

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Aenghus Clowd**
Species: **Human**
Sex: **Male**
Apparent Age: **Mid fifties**
Culture: **Feudal**
Social Class: **Unguilded**
Height: **5 ft 6 in**
Frame: **Heavy**
Weight: **173 lbs.**
Appearance: **Plain**
Hair Color: **Brown**
Eye Color: **Hazel**
Voice: **Average**
Obvious Medical Traits: **None**
Apparent Occupation: **Shepherd**
Apparent Wealth: **Low**
Weapons: **Staff, shortbow, handaxe**
Armour: **Quilt and leather**
Companions: **Apprentice and dog**
Other obvious features: **Facial hair**

Special GM Comments:

Author: **Brent Bailey**

Photoillustration: **Brent Bailey**

Photo source: **The Inner Bailey (innerbailey.com)**

AENGHUS CLOWD

Herdsmen (Uthriem Roliri Ranger)

Aenghus is part of an extended sheep-herding clan that lives in the high meadows of the Calushid Forest in far western Kaldor. Generations of his clan have been part of the Uthriem Roliri since the Brotherhood expanded in the years following the Migration Wars. Two of his sons are also Rangers and he is currently mentoring his nephew, who he says will be his last apprentice.

Now 54 years old and with many grandchildren, Aenghus is starting to slow down a little. The arthritis he has developed over the last few years has taken its toll on him physically. He has lost some of his wiry toughness and can't move like he could in his younger days. His skills are also not what they once were.

Aenghus patrols the northern Kathela Hills, which brings him into frequent contact with a few Kath tribes. While his clan has some Kath ancestry, they have also clashed with these tribes in the past. Aenghus has made cautious alliances with them, working with the Aka-Huka to repel gargun attacks from Gifuso and even helping the Aka-Gola throw a few scares into Kaldoric settlers west of the Kald. He sometimes helps well-guarded Ilviran pilgrim parties get through the mountain pass near the gargun colony of Nizus on their way to Araka-Kalai from Olokand or Tashal.

Aenghus's forefathers were dismayed to see the settlements go up along the Hemurin River in neighboring Nelafayn Hundred but couldn't stop them. Like these ancestors, Aenghus sabotages the timbering and other expansion activities of these settlements whenever he can. Aenghus also carries on the clan's tradition of draping himself with a cloak of moss, branches, and leaves and appearing across from the manors along the Hemurin river. Various legends have arisen from this practice, such as that of the "Willow Man" told in Nothrine village. So far, the settlements have stayed on the north side of the river, but it's unknown to what extent these apparitions have been a factor.

HOOKS

Not just a legend: While in Nelafayn Hundred, the PCs are asked to investigate a legendary creature that recently attacked a yeoman and a party of timberwrights.

Extra muscle: The forest warden has directed his men to stop the highland clans from grazing sheep in Endrunel Hundred. Aenghus is looking to hire mercenaries to help protect their traditional grazing lands.

Reclaim the manor: The Order of the Lady of Paladins is thinking of resettling Chelena manor, destroyed by Kath thirty years ago. Aenghus and the Aka-Gola Kath aren't happy about this.

Name: AENGHUS CLOWD

Race/Sex: Human/Male

Occupation: Herdsman and Uthriem Roliri Ranger

Born: 23 Navek 666 (Masara)

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

Medical/Psyche: Moderate arthritis

Physical Skills: Climbing 48, Condition 65, Jumping 44, Stealth 60, Throwing 60

Communication Skills: Awareness 77, Intrigue 48, Oratory 22, Rhetoric 39, Singing 36

Languages: Harnic 63, Kath 52

Scripts: none

Religion: Ritual: Siem 33; Piety: 30

Craft Skills: Agriculture 39, Animalcraft (Sheep) 84, Cookery 36, Fletching 60, Folklore 36, Foraging 60, Herblore 60, Physician 56, Survival 84, Timbercraft 36, Tracking 78, Weatherlore 78

Combat Skills: Initiative 98, Unarmed 56, Dodge 66, Axe 48, Bow 72, Spear (Staff) 72

Armour/Weapons: Quilt tunic and cowl, leather vest, leggings, and boots. Handaxe, shortbow, staff; Staff has been blessed with an Ironwood invocation, which increases hardness and blunt damage.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Staff	4	12	92	87	-10	6	•	•
Handaxe	3	11	58	53	•	4	6	(4)
Shortbow	2	10	77	77	n/a	1	•	•

Location	Compound Layers	AQ	B	E	P	F
Skull	Q	0	5	3	2	4
Face	•	•	•	•	•	•
Neck	Q	0	5	3	2	4
Shoulder	C, Q, L	0	8	8	6	8
Upper Arm	C, Q	0	6	4	3	5
Elbow	C	0	1	1	1	1
Forearm	C	0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	C, Q, L	0	8	8	6	8
Abdomen	C, Q, L	0	8	8	6	8
Hip	C, Q, L	0	8	8	6	8
Groin	C, Q, L	0	8	8	6	8
Thigh	C, L	0	3	5	4	4
Knee	C, L	0	3	5	4	4
Calf	C, L, L	0	5	9	7	7
Foot	C, L, L	0	5	9	7	7

Invocations: Diagnose Plant or Animal Disease I, Uldin's Tent I, Spark I

Spells or Psionics: None

Notes: Frequently travels with his Kaldoric sheepdog, Maeghie. Carries some Bladesharp Oil, Drydust, and a handful of Rogyn's Acorns (see *Uthriem Roliri*).

GM NOTES