

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Yorin Marala**
Species: **Human**
Sex: **Male**
Apparent Age: **Sixties**
Culture: **Feudal**
Social Class: **Ungilded**
Height: **5 ft 9 in**
Frame: **Medium**
Weight: **165 lbs.**
Appearance: **Average**
Hair Color: **White**
Eye Color: **Green**
Voice: **Average**
Obvious Medical Traits: **Walks with a limp**
Apparent Occupation: **Hermit**
Apparent Wealth: **Low**
Weapons: **Staff, bow**
Armour: **Cloth**
Companions: **None**
Other obvious features: **White beard and mustache**

Special GM Comments:

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Photoillustration: **Brent Bailey**

Photo source: **Hans Splinter's Archeon photo archive**
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YORIN MARALA

Inthiar (Uthriem Roliri Warden)

Yorin Marala seems like a typical hermit or holy man. The grizzled, elderly man lives alone, isolated from society, spending his days contemplating nature and seeking wisdom. An observer would never know that he was once one of the most renowned gargun-hunters of his day.

Yorin was born to a farming family in Azadmere. As a member of the militia, the young Yorin displayed great skills and soon found a spot in the Baron of Habe's military forces. Yorin spent many years patrolling the forests and mountains, protecting Azadmere from gargun incursions. He also became a member of the Uthriem Roliri.

While recovering from a serious leg injury that forced him out of the Baron's service, Yorin studied the Natural Mysteries in preparation for becoming a Siemist holy man, or Inthiar, and for the role of Guardian in the Brotherhood of the Forest. After 25 years as a Guardian, Yorin was selected to be the Warden of all Uthriem Roliri around Azadmere, a position he held until retiring six years ago.

Yorin now lives in the Chelna Gap, just east of Lake Heras. From here, he continues his life-long study of the gargun, traveling regularly to Elkal-Anuz, Anisha, and the gargun complex at Korego. He has earned the respect of the nearby Serachelni and Isochelni tribes and travels through their territories freely. Yorin is one of the Uthriem Roliri most well-known to the Sindarin court and travels to Evalael at least once a year to consult with the Valpalen.

Yorin is frequently visited by others of the Uthriem Roliri, as his central location makes a good relay station for messengers. Despite being slowed by injury and age, Yorin remains among the foremost teachers of gargun-fighting and many Brothers visit to learn from his extensive, detailed records of gargun biology and practices. He also maintains archives of herbal remedies and other knowledge of the Chelni, Tulwyn, and Kath tribes. These records are kept safe in a cave accessed through a secret entrance in his hovel.

HOOKS

Trip to Elkal-Anuz: The PCs encounter Yorin while they are on a trip to the Plain of Towers. If he determines their cause is a good one, he will assist. If not, he will misdirect them or call on his Chelni friends.

A little help? While on the Salt Route, the PCs find Yorin being harassed by bandits. While the old man is giving a good account of himself, any assistance from the PCs will be appreciated.

Seekers of knowledge: The PCs have heard that a hermit north of Trobridge may have information that they desperately need.

Name: YORIN MARALA**Race/Sex:** Human/Male**Occupation:** Siemist cleric (Inthiar) and Uthriem Roliri Warden**Born:** 14 Nuzyael 653 (Ulandus)

Str	13	Ag	8	Sml	9	Wil	16	Cml	12
Sta	12	Eye	10	Voi	12	Aur	14	End	13
Dex	14	Hrg	13	Int	13	Mor	15	Mov	8

Medical/Psyche: Old serious injury to left leg.**Physical Skills:** Climbing 26, Condition 60, Jumping 15, Stealth 36, Throwing 48**Communication Skills:** Awareness 55, Intrigue 70, Mental Conflict 60, Oratory 48, Rhetoric 84, Singing 36**Languages:** Harnic 64, Khuzan 42, Taldan 28, Chelni 42, Sindarin 42, Gargun (Hyeka) 14**Scripts:** Lakise 82, Selenian 82, Runic 82**Religion:** Ritual: Siem 70; Piety: 76**Craft Skills:** Agriculture 64, Animalcraft 52, Astrology 48, Drawing (Cartography) 55, Fletching 52, Foraging 65, Folklore 65, Heraldry 39, Herblore 56, Law 42, Physician 48, Survival 60, Timbercraft 75, Tracking 60, Weatherlore 44**Combat Skills:** Initiative 65, Unarmed 56, Dodge 40, Bow 60, Dagger 52, Shield 60, Spear 84, Sword 56**Daily Armour/Weapons:** Cloth tunic, leggings, hooded robe; Leather shoes. Staff, high-quality longknife (+2), dagger. Staff has been blessed with an Ironwood invocation, which increases hardness and blunt damage.**Combat Armour/Weapons:** Quilt gambeson, cowl, and leggings; Sindarin mail hauberk (+2), cowl, and mittens; leather knee boots; plate half-helm; round shield. Spear, longknife, dagger, hartbow.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Hartbow	2	13	65	65	n/a	1	•	•
Round shield	6	13	65	80	•	2	•	•
Staff	4	11	104	99	-10	6	•	•
Dagger	1	11	57	57	•	1	2	5
Longknife	1	14	66	71	•	3	5	7
Spear	5	11	104	94	-10	4	•	7

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

Invocations: Any common, Siemist, or Uthriem Roliri invocation.**Spells or Psionics:** None**Notes:** Has a pair of Eamonn's Boots, a Khuzan Lightstone, and all of the herbal concoctions described in *Uthriem Roliri*.

GM NOTES