

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Mero Durgen**
Species: **Human**
Sex: **Male**
Apparent Age: **Late forties**
Culture: **Feudal**
Social Class: **Ungilded**
Height: **6 ft 0 in**
Frame: **Medium**
Weight: **175 lbs.**
Appearance: **Average**
Hair Color: **Brown**
Eye Color: **Blue**
Voice: **Average**
Obvious Medical Traits: **None**
Apparent Occupation: **Forester**
Apparent Wealth: **Moderate**
Weapons: **Longbow, falcion**
Armour: **Leather**
Companions: **None**
Other obvious features: **None**

Special GM Comments:

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Photoillustration: **Brent Bailey**

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MERO DURGAN

Forester (Uthriem Roliri Ranger)

Mero is a native of Falimæ, Shorkyne, and learned to use weapons at an early age from his yeoman father. At 18, Mero ran away from home after assaulting a local nobleman. After two years of the outlaw life, Mero found employment in Sir Antin Mulewis' mercenary company, the "Forty Thieves." He fought in skirmishes on the Trierzi border and learned the stealth, intelligence-gathering, and infiltration skills that the company was known for.

In 693, the Forty Thieves were hired to fight for Kanday in what is now known as Ezar's War. With the Peace of Selvos in 697, Mulewis returned to Shorkyne. Some of his men accompanied him home but others decided to stay in Kanday. Mero tried unsuccessfully to settle down to farm as a yeoman on one of the new manors. Although local veterans were able to find such positions, many lords saw Mero as "foreign mercenary scum" and refused his service.

Despairing of finding employment, Mero headed to Aleath to sail home to Shorkyne. While braving the Elos Trail in winter, he encountered Hogarth of Thurl, the royal huntsman, and sheltered with him during a freak snowstorm. During their confinement, Hogarth told Mero of Siem and the Uthriem Roliri. The gods had never mattered much to Mero before, but by the time the snowstorm ended he had become Hogarth's apprentice.

Mero now holds a position as a royal forester in Elos Hundred. The forest warden, a courtier who prefers to spend his time in Dyrisa, sees the foresters as unsophisticated brutes and rarely deals with them. The other foresters prefer to stay in the forests on the eastern side of the hundred, leaving Mero to patrol the rough Eryne Hills. Mero also keeps an eye on the Elos Trail between Dyrisa and Dunir. This has put him in conflict with the warden of Helous Hundred, in whose jurisdiction the trail lies but whose men rarely bother to patrol it. When not patrolling, Mero maintains a house in the village of Corindar manor, near Sepire. He has been known to take work on the side as a guide or guard for those traveling across Ternu Heath.

HOOKS

Politics of the job: The forest warden of Helous Hundred hears rumors that the sheriff is going to replace him and fears that his enemy, Mero, will get the job. The PCs overhear the warden hiring thugs to eliminate Mero.

Roadside assistance: Mero happens upon the PCs in a time of need (bogs, weather, snakebite, etc.) while they are on an expedition (such as herb-gathering) on Ternu Heath.

Into thin air? Travelers are disappearing from the Elos Trail near its western end at Dunir. Rumors say that Morgathians are to blame. Mero is looking for help in tracking down the culprits.

Name: MERO DURGAN**Race/Sex:** Human/Male**Occupation:** Royal Forester and Uthriem Roliri Ranger**Born:** 6 Azura 670 (Hirin-Nadai)

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

Medical/Psyche: None**Physical Skills:** Climbing 70, Condition 84, Jumping 64, Stealth 70, Throwing 68**Communication Skills:** Awareness 98, Cookery 36, Intrigue 60, Oratory 24, Rhetoric 36, Singing 36**Languages:** Shorka 62, Harnic 60**Scripts:** Lakise 84**Religion:** Ritual: Siem 28; Piety: 48. Ritual: Larani 13, Piety: 0**Craft Skills:** Animalcraft 36, Fletching 51, Foraging 78, Heraldry 28, Herblore 60, Physician 56, Survival 84, Timbercraft 28, Tracking 60, Weatherlore 52**Combat Skills:** Initiative 96, Unarmed 56, Dodge 91, Bow (Longbow) 112, Dagger 85, Shield 90, Sword 96**Armour/Weapons:** Leather vest, leggings, and boots; kurbul halfhelm. Longbow, falchion, dagger, buckler. Mero also owns heavier armor he can use if he expects he'll need it, including a quilt tunic, mail byrnie and cowl, and a plate halfhelm.

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Longbow	3	11	117	117	n/a	2	•	•
Falchion	4	12	110	101	•	4	6	1
Dagger	1	11	90	90	•	1	2	5
Buckler	3	12	95	105	•	1	•	•

Location	Compound Layers	AQ	B	E	P	F
Skull	K	0	4	5	4	3
Face	•	•	•	•	•	•
Neck	•	•	•	•	•	•
Shoulder	C, L	0	3	5	4	4
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, L	0	3	5	4	4
Abdomen	C, L	0	3	5	4	4
Hip	C, L	0	3	5	4	4
Groin	C, L	0	3	5	4	4
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: Uldin's Tent, Spark**Spells or Psionics:** None**Notes:** Usually patrols with his sure-footed mule. Carries some Bladesharp Oil, Drydust, Waterproofing Oil, and a handful of Rogyn's Acorns (see *Uthriem Roliri*).

GM NOTES