

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Megyth Banwyl**
Species: **Human**
Sex: **Female**
Apparent Age: **Early thirties**
Culture: **Feudal**
Social Class: **Ungilded**
Height: **5 ft 4 in**
Frame: **Light**
Weight: **123 lbs.**
Appearance: **Attractive**
Hair Color: **Brown**
Eye Color: **Hazel**
Voice: **Pleasant**
Obvious Medical Traits: **None**
Apparent Occupation: **Healer**
Apparent Wealth: **Low**
Weapons: **Longknife, bow**
Armour: **Cloth and leather**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

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Photoillustration: **Brent Bailey**

Photo source: **Historic Enterprises (historicenterprises.com)**

MEGYTH BANWYL**Herbalist and Inthiar (Uthriem Roliri Guardian)**

Megyth was born near Geldeheim to a clan of Jarin herbalists and healers. When she was fifteen, she ran away from home with the leader of a minor resistance group. When he was killed in the Jarin Rebellion in 703, Megyth fled with their infant daughter and found refuge with the Siemist monks on Azün Island in Jariga Lake.

Megyth lived with these holy men and learned their ways. One of them was an Uthriem Roliri Guardian and Megyth became an apprentice to one of his Rangers. The monks helped raise Megyth's daughter during her absences. After seven years, first as an apprentice and then Ranger in her own right, Megyth returned to the island and began an intensive study of the Natural Mysteries in preparation of becoming an Inthiar herself.

Shortly after Megyth completing her training last year, her mentor died and Megyth stepped into his role as Guardian. She has been coordinating the Rangers and performing a Guardian's other duties while waiting to see if the Council of Wardens will confirm her in the position or send someone to replace her.

Megyth is a skilled healer and herbalist. In addition to making herbal preparations for her Rangers' use, Megyth travels the region collecting herbs and tending to the medical needs of the Jarin villagers and thralls. This allows her to gather intelligence on the Ivinians, which she passes on to her friends in the Resistance. She frequently visits Pethwys, where she has found a position for her daughter as apprentice to the apothecary, an old friend of the Brotherhood.

Megyth has inherited the possessions of her former Guardian, including the hartbow she uses and a cowl and byrnie of Sindarin mail that are too big for her to wear. Her Rangers occasionally use the mail but she doesn't yet feel that it is hers to give away. In addition to keeping a store of supplies on the island, Megyth also caches supplies for her Rangers in a number of hideouts in the area, including the ruined tower in Pethwys.

HOOKS

Call a doctor! The PCs are injured and need medical attention. Megyth will help but demands a favor in return. Ivinian PCs will not get the care they expect.

What does it mean? One of the PCs has been having disturbing dreams. Hearing the PCs discuss it, a local tells them that Megyth can interpret dreams and foretell the future.

Getting Worried: Megyth's involvement with the Jarin Resistance has been limited to gathering information but local leaders have recently begun pressuring her to provide them with poisonous Baneberries (see *Herblore*).

Name: MEGYTH BANWYL **Race/Sex:** Human/Female

Occupation: Herbalist, Inthiar, and Uthriem Roliri Guardian **Born:** 5 Nuzyael 686 (Ulandus/Lado)

Str	9	Agl	13	Sml	11	Wil	12	Cml	14
Sta	13	Eye	10	Voi	13	Aur	14	End	11
Dex	15	Hrg	12	Int	14	Mor	12	Mov	13

Medical/Psyche: None

Physical Skills: Climbing 70, Condition 60, Jumping 48, Stealth 48, Throwing 44

Communication Skills: Awareness 55, Intrigue 65, Oratory 42, Rhetoric 65, Singing 39

Languages: Jarinese 73, Orbaalese 39, Harnic 39, Anoa 26, Sindarin 65

Scripts: Lakise 83, Selenian 83

Religion: Ritual: Siem 75; Piety: 68

Craft Skills: Alchemy 39, Animalcraft 28, Astrology 39, Drawing 24, Fletching 26, Folklore 42, Foraging 45, Herblore 75, Law 26, Mental Conflict 52, Physician 78, Survival 45, Tarotry 52, Timbercraft 75, Tracking 28, Weatherlore 52

Combat Skills: Initiative 48, Unarmed 56, Dodge 65, Bow 44, Sword 52

Armour/Weapons: Leather vest, cowl, leggings, shoes; cloth robe. Sindarin longknife and hartbow.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Longknife	1	12	62	67	•	1	3	5
Hartbow	2	13	49	49	n/a	1	•	•

Location	Compound Layers	AQ	B	E	P	F
Skull	L	0	2	4	3	3
Face	•	•	•	•	•	•
Neck	L	0	2	4	3	3
Shoulder	C, C, L	0	4	6	5	5
Upper Arm	C, C	0	2	2	2	2
Elbow	C, C	0	2	2	2	2
Forearm	C, C	0	2	2	2	2
Hand	•	•	•	•	•	•
Thorax	C, C, L	0	4	6	5	5
Abdomen	C, C, L	0	4	6	5	5
Hip	C, C, L	0	4	6	5	5
Groin	C, C, L	0	4	6	5	5
Thigh	C, C, L	0	4	6	5	5
Knee	C, C, L	0	4	6	5	5
Calf	C, C, L	0	4	6	5	5
Foot	C, L, L	0	5	9	7	7

Invocations: All common, Siemist, and Uthriem Roliri invocations up to Circle II; Forget III, Sweet Dreams III, Siem's Blessing III, Water of the Azure Bowl III, Restore Health IV, Sustenance IV, Bewilderment IV.

Spells or Psionics: None

Notes: Megyth keeps a quilt gambeson and cowl that she can wear if needed. She uses a Sarvin's Bowl to purify water and can prepare other items detailed in *Uthriem Roliri*, such as Bladesharp Oil, Waterproofing Oil, Drydust, and Rogyn's Acorns. She will have amounts of these items stashed in various places for her Rangers.

GM NOTES