Alnu of Chawla

Squire

Str	13	Eye	13	Int	12
Sta	18	Hrg	12	Aur	12
Dex	15	Sml	13	Wil	16
Agl	15	Voi	12	Mor	10
Cml	14	Sunsign	Ulandus		

Combat Abilities: End 16 Mov 15

Skills: Climbing 45, Foraging 27, Stealth 43, Jumping 43, Riding 34, Survival 28, Tracking 11, Awareness 43, Intrigue 32, Folklore 26, Oratory 24, Rhetoric 32, Singing 32, Animalcraft (Horses) 22, Heraldry 10, Law 11, [Seamanship 11]

Languages: Harnic 75, [Orbaalese 32] **Scripts:** None

Ritual: Larani 15, **Piety:** 13

Combat Skills: Initiative 63, Dodge 75, Unarmed 39, Bow 31, Club 39, Dagger 37, Shield 44, Spear 34, Sword 48, Throwing 36

Armour / Weapons: Somewhat worn noble clothes and boots – he is still a growing boy and gets hand-me-downs. Weapons include a broadsword, good knife, and a bow and some arrows. Armor includes a leather tunic, leather leggings, a shield and a plate halfhelmet.

GM NOTES

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Bertram of Werster**
Species: **Human**
Sex: **Male**
Apparent Age: **Thirties**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Guildsman**
Height: **5' 8"**
Frame: **Average**
Weight: **137 #**
Appearance: **Handsome**
Hair Colour: **Brown**
Eye Colour: **Brown**
Voice: **Pleasant if high pitched**
Obvious Medical Traits: **None**
Apparent Occupation: **Mercantylor**
Apparent Wealth: **Wealthy**
Weapons: **Knife**
Armour: **Leather Vest, Good Boots**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

FUR MERCHANT

BERTRAM OF WERSTER

Fur Merchant

Bertram is the son of a knight bachelor of Melderyn. His cousin holds an manor near Harden in Melderyn. Bertram never had much interest in the life of a knight and managed to convince the clan to apprentice him to a mercantylor in Cherafir. Bertram was in Cherafir when the Ivinians raided Thay, but his father was killed defending the city. Bertram's mother had died three years earlier, making Bertram's aunts his senior female relatives. Bertram's aunts seem to be only concerned with marriage and children, and their efforts in that direction have only gotten more insistent over the years.

Bertram, being a well connected and well spoken young man, has done quite well as a mercantylor. Five years ago, Bertram had amassed sufficient funds to purchas a ship, the Sea Bee, a 48 foot nivik. Upon the advice of his pilot, Jeve, Bertram decided to trade for furs in Orbaal. This has become a quite profitable venture since Bertram has managed to make a deal with the King of Melderyn's clothier for the finest furs of the lot at a handsome price. It also has the pleasant side effect of getting Bertram away from his aunts who are always wanting him to meet some awful woman or other. Returning to Thay has almost become a thing of dread.

HOOKS

St. Melik's Broadsword: Last year, inclement weather forced the Sea Bee to take shelter at the settlement of Genheim in Orbaal. The lord of Genheim, Davin, was a quite gracious host and Bertram was able to enjoy a fine meal while the storm raged outside. The hall was well decorated with shields and other trophies of battle. Bertram met the man's family, including three wives, a mother-in-law, and his mother. When the Sea Bee made sail, Jeve informed Bertram that a shield bearing the crest of the Chawla clan was in the hall. Seeing opportunity, Bertram informed the church of Larani upon his return to Thay. The church of Larani has decided to pay Bertram handsomely to transport a party to Genheim to obtain the shield and any other of Saint Melik's effects that they might find there.

Travel to Orbaal: The PCs need passage either to or from Orbaal. Bertram takes them on for a fair price.

Precious Cargo: Bertram has taken on a valuable cargo or important person and needs extra guards.

Wedding Bells: Bertram has been set up for a wedding by his aunts. The PCs need to make sure he attends.

Bertram of Werster

Fur Merchant

Str	08	Eye	13	Int	13
Sta	13	Hrg	15	Aur	12
Dex	15	Sml	10	Wil	14
Agil	09	Voi	15	Mor	12
Cml	14	Sunsign Feniri			

Combat Abilities: End 12 Mov 09

Skills: Climbing 36, Jumping 26, Seamanship 28, Stealth 31, Awareness 46, Intrigue 59, Folklore 26, Oratory 26, Rhetoric 84, Singing 68, Fishing 21, Heraldry 10, Law 11, Mathematics 40, Piloting 24, Shipwright 18, Weatherlore 26

Languages: Harnic 74, Ivninian 68, Jarin 32 **Scripts:** Lakise 59

Ritual: Halea 11, **Piety:** 17

Combat Skills: Initiative 67, Dodge 45, Unarmed 28, Club 28, Dagger 45, Shield 38, Spear 26, Sword 24, Throwing 32

Armour / Weapons: Fine clothes, leather vest, good boots and sealskin cloak. Knife.

GM NOTES

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Dana of Somner**
Species: **Human**
Sex: **Female**
Apparent Age: **Twenties**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Freeman**
Height: **5' 3"**
Frame: **Average**
Weight: **128 #**
Appearance: **Plain**
Hair Colour: **Blonde**
Eye Colour: **Brown**
Voice: **Forceful**
Obvious Medical Traits: **None**
Apparent Occupation: **Priestess**
Apparent Wealth: **Some**
Weapons: **Sword**
Armour: **Shield**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

PRIESTESS OF LARANI

DANA OF SOMNER

Priestess of Larani

Dana is the daughter of a Peonian priest and priestess residing at a manor near Thay. Dana had always though herself to be destined for Peoni's service until the Rape of Thay.

During that horrible event, Dana's village was attacked by Ivinian raiders. An Ivinian killed her father and entered the small chapel in search of booty. Finding none in their humble chapele, he grabbed Dana's mother and went to rape her. In that moment, Dana heard her true calling and slew her mother's attacker with his own sword.

Since then, Dana has entered the church of Larani and excelled at her studies, learning the liturgies and rituals of of the goddess, rising to the post of the bishop's secretary in spite of her lack of noble connections. The bishop confides much to Dana and trusts her implicitly.

HOOKS

St. Melik's Broadsword: Great news has arrived. Saint Melik's broadsword and shield have been found in the hall of an Ivinian lord in Orbaal. The bishop has commissioned a small party to travel to Orbaal to determine if the sword and shield are indeed the the holy artifacts of Saint Melik. If they are, Dana is charged to obtain the relics and return them to the temple in Thay, if possible. They are to be kept there until an abbey can be built at the old site of Karnal manor, where Saint Melik fell. If the sword and shield cannot be obtained, Dana is to return to Thay and inform the Bishop.

The party is to consist of Saint Melik's heir, Saint Melik's brother-in-law and a knight of the Lady of Paladins. Saint Melik's heir, Alnu, is a lad of 14. He is squired to his uncle, Saint Melik's brother-in-law, Sir Leon Enhargen. The bishop has agreed to make Alnu a bailiff of one of their holdings upon his majority if he relinquishes claims to the sword, shield and site of Karnal manor. The knight of the Lady of Paladins, Sir Derak, has apparently 'distinguished' himself in the Solori crusade. The bishop thinks it will be best if he is doing something else during the campaigning season.

Audience: The PCs need an audience with the bishop of Larani in Thay. They must convince Dana to make the appointment for them.

Dana of Somner

Priestess of Larani

Str	15	Eye	16	Int	15
Sta	12	Hrg	14	Aur	14
Dex	13	Sml	09	Wil	18
Agl	14	Voi	16	Mor	15
Cml	09	Sunsign	Feniri		

Combat Abilities: End 15 Mov 14

Skills: Climbing 42, Jumping 43, Stealth 37, Awareness 52, Intrigue 35, Folklore 29, Oratory 24, Rhetoric 37, Singing 40, Agriculture 28, Heraldry 22, Law 31, [Seamanship 11]

Languages: Harnic 75, Emela 55 **Scripts:** Khruni 65

Ritual: Larani 81, **Piety:** 54

Ritual Invocations: Baptism II, Blessing II, Liturgy II, Marriage II, Passage of the Soul II, Banner of Mendiz II, Courage of Mendiz II, Larani's Shield II, Endurance of St. Ambrath III, Herald of the End of Life III, Shield of Hyvrik III, Divination IV, Truesight IV

Combat Skills: Initiative 78, Dodge 70, Unarmed 42, Club 32, Dagger 37, Shield 51, Sword 53, Throwing 39

Armour / Weapons: White robe with red lining, good shoes, ceremonial broadsword and shield.

GM NOTES

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Danial of Beldesa**
Species: **Human**
Sex: **Male**
Apparent Age: **Twenties**
Culture: **Viking**
Nationality (or Tribe): **Eldeskaal**
Social Class: **Freeman**
Height: **5' 7"**
Frame: **Average**
Weight: **131 #**
Appearance: **Ordinary**
Hair Colour: **Blonde**
Eye Colour: **Brown**
Voice: **Forceful**
Obvious Medical Traits: **None**
Apparent Occupation: **Priest**
Apparent Wealth: **Some**
Weapons: **Axe**
Armour: **Mail Hauberk, Half-helm and Shield**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Davin of Jalp**
Species: **Human**
Sex: **Male**
Apparent Age: **Late Thirties**
Culture: **Viking**
Nationality (or Tribe): **Orbaal**
Social Class: **Nobility**
Height: **5' 9"**
Frame: **Heavy**
Weight: **162 #**
Appearance: **Ordinary**
Hair Colour: **Blonde**
Eye Colour: **Blue**
Voice: **Normal**
Obvious Medical Traits: **None**
Apparent Occupation: **Viking**
Apparent Wealth: **Well To Do**
Weapons: **Battleaxe**
Armour: **Mail Hauberk, Half-helm and Shield**
Companions: **Huscarls**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

DAVIN OF JALP

Valhakar

Davin is the Valhakar of the Jalp clan and ruler of the freehold of Genheim in Orbaal. Clan Jalp has always had very strong religious leanings – Davin's grandfather, Gen of Jalp, was a priest of Sarajin. In this, Davin upholds the family tradition. Even though he is not a priest himself, he has embarked on a pilgrimage to Mt. Ilbengaad in Ivinia and observes the Ljarl most closely.

Davin's father died in a glorious duel with a Laranian knight at the rape of Thay. Davin's most prized possessions are the sword and shield of that knight, prominently displayed in his hall. Davin was a younger son of his father, and was not valhakar after his father died. However, two years later, Davin lost the dicing as to who should stay at home and tend the steading rather than conquer the city of Thay. Subsequently, all the members of clan Jalp that went to Thay died in the Cape Renda disaster, leaving Davin as a young valhakar.

Davin is a conscientious administrator of his steading but would far rather go raiding at sea. Unfortunately, the clan's warboat was lost at Cape Renda, and the clan would barely have the men to handle the smallest of warboats. Nevertheless, Davin has commissioned the construction of a warboat – the progress of which crawls due to the fact his shipwright was an apprentice before the Cape Renda disaster.

HOOKS

St. Melik's Broadsword: The sword and shield of the Laranian knight hanging in Davin's hall are viewed as holy objects by Laranians living near Thay. A party might be dispatched to Genheim to retrieve them.

War In Rethem: Civil war has broken out in Rethem, and Davin seeks glory in battle (and lands for his clan). He leads a warband from Orbaal.

Davin of Jalp

Valhakar

Str	15	Eye	12	Int	13
Sta	13	Hrg	11	Aur	10
Dex	16	Sml	13	Wil	14
Agl	14	Voi	11	Mor	13
Cml	11	Sunsign	Nadai		

Combat Abilities: End 14 Mov 14

Skills: Climbing 45, Jumping 45, Stealth 33, Awareness 39, Intrigue 28, Folklore 28, Oratory 24, Rhetoric 29, Singing 29, Fishing 40, Law 19, Seamanship 45, Piloting 31

Languages: Ivinian 67, Orbaalese 57 **Scripts:** None

Ritual: Sarajin 30, **Piety:** 22

Ritual Invocations: Unsnarl's Hug II

Combat Skills: Initiative 90, Dodge 70, Unarmed 45, Axe 90 Club 45, Dagger 37, Shield 53, Sword 46, Throwing 39

Armour / Weapons: Mail hauberk and plate halfhelm. Battleaxe and shield.

GM NOTES

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Derak of Brundela**
Species: **Human**
Sex: **Male**
Apparent Age: **About Thirty**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Nobility**
Height: **6' 2"**
Frame: **Medium**
Weight: **202 #**
Appearance: **Brutish**
Hair Colour: **Red**
Eye Colour: **Brown**
Voice: **Harsh**
Obvious Medical Traits: **None**
Apparent Occupation: **Knight of Larani**
Apparent Wealth: **Some**
Weapons: **Sword**
Armour: **Mail Hauberk, Half-helm and Shield**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

KNIGHT OF LARANI

DERAK OF BRUNDELA

Knight of Larani

Sir Derak is the second son of a lord in Melderyn. Since he will not inherit, he has gone the route of many second sons and joined the church of Larani. Sir Derak has proved an excellent knight on the field. He aspires to be a knight commander in the Lady of Paladins fighting order and has vigorously pursued the Solari crusade to prove his worthiness.

Sir Derak's skill at arms and ambition have come to the attention of the Bishop of Larani in Thay. She has dispatched him on an important and somewhat hazardous errand outside Melderyn. Sir Derak is well aware of the test and opportunity presented by this task. While he is certain he can best any many with a sword, he will not risk the venture against bad odds. Instead, he will seek to face his opponents on better ground or in ambush.

If he sees opportunity for profit, he knows several knights in the Lady of Paladins who will follow him and others who would provide funds.

Derak of Brundela

Valhakar

Str	17	Eye	08	Int	12
Sta	13	Hrg	13	Aur	12
Dex	14	Sml	08	Wil	17
Agl	12	Voi	08	Mor	07
Cml	08	Sunsign Angberelius			

Combat Abilities: End 16 Mov 12

Skills: Climbing 43, Jumping 41, Stealth 32, Awareness 33, Intrigue 31, Folklore 20, Oratory 18, Rhetoric 28, Singing 25, Riding 58, Law 14, Heraldry 33, Physician 07

Languages: Harnic 65, Emela 14 **Scripts:** None

Ritual: Sarajin 33, **Piety:** 14

Ritual Invocations: Larani's Shield II

Combat Skills: Initiative 84, Dodge 60, Unarmed 38, Club 48, Dagger 32, Shield 84, Spear 47, Sword 92, Throwing 34

Armour / Weapons: Mail hauberk and plate halfhelmet. Broadsword and shield.

GM NOTES

HOOKS

St. Melik's Broadsword: Sir Derak travels with a small group to Genheim in Orbaal to retrieve the sword and shield of St. Melik.

War in Kanday: Kanday has gone to war. Sir Derak travels to Kanday with those that will follow him to aid the Order of the Checkered Shield.

Atrocity: Sir Derak has been involved in an atrocity against the Solari, and the PCs are witnesses. The Bishop wants their testimony, but by ecclesiastical law, Sir Derak may challenge his accusers to a duel.

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Jeve of Elmin**
Species: **Human**
Sex: **Male**
Apparent Age: **About Forty**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Guildsman**
Height: **5' 10"**
Frame: **Medium**
Weight: **165 #**
Appearance: **Weathered**
Hair Colour: **Brown**
Eye Colour: **Brown**
Voice: **Raspy**
Obvious Medical Traits: **None**
Apparent Occupation: **Pilot**
Apparent Wealth: **Some**
Weapons: **Knife**
Armour: **Warm Clothes**
Companions: **Bertram of Werster**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

JEVE OF ELMIN

Odivshe Shek P'var

Jeve is the son of an innkeeper in Thay. His father arranged an apprenticeship at the Shek P'var chantry in Cherafir. There he learned the ways and secrets of Odivshe, dark, wet and cold.

Jeve's parents were killed in the Rape of Thay. Jeve wished for vengeance, but was persuaded that a subtler route was best. Thus, Jeve was apprenticed to a pilot, and has sought to work on vessels plying their way through Orbaalese waters. Travelling to Orbaal, he observes the Ivinians, and brings back reports to the crown and his own order. He also does his best to support rebellion amongst the Jarin, seeking to hurt the Ivinians indirectly at the very least.

Five years ago, Jeve managed to connect with Bertram of Werster, who had just purchased a ship, the Sea Bee. Jeve signed on as the pilot and persuaded Bertram to trade for furs in Orbaal. Using his contacts with the crown, Jeve managed to arrange the purchase of furs from Bertram. Bertram knows nothing of this arrangement.

As a Shek P'var, Jeve keeps his abilities secret lest the ignorant attack him out of fear. But five years is a long time and the mate knows about Jeve's abilities. He believes that others in the crew, including Bertram, suspect.

Jeve has kept up with his studies, and has been working on his masterpiece, Morning's Breath, which can cause a thick bank of fog to rise up from the sea. Jeve plans to be examined to become a Shenava when he returns to Cherafir. In addition, he has become somewhat adept at brewing potions that will hold Odivshe spells and will often carry a couple in wax sealed flasks.

HOOKS

St. Melik's Broadsword: Last year, the Sea Bee was forced by bad weather to take shelter at the small Ivinian settlement of Genheim. The lord of Genheim, typically, treats his subjects poorly. As Jeve sat in the hall, Jeve spotted among the Ivinian's battle trophies the shield of Saint Melik. Jeve formed a plan to strike back at the Ivinians. Since St. Melik's sword and shield are relics from the Rape of Thay ardently sought by the Church of Larani, he would tell Bertram to tell the church upon return to Thay. The church would, no doubt, mount an expedition to retrieve the artifacts by force. Unfortunately, the church elected subtlety over a raid and hired the Sea Bee for transport.

Jeve of Elmin

Odivshe Shek P'var

Str	12	Eye	13	Int	14
Sta	14	Hrg	11	Aur	15
Dex	13	Sml	10	Wil	13
Agl	11	Voi	08	Mor	10
Cml	12	Sunsign Lado			

Combat Abilities:

End 13 Mov 11
Skills: Climbing 36, Jumping 34, Stealth 32, Awareness 42, Intrigue 63, Folklore 38, Oratory 21, Rhetoric 32, Singing 24, Brewing 41, Drawing 29, Fishing 31, Heraldry 20, Math 22, Ploiting 81, Shipwright 22, Swimming 40, Weatherlore 32

Languages: Harnic 63, Ivinian 45, Jarin 45 **Scripts:** Lakise 62, Runic 62

Ritual: Save K'nor 10, **Piety:** 23

Spells: Dispell 46, Maintain 43, Jorum 49, Feel 38, Azure Hand 56, Power of Valdan 52, Shadow of Yanar 45, Breath of Dhuu 39, Mouth of Lathal 44, Morning's Breath 38

Combat Skills: Initiative 66, Dodge 65, Unarmed 33, Dagger 32, Throwing 33

Armour / Weapons: Knife, Warm Clothes

GM NOTES

FRIENDS, FOES AND FOLLOWERS

GENERAL INFORMATION

Name: **Leon of Enhargen**
Species: **Human**
Sex: **Male**
Apparent Age: **About Forty**
Culture: **Feudal**
Nationality (or Tribe): **Melderyn**
Social Class: **Noble**
Height: **6' 3"**
Frame: **Heavy**
Weight: **223 #**
Appearance: **Reserved**
Hair Colour: **Brown**
Eye Colour: **Blue**
Voice: **Normal**
Obvious Medical Traits: **None**
Apparent Occupation: **Knight**
Apparent Wealth: **Wealthy**
Weapons: **Sword, Bow**
Armour: **Mail Byrnies, Mail
Leggings, Plate
Halfhem, Shield**
Companions: **Alnu of Chawla**
Other obvious features: **None**

Special GM Comments:

Author:
Jonathan Nicholas
Artist:

LEON OF ENHARGEN

Landed Knight

Sir Leon is the lord of Rabint manor near Moque in Melderyn. His wife Inlana is the sister of Lady Kalpana of Chawla, the widow of Sir Melik of Chawla. Sir Leon fought Ivinians in skirmishes outside of Thay during the Rape of Thay. His brother-in-law, Sir Melik did not fare as well on his isolated holding, but was a great hero, possibly saving the city of Thay itself.

Lady Kalpana was devastated by the loss of her husband, and to this day will not speak of it. Not even the birth of Sir Melik's son, Alnu, nine months later has brought her to speak of those days fifteen years ago. Her son has grown to be a fine young man, quick of body and mind, and has become Sir Leon's squire.

Sir Leon is a devout Laranian, tithing a substantial portion of his land's holdings to the church, and has a strong sense of honor. Sir Leon is an adequate administrator, but has much more interest in hunting than in the management of his estate.

HOOKS

St. Melik's Broadsword: News has recently arrived that Sir Melik's sword and shield have been found in Orbaal. The church of Larani seeks them for their religious value. Sir Leon, aware churchmen do not always remember their obligations, has carefully bargained with the church of Larani on behalf of Lady Kalpana and Alnu. If the sword and shield are recovered, Alnu's future is assured. In exchange for relinquishing the sword and shield and all claim to his father's uninhabited manor, the church will make Alnu the lord of Recha manor upon his majority. However, the lad is strong willed, and wished to see his father's arms before making a final decision. Lady Kalpana, for her part, did nought to dissuade him, so the bishop agreed that Alnu and Sir Leon should be along for the journey. Lady Kalpana has requested Sir Leon to recover what effects of Sir Melik's that he can, in particular a signet ring. As these effects are part of Alnu's heritage, Sir Leon will do his very best in this matter.

Exotic Hunt: Sir Leon has decided to go hunting big game (bear, Ivashu, snipe) and has hired the PCs as guides/huntsmen.

Banditry: Bandits have struck near Rabint manor, and Sir Leon has hired the PCs to help him bring them to justice.

Leon of Enhargen

Landed Knight

Str	16	Eye	13	Int	10
Sta	15	Hrg	12	Aur	08
Dex	12	Sml	13	Wil	11
Agl	11	Voi	10	Mor	13
Cml	10	Sunsign	Hirin		

Combat Abilities: End 14 Mov 11

Skills: Climbing 39, Jumping 40, Stealth 40, Awareness 45, Intrigue 22, Folklore 19, Oratory 18, Rhetoric 23, Singing 28, Foraging 41, Survival 43, Tracking 57, Heraldry 24, Law 8, Physician 10, Riding 48

Languages: Harnic 54 **Scripts:** None

Ritual: Larani 14, **Piety:** 27

Combat Skills: Initiative 68, Dodge 55, Unarmed 34, Bow 63, Dagger 27, Spear 44, Shield 50, Sword 63, Throwing 33

Armour / Weapons: Broadsword, Bow & Arrows, Shield / Mail Byrnie, Mail Leggings, Plate Halfhelm

GM NOTES