

# FRIENDS, FOES, & FOLLOWERS



## GENERAL INFORMATION

Name: **Kalian Drahn**  
Species: **Human**  
Sex: **Male**  
Apparent Age: **Late forties**  
Culture: **Feudal**  
Social Class: **Unguilded**  
Height: **5 ft 11 in**  
Frame: **Medium**  
Weight: **165 lbs.**  
Appearance: **Average**  
Hair Color: **Black**  
Eye Color: **Hazel**  
Voice: **Pleasant**  
Obvious Medical Traits: **None**  
Apparent Occupation: **Farmer**  
Apparent Wealth: **Low**  
Weapons: **Staff, billhook**  
Armour: **Leather and cloth**  
Companions: **None**  
Other obvious features: **None**

Special GM Comments:

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Photoillustration: **Brent Bailey**

Photo source: **Medieval Design (medievaldesign.com)**

**KALIAN DRAHN****Inthiar (Uthriem Roliri Guardian)**

Kalian lives in an isolated hamlet in the Noneth region of the Sorkin Mountains. Although the territory is claimed by Kaldor as part of the Kanir Forest, the community doesn't consider itself part of the kingdom. The settlement was founded almost four centuries ago by members of the Uthriem Roliri who were outlawed for their actions against the expansion of cropland and mining. Built on the site of a frontier manor, the community is now home to about 30 people, mostly farmers. Clan Drahn are descendants of the founders; the rest of the residents are escaped serfs or others on the run from Kaldoric law.

From an early age, Kalian showed a deep affinity for the wilderness, so it was natural that he join the Brotherhood of the Forest. Always a pious young man, Kalian was plagued with self-doubt and frequently questioned his worthiness to serve Siem. When he was 23, Kalian had a vision during a Night of Silent Renewal ceremony. This vision led him to climb high in the Sorkins and live there alone for three years, fasting and meditating. He returned home with a new-found enlightenment.

Kalian lives in the hamlet with his Taeldan wife and their three children. As inthiar, he cares for the spiritual needs of the hamlet's residents. He is also a Guardian in the Uthriem Roliri and coordinates the activities of the Rangers in the Noneth region. Kalian tends the nearby holy grove that, according to legend, is the one Rogyn Bakiar lost his life defending, an important event in the history of the Uthriem Roliri. Members of the Brotherhood occasionally travel from afar to meditate at the site.

Kalian and his Rangers take strong action against trappers and prospectors working in their area. The region is home to a handful of outlaw communities, mostly made up of peaceful people just trying to scratch out an existence in the wilderness. The Brothers do what they can to protect these people from violent bandits.

**HOOKS**

**Silver mine:** Kalian and his rangers will oppose any attempts to explore or reopen the abandoned silver mine northeast of Lake Karos. Kalian will summon Aulamithri or other Ilsiri to help in these efforts.

**Bandit hunt:** A bandit gang has taken up residence in the ruined Ilviran abbey of Zanoth and is terrorizing the small forest communities. As the royal foresters rarely travel into the wild hills, Kalian plans to travel to Naniom Bridge to recruit some help in dealing with the brigands.

**Kidnapped:** "Taeldan raiders" have abducted the wife of a merchant and the PCs have been hired to deliver the ransom. Kalian is to accompany the party as guide and translator. But are the Taelda the culprits or scapegoats?

**Name:** KALIAN DRAHN**Race/Sex:** Human/Male**Occupation:** Siemist cleric (Inthiar) and Uthriem Roliri Guardian**Born:** 27 Nuzyael 673 (Ulandus)

<b>Str</b>	12	<b>Agil</b>	14	<b>Sml</b>	12	<b>Wil</b>	15	<b>Cml</b>	11
<b>Sta</b>	13	<b>Eye</b>	12	<b>Voi</b>	14	<b>Aur</b>	14	<b>End</b>	13
<b>Dex</b>	13	<b>Hrg</b>	14	<b>Int</b>	14	<b>Mor</b>	14	<b>Mov</b>	14

**Medical/Psyche:** None**Physical Skills:** Climbing 60, Condition 70, Jumping 52, Stealth 56, Throwing 48**Communication Skills:** Awareness 52, Intrigue 56, Mental Conflict 60, Oratory 39, Rhetoric 56, Singing 42**Languages:** Harnic 84, Sindarin 70, Taeldan 42**Scripts:** Lakise 83, Selenian 83**Religion:** Ritual: Siem 75; Piety: 99**Craft Skills:** Agriculture 60, Animalcraft 45, Astrology 52, Drawing 24, Embalming 26, Fletching 26, Folklore 42, Foraging 75, Herblore 64, Hidework 28, Musician (Pipes) 56, Physician 52, Survival 75, Tarotry 28, Timbercraft (Tree Care) 80, Tracking 48, Weatherlore 65**Combat Skills:** Initiative 60, Unarmed 60, Dodge 70, Axe 72, Bow 48, Spear 52**Daily Armour/Weapons:** Cloth tunic and leggings; leather cap and shoes. Staff, billhook, handaxe. Staff has been blessed with an Ironwood invocation, which increases hardness and blunt damage.**Combat Armour/Weapons:** Quilt gambeson, cowl, and leggings; Sindarin mail cowl (+2); leather knee boots; kurbul vambraces. Spear, shortbow, handaxe.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Staff	4	12	72	67	-10	6	•	•
Billhook	2	9	77	77	•	3	4	•
Handaxe	3	11	82	77	•	4	6	•
Spear	5	11	72	62	-10	4	•	7
Shortbow	2	10			n/a	1	•	•

Location	Compound Layers	AQ	B	E	P	F
Skull	L	0	2	4	3	3
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	C	0	1	1	1	1
Upper Arm	C	0	1	1	1	1
Elbow	C	0	1	1	1	1
Forearm	C	0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	C	0	1	1	1	1
Abdomen	C	0	1	1	1	1
Hip	C, C	0	2	2	2	2
Groin	C, C	0	2	2	2	2
Thigh	C	0	1	1	1	1
Knee	C	0	1	1	1	1
Calf	C	0	1	1	1	1
Foot	C, L	0	3	5	4	4

**Invocations:** All common, Siemist, and Uthriem Roliri invocations up to Circle IV; Elmithri's Shower V, Command Spirit V, Rogyn's Ghost V; and any additional ritual invocations as required by GM.**Spells or Psionics:** None**Notes:** None**GM NOTES**