



THE FREE CITY
CADWALLON

EXPANSION TO THE TACTICAL ROLE PLAYING



RACKHAM®

GAME IN THE WORLD OF CONFRONTATION®

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INTRODUCTION TO SECRETS

"DONT GO TO CADWALLON OR YOU'LL DIE!"

This saying is known to every adventurer wandering across the continent behind the scenes of the Rag'narok. Yet everyone dreams of exploring the most famous city of Aarklash and discovering its secret. Or rather, secrets...

Join the ranks of those who know!

The *Cadwallon* line now includes a series of reference books, *Secrets*, for the use of game masters... and curious players!

Even though not everyone is a GM or even a *Cadwallon* player, the exclusive information contained in these reference books will make all fans of Aarklash happy. Just be careful not to learn more than your GM if you want to play a free leaguer!

VOLUME 2

The second volume of this collection is divided in three parts.

- The first chapter sheds light on the secrets of the eleven fiefs of the Free city and their leaders. If something caught your eye in one of the preceding tomes and it isn't detailed here, then it doesn't have a part in any important intrigue and you can do as you please with it. Otherwise, you can of course ignore the developments we offer you – in this case, we suggest you note what your changes consist of, in order to warn players of any differences in your *Cadwallon* game from the *Cadwallon* game of other GMs. This will also help you keep track of where the official version of *Cadwallon* ends and your personal version begins.
- The second chapter contains the new contacts mentioned in the secret of the fiefs. These are local figures and powerful incarnates who actively take part in the Rag'narok. This chapter also introduces a new sort of NPC: the figures. These are individuals who pull the strings in the Free city, and they are detailed at length here. Whether puppetmasters indifferent to the fate of the PCs or fearsome foes, their shadow will leave its mark on the destiny of the PCs.
- The third chapter describes the magical reflections of *Cadwallon*, as well as rules for mages who travel in these Realms: the Voyagers.

Note: The publication of the six plots based on the evolution of characters announced in the first volume has been pushed back to a later tome about the organizations found in the Free city.

OTHER SOURCES OF INFORMATION

Cadwallon is based on the Confrontation figurine line and on the *Reversible Gaming Tiles* line of gaming tiles. This tactical roleplaying game has, with *Secrets Vol. 1* and other publications to be released, a full line of supplements.

- The first volume of *Secrets* reveals the mysteries of the gods of Creation which have to do with the history of the Free city. It also introduces many new places in the outskirts and tunnels beneath the city. It unveils the brotherhood of the mysterious tarot-masters, new contacts, advice on how to create experienced NPCs, rules on Incarnates, previously unpublished distinctive features, the organization of *Cadwallon's* famous militia as well as traps and war machines.
- A series of long-term scenarios, or campaigns, are offered with *Secrets* in order to breathe some life into the game setting, and also for the history of the Free city's greatest league to be made: your league!

These two lines are completed by articles about Aarklash published in *Cry Havoc* and by official game supplements found on www.rackham.fr. This website contains character sheets, a regularly updated index of *Cadwallon* releases, a FAQ updated monthly as well as official errata to clear up any rule which causes arguments – or outright change it. This site also has unpublished official scenarios – while the first few have been written by the creators of *Cadwallon*, it is possible to see one of your own scenarios be placed online after approval and editing by the *Cadwallon* team. The only thing we require for this to happen is that you send us a file in Rich Text Format at: cadwallon@rackham.fr.

CRY HAVOC

RACKHAM publishes a bi-monthly magazine centered on its many universes. This magazine describes a new region of the continent of Aarklash, where scenarios for *Confrontation*, *Rag'Narok*, *Hybrid* and *Cadwallon* take place.

This publication offers new races for Cadwallon: minotaur, giant, troll and centaur.

BOOK I: THE KEYS

A DOUBLE CITY

NEW RACE: THE HALF-ELVES

From the point of view of the elves of Quithayran, the appearance of half-elves is a recent phenomenon, the most visible symptom of their downfall. As long as the elves were a united people, living removed from others in the Emerald Forest, only a handful of half-elves were born each year, the fruit of socially disapproved and very rare unions. Of course, there have always been unions between elves and fayes, but the fruit of such unions have always been considered true elves, as they share the same traits.

But the half-elves, found everywhere on Aarklash to some extent these days, have been born from the two great tragedies of the daïkinee kingdom: Elhan's exile and Scaëlin's treason.

When the Cynwäll nation rose in Lanever, it didn't adopt the same isolationist policies as its Quithayran sister. The Republic has always openly welcomed humans, and the elves who have followed the first Guide freely enter relationships with them. From these unions are born individuals of extraordinary beauty to humans, but who do not share the same bond with Quithayran as the "true" elves do. They are therefore not immortals.

Meanwhile, the Daïkinees were struck with the curse of Scaëlin. Ever since then, the seed of daïkinees males has been lethal to female elves. Females from other races have a chance of surviving but often fall ill from it. The leaders of Quithayran have hidden the truth and have claimed that it is the female elves who are cursed. Daïkinee males therefore seek the company of human females. But despite the lies of the kings of Quithayran, the women of Quithayran mate with humans. From these unions are born half-elves identical to those given birth by the Cynwälls. These "bastards" are rejected by well-thinking Daïkinees, who would rather see in them a perversion instead of the future of their race. Some of these half-elves then join the Wolves, others the Hyenas, and a rare few mingle with other cultures, notably in Cadwallon.

The half-elves are therefore born of the union between an elf and a human, as any other union is sterile. A half-elf looks like a slim and graceful human. Of its elven heritage, it keeps only an excellent coordination and lightly pointed ears. Those who choose to live among another cultures sometimes go so far as to hide their elven traits. Those who remain faithful to that ancestry do the opposite and emphasize their similarities with elves and cannot be mistaken for humans.

Male half-elves are more slim and graceful than their human cousins. They do not have the androgynous traits of elves, however, and their facial hair, which can take any color, is less developed than that of humans.

Closer to elves than their male counterparts, female half-elves have more elven traits. Their fine and exquisite appearance as well as the tempered exoticism of their traits make them very attractive to humans.

THE HALF-ELVES

Making a half-elf in Cadwallon does not require any special rules. Any character from an elf race (Dragon, Scarab or Spider), but from a non-elven culture may be defined by the player as a half-elf.

From a technical viewpoint, whether the character is the child of two elves brought up in a different culture or is the result of a mixed union raised in his human parent's culture does not matter. Inversely, even if one of the parents is human, an elven character raised in his elven parent's culture will be, rule-wise, identical to a "real" elf from that culture.

However, to reflect the reality of the *Confrontation* and *Rag'Narok* games, the "Hyena" term should be added in the Elf/Destiny section of the "Race and Culture of exiles" chart (*Players Handbook*, p.139).

Because of their dual nature, half-elves always have trouble fitting in in their home country, with the exception of those who were born in Lanever. Faced by rejection from those around them or simply the shame caused by their presence, they often look for a new home where their ancestry and looks will not cause problems. For many, Cadwallon is that promised land, and the number of half-elves found there grows with each passing day. Indeed, they find a home where they can live in peace in the Jewel of Lanever, and many of them are thankful to the city and its inhabitants, and gladly participate in the Free city's prosperity.

THE SECRETS OF SOMA

IN LIFE AS IN DEATH

Peer: Vanho Soma

Population:

- Elf: Common
- Goblin: Common
- Human: Common
- Dwarf: Common
- Ogre: Common
- Orc: Uncommon
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Subtlety

FAI: Light + 1, Darkness + 1

PLOTS

THE SOLITARY LODGE

The Solitary lodge of the Templars is often in contact with the Lodge of Hod. This occult organization's mission is to fight against Darkness, but the Inquisition, disapproving of its methods, has disavowed it. A short time after the fall of the Erratum (see *The Ashes of Wrath*, a novel written by Mathieu Gaborit sold with S'Erum), the Lodge of Hod has hidden the few tomes it gathered in the Solitary lodge's hideout. These texts are attracting the greedy eyes of many factions. The Inquisition has already sent a group of Darkness hunters to watch over the actions of the Lodge and get their hands on the precious documents. The many reports about odd packages being seen around the Lodge have caught their attention.

The Templars in Soma have also received the visit of coiling emissaries, who are dead set on getting back the knowledge that their brothers from the Erratum have left behind.

THE MENAGERIES

Near the Port of the Ondine, a number of young people gather in order to hold revolutionary debates and question the foundations of political and religious order in Cadwallon. These groups are called menageries. Adepts of the Beast have started using these to spread the destructive ideals of Vile-Tis. They are led by Maerna (Wolfen/Hyena, Missionary 3/Cutthroat 2), an eclipsante who received her Revelation straight from Styx, the dean, himself. For her, the gods and their faithful must be destroyed.

These desecrators intend to plunge the port of the Ondine into a bloody rebellion. Maerna holds a large number of meetings, but ensures she stays in the shadows – she whispers her ideas of carnage and perversion to young Raun Vomroh (Human/Immobilis-UC, Miscreant 2/Spy 1), who she uses as a spokesperson to the youths of Ondine. The guild of Ferrymen has been convinced that all this agitation is the result of a competing faction's plots, trying to diminish their authority. It is therefore common to see patrols of four or five Ferrymen wandering the streets, questioning passer-bys on their coming and goings. The guild has not yet found the network established by Maerna through the various menageries.

One night, the hour of the Beast shall toll, during which Maerna will lead her followers into an orgy of blood and suffering, causing a massacre the likes of which will have never been seen in Cadwallon. The menageries will fight one another in a bloody carnage, sacrificing their lives for Vile-Tis. This event will shatter the peace of the port of the Ondine and turn it into a desolate and dangerous neighborhood.

FAMILY SECRETS

The members of the Soma family lead covert actions to increase their influence in the Free city, each with a single goal in mind: to keep Acheron from increasing its power and influence in the city.

SOMA DE VANTH AND HIS LEGACY

When he arrived at the Wall of Earth, Soma passed himself off as an Acheronian slave in order to hide his past and the reasons for his exile: he was a true Acheronian noble, a dynast (direct member of a noble bloodline) of the House of Vanth. Forced into exile by his mentor, Soma waited for a very long time until he finally found a way of getting revenge – during the battle for the Wall of Earth, he used his knowledge of necromancy to undo the magical traps laid by Sophet Drahas.

For that feat, Soma received from Vanius a tarot card: card XV, the Devil. This card represented rather well Soma's history and the ties he has to Darkness. Quickly, he learned to love his new existence and swore to defend the Free city against the incursions and corruption attempts made by Acheron. He transmitted this desire to his descendants, who have since closely watched the actions of Sophet Drahas. Soma has also encouraged goodwill from his children towards the defenders of Light, and especially towards the Barhans, who the Acheronians have betrayed in the past. This way, he hoped to be able to save his soul and the honor of the renegade bloodline he sired.

A short time before his death, Soma made his heirs promise to incinerate his corpse, so that necromancy could never be used to bring him back to life. This wish was unfortunately not granted, as Soma had become a true saint to those around him. His body now rests in a secret crypt in Haven, and his living descendants infrequently come visit him and pay their respects.

THE LEGACY

At the time of his death, the fief's founder has left a number of abilities to his descendants:

- The blood of the de Vanth has always been bound to Darkness: they add 1 to the Rebirth of any immortal gem(s) of this Principal;
- Those with this blood flowing through their veins are immune to FEAR of 5 or less;
- They also gain a +2 bonus on any Interaction roll made in order to get a Confession.

The founder's sword, called "Soul of the Somas", is a black weapon currently in the hands of Isabeau the Secret, and only a descendant of the peer can wield it. It has the statistics of a bastard sword and turns free dice into bonus dice when attacking. It also grants its bearer the "Righteous" and "Authority" distinctive features. The Devil's card is currently in the hands of Sophet Drahas, who has claimed it for himself after having Aghovar Soma, who was then head of the Guild of Thieves, killed.

During their meditation, their heartbeat increases and they believe they hear the voice of their founder. This is in fact a ritual bound by the blood of the de Vanths.

Erciles, Soma's ancient mentor, uses the remains of his former apprentice to influence the Somas and lead them to their downfall. This subterfuge has already allowed the powerful necromancer to gain a large amount of information about ongoing plots in Cadwallon, and he also uses the opportunity to increase the interest of Soma's descendants in Darkness and demons.

Vanho Soma is starting to feel the effects of this corruption and his attitude is changing. He is now detaching himself from the Usurers' plots to his own profit.

Sayouri is the one that has been most corrupted by Soma's former master. As she is quite proud of her ancestor, she regularly visits the crypt in order to recuperate. Isabeau, protected by her hatred and her thirst for vengeance, isn't influenced by Erciles de Vanth.

VANHO SOMA AND THE HIGHER SCHOOL OF WEAPON BEARERS

His fief being on the upper city's doorstep, Vanho Soma (Human/Upper City, Emissary 3/Warrior-mage 3) has decided to build within his walls the Higher school of weapon bearers. Under his orders a special building, in front of the gates to the upper city, has just been built. This building has an entry hall of regular size, but the ceilings of no other room in it is higher than 1.60 m.

This is where the envoys from the different districts of the upper city hire the services of a worthy valet. The teachings are strict and follow the Cadwë traditions, with their codes, ceremonies and decorum.

The higher school is divided into a number of smaller houses, each directed by teachers of different cultures and each having a specialty:

- The Boar's school favors robustness and intuition;
- The Rat's school favors numbers and adaptability under any circumstances;
- The Scorpion's school uses science to create new races of weapon bearers;
- The Griffin's school trains children in the art of dueling and quickness of strike;
- The Lion's school is turned towards elemental familiars, who possess a magical potential yet to be tapped.

This way, Vanho Soma is assured of the loyalty of these weapon bearers, who, within a few years, will represent a great number of agents infiltrated into the company of highborn nobles. The Peer will then be able to learn of the diplomatic manipulation of Acheron and to reduce its influence.

SAYOURI SOMA AND THE CAMEON MANSION

Sayouri Soma (Half-elf/Upper City, Scholar 2/magic teacher 5) is the head of the official school of magic. This is where the art of shaping Principals and Elements is taught. At the moment, many debates are taking place at the school, as Sayouri Soma is seeking to destroy all tomes dealing with the paths of necromancy, typhonism, and cthonian magic. To this end, she wishes to create an artifact capable of detecting tomes containing such corrupt knowledge. Officially, she hopes this will help limit the spread of corrupt knowledge and one day remove it from Cadwallon – therefore, she waits for the Duke's approval before publicly revealing her project, which has created a stir in the corridors of Cameon manor. The truth, however, is much different: corrupted by Erciles de Vanth, Sayouri Soma wishes to get her hands on tomes bound to Darkness for her own use. She is not yet conscious of it, but she will be unable to resist her thirst for such knowledge and will fall to the darkness of Acheron's magic.

A conspiracy is starting to form, with the aim of removing the rector from power, as she is judged to be too close to Light and too far from the independent ideals of Cadwallon. Its members meet in the old clinic on Morgue street and kidnap local beggars to summon dark creatures. These last few months specters, ira tenebræ and other creatures born of Darkness have been commonly spotted near the manor.

These events have started to cause panic among the students, but for the moment the matter is kept within the manor's walls. Sayouri does not intend to buckle under the pressure and intends to find out what's going on and who is responsible of this. She could easily hire a group of free leaguers to discreetly investigate the case.

THE SECRET AND THE USURERS

Isabeau the Secret (Human/Upper City, Sleuth 2/Duelist 5) is the spearhead of the Soma clan in its war against the Usurers. This femme fatale is patient and driven, but will not be satisfied until she has avenged the death of her father, Anon (see *Cry Havoc* vol. 05 portrait). To help her reach her goal, Vanho Soma gave her the cabaret called *The Last Dance*. The profits from this business finance her search and it is also the meeting place for her many informants.

In order to force the Usurers to make a false move Isabeau has spread the rumor, with the help of the guild of Thieves, that Aghovar is still alive. This rumor has spread very quickly around Soma and the rest of the lower city. It seems that commoners like their heroes, and many people claim to have met "Aghovar the Devil". Sophet Drahas has sent a number of his envoys to follow this false lead.

POLITICS

THE GUILD OF THIEVES

Æthërya, grand master of the guild of Thieves (Elf/Lower City, Cat burglar 3/Spy 5) is the successor to Aghovar. The latter's death has not had much of an impact on her as her ambition comes before everything else. Moreover, the young woman intends to free herself from the influence of the Soma family in order to preserve her guild's freedom of action and its true neutrality with the different factions within the fief of Soma. Æthërya has recently spoken with Vanho regarding this decision, and he has not found the arguments to convince her from leading the guild to independence. She intends to use her new position to amass riches and climb to the upper spheres of power. The disappearance of the mythical Talisman of shadows, emblem of her guild, is a real problem for her. This artifact would allow her to fade into the shadows and quickly unveil the intrigues of the city. This is why most of the guild members are doing their best to find it. Many fakes have been brought back to her, this only angers her and ensures the death of the forgers.

The Usurers, who claim they are willing to return the Talisman, have recently contacted Æthërya. However, since nothing is free with the King of Ashes: he demands Isabeau's sword in exchange. The grand master isn't quite willing to agree to this deal, as it could be diplomatically quite troublesome if it were to be discovered.

THE EMBASSY OF ALAHAN

Since 969, Whitehaven has been the seat of the embassy of Alahan, currently headed by Brehnan of Laverne (Human/Lion, Soldier 2/emissary 5). This mansion was offered by the Soma in order to honor their ancestor's wishes. Brehnan still flatters himself about this attention, and has refused a number of times in the past to move to the Den Azhir embassies' district. He would rather live the life of a "noble knight" in his mansion, where he receives the numerous emissaries who wish to obtain the favors of the baronies.

Brehnan is actually the victim of one of the entrancing fairies so often spoken about in the knightly tales of Alahan. In fact, the ambassador has developed feelings for a stranger known only as Misty (Human/Lower City, Spy 3). This beauty is in truth a "buffoon", a spy sent by the guild of Usurers to manipulate an important pawn in the struggle with the Soma family. Misty uses immobilis tears, a rare and mysterious poison, which quickly made her indispensable to Brehnan's heart. The ambassador's staff has started to notice the change in his behavior, but Brehnan is a headstrong man and his heart is now Misty's. She has been fluttering around him for the past three years and her reports are precious to Sophet Drahas – through her influence Brehnan has also drifted away from the Soma family, with whom he used to have a very close relationship in the past.

IMMOBILIS TEARS

Achievability: 9

Complexity: 7

Instability: 2

Absorption: Inhalation

Speed: Fast

Origin: CAD

Legality: No

Availability: 11

Price: 20 D

Drawn from the eyes of a rare species of these strange birds, this poison causes dependency. For up to an hour, the wearer gains a minimum quality of 2 on the use of any of their interaction abilities affecting the target.

THE SECRETS OF THE AUTOMATON

TWO MASKS FOR ONE GUIDE

In Cadwallon anything can happen, as demonstrated by the fief of the Automaton, which shelters what could not exist anywhere else on Aarklash: Daïkinee and Akkyshan elves living together. An incredible organization, based on the unpredictable movements of a gigantic construct, guides the daily lives of traditionally deadly enemies. However, behind the mask shown by a society, which is able to force cultures opposed in every way to live together, many protagonists hurry to weave their webs and move their pawns on the political chessboard of the Free city.

Peer: Yalin Aoue and Xär-Lilith

Population:

- Elf: Common
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Rare
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Discipline

FAI: Destiny + 1

PLOTS

No one knows but the fief's most important secret is clearly revealed in its motto. Indeed, the Automaton after whom the fief is named shows two symbolic masks: a Daïkinee mask when he looks towards Quithayran, and an Akkyshan one when he looks towards Ashinân. Behind those two masks are hidden the fief's guide...or rather, its guides.

THE ELVEN TRAGEDY

Seos was the last king of the elves before their race was divided by the Rag'narok. When his reign ended, the followers of his twin sons, Silmaé and Elhan, fought to have their favorite accede to the throne of the Emerald forest. In order to avoid a fratricidal war Elhan left Quithayran, leaving the crown to Silmaé. Many elves followed him and went into exile east of the enchanted forest, giving birth to the Dragon culture, the Cynwäll nation and the Republic of Lanever.

A generation later, Scaëlin, Silmaé's daughter, swore allegiance to Lilith, a goddess of Darkness, in exchange for eternal beauty. The elves then suffered their second split. Scaëlin's court moved to the south of the Emerald forest and formed the Akkyshan (Spider) race. The others found shelter in the deepest parts of the woods of Quithayran. They are now known under the name of Daïkinee (Scarab).

THE AUTOMATON

The emblematic statue is an extremely ancient architectural masterpiece, built by the Sphinx before the wars against the Ophidians. This machine was, for the servants of Light, a signal tower used to send messages to their elven allies of the Emerald forest.

The Ophidians took over this fortification in the first moments of the assault that brought down the Sphinx city, preventing the defenders from calling the elves for help.

When the Cynwäll settled in Lanever, the Sphinx and the Ophidians had long since left Aarklash... so long ago that even the elves had forgotten this long gone age. Their Guide, Elhan, discovered this construct and tried, all his life, to discover its secret. He intuitively understood that this artifact concerned the history of his people. Elhan spent quite some time at the feet of the statue, meditating alone where he no longer felt an exile.

When the Guide died, his soul did not leave Aarklash: it was sucked in by the construct and filled the dead gem that once powered this mystical lighthouse. It slept there for centuries and was joined by other noësians who, at the moment of their deaths, had perceived that this Automaton was bound to their destiny. Their spirits, attracted to the promise of answers, joined that of the first Cynwäll Guide.

THE CHILDREN OF SEOS

In 834, the elves who came to the rescue of the fief, torn apart by infighting, were members of an occult brotherhood: the children of Seos. Mainly composed of Cynwäll, but including a few renegade Akkyshans and exiled Daïkinee, this secret organization has the utopian goal of reconciling and reuniting all three elven races. It keeps to the shadows and magically triggers the movement of the Automaton's face as soon as the fragile balance between Daïkinee and Akkyshans is threatened.

With their vast knowledge of constructs, the children of Seos quickly realized that the Automaton was not of Cynwäll origin. After a long study of the statue, they came to the conclusion that it was an artifact bound to a powerful spirit, which they then identified. These scholars keep quiet about their discovery, as they think that if the Cynwäll were to learn of their conclusions, they may no longer be willing to recognize Cadwallon's independence.

THE ELVEN GESTALT

The Rag'narok's mystical wave has hit the Automaton. The souls of Elhan and his noësiian brothers have awakened and merged to give birth to a new spirit, whose fantastic force increases every day. Subject to Desire's aura, which covers the City of thieves, this gestalt has fallen in love with the ideal of liberty, for itself as well as for the Cynwäll, who it wants to free from the constraints of Noësis. Indeed, the influence of Desire makes it see such a philosophy as a straightjacket restraining the elves, which is why it is trying to set foot into physical reality. It has already materialized a fragment of itself – which everyone mistakenly believes to be a sylvan animae – in the entourage of the young Daikinee Peer(1), Yalin Aoue (Elf/Scarab, Guide 1/mage 1), and influences her desires. It is also trying to manifest itself to the Akkyshan Peer, but without success so far.

However, twice during the change of the face's direction it partially succeeded, leaving the construct's head stuck half way between positions. Each time, the intervention of the children of Seos saved the fief from a political catastrophe the likes of which have never been seen before. Ever since, the brotherhood has been suspecting unknown mages of trying to steal the Automaton from their control. The children of Seos are amassing an important reserve of gems in great secrecy to use in a future struggle against these imaginary opponents.

Sooner or later, they will realize that their "enemy" is no other than the statue itself.

Note 1: *A Peer is always referred to as "he", which can cause some confusion in fiefs such as the Automaton, where the Peer (both of them in the Automaton) is a woman.*

FAMILY SECRETS

The young Yalin Aoue and the old Xär-Lilith rule the fief in turn. For all appearances, these two elves are independent leaders who hold all power in their hands alone. As is often the case in Cadwallon, the truth is very different.

THE AKKYSHANS

The elven gestalt is mentally searching for Xär-Lilith but seems unable to locate her. There is a good reason to that: Xär-Lilith doesn't exist. The whole family is an invention used to hide a group of spies sent to Cadwallon to infiltrate the Free city: the Xärë-Lilith(2): The descendants of these Akkyshan agents have cut all ties with Ashinân and woven their own web in Cadwallon. They have formed a very small clan of eleven members secretly settled in different fiefs. As it is the tradition, each member raises a stepchild destined to replace them, which has turned their circle into a plot filled den where fratricide is common.

Depending on circumstances, one or the other of the eleven members plays the role of Xär-Lilith. She then puts on the guise of Xär-Lilith: a spider silk fabric which hints at a monstrous form underneath. Internal rivalries have sometimes led to simultaneous manifestations of the Peer in different places: which gave birth the legend of the Automaton's Akkyshan Peer's ubiquity.

THE XÄRË-LILITH

In the Automaton: Ælen (Elf/Spider, Courtesan 3/spy 3), fake Daikinee, advisor to Yalin Aoue.

In Den Azhir: Sylin Anwe (Elf/Spider, Spy 4/scholar 4), fake Cynwäll, archivist at the ducal palace

In Drakaër: Tharia-Ilh (Elf/Spider, Scholar 6/spy 1), elven history teacher at the free university.

In Gamehead: Morg-Aïr (Elf/Spider, Duelist 4/spy 1), renowned gladiator at the new arenas.

In Gherionburg: Larehss (Elf/Spider, Spy 5), fake half-elf, close to Thismée.

In Kraken: Axarë (Elf/Spider, Spy 3/sleuth 1), obscure employee of the Harbor Office.

In Ogrokh: Viper (Elf/Spider, Duelist 4/spy 4), fake half-elf, weapon master of the Peer's elite guard.

In The Rempart: Quieté (Elf/Spider, Alchemist 2/spy 2), repented, healer at the Khelehera.

In The Trophy: Tarh-Elja (Elf/Spider, Emissary 4/spy 2), adviser to the Markropet.

In Soma: Leyss Layan (Elf/Spider, Spy 6), fake half-elf, close to Sayouri Soma.

In Var-Nokkt: Greenshoot (Elf/Spider, Merchant 4/spy 1), fake Daikinee, owner of gardens at the Green terrace.

Note 2: *The eyes of Lilith, plural form of Xär-Lilith.*

THE DAÏKINEE

The fayrees, very sensitive to Desire's aura, feel it even in Quithayran. They perceive a strident call from the Free City, but cannot leave the Emerald forest, as the existence of the fayrees is intricately linked to it. Therefore, they think of their travel to Cadwallon as the extension of Quithayran to the magic groves of the city. The Daïkinee have given in to the irrepressible urge of their companions and have started working on getting the forest closer to the city. The Mangrove temple and the Sea of Roots in the outskirts of the city will, in due time, create a bridge made of vegetation between Quithayran and Cadwallon. This goal is the center of a true cult for fayrees.

The Daïkinee of the Automaton were called upon in large numbers to help this project achieve its goals. Yalin Aoue, raised from her early days to become Peer, was educated in order to complete this mission. Nevertheless, her parents were always skeptical, feeling that Cadwallon could corrupt the forest and that the evil of civilization could reach into the heart of Quithayran. When the elf became Peer the oldest Daïkinee of the Automaton, anxious to remove the young elf from the pervading influence of her parents, organized their assassination.

However, the execution was foiled by Ælen, the Xärë-Lilith infiltrated into the Daïkinee of the Automaton. The spy saved Yalin's parents and learned about the construction of the plant bridge of the fayrees from them. The two elves have been kept in a cell in the In-turn Towers (see *Players handbook* p. 47) ever since. To this day, the Xärë-Lilith wonder about what they have learned. Should this be regarded as a bout of madness from the Daïkinee? Is it possible to gain an advantage from this? Since they don't know what to expect, they keep their precious hostages alive.

The Daïkinee were worried about the sudden disappearance of Yalin's parents. However, their attention was distracted by the sudden appearance, not much later, of Yalin's sylvan animae. They interpreted this event as a good omen as, even though she keeps quiet about her odd friend's council, Yalin acts as a model Peer.

Many years have passed and most Daïkinee think that the couple have gone back to live in Quithayran.

POLITICS

Beyond the startling secrets that the Automaton hides, this fief is the scene of more down-to-earth plots, hatched by factions struggling to gain power.

THE BLACK BOMBYX

The southern part of the Fine Shaft district doesn't have a good reputation. This place is under the control of the Usurers, and many Cadwës think that the guild wants to turn it into an enclave under their power. The truth is much bleaker: this area has been under their power for much longer, whether on the surface or below ground. Indeed, it's in the subterranean sections here, which reach well into the upper city, that Sophet Drahas has made his lair from which he secretly controls the guild.

The lich keeps a black bombyx here – a necrotized butterfly from a Realm of Darkness, of a size which boggles the mind and which is able to spread death with its passage. For a short while now, a few Syhar researchers have been recruited to clone the monster and create offspring of reasonable size, which could be used by Sophet Drahas and his henchmen.

TRAFFIC

The old district is known to shelter a number of fences specializing in antiques. This has been public knowledge for years, without anyone ever trying to put a stop to these illegal dealings, for a simple reason: this activity is under the protection of the Jewelers. This actually allows them to resell stolen jewels that can't be resold in the Precious market hall. In exchange for being able to do this with impunity, the guild gives a percentage of its monthly benefits to the fief's Peer. Each month, the selection of the payment's date is an exercise in diplomatic juggling, as the Peer in power tries to hurry the payment's date while the Peer in waiting tries to slow it down until after his arrival into power.

THE OPHIDIAN BATHS

The reputation of Lady Fyea's (Elf/Scarab, Miscreant 1/merchant 1) baths have spread far beyond the fief's boundaries. Even ladies of the best families from the upper city come here to partake in the benefits of the elf's pools. However, these customers would quake in fear if they knew the origins of these virtues.

The truth is that the properties of the water come from the regenerative powers of an Ophidian's molts. This being, frozen in a deep slumber, lies at the bottom of the lake which feeds the baths. The keeper of the establishment, Dôzer Grey Muffle (see *Player Handbook*, p. 236), is particularly sensitive to the Ophidian's dreams, which leak into his own. He has talked about his strange nocturnal visions to Durdan (Human/Snake, Cutthroat 2/sleuth 1), who has understood their origin. This former Ophidian slave is moreover a member of the ten of emerald league, and has repeated the minotaur's confidences to his companions.

The free leaguers have decided to take advantage of this unexpected situation. Their first plan is to blackmail Lady Fyea by threatening to reveal to her customers that they are bathing in waters soiled by an Elder of Darkness.

THE SECRETS OF THE RAMPART

BETTER TO LIVE ON YOUR FEET THAN TO DIE ON YOUR KNEES

In Cadwallon anything can happen, as demonstrated by the fief of the Automaton, which shelters what could not exist anywhere else on Aarklash: Daikinee and Akkyshan elves living together. An incredible organization, based on the unpredictable movements of a gigantic construct, guides the daily lives of traditionally deadly enemies. However, behind the mask shown by a society, which is able to force cultures opposed in every way to live together, many protagonists hurry to weave their webs and move their pawns on the political chessboard of the Free city.

Peer: Camelia Orrkrk

Population:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Rare
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare
- Others: Anfœbien(*): Uncommon

Dominant attitude: Opportunism

FAI: Destiny + 1, Darkness + 1

In actual fact, another power is working in the shadows. In 956, when the Ghieron commander defeated the anfœbien troops, some of the invaders were unable to return to their Realm and were left behind in Cadwallon. They hid in Lil'cad, taking advantage of its humid and unwholesome atmosphere to survive. Alas, the dark ambiance of the swamps has overtaken the anfœbiens and their hearts. These water Elementals now live in underground passages filled with stagnant water. Perverted creatures, their survival is linked to the molds and alga that are found in Lil'cad. They have decided to foil Camelia's ambition in order to preserve their habitat. Their leader, Glyllan, is a mage who masters the paths of Water and Darkness, and leads the anfœbiens in their constant opposition to the attempts to explore the swamp's caves. Camelia has thus given up and concentrates her efforts on the underground tunnels of the Muck where **Ienâ** lurks.

The fountain spewing healing water is the result of an ancient anfœbien enchantment. These days, however, the clean water is a deadly weapon against the degenerated anfœbiens. Using the help of rogues, they have therefore taken steps to prevent access to it.

The anfœbiens are immune to the swamp's diseases. Even worse, they are healthy carriers and therefore help spread epidemics.

The many rumors regarding the presence of mutant creatures in the swamps are due to the rare appearance of degenerated anfœbiens. In Lil'cad, they've been nicknamed the "stagnating" and the Archduke must face their sudden increase in aggressiveness. A number of skirmishes have already broken out, and only the Archduke's charisma allows him to keep face and continue to call himself the master of the district...

LOTS

The fief of Rampart can be said to be the perfect example of the worst the lower city has to offer: unwholesomeness, misery and despair. Even though rumors everywhere say that clan Orrkrk has been able to gain benefits from its link with Den Azhir, its fief remains the poorest of all Cadwallon.

LIL'CAD

Everyone knows that the seedy areas of Lil'cad are under the control of the Archduke. His influence is supposed to be so great that, in her efforts to clear the swamps, Camelia Orrkrk is forced to call on his help. Nothing could be further from the truth: the Archduke is nothing more than a pompous seducer and a miscreant who is far from being as in control as he claims.

THE ANFŒBIENS

(*)The degenerate anfœbiens of Rampart have the same characteristics as a human, with the exceptions of a racial bonus of +2 SLE and the distinctive feature Regeneration/X.

THE STEM HOUSE

This establishment is one of the rare instances of a guild officially having a presence in this fief. Affiliated to the Alchemists, the Stem house greatly deserves its seedy reputation. Its implantation in the swamps is not innocent as it grants the Alchemists access to a wide variety of germs, plants and other specimens. Ideally, the research led there could be used to improve the living conditions of the inhabitants of Rampart, but this is not the objective of the Stem house.

The most dangerous of the research projects of the Alchemists concerns the optimization of already existing germs. If this project were to succeed, it would allow the creation of an easy to produce weapon, which could then be used by one of the factions of the Rag'narok in a hot and humid environment. The Alchemists test their germs on a number of cell cultures in order to be able to better control their effects and, more importantly, to be able to make them work on specific races.

However, the race criteria isn't restrictive enough – how can someone be sure that a germ made for an Akkyshan isn't going to affect a Daikinee? The Akkyshans can be differentiated by the physical transformations they undergo in order to resemble Lilith. The Alchemists are therefore perpetually searching for various Akkyshan stem cells in order to have the most precise view on the variations that the people of Ashinân can show.

The second research project concerns the exploitation of stem cells taken from the degenerated anfoebians living in the swamps. Their organism is host to a sort of parasitic mold found only in Rampart, from which the Alchemists hope to draw a number of virulent germs and new sorts of mutagene allowing the development of immunity against those very germs. They are willing to pay a small fortune to get their hands on a living degenerated anfoebien.

THE TAVERN

This place, where all of Cadwallon's rumors and gossip is shared, is Camelia Orrrkrk's secret weapon. Lady Allya, the owner, is secretly working for the Peer and uses her business to keep abreast of everything important.

The Tavern is the meeting place in Rampart, everyone can be found mingling there: militiamen, workers, free leaguers, crooks and klû-less folks. Lady Allya is therefore well placed to spread false news or become aware of the latest plots the guilds have come up with as they attempt to get a foothold in Rampart.

To the average person, she is a neutral character, who has never taken sides and whose only concern is to keep her business running. No one but Camelia thus knows the link between the two women, or almost, as there is one who has the heavy burden of taking deliveries back and forth between the tavern-keeper and the Peer. This would be a young goblin, **Coricidine**, who has good reasons for being in the Var-Nokkt fief, near the Orrrkrk villa, while also frequenting the tavern. He also has an exclusive contract with the Orrrkrk family – as he does not know how to read, he has no idea what the messages say, and, until now, he has always shown discretion and shown himself most trustworthy.

The Tavern is a place where free leaguers often hang out and Lady Allya is commonly used as a go-between with them, which guarantees the anonymity of some sponsors. Not everyone can deal through her though, as she always guarantees her own trust in who she represents, which means she only helps out the people she knows. The Stem house has recently contacted her in order to find “partners” willing to hand over an Akkyshan with numerous mutations or a degenerated anfoebien.

THE DIGS

The true situation regarding the digs made under the fief is horribly complex and most rumors are wrong. At the current moment, due to the privileges of the free leaguers, the Orrrkrk family gains very little from the riches found beneath their land. However, it is true that Camelia offers an “investment bonus” to the leagues who actually go to her in order to be allowed to search. But why? After all, thanks to their privilege of precedency (see *Players Handbook* p.112), the leagues actually own anything they find and the Peer has no claims on these treasures.

Nevertheless, this bonus comes with a right to be the first to purchase back any artifacts found in the areas beneath Rampart. Even if the selling price is reduced by the amount of the original bonus, the fief does not have the necessary funds to buy the most precious artifacts and sell them back afterwards.

In short, this operation is a money pit for clan Orrrkrk and a few of its members, Aldenor being one of the loudest, openly criticize Camelia for it.

Her goal is rather straightforward: she wishes to attract free leaguers to her fief and make Rampart a large parallel market to those of the guilds. The leagues come in, settle down and sometimes even hire cheap labor, which helps improve the lives of the inhabitants... and, thanks to taxes, the fief's coffers. This operation isn't quite successful yet, as the parallel market is concentrated in Little Klûne. Moreover, the digging conditions are extremely difficult: the ground is too soft and the risk of landslides too high. This does not stop the scavenger shrews, nor the amateurs who decide to try their hand at exploring in order to pull themselves out of misery. Demanding the respect of their privileges, free leaguers have already clashed with these groups a few times.

FAMILY SECRETS

Many wonder on the links between Camelia Orrrkrk and Den Azhir. What is their exact relation?

THE CLAN AND THE DUKE

The ties between Camelia Orrrkrk and Duke Den Azhir are little known. When Den Azhir contacted her, the Orrrkrk family was in the midst of a succession dispute, after the murder of the Peer by his wife, Camelia herself. Den Azhir bargained a way out for her – in exchange for his adoption, he would give her the protection of his league, the Ruby-Heart, so she could accede to the title of Peer. The pact was accepted, Den Azhir became a noble and Camelia became the fief's Peer.

The bitterness never stopped – the Orrrkrks never forgot the pressure of Den Azhir and his free leaguers. Blackmail, extortion, corruption: nothing was too much to try and stop the plans of the future Duke.

Den Azhir therefore doesn't owe Camelia as much as people would believe. Because of their pride, the Orrrkrk family has never said much about the matter.

Nevertheless, Den Azhir keeps an affectionate eye on the fief, even though it is from quite a distance away. The guilds continuously try to meddle in Rampart's affairs and Camelia isn't the only one behind their failure to do so: free leaguers are also responsible for this. And they are the Duke's most trusted agents...

ALDENOR ORRKRK

The cousin of Camelia Orrrkrk still holds a grudge against her for having beaten him to the Peerage. Since the nomination of Den Azhir, his venom-filled comments about Camelia have only gotten worse. He constantly tries to weaken his cousin's influence, causing discord among the clan. The rumors of his links with Acheron are true – for the past two years he has become cozy with a wily and evil adviser: Azyriel de Vanth, a minor member of one of the Acheronian houses.

Among the Orrrkrk clan, everyone knows him as “preceptor” Azyriel, without having the faintest clue about his origins. And in fact, Azyriel does work as a tutor to a few of the clan's children, who he can influence at his leisure, thus preparing the next generation of the clan to serve Darkness.

Aldenor and Azyriel are hard at work countering Camelia's every effort. They are notably behind the rumor of possible meetings between Camelia and the Archduke.

Azyriel's arrival has had other consequences: even though he lives in the Orrrkrk villa in Var-Nokkt, he often goes to Rampart in order to make dark sacrifices to the glory of the guardian demons of his house. Fifteen inhabitants have already been found with their eyes and hearts torn out. Azyriel frequents Sitting Square, disguised, in order to spot his future victims. The murders have caught the attention of both the militia and “the Rags”, who each suspect the murderer to be someone who sleeps in the square, but have not been able to obtain any more information yet.

The rest of the time, Azyriel is often found at the Temple of Pleasure, where he can sate his deviant appetites in peace.

POLITICS

Until now, plots have spared the Orrrkrk family for two reasons: the fief's misery and the prestige of Den Azhir, Camelia's adopted son. But as renovation plans are underway and since the influence of the Duke in Rampart seems at an all time low, it is quite probable that the Orrrkrk will soon have to face numerous hardships.

THE THREAT OF THE GUILDS

Fully conscious that their influence in the fief isn't as great as it could be, the guilds have started a number of implantation operations. The higher guilds have all proposed their services to Camelia Orrrkrk: investment funds from the Usurers and Goldsmiths, housing projects from the Architects, military help from the Blades...

Camelia has held her ground until now, putting her faith in talks with the Archduke and trying to attract the free leagues so that they invest in Rampart.

Only two guilds have managed to get a foothold in Rampart: the Alchemists through the Stem house and the Thieves thanks to the Archduke (who has a lot more to do with them than rumors suggest). At the moment, the Thieves actively support the Archduke in the defense of his territory, whether against the anfoebians or against the projects of competing guilds.

However, some guilds are now ready to hire free leaguers to discreetly act and put an end to this: punitive measures taken against the Archduke, spying on the Stem house, discreet acquisition of certain properties...

THE SUPPORT OF FREE LEAGUERS

If there is one thing on which Camelia Orrrkrk can count, it's the support of the leagues. Indeed, the prestige of the Duke among them also spreads over the one who allowed his ascension to nobility. The free leaguers therefore feel a certain affection towards Camelia, which explains that though there is little interest in the exploration plan regarding the land beneath Rampart, some free leaguers still answer the call. Alas, the guilds now offer large sums to recruit leagues, and it wouldn't be surprising if tensions begin to appear between the leagues soon, with a few brawls in the backrooms of some shops.

THE SECRETS OF KRAKEN

STAY THE COURSE

If every fief freely flaunts its uniqueness in the Free city, Kraken is by itself a true city within the city. Away from the centered enclave where trade and commerce are booming, within the port you can find all aspects of Cadwë daily life: authority in the Docks, shady wheeling and dealings in Buoyancy Bay. Its distance also keeps it far from the higher political spheres and its conflicts are often seen in the upper city as provincial matters of little to no interest.

Yet the stewards of the leagues aren't fooled and often mandate leagues to the port to watch over things, as Kraken is also a privileged access point to Cadwallon. Only the relatively quiet history of the bay and the pugnacity of the goblins explain why so few assaults have ever been made from that side, other than the assault in 832, which saw the ennobling of Bismuth Timberlimb. Since then, the von Kraken have left piracy behind to settle down by the reefs, but no one is that naive and nocturnal trades still frequently happen a few knots away from the coast.

Peer: Bismuth von Kraken of Odazzur

Population:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Uncommon
- Ogre: Rare
- Orc: Uncommon
- Wolfen: Uncommon
- Ophidian: Rare
- Troll: Common
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Opportunism

FAI: Destiny + 2, Darkness + 1

PLOTS

PIRACY

If Vanius' idea was to try and put a stop to piracy around Cadwallon then his plan only partially worked. The goblin filibusters reacted in the most chaotic fashion to the ennobling of Bismuth Timberlimb. Some rallied to the new Peer and helped him form the basis of the port's administration around the Harbor Office and the Upside down tower. Others have kept up their traffic while keeping a safe distance from the fief and formed various bands that Cadwës of all origins quickly joined. After having lived like pirates on the reefs for a few decades, the bands all dispersed because of the leanness of the loot and the growth of the port. Few of them, however, have renounced their old titles and pirate's oaths. Small groups of "filibusters" thus haunt the fief, sometimes proudly displaying the flag of the brothers of the coast, even if some of their members have never even set foot on a ship in their entire lives. They make it an honor to speak using goblin's tongue, and show off the distinctive signs of their brotherhood, with much use of parrots, peg legs and hooks. In practice, nothing really differentiates them from the usual scum found in the lower city, and many of them trust old maps, sold at a premium price in the taverns of the Throat, to go and hunt the treasures buried by ancient pirates in the bays around Cadwallon, giving rise to colorful and eventful expeditions.

THE KRAKEN

The goblins who reached their destination in 255 implicitly gave up their search for the Kraken when they decided that they had found it in the shape of the coast. However, the Kraken really exists! It has been in a deep sleep for over a thousand years, at an incredible depth, under the reefs bordering Buoyancy Bay. No one in the fief knows of its existence other than **Palm of Krek** who has studied marine fauna for the purposes of his creations. He has long suspected the close proximity of the monster without ever knowing where to find it, thanks to the astounding number of squid in the bay immediately next to the port. He has come across a lead by getting his hands on an ancient logbook from a ship of the flotilla from 255 that talks about undersea trenches. With the help of the submarine "the Kalipsto's" (see Shipwreck Bay, under The Underground, *Secrets Vol 1* p.34) crew, **Palm of Krek** has been able to gather recent eyewitness accounts of the creature's existence. He is willing to pay a fortune for any new information concerning the animal and every now and again tries to send groups after it... The unlucky saps never come back.

FAMILY SECRETS

The von Kraken have always had an abundant descendance, whether through marriage or not. Bismuth Thick skull, father of Bismuth Snapcollar, thus had a great number of liaisons over the course of a night or even an hour, while maintaining three solid relationships: with his wife Amonia the Purpurin, with Annie the Budgie, his official consort and finally with his own daughter, Botti Red-Faced. His son, chosen as his heir after a mad succession struggle, has also followed the family tradition by having numerous liaisons, with most of them of no great importance. Two were important, however: the first one was with Jocria the Rocking. To Bismuth's regret, the fruit of this liaison is a goon in the port, practically a beggar, that the Cadwës call Spunzo. The second one was with a mysterious masked goblin, whom the Peer was never able to identify, and from which he had two kids who have shown themselves to be deeply corrupted and are currently involved in the fief's organized crime. The mysterious goblin is in fact a drag artist goblin called Blue Zoukhoï (BZK) by amateurs of the genre. An agent working for the Usurers, BZK faked his pregnancy to give the Peer two young goblins, chosen due to divinations that predicted them a glorious future in the service of crime and disorder. BZK left Kraken after his pregnancy and now lives in the outskirts of Cadwallon, undertaking mission after mission for his masters.

No matter what the case may be, it is difficult to know the truth and one goblin out of four claims to be somehow related to the von Kraken bloodline. The truth of this statement is of no importance; only the credit given to it matters and that guarantees the safety of those who make such claims. Thus, no one really believes that Spunzo could be Bismuth's son, but everyone is perfectly convinced of his drinking partner Stronzi's noble birth, even though he is a baker's son.

OKLAIR OF ODAZZUR

Many are those who have tried in vain to retrace the genealogy of Oklair of Odazzur. Many say she had a wet nurse in the upper city, but no one can confirm this. Oklair appeared one morning and headed straight for the port, where she happened to meet the goblin that would become her husband. In truth, she isn't a goblin, but an Elemental temporarily bound to this shape. She was born of water, in a last gasp of the exiled force from the Concordat of Anfoebia to try and break the influence of the Ghieron and restore the grace and power of her Realm. She has no interest in the fief or the city and exists only to see the victory of her kind over her former enemies. Nevertheless with time, she realized that this goal would require restoring the fief's power and introducing at least as much order as required for her to achieve her vengeance. Could it be that even elemental creatures fall to the destiny of Cadwallon?

Exiled among the exiles, Oklair becomes a bit more Cadwë every day, losing sight of her initial goals due to inner struggles for power. Worse, she bound herself to a goblin husband and every day forgets a little more about the Concordat, defeated by the hand of her enemies. She still counts on the help of allies and, with the help of magicians, stocks large amounts of gems along Wyvern road; the arsenal she created, reinforced by Methanol's machines, would make the ducal justice go crazy if the militia ever found out. This secret is complete, yet obvious for anyone who looks carefully at Oklair: her blue-gray skin and her icy gaze bear witness more clearly than any story of her origins. She has established contact with groups of goblins from the Zoukhoï islands, hiring their services to spy on the Ghieron with the full approval of her husband, the Peer, who is madly in love with her. Admiral Mutule the Anchorman

The Admiral has never got over the victory of Bismuth von Kraken and has been jealous of his power ever since he was named to lead the fief. He has made secret deals with the Ferrymen to split the benefits of contraband with them, laundered and drowned in the paperwork of the Harbor Office. He considers himself to be the fief's true Peer and openly despises Bismuth. He has created an army of war trolls devoted to him and which only recognizes his authority, and is currently trying to cement his power using bands of the port's "filibusters". Mutule persists in thinking like a pirate, never going beyond small time deals and one-shot opportunities. The Ferrymen are stringing him along like a newborn and the Peer knows all about his criticisms and his intentions, but lets him persist by fraternal respect, and perhaps because he's a little afraid of the war trolls.

THE SQUID

Natural son of Bismuth Thick skull and his daughter, Botti Red-Faced, Nito the Squid is gifted with an unusual sense of honor for a goblin. As a child, he would lend his stuff to playmates and rushed in to defend oppressed brats. Growing up, he quickly understood the lines of power between leagues, guilds and brotherhoods and carefully kept away from them. Having become a private eye, he wanders the alleyways of the port, trying to add more to his files and suspicions in order to act from the shadows when the time comes. Due to his incestuous birth, no one knows that the Squid is the son of Bismuth Thick skull and he does not intend to let anyone find out. A cartomancer has foretold Nito the Squid that he'd be the next Peer of Kraken. He has forged a romantic relationship with Her Most Serene Highness Nitrate of Odazzur von Kraken (who happens to be the daughter of his half-brother), proving that sometimes foretelling can have a basis in truth, since she was picked to be the sole heir of Bismuth von Kraken Snapcollar.

H.M.S.H NITRATE OF ODAZZUR VON KRAKEN

Princess Nitrate is the cherished child of Oklair of Odazzur. Born outside of marriage from an unknown bed, Nitrate was adopted by the Peer when he married her mother. In truth, Nitrate is, like her mother, a creature from the Water Realm. Her father was a powerful elemental executed in the fall of his troops against the forces of the Concordat. Even more so than her mother, Nitrate shows a glacial outer appearance and an out-of-proportion poise. This arrogance is nothing but a mask to a profound sensibility. Having come close to betraying herself and thus showing her ineptitude to hold power as conceived by Bismuth Snapcollar and Oklair of Odazzur, she has decided to maintain this facade and this way stay at the front of the possible succession. Her mother, who sees in her the qualities of her Realm, values her far more than she values the mortals around them. In private, mother and daughter communicate in the language of the swell, used by Water Elementals. Her outrageous title, given to her by her mother, leaves the ducal authorities speechless, though they are tempted to act in order to end this ridiculous claim.

MITRON AND POULBO VON KRAKEN PICKHEAD

The two children of Bismuth Snapcollar and the masked goblin have become the port's biggest criminals. They are hiding at the Spit-Ashes, from where they lead various bands of criminals and assassins working illegally under the collective nose of the Ferrymen. The Ferrymen were those who requested the full redevelopment work currently taking place in the Spit-Ashes, but the building site is often interrupted due to bloody murders. Even worse, while digging, the Ferrymen have exposed tunnels that these outlaws explore, despite the rights of the free leagues. They see this as a removed way of walking in their supposed father's footsteps by being in charge of the vilest and basest of crimes. The Peer is letting them run with it, noting with a certain pleasure the impact that his two "kids" have on the Ferrymen and the leagues.

POLITICS

TROUBLE ON THE WYVERN

The expansionist goals of Oklair of Odazzur are facing serious resistance from the Ghieron family along the Wyvern road. No one would think that the maneuvers of the Ghieron could lead to a real conflict and the Cadwës laugh about this show of strength. They are wrong, as Oklair of Odazzur has already gathered troops in order to prepare for a military confrontation. She has had passages dug by expanding the ancient canals under the port and tries to get any help she can through them. Dismantled war machines and large quantities of Water gems have already been stockpiled not far from the road, and both camps' spies have taken note of the seriousness of mutual intent. It just so happens to be on the enchanted ground of the Ghieron family, where Oklair has decided to strike first, and the upcoming battle promises new earthquakes and floods in the city.

THE FERRYMEN'S STRIKES

The Ferrymen are just as much the masters of the fief as the von Kraken are. They possess, along with the Tractor Station's warehouses, the Depot of the docks and the lighthouse Twins, a hold on the transit ways through Admiral Mutule, the Anchorman, who is one of their agents. Their support or disapproval can cause the instability of the entire fief and it is only thanks to their intervention that the actual Peer, Bismuth von Kraken Snapcollar, was able to accede to power in 988 and stay alive. Nowhere else does their guild have such power, which causes no end of worry for the leagues. The ducal authorities hold the true counterpoint to their thirst for control. The Ferrymen must deal with it and keep a low profile if they wish to maintain the status quo and profit from it. However, the marriage between Bismuth von Kraken Snapcollar and Oklair of Odazzur, who has strong support from her elemental allies, threatens to put an end to their power. A discreet war has already started between henchmen from the Ferrymen and the forces of the Peer's new wife, who come directly from an unfinished Realm. Bismuth hides as deep as he can beneath the Upside down tower, squealing horribly whenever this struggle is mentioned before him and, in this way, has removed himself from the fight which is ravaging the canals. In reply, the Ferrymen use localized strikes to ensure that the population of the port and docks stay on their side. These strikes, which have no other goal than to ensure the arrival of a number of bothersome witnesses for Oklair of Odazzur's creatures, are organized in shifts inspired from the navy in order to be certain that there is a constant presence. For now, neither of the two side have the upper hand, but it seems obvious that the Ferrymen's time in the spotlight is over in the port, more so now that the small contingents from Zoukhoï coming to help Oklair of Odazzur know how to act more discreetly than Elementals.

THE VAPORS OF BUOYANCY BAY

The Buoyancy Bay district, home to the shipyard and the Arsenal's guild, is slowly weakened by the growing influence of an entirely new conspiracy, directed not against a Cadwallon-based faction, but the stakes of far off combats.

Under the cover of night, the Drones, supported by the Usurers, spread trouble and desolation hoping to take over the hangars and roads where expeditions against the continent of humanity's origin could be launched from. With this in mind, the Usurers have taken over the local smokehouses, where they offer dangerous substances that keep kelt sailors in a passive and dazed state. Strangers going through the neighborhood notice the apathy of its poorest inhabitants and worry about the opiate-filled atmosphere that people more used to the neighborhood don't even notice anymore.

THE SECRETS OF OGROKH

BLOOD AND THUNDER

Peer: Kurn Khaurik Argam

Population:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Common
- Ogre: Common
- Orc: Rare
- Wolfen: Uncommon
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Discipline

FAI: Destiny + 3, Darkness + 2

PLOTS

The dual nature of ogres, at once both bloodthirsty and loyal, marks life in this fief, whether in its daily life or in its more occult secrets.

THE GARDENS OF BLOOD

The caves beneath the Incarnat hide a secret room filled with magical energy. **Hecir Baffe** and **Nyeh Baffe** have claimed this area. These two brothers are priests of Hyffaid, the ogre god of life and blood. They preach an extreme doctrine: to become immortal, ogres must welcome the thirst for blood that runs in them!

The initiation rite of the sect requires the devouring of one's godfather (or another family member) to mark the reaching of liberty in blood. By accomplishing this act the faithful increase their physical capacities as long as they regularly devour fresh flesh from sentient beings, preferably enchanted ones. The members of the sect have thus made a habit of kidnapping the more vulnerable *foyree* creatures, fauns and pixies. The victims, unconscious or dead, are brought back to the temple to be quartered and devoured by the faithful.

The underground temple is actually located on an ancient mystical site where the Ophidians used to make frequent sacrifices in ages past. The influence of Darkness is still very powerful there and the entire area has become an artifact: the Devouring-mouth. This artifact has an affinity with the bloody nature of ogres and influences the mind and rituals of the two priests. They have been able to gather a dozen or so followers and the temple now holds cannibalistic orgies.

The Baffe brothers have also started sowing "gardens of blood". By burying the remains of their dark feasts and watering the ground with blood, the ogre brothers are influencing the growth of magic groves. Those modified in this way are not as harmless as they seem - the red plants they harbor are weeds of the worst sort: sharp, poisonous or even carnivorous. These evil and magical plants work with the members of the sect, capturing and hiding victims. The worst part is that the dreadful mutation of the gardens of blood is slowly spreading to the surrounding groves.

The phenomenon of the gardens of blood has not gone unnoticed: the Dress-makers, who are surprised by these new plants, have adapted these styles and more aggressive colors into their latest creations. The peaceful slogres, whose daydreams are troubled when near these red-tinged plants, have figured out that something is wrong with these groves. Other than Uune, who often speaks with the regular visitors to the necropolis, no slogres have taken the time to share their worries with anyone.

Growing more powerful and organized, the sect is developing: its priests are preparing attacks against isolated beggars. They are also planning to take advantage of the fighting between rival bands in Petropolis to capture fleeing people or get their hands on the wounded that are left behind. The increase of attacks and the help from the gardens of blood contribute to the increase of the Devouring-mouth's power and the growth of the cult. Attentive free leaguers or any other faction of Cadwallon should soon notice the abuses of the sect.

TRAFFIC AND INFLUENCE

The guild of Blades is faced with an important dilemma. The higher-ups of the guild have discovered that some of its members, with help from the tanners from the Fabric and a well-placed member of the Peer's family, have set up an illegal smuggling operation: the waterwheel bordering the Fabric is stopped at night to allow a small group of ships to move discretely carrying their goods. Thus, using about ten ships, weapons leave the fief without having to go through the usual paperwork and the normal guild tariffs. Warehouses have been set up in the flooded cellars of the old fort that houses the cloth market. The leaders of the Blades hesitate on the attitude to take:

- If they denounce the traffic, the consequences will be bad for their position in the fief. Unfortunately, their position is already difficult since the Duke has decided to diminish their advantages;
- If they take up the smuggling run as their own, better organizing it and trying to increase its profits, the operation, lucrative for only a handful of people, would be too small to justify taking such risks.

Discarding these two approaches, the masters of the Blades have chosen a third solution: quietly put an end to the operation. By hiring independent, yet trustworthy agents, they want to make witnesses disappear and dismantle the main part of the smuggling activities. If the traffic is stopped and any links to the Blades are destroyed, the most important part will be taken care of. If the guild could also obtain proof to blackmail the other parties responsible for this traffic, the operation would be even more successful, but for now the Blades currently do not know the exact identity of the noble implicated (which would be Lady Polibe, one of Kurn's aunts).

ORDERS FROM ABOVE

A group of acrobats has taken up residence in Ogrokh: Those from Above specialize in knowledge of the rooftops, upper terraces and catwalks of the city. Practitioners of acrobatics, these daredevils have been called to order by the Thieves, yet instead of joining the guild, Those from Above have abandoned their illegal activities and allied themselves with Khark Khaurik Argam. In return for his protection, they are his messengers, scouts and spies in the city, to the point where the fief's troops no longer question orders "from above", dropped off by a discreet climber wearing black or thrown by a tightrope walker suspended in the air between two buildings.

FAMILY SECRETS

Since the mysterious death of Peer Urakh Khaurik Argam, found half devoured in an alleyway (officially victim of an "accident"), the ruling family of Ogrokh has fallen to infighting. The direct intervention of the Duke has removed Dazomet from power, which has been enough to draw Kurn, the Peer, out of the daze in which he had been stuck, but this has not tightened up family relations. Despite the federating efforts of Khark, Kurn's uncle who is also head of the Man-An-Org and who takes care of the daily business of the fief, all three sides openly oppose one another.

THE LOYALISTS

This faction is the largest one in the family. Opposed to the changes brought in by Dazomet, these traditionalist ogres are happy that the goblin has been removed from power. They want things to return to normal and hope to renew their privileged ties with the Blades. The loyalists believe that the treacherous godfather had ordered the assassination of Urakh, and demand that justice be served. However, they are conscious that trying to pin the blame on their Peer's godfather involves more risk of causing changes that would destroy the status quo they so desperately desire. As a result, they tend to simply harass Dazomet as much as they can, while hoping that, sooner or later, his plots will be the death of him. The head of the loyalists is Danka Khaurik Argam, Kurn's cousin, a broad ogress whose five sons work for the Blades. She can count on the solid support of the fief's ekzal: Gumt Blatenstucker. This dwarf often lets his loathing for goblins guide him more than loyalty towards the Peer.

THE REFORMERS

This minor faction supports the changes brought about by Dazomet, without always approving of his methods. The reformers suspect the guild of Blades of ordering Urakh's assassination, as he was blocking the guild's expansion by refusing to let go of lands around the Span. They feel that the ruling family of Ogrokh must fight at all costs against the guild and they intend to keep the Peer's privilege, by taking a more active interest in commercial affairs. To this end, they think that Dazomet must come back to Kurn's side as an advisor. Yes, Dazomet will have to make amends for his actions, but by serving the family he will be able to show that his intentions were good. Some reformers say that if it hadn't been for Dazomet Kurn would probably have been assassinated as well.

The head of the reformers is Sir Azegon Frunvel, a magician from Alahan who has married Lady Polibe, Urakh's older sister. Of course, Dazomet himself supports as best he can the initiatives of the reformers.

THE BUILDERS

Freed from his godfather's influence, Kurn has openly admitted his distrust of courtesans and other political foxes. He has asked his godfather to remove himself from the public spotlight, but has taken no action against him and has forgiven him: Kurn has realized that Dazomet was not responsible for the death of his father.

To everyone's great dismay, Kurn refuses to choose one of the two sides in his family. After months spent in a daze, he has recovered his mind, but kept a certain mystical side. The Duke has sent him preceptors, among who the elder Wolfen Jaahn Seedhowler, a charismatic bard of Destiny, has been able to win his trust. The Peer spends long hours in her company in the poorer neighborhoods of Ogrokh, which drives the fief's ekzal into a black rage.

Inspired by a vision, Kurn has assembled a team of artisans, who travel across the fief in his name and work on renovating and building housing for the poorer inhabitants. Simply called "builders", this group, close to the bards of Destiny, faithfully obeys the Peer. The family is worried about this behavior, and some are afraid that the drugs that Dazomet had been giving him for so long may have had a lasting effect on his mind. Some whisper that Kurn has "turned slogre".

Kurn isn't crazy, he simply wants his independence. He listens to Jaahn's advice, without following it blindly, and takes most of his responsibilities wisely and firmly. Kurn has very little support in his family, as everyone thinks that the young Peer is losing himself in inoffensive follies, while Kurn has a clear political vision: he wants to establish justice for all, instead of having a few rake in all the profits. He also refuses to invest all of the fief's resources in military projects and, unlike many nobles, he doesn't care much for social life or the protocol established by the heralds of Felicity.

On the Duke's order, Khark supports Kurn, but dislikes directing the fief on anything but the art of war. He therefore directs the builders to strategic positions or important military points. But, unless he perceives a popular upswing supporting the Peer's projects, he will abandon Kurn to join the loyalists.

POLITICS

Other than the quarrels of the Khaurik Argam family, the military importance of Ogrokh makes it a highly desired strategic point for many factions.

THE GRIFFIN'S SHADOW

The person responsible for Urakh's death is Iraem, the ambassador of Akkylannia. The Griffin has always fanned the conflict between the Khaurik Argam and the Blades. He has helped the insertion of Dazomet as a godfather for Kurn. Once in position, it did not take long for the greedy goblin to be corrupted by the Blades. The Akkylannian then made sure that Urakh learnt of Dazomet's corruption and demanded explanations for it.

Thallions assassinated Urakh and drugged Dazomet, who woke near the corpse of the Peer, which had been covered with tiny bite marks. Dazomet is honestly convinced that the god Rat himself intervened to save him from the Peer. Afraid of Kurn's vengeance, he decided he'd rather keep him drugged in order to maintain his influence. Convinced that the guild of Blades had betrayed him, the goblin then used all of his power to weaken the influence of his former allies.

The Akkylannian ambassador has moreover informed Den Azhir of the situation, suggesting that the murder of the Peer was doubtless a manipulation of the Blades. Since then, not only has Den Azhir caused Kurn's emancipation, but he intends to, with the approval of the clans, counter the progress of the Blades as well. A new tax will soon be announced, to help with the defensive effort of the city, which will be claimed according to the total occupied surface of each organization... At the same time, a free market for weapons will be instituted to allow blacksmiths to directly sell a tenth of their total production without going through the Blades.

By blowing on the embers, the ambassador of Akkylannie wants to weaken Cadwallon's power while dragging the weapons market down. And by pushing the Duke to act against the guild, he hopes to gain allies and more influence.

MILITARY MANEUVERS

Even if he seems to have been removed from political life, Dazomet is not removed from business as such. He doesn't restrict himself to just the construction of his palace, as the goblin has understood that know-how developed on the Shooting range is precious and unique and has decided to make a trade of it. To do that, he has recruited thirty-or-so goblins without scruples and a few dwarves who agree with him. These agents, under a false guise, have infiltrated the guilds (mostly that of the Architects) without rising to important posts: they are nothing more than assistants or companions, mainly assigned to the Shooting range.

However, Dazomet isn't aiming for the latest innovations: he wants to get his hands on equipment and train soldiers in its use, as the greatest secrets of the guilds lies in the daily use of tried and tested techniques. With the help of his agents, the godfather organizes training camps in great secrecy: for the dwarves and goblins, a simple borrowing of someone else's identity, aided by the requirement of wearing protective headgear, is often enough to allow any "novice" on the Shooting range to receive training from an expert.

With enough accomplices, Dazomet is able to ensure that some training sessions allow apprentices of all origins to be initiated in the use of weapons and techniques from the guilds. The Architects have not yet discovered the ruse, and in a few months, Dazomet's agents will have gathered enough knowledge to hold their own independent training sessions, in return for payment of course.

For the moment, Dazomet doesn't have any plans for his special battalion: he knows that his position is threatened, and that the Blades and the Duke are his enemies. Having experienced instructors and soldiers in his employ reassures him.

Dazomet also hopes to be able to give his godson, Kurn, whose faith he wants to regain, a new military tradition. The strategic vision of ogres is more limited than that of the guilds and does not include the use of goblins and dwarves trained in the use of siege, engineering or artillery techniques. But, despite the numerous advantages it would have, Dazomet knows that his subterfuge will cause him no end of grief as it questions the very existence of the guilds. To avoid an unprecedented scandal, his battalion will no doubt have to operate outside of Cadwallon.

THE SECRETS OF THE TROPHY

IN THE CITIES ON THE STAGE

Peer: Gwan Vent-Debout

Population:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Rare
- Ogre: Common
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Sleight

FAI: Destiny + 3, Light + 1, Darkness + 2

PLOTS

It might not be the largest fief of Cadwallon, but the Trophy is certainly the most rural – its farmers help maintain the independence of the city, but their “green gold” attracts the greed of many...

THE WAR OF DARKNESS

In Southhaven, rumors are rampant about The Claw's band and the sacrifices they commit. Truth be told, the Drones are completely innocent on this matter.

The Claw is getting riled about these accusations – normally, he wouldn't even listen to them, but the fact that he is said to worship gods, even gods of Darkness, is more than he can take.

However, murders really are taking place, horrible both in terms of their violence and their ritualistic aspect. This is the work of henchmen employed by Tokhrr, who rules over pillory square on behalf of the court of ashes. As a matter of fact, the expansionist views of The Claw will one day cause trouble for Sophet Drahas' interests. He has therefore decided to deal with this before problems arise, by forcing the militia to pay close attention to the Drones' activities.

Obviously, The Claw does not intend to talk with the militia to prove his “innocence”. With the repeated incursions of the militia and the detective's investigations, tensions are escalating, the whole Drune community has gathered behind The Claw to show support, even those who don't belong to his band. The Drones feel that they are victims of discrimination and are ready to defend their territory. Everyone now fears an increase in violence up to a level that could be compared to the riots of the Ferryman's great strike.

Only neutral go-betweens, such as free leaguers, who have the respect of all parties involved, would be able to ensure that the situation doesn't end in a bloodbath. Care must be taken, however, as Tokhrr's resources are important and he has the backing of the Shadows.

CONTRABAND

Nitrite, the goblin, has managed to create a profitable business. A member of the Thieves guild, he is now at the head of the biggest contraband smuggling operation in Cadwallon. Years ago, the warehouse district was prosperous, but the racket set up by The Claw has put a stop to legal activities. Nitrite has therefore taken things in hand and the neighborhood has become a vast hangar for goods from all over Aarklash, devoid of ducal taxes. Nitrite doesn't supervise everything, but he and his street urchins take great care to ensure the discreet transport of merchandise from the warehouses to Little Klûne, where they will be sold. As young as this goblin may be, he has a nose for business and has forged a solid reputation for himself in the Thieves guild.

His secret is the old tunnels dug during the construction of the Shû-az canal. They go from under Little Klûne and bring water out into huge underground tanks beneath Southhaven. A system of pumps and valves allows for the water to be brought back up the tunnels in case of drought. Son of a Sewer-worker banished from his guild, Nitrite knows these tunnels like the back of his hand as he spent his childhood in them.

Ambush and her league intend to put an end to the goblin's activities. Unfortunately, the goblin seems to have a large support from the scavengers, an organization that ceaselessly roam the tunnels and sewers to find anything they can sell. When they reach adulthood, Nitrite's “kids” often join the scavengers.

Despite the (paid) assistance of the Sewer-workers guild, the nine of amethyst league has not yet been able to find Nitrite's stronghold, and must also deal with the Drones, who don't really like free leaguers sniffing around on their turf.

AN ODD ECONOMY

Bit by bit, the Standing-winds have sold off their lands in the Fields district. For almost everyone, these sales have allowed the Cadwë farmers to own their own bit of land - a unique situation for humans and ogres, which upon closer inspection is a bit more complex than it seems.

Although three quarters of the fields have been sold, the farmers didn't, for the most part, have enough money to buy the lands they were working on. They had to contract a debt... to the Markropet. In this way, they have financed most of the operations, through investment contracts that were heavily in their favor. In addition to interest rates which would make Usurers green with envy, the Markropet have also added a mortgage clause to each contract. If a worker is unable to honor one of their nineteen monthly payments, the property defaults to the ownership of the Markropet.

However, the cumulative amount for all these mortgages was simply astounding, and the Markropet did not have enough funds to pay for such an investment. They therefore had to obtain loans themselves from the Usurers' guild, but to do that, the Markropet needed an important backer: the Var-Nokkt family. Or, more precisely, the Peer's brother, Arkan, treasurer of the fief.

Each monthly payment made by a farmer is therefore split between the Markropet, the Usurers and Arkan Var-Nokkt. If a payment is missed, a clause states that the Markropet must resell the farm to the Var-Nokkt. There is more than one reason behind this clause: to ensure a steady monthly income to the Markropet and to reduce the expense of filling the Great Market's granary in Kar-Ân-Vor. If everything goes "well", the farms handed over to the Var-Nokkt will facilitate the resupply of the granary for next to nothing.

For the moment, the payments are made on time and the farmers are happy with their deal. But if a crisis were to occur, they would quickly realize that they helped pay for their own buyout!

REALTY CONGLOMERATE

Despite the many rumors floating around in the Trophy, no one can boast of really knowing the identity of the members of the Square's conglomerate. The only known face is that of Sir Drawater, their hatchetman. By asking around a bit, one can learn that Sir Drawater has taken up residence in an inn just off the Square, the Bare Cat. That is where he plans his nightly raids against the inhabitants who refuse to sell their buildings and where he recruits his goons: Southhaven Drones, Gamehead gladiators, Little Klûne goblins or bullies from Loose noose.

Sir Drawater is a former soldier from the Goldsmiths troops, but now belongs to a recently re-decked free league. The Bare Cat inn has been bought out by the league and its owner is therefore one of Sir Drawater's brothers-in-arms. That said, the league does not possess the funds required to buy the whole of the Square, and therefore acts under the orders of someone else.

Despite what the rumors say, the goal isn't to make a new market, but a granary! Indeed, the land deals made between the Markropets and the Var-Nokkts have not gone completely unnoticed. Duke Den Azhir has taken offense to this attempt at acquiring the totality of the city's agricultural resources. His intendant, Sylent Scyrnyth, however advised him against openly acting against the Peers, for political reasons, and against the Usurers, as they financed a number of ducal projects.

Den Azhir has thus gone to one of his stewards, Vladar the Arrogant. He is a former companion from the Ruby-Heart and was the brain behind the election of his friend to the title of Duke. Ten years have since passed and Vladar the Arrogant has left the political scene and is now Den Azhir's right-hand man. Vladar has thus made an alliance with Darehvan, grand master of the Goldsmiths, in order to build a gigantic new granary to compete with the Var-Nokkts'. Darehvan finances the project while Vladar the Arrogant takes care of the "removal" of the Square's inhabitants.

In order to avoid any interference from the Markropets, the Var-Nokkts, or even worse, the Usurers, the true nature of the operation must remain secret. However, a large number of people wonder about this "conglomerate": guilds, leagues, the Standing-winds...

FAMILY SECRETS

The rather unusual ascension of the Standing-winds to the fief's peerage has not helped reinforce their authority, either to the Markropets or to the powerful organizations that are the guilds. Since most of the family members have decided to return to Avagddu, those who stayed behind give off the impression of being under siege. This isn't a false impression, as the Standing-winds seem incapable of keeping their hold on the Trophy.

GWAN AND THE SCORPIONS

Having seemingly come from nowhere, Blassem has recently imposed himself as the "eminence grise" of the Standing-wind family. He introduces himself as a renegade Syhar, fleeing from the persecution of his people and sheltered by the Standing-winds. His presence has put an end to the assassination attempts regularly made on Gwan Standing-wind's life, which have been attributed to the descendants of Ekselsire Markropet. He has since been able to win the trust of the Trophy's Peer and acts as much as an advisor as a bodyguard.

In truth, Blassem isn't a renegade, but a warrior-monk from Danakil, sent by the cult of Arh-Tolth, whose mission it is to establish a situation where the building of a temple would be favorable. Gwan is perfectly aware of Blassem's objectives and has accepted them in return for his advisor's protection. Blassem has minimal contact with the Syhar ambassador, Shaïan Alud. He occasionally meets with one of Shaïan's spies, Swallil in the slums of the port of the Ondine (see Soma).

The cult of Arh-Tolth intends to take advantage of the current land sales to acquire a large area where a temple could be built.

THE LODGE OF HOD

These shadowy men in the service of Merin noticed Blalassem when he first arrived and know of his mission - they are trying to discredit the Syhar envoy by creating fake disappearances and corpse mutilations, and ensuring that the Scorpions get blamed for it every time.

There are many in the entourage of Gwan Standing-wind who think that the Peer has made an alliance with the Scorpions and that he lets them undertake their experiments with all impunity.

Nevertheless, Cadwallon isn't Akkylannie - Cadwës take a bit more scaring as they are used to cultural peculiarities in their cosmopolitan city. Cadwës fear the Court of Ashes, the tide of the dead and Akkyshan raids... not a few rumors about secret experiments performed by the Scorpions.

The Lodge of Hod has had to adapt its strategy and show a bit more muscle - its men used the diversity of Cadwë marketplaces to disguise themselves as skorize warriors: dorsal blades, skorize masks and flails were enough to make people believe in actual Syhar attacks.

During the past few weeks, and under the cover of darkness, the Lodge of Hod have been attacking houses in the Fields district. They avoid killing anyone, but destroy buildings and people's possessions. This has changed the odds - the inhabitants of the Trophy are now convinced that the Scorpions are trying to claim some territory by getting rid of them.

Now, more than ever, unrest is sweeping across the streets against the Peer's alliance with the Syhar and his "lack of action". Ambush's league, the nine of amethyst, has opened an investigation, but these free leaguers cannot fight against both contraband and this new "menace" at the same time. They need reinforcements.

The men of the Lodge of Hod hide as discreetly as possible in Comedy Garden, but their neighbors are surprised to see such taciturn men in this neighborhood. Some even believe they are free leaguers!

POLITICS

In this mire of secrets and plots, the future politic of the fief is completely undetermined. With their stroke of genius, the Markropets are closer than ever to removing the Standing-winds from power. As for Gwan, the only allies he has left are the Scorpions, while the other Peers look at him with condescension and contempt.

THE MARKROPETS

Despite the loss of their fief, the Markropets have never been forgotten in the Trophy. They remain powerful, thanks to revenues generated by agriculture. The monthly payments made by farmers gives them a massive stipend, which allows them to dream again about the luxuries of the Peerage. The current patriarch, Arsine Markropet, is persuaded that his current deals with the Usurers and the Var-Nokkt will bring him greater legitimacy. He's wrong. If this alliance was to become known, chances are that Albanne Drakaër would think twice before supporting him, as she hates the Usurers just as much as she does the Var-Nokkt.

The Markropets also have another problem to deal with - since their eviction, they have survived in part thanks to smuggling. Little Klüne is well known for its traffics, and the family is the most powerful of the goblin enclave. Such a reputation, even among goblins, can only be a hindrance for a return to power. Arsine Markropet is therefore thinking of supporting free leaguers, hoping to remove some particular smuggling rings.

THE END OF A RULE?

Objectively, what's left of the Standing-winds clan isn't up to the task of holding power. Gwan may be a scholar and a patron of the arts, but that does not make him a Peer. His attempts at getting in touch with the Cartomancers guild remain unsuccessful - these days no one wants to have anything to do with the Standing-winds.

The Scorpions therefore remain his last hope. Gwan is aware of the risks he takes by making alliances with such powers, but does he even have a choice?

He is cornered now, but he could get out of this sticky situation if he could completely discredit the Markropets once and for all. He is thus ready to handsomely reward any information that could help him get rid of his competitors.

THE LODGE OF HOD?

Created in Akkylannie, the Lodge of Hod serves the god Merin, but unlike the inquisition or the templars the members of the lodge operate in secrecy - their existence is nothing more than a whisper among the population of the Empire. The Lodge of Hod fights against Darkness wherever faith in Merin does not shine brightly enough to guide the templars. It acts hidden in shadows, with the solitude of those who fight far from home, for a design that others have forgotten. The Lodge of Hod tasks itself with finding the secret labs of Syhar alchemists, but its activities aren't just limited to that - it is also on the look out for any sort of evil activity and tries to put an end to it wherever possible.

The members of the Lodge of Hod don't wear the beautiful armor of regular Akkylannian troops, preferring instead discreet clothing that is lighter yet still resilient. Their favored weapon is the sanction pistol, a lethal combination of a sword and a firearm.

THE SECRETS OF GAMEHEAD

THE WOLVES SALUTE YOU!

The dark signs of corruption and decrepitude mark the history of Gamehead. Since the foundation of the fief and the victory of Krenald and his kind over the creature from the Bog, the Howlers have tried to adapt to Cadwë customs while trying to preserve the cultural heritage of their distant homeland. Putting great faith in the promises of the pariah-filled city and tired of roaming Aarklash aimlessly, these repentants have found a new home there. Considering the city to be their new homeland, they have worked towards its prosperity and defense with an exemplary devotion. Refusing the help of the guilds and trusting only their own judgment, the Howlers have been able to draw the most out of their fief's resources without falling into excess and have been able to restore order without being inflexible.

But these days, the hope of the early years is nothing more than a distant memory. Krenald's absence and the ambitions of his son have destroyed the bond uniting the Howlers. Entire neighborhoods have been abandoned, falling prey to the hunger of the guilds and the leagues who are fighting for the right to explore the ruins. Darkness has planted the seeds of discord and is taking advantage of the chaos to move its pawns into position.

Peer: Krenald the Howler

Population:

- Elf: Rare
- Goblin: Common
- Human: Common
- Dwarf: Rare
- Ogre: Rare
- Orc: Uncommon
- Wolfen: Common
- Ophidian: Uncommon
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Pugnacity

FAI: Destiny + 4, Light + 1, Darkness + 2

PLOTS

THE SLAUGHTERHOUSES

When the dome was discovered in 969, Sophet Drahas decided to take the opportunity to further the cause of Darkness and destabilize the Howlers. He tasked one of his lieutenants, Derggu the Limp, to get his hands on the building in order to open a slaughterhouse there. The Drune was granted a "loan" from the Usurers guild and bought the dome from the Howlers, with the approval of the ducal authorities.

The tunnels beneath the slaughterhouse were sold off to a group of Syhars who wanted to establish a laboratory there. The omnimancer responsible for the complex, banished from the Dressmakers' guild, dreamt of perfecting a toxin that would be lethal to Wolfen.

After years of research, the Syhars were able to perfect this poison, which Derggu took upon himself to test. Following Sophet Drahas' advice, he earned the sympathy of Krenald's youngest son, Serdak, who hated his father and wanted to lead the fief in his stead. Derggu had no trouble convincing him to poison his family with the Syhars' creation. However, it proved to be less effective than planned, and only the youngest Wolfen fell. But that was enough to cause a side effect that advantaged Serdak: the Peer retired to a cave and infighting began in the Howlers family.

The Skinner's dome has become one of the bastions of Darkness in Cadwallon. The Syhars still use the basement levels to conduct their research and Derggu has created a profitable and risk-free organ trade with the Possessed of Mid-Nor. The homeless of the Loose Noose provide the Drune slaughterhouse workers perfect fodder for their most horrible project: widespread cannibalism in Cadwallon. The carcasses sent to the butcher shops of the upper city aren't always those of animals, and the leftovers the slaughterhouse sometimes hands out to the poor don't come from the herd animals grazing in the fief's fields.

THE OPHIDIAN MENACE

During the attack on the Erratum by the Lodge of Hod, an archivist named S'Karz was able to survive by feigning death using a cataleptic trance he learned from his mastery of *enskēm*. He has saved a large amount of the works from the Ophidian library and rallied to his cause three brothers as thirsty for knowledge and possessions as he is, as they are just as caught in the throes of Greed as him. Together, they have started a project of rebuilding the Erratum by following the inspiration of Vice, an Erratum which would prohibit the Alliance's ancient language. Thanks to the books that were saved, they discovered the location of an Ophidian sanctuary buried deeply beneath the Bog and have found refuge there. A network of flooded caves, which look as though they were dug by a famished chthonian creature, forms this sanctuary. The smooth and subtly phosphorescent walls are covered with messages left behind by the ancestors of the serpent people. When touched, these traces still communicate languid impressions using the vibration-based language of the Ophidians. These tunnels are deeply submerged beneath the mud of the Bog, which leaves a dry passage to them only when the nocturnal fogs are starting to rise – they are inaccessible during the day. Although the vortyrants who dug these tunnels left them decades ago, the deepest rooms have been left intact and are filled with treasures made of ivory and jade. Some of these rooms lead to an unfinished Realm, the same one the Howlers entered to hunt the monster of Gamehead. Through this Realm, which the Wolfen believe to be sealed off once and for all, the Ophidians allied to S'Karz can travel to the heart of the ancient pyramid of Gamehead and into the circular vortyrant tunnels of the underground. They are trying to find a new worm in the unfinished Realm to bring back into their tunnels and turn into the guardian of the Erratum of Vice, but so far have been unable to find such a creature despite their numerous nocturnal expeditions. S'Karz has also hired the service of a local league, the Surveyors of the Wall, who he regularly sends to obtain more books. The free leaguers do not realize that they are working for an Ophidian, as they are contacted by a flamboyant and boastful syhee, Nedin Lambast, who passes himself off as a member of the Circle of explorers.

This new sanctuary has piqued S'Érum's curiosity, who is thinking of using it as a beachhead for an invasion of Cadwallon.

Neither S'Karz nor S'Érum know about the existence of the sleeping mothers from the S'Ephtys sanctuary, who, even though Tainted, act according to other impulses than Wrath or Greed.

THE SECRETS OF GILDGREEN

If the Daïkinee elves from the Couturiers neighborhood of the upper city have perfectly adapted to Cadwë customs, it's far from the case for their brothers who have recently settled down in Gildgreen. Arriving from Quithayran and fleeing the threat of the Akkyshan elves, who they fiercely hate, they have kept the mentality of the Rag'narok in Cadwallon, most of them haven't even taken the trouble to learn the Cadwë language. Kaëlliss found them extremely weary and ragged when he went to them after following rumors he had heard from his contacts. He offered them his help, as well as that of the Ferrymen, thus earning their eternal gratitude. The Ferrymen have agreed to protect the newcomers and to see to their needs in return for services, which are asked of them through Kaëlliss. Most of the time, these missions are assassination contracts that the Daïkinee fulfill by using short-lived beetles that they breed in a small troglodyte network hidden in Gildgreen's entrails. The Ferrymen closely watch over the inn and sometimes hold meetings there during the night so that they may mask their arrival in Gamehead using the fogs.

THE REDS WITH THE TOOTHLESS

The provocateurs of the Pit of Claws have sown, thanks to their lust for glory, false rivalries and resentment between the more experienced warriors of the arena. For a while, they played on the tensions to increase the number of bets, creating mobs favoring particular heroes. But this movement got out of hand when audience members started coming from all over the city by their own accord. Devoted fanatic groups gather to support their champions, which they pick according to affinities or neighborhood of origin. These crowds don't always disperse easily after every combat, some enter pitched battles against rival supporters, with some going so far as to ravage the shop fronts and houses around the arena. To avoid any confusion, these groups have taken to wearing distinctive colors while heading to the arenas, and identify themselves using specific slogans and cries. Recently, the Reds, young Wolfen devoted to a scarred brute named **Renth'kyss**, have taken up arms for Serdak's Toothless, turning the Pit into the center of a conflict. For this reason, militia contingents around the immediate area of the arenas are doubled.

FAMILY SECRETS

When he was presented with the bodies of his four dead children, Krenald silently cursed Yllia for inflicting such torment on him. He tried his best to bear the pain, but his reason finally gave out.

One night, as he wandered in the Bog, Krenald met a devourer named Styx who claimed to be the bearer of a message. Styx spoke at length with the Howler, patiently distilling the teachings of the Beast in his discourse. Krenald welcomed the revelation with relief. The following day, he gave **Hadrax** the task of managing the fief and shut himself off in his lair.

Ever since, Krenald has taken up the identity of the Huntsman, a merciless nocturnal predator who sates his basest instincts on the unlucky few who cross his path.

Only Kyx has understood what the Howler has become and that secret weighs heavily upon her. She has discreetly followed her companion in his nocturnal travels in order to confirm her fears, but has not yet dared reveal what she knows to the other Wolfen.

Hadrax is too busy struggling with Serdak's growing influence to worry about the true nature of his pack leader. The old Wolfen feels a fierce hatred for this young Toothless who wants to put a stop to established traditions. Hadrax no longer has the strength to be respected and he knows it. Fearing direct confrontation with Serdak, he hides behind Cadwallon's laws, encouraging his followers to let the upstarts' blood flow.

For his part, Serdak has had enough of living like a Wolfen. Born in Cadwallon, he does not follow the path of Yllia and dreams of being the leader of the city's largest fief. Influenced by the example of the Howling Pack, he thinks that the Wolfen are wrong to isolate themselves from the other races. He is convinced that his destiny is to become Duke of Cadwallon, and he is willing to do anything to have a chance at fulfilling his dream – he has not hesitated to poison his brothers or to make deals with the Usurers guild and Derggu, the owner of the slaughterhouse.

POLITICS

The conflict opposing Hadrax's traditionalist circle to Serdak's Toothless has recently turned sour. Serdak multiplies his contacts and temporary allies, thinking himself a master at the art of politics, flitting from one group to the next. In truth, his "art" mostly consists of gathering violent and often troublesome bands to which he slowly grants, without realizing it, the power and authority that he has on the fief. Motivated by the "confidences" of Styx on the awakening of old Krenald, the devourers of the apostle no longer hide their strength or their number and have actually taken the Toothless hostage, while they try to convince themselves that this is just a temporary alliance.

Devourers rough up Serdak's followers once in a while, and recruit the strongest and most violent into their ranks, unbalancing things even further. Thinking himself clever for playing on all fronts and in an attempt to get the upper hand once more, Serdak has allowed the installation of the Syhars beneath the Dome of the Skinner in addition to the traffic organized by Derggu with the Mid-Nor. He has also tried to establish contacts with the Drones of the Trophy fief by integrating them into the Toothless in order to balance out the power of the devourers. That plan backfired when the Drones and devourers decided to team up and lean on Serdak's followers in order to commit more macabre and grisly acts. Over time his plotting has thrown the fief into the lap of Darkness, opposed only by the obstinate resistance of Kyx and Hadrax. In fact, no one really knows who is in charge in Gamehead, and the fief isn't far from falling into an open civil war.

FREE LEAGUERS IN GAMEHEAD

Gamehead shelters a large number of Ophidian and Cynwäll ruins. The fief's entrails are filled with tunnels and natural caves which lead to a far-reaching subterranean network. Some shrews have claimed that these tunnels lead as far as the Ægis!

The near complete absence of the guilds, who are kept at bay by the Howlers, also offers many opportunities to enterprising free leaguers. The Wolfen remain a problem, but a diplomatic league able to exploit the current chaos in the fief would have no trouble pulling it off. The Howlers are too absorbed by their own struggles to watch over the actions and comings and goings of discreet and efficient individuals.

The true danger lies in the growing influence of Darkness on the district of the Skinner. Indeed, horrible things are happening in the abattoirs and invisible forces slowly extend their influence on that part of Gamehead. The Surveyors of the Wall league is the archetype of a group of free leaguers manipulated by Darkness.

Helping the Howlers in restoring peace could also be interesting, although dangerous and difficult. Quick-thinking and honorable free leaguers could attract **Kyx's** attention and be hired to put some order back into the fief.

Serdak could also provide interesting opportunities to leagues of low moral value, but he is under the influence of Darkness himself.

Vorgo's little traffics should be enough to hold the attention of any free leaguer interested in clandestine fighting and the world of betting. The ogre also has some contacts with the Thieves guild and could become a precious ally in the event of a struggle against the Usurers.

THE SECRETS OF GHIERONBURG

FIRE NEVER SLEEPS

The Cadwë aristocracy laughs about the Ghierons, and sees Ghieronburg as a pastoral fief headed by a family too close to the common people to be competent.

The stories heard there about the coming and goings of Elementals from the reflections of Cadwallon worry the Cadwës as much as they fascinate them. Ghieronburg is at the heart of the Great Circler – the fief is the window through which the sihirs gaze at the Free city. Thanks to the magical portal it shelters, the elemental lords interfere in local plots.

Peer: Bernadil Ghieron

Population:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare
- Others: Elementals and Magic Familiars

Dominant attitude: Opportunism

FAI: Destiny + 2, Light + 2, Darkness + 2

PLOTS

THE PRISON OF MURMURS

The district of Parchedale is built on top of ancient buildings made by the Ophidian alliance. The name of the two rivers that run through it, the Asp and the Adder, are no coincidence, neither are the odd tiles of Scales Square. Long before the arrival of the Dogs of war, the Ophidians made this district into one of their experimental laboratories, aimed at research on the psyche of mortals. They developed mind control techniques based on whispers and hisses. Through a network of galleries, they aired near-inaudible sounds that sapped the will of their captives. Even though it has been abandoned for a very long time, this complex has never stopped working and the whispers still echo through it. This influence has profoundly altered the behavior of ogres in this neighborhood, turning them into slogres.

Ever since 999, the Ophidian alliance has filled the Prison of murmurs with men and women kidnapped from diverse areas all over Cadwallon. The Ophidians have redirected the buzz of discussions coming from the wash house, amplified it, and sent it to the prison.

Conscious of the urgent need to impose themselves in Cadwallon, the Ophidian alliance slowly shapes beings devoid of any feelings and designed for war.

Members of the Militia's club have realized that something isn't quite right – they normally use these ancient, partially flooded, underground tunnels to travel between the wash house and Fort Gentle. During the last few months, they have seen strange reptilian silhouettes and have even been attacked by slaves freed too soon.

PETROPOLIS

The petrified plants of this district aren't produced by the god of the Bran-O-Kor orcs, Jackal, as he cannot manifest himself in Cadwallon. Calka is an Elemental from Xurgaddys, the Earth reflection of the Free city, whose mission it is to watch over this district, which is very important to his Realm. Indeed, the strange stone trees of Cal Ka Dum are in fact the roots of Addys, the gigantic tree on which the villages of the Earth reflection are built. Their destruction would leave Xurgaddys and its inhabitants adrift.

To help him in his mission, he has sought out the services of orcs attracted to the magical groves by passing himself off as an envoy of Jackal. By taking the appearance of an orc, he has convinced some shamans to help him in his task. These shamans think they are calling on miracles through their faith in Jackal, when in fact, it's Calka, drawing from the orcs' instinctive magic, who is casting spells in order to keep them under this delusion.

Calka looks like a stunted orc who has been turned to stone, but far from being slow, he moves in a very assured fashion. He is willing to help free leaguers if they agree to help him with the maintenance of Petropolis. However, Calka is unable to leave his magical grove for long lengths of time.

The plots of Calka have not yet been discovered, as very few scholars and Voyagers are interested in the stone garden or in the orcs who live there. If this were to happen, the Elementals of Xurgaddys would forcefully defend Petropolis to maintain the cohesion of their Realm.

NEW SPELLS

Here are two Earth spells that Calka can teach to characters who have decided to take up his cause. The mana cost for these spells may be equal to 0 when they are cast in the Petropolis district – roll a d6: on a result of 1,2 or 3, the spell has no mana cost. The required magical energy comes straight from Xurgaddys.

Vegetal Petrification

Cost: 2 Earth Gems

Difficulty: 6

Target: one plant or a plant-made object

Range: Zone of control

Duration: Permanent

This spell turns any SIZE 1 plant or item of plant origin to stone. The Structure points of the target are increased by 3. If the target was a plant-based piece of clothing, the spell increases the protection it grants instead.

Germineral

Cost: 2 Earth Gems

Difficulty: 6

Target: one square

Range: 8 squares

Duration: Permanent

This spell causes a SIZE 2 mineral plant to grow and block the square. Any character who tries to climb it must succeed at a Climb/SLE (5) test. This plant disappears after around ten days, this rises to a number of months in the Petropolis neighborhood.

Two gambles allow the SIZE of the mineral plant to be increased by 1.

FAMILY SECRETS

Even though they distance themselves from the plots of the city, the Ghierons have discrete relations with the magical reflections of the Free city.

THE FIRE WHICH NEVER SLEEPS

The commander Denerac Ghieron was ennobled for his great military success, but the destiny of his family was deeply marked by an event kept secret since 956. During the invasion attempt by magical creatures from Anfoebia, Denerac was able to repel the attack after a fierce struggle. During the fighting, he saved the life of a man assaulted by a Water Elemental. Denerac Ghieron understood that it was Prince Pyrion, the legitimate heir to the throne of the Fire reflection, a Realm named Solnarreg.

One night of discussion was enough for the two leaders to form an alliance that would benefit both sides: as long as Denerac kept the existence of the magical essence of the igneous prince secret, the Ghieron family would be blessed with the Braise.

This power manifests itself in very diverse ways for the Ghierons. This legacy attracts the attention of many opportunists, envious of the strange abilities of the Ghieron family. This coveting has already given rise to a number of scandals, most notably with Silnus de Drakaër, who has since declared a vendetta against Adalban.

The diffusion of this magical essence is the cause of the erosion of the barrier that protects Solnarreg from the lava surrounding it. If this link, which up to now Prince Pyrion has not revealed to anyone, would happen to be discovered by the inhabitants of the Fire reflection the days of the Ghieron family would be numbered.

THE GHIERON FAMILY

Most of the members of the Ghieron family use their power unconsciously as few of them know about their odd inheritance. The Braise manifests itself every round in which one of the Ghierons uses the favored attitude associated to it.

ADALBAN GHIERON

- Braise (OPP): It manifests itself as an otherworldly endurance, which allows him to go without sleep and food for a week. Adalban is conscious of this power and tries his best to hide it, even though he likes to use it in order to increase his prestige.

BERNADIL GHIERON

- Braise (SUB): It appears when he is speaking with a passionate verve. He gains a +2 bonus to all his interaction tests.

GOWAYN GHIERON

- Braise (ADR): Gowayn's sight sometimes becomes supernaturally accurate. When this happens, his eyes take on a red glow and he gains a minimum quality of 2 for all tests based on perception.

MARTOLBE GHIERON

- Braise (DIS): The nourishing fire of Martolbe is able to heal wounds: his touch can restore four health points (maximum of one use per day per target). For Martolbe, this is a fact with a cost of 2d6.

ISABESS GHIERON

- Braise: None. Isabess was not born a Ghieron.

THISMEE GHIERON

- Braise (OPP): Her fire watches over her – she can never be caught off guard (see *Player's Handbook*, pp. 219-220).

OMBELINE GHIERON

- Braise (HAR): Her mood is echoed by nearby fires. In this way, she can turn a simple fireplace into an uncontrollable bonfire when she gets violently angry – the Power of the fire is increased by 2 for as long as she stays in the area or hasn't calmed down.

THE BARON MARDI

For as long as he has lived in Cadwallon, Prince Pyrion has taken to calling himself Baron Mardi. He should have married Titiana of Splitrock (Air) and succeed his father on the throne of the Fire Realm. This fixed destiny was not to the liking of the young *sihir*, who fled into the Realms forming the Great Circlet, before ending up in Cadwallon. In the city, he uses illusion spells in order to go unnoticed, and the pact binding him to the Ghieron family grants him a measure of peace in Arcadia. However, *sihirs* are used to ruling, and thus Baron Mardi has appropriated a small territory for himself, throughout which he quickly spread his influence and installed his own rules and laws: Mardi's Truce, which mostly favors Voyagers and Elementals as it allows them to trade and bargain for illegal goods – gems, special services, ownership pacts, curse petitions, etc. This is where Master Taste, an Earth Elemental with a passion for culinary art, stocks up on exotic foodstuffs.

Baron Mardi has ambiguous relations with the Ghierons, mostly notably with Ombeline and Thismee, who spend a lot of time in the Arcadia district, taking care of magical business. The *sihir* likes to manipulate them, giving them false leads and sometimes even scaring them - he does not want to hurt them, but would like to keep his power over the district and his anonymity for as long as possible.

POLITICS

THE QUITHAYRAN EMBASSY

The embassy of the Daikinee elves should've been built on the Shaproa. Happy to welcome a diplomatic building on their land, the Ghierons did everything they could to help its realization. They involved themselves in the project to the point of deciding the exact spot, shape of the building, number of rooms, etc. The leaders of Quithayran were quickly submerged by numerous proposals despite the construction having already begun.

Wary of keeping their independence in the city and interpreting the Ghierons strange attitude as a badly disguised political maneuver, the Daikinees sabotaged the construction of the building with the help of *fayrees*. The elves would rather move into a nearby magical grove.

BISMUTH'S EYE

The expansionist views of Bismuth – Peer of Kraken – and of his caring wife aren't limited to words alone. Conscious that a frontal assault would be suicidal and frowned upon by the ducal authorities, Bismuth has installed a nest of spies in Ghieronburg. He has infiltrated goblin ninjas into the Petropolis neighborhood, who came especially from the Zoukhoï Mountains. Fairslime farm shelters about thirty of these elite spies, hidden among the numerous goblins who work in the caverns. Since their arrival, all they've done is infiltrate the important places in the city and steal a few documents without really making things move forward. Bismuth has given them the order to get things in gear and to move directly against the Ghieron family, in order to weaken it.

The Ghieron family knows nothing about Oklair of Odazzur's projects and is content to leave the fief's military parade on Wyvern road alone in order to cool down the goblin Peer's ardor. To reinforce these shows of strength, Adalban does not hesitate to use the fief's prisoners to help train his troops.

THE SECRETS OF DEN AZHIR

FOR THE DUKE, BY CADWALLON

In the political heart of Cadwallon, mysteries flow with the tides of receptions and administrative investigations. But even in the upper echelons, the humblest free leaguers have a role to play – how many Dukes started their Cadwë lives as simple adventurers?

Peer: Den Azhir

Population:

- Elf: Rare
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Style

FAI: Destiny + 1, Light + 3, Darkness + 1

The leagues called upon are warned two months in advance, but it is possible that they cannot make this obligation, as they already have lucrative activities planned. Any league can, by invoking the risk of financial losses, refuse to participate in the honor guard. During the next fiscal cycle, it will then have to pay a “tolerance” equal to one twentieth of its yearly gains. Half of this fee goes to the ducal administration and the other half goes to the league who replaced them on guard duty.

Replacing a league in this manner is therefore a lucrative activity. Custom requires, however, that the same league does not take a guard shift two weeks in a row (in order for the changing of the guard not to be a hollow ceremony).

The Sea-Green Eyes league does as many replacements as it can, even if it means paying back to the replaced leagues part of the fee it receives for doing the replacement. Indeed, more than the prestige it gives, the honor guard also allows its members to stay in the most prestigious fief in Cadwallon (they do not hesitate to receive clients in the mausoleum). Additionally, this league hopes to find Vanius’ treasure which, according to legend, should be hidden in the mausoleum.

The mausoleum is divided into four parts:

- Vanius’ tomb, to which access is forbidden without special authorization from the Duke, unless for special occasions or festivities;
- The monumental sanctuary, which includes the six ducal antechambers and the terrace under the memorial statue towering over the building, which are open to the public during the day. Various events honoring the memory of Vanius are regularly organized there;
- The Vanius Foundation, this monastery is so named because it makes up the foundation and the basement of the monument. This hermitage, open only to men, has rather distant relations with the other heralds. Every monk there has taken oaths of poverty and chastity and prefers to live as a recluse, honoring the memory of Vanius under the orders of **Father Fredigonte**;
- The free zone, reserved for the honor guard’s use.

PLOTS

Prestige and elegance are the key words describing the ducal enclave, and the plots woven here have more to do with status than with martial or criminal affairs. But in noble, diplomatic or administrative circles, losing face is often fatal.

THE HONOR GUARD

Law and tradition demands that Vanius’ mausoleum be continuously kept under guard by a free league.

Each league is called upon in turn by the ducal administration to take up this honor guard, day and night, for a full Cadwë week. Some obligations must be respected: there must always be two free leaguers present during the day (when the mausoleum is open to the public) and one at night (when the mausoleum is closed). Any league looking to increase their prestige will make an effort to go beyond those minimums. Other than to bear the league’s crest, the law mentions no other dress code, though appropriate attire is to be expected.

The changing of the guard takes place halfway through the first day of the week, a show that never fails to draw masses of visitors to the city.

THE VANIUS FOUNDATION

Created by a mystic who claimed to be communicating with the spirit of Vanius, this order is a cause of shame to the heralds of Felicity. The rituals of the monks of the Vanius Foundation have many points in common with those of the minstrels of Pain; however, due to the honor of its duties (preserving the mausoleum) and the discretion of the monks, the grand ekzals have always accepted this order and closed their eyes to its unorthodox practices. This is why this place is called a hermitage, and not a heritage, as is custom for the heralds.

Father Fredigonte, who leads the Foundation, has, like those before him, tense relations with the heralds: he dislikes their privileged ties with the nobility, as he thinks that comfort makes the ekzals forget their mission. And inversely, the ekzals would like to open the Vanius Foundation to women and non-humans to help integrate the order into the heralds of Felicity.

The monks of the Vanius Foundation have developed a deep antipathy towards the Sea-Green Eyes who persist in searching the forbidden zones of the monument and the Foundation, to try and find the famous “invisible messages” which lead to the treasure.

This treasure really exists. It is not surprising that until now no one has been able to decipher its secret, as these inscriptions are actually very special mold colonies that defuse a scent message to Ophidians. The monks avoid damaging the mushrooms as the founder of the monastery has sworn to a “dragon-man” (in truth an Ophidian) to protect this coded message. Only Father Fredigonte knows that the message holds the key to a magical “weapon” which could change the currents of Darkness in Cadwallon in case of a new Acheron invasion. Once activated, a ritual centered on the statue of Vanius would transport all necromantic creations in Cadwallon to Hollowdeep; but in the hands of an expert the magical procedures described in these messages could be modified and used for different purposes. However, the priest does not realize that using this weapon would strengthen the powers of the Ophidians in Cadwallon.

AT THE CORE OF IT ALL

The Core of Cadwallon is the scene of many romances.

Marriages are often the fastest way into fortune: to the rhythm of unions families are formed and broken. More than a single free leaguer would like a noble title, more than one noble is looking for rich in-laws...

On the chessboard of matrimony, young women are often nothing more than pawns that their families sacrifice if the gains outweigh the danger.

However, even in Cadwallon, love feeds the heart and young people don't hesitate to rebel against the laws of their families to follow their passion.

Some guilds and leagues have started to take advantage of the heart's desires: arranged marriages to orchestrate, discrete rendezvous to protect, seductions to facilitate... Between the ambition of the elders and the passion of the youngsters it's a never-ending goldmine, especially when one knows how to work it.

The most coveted heart is the Duke's, which more than one ambitious woman would like to win. **Lady Chlorine** has attracted attention with her repeated attempts at creating a love potion... **Azakri d'Olidor**, patriarch of a noble family of the Core, has decided to use **Jeklyne**, his own daughter, to seduce the Duke. He thus intends to improve the position of his family and gain an important place in the administration.

As it is hopeless to try and reach the Duke by normal means, Jeklyne will have to wear the potion as a heady perfume. Blackmailed, Lady Chlorine is trying to create a volatile recipe, but for the moment, the effects are rather... chaotic. And as Lady Chlorine has no idea about the ingredients required to charm a human, poor Jeklyne mostly risks attracting the unrequited love of a goblin present in the summer palace...

DUCAL JUSTICE

The Ten thousand paces prison is more often considered a refuge than a penitentiary by free leaguers: when one of them is directly accused of a crime and his league can't pay the fine, it's a sign that the league is going through rough times, and the isolation of the prison walls often protects the detainee from a quick vengeance.

However, when a leaguer has a powerful enemy, it can happen that the prison becomes a mousetrap instead of a haven: once locked up, the leaguer is at the mercy of enemies able to recruit, through contract or magically, help to exert their vengeance. Several times in the past leaguers have been found assassinated in their cells – this sort of event is never taken lightly by the Duke, as these deaths directly bring into question his authority and his justice. In these cases, the guilty party has always been found and ducal justice served, often under the seal of secrecy.

The ducal justice is not the only one to be applied in the Free city: if a fine and a stay at the Ten thousand paces are punishment enough in the eyes of the law to clear a leaguer from a needless murder, those close to the victim won't always be so forgiving. When a leaguer abuses his privileges, he should not only fear the vengeance of the powerful – a family, no matter how humble, holding a grudge, could still get him into trouble when he least expects it, as it's in the city, and not locked up in the Ten thousand paces, where a leaguer is meant to make his fortune.

FAMILY SECRETS

It's not a family, but really a clan that leads the Den Azhir fief. United by a powerful team spirit, its members oversee the administration and faithfully serve the Duke.

THE DUCAL CLAN

Den Azhir does not have much to show for his years as a free leaguer, except for a surprising capability for adaptation and some precious experience: he has weaved a network of friendships and contacts. Six people close to him have become his lieutenants at the head of the ducal system of power. Three of these six advisors are former free leaguers:

- **Hilda Ovenbrehe**, steward of diamond, oversees the activities of the leagues for the Duke. A great jurist and a scholar well known for her many works, she puts her encyclopedic knowledge, her fantastic memory and above all else, her endless energy in to the service of the free spirit. Without overshadowing the other eleven triumphs, she concentrates their activities. Due to her unfailing devotion she reports the most sensitive information to the Duke daily.

Those who gossip say that if the Cry of Alyon is such a prosperous league, it's because Hilda grants the diamond leagues favorable treatment. The truth is actually far from that – as Hilda would never privilege those who work for her. In fact, swamped by her work as coordinator, Hilda does not give the diamond leagues all the attention they deserve, which gives a few leaguers a little maneuvering room to exploit;

- Both jovial and passionate, **Kal Rajghur**, the constable, is an administrator rather than a military man. Yet he leads the militia and seconds Den Azhir on the most basic military matters. He preaches for a very centralized vision of ducal authority and always proposes very ambitious projects for the development of the militia and of the city;

- Austere and unnerving, **Silent Scyrnyth**, the intendant, balances the books of the Free city and advises the Duke on everything that concerns the guilds. He defends individual initiative and is opposed to overly systematic intervention of ducal authority, especially in matters where the citizens must learn to take care of themselves. Silent Scyrnyth always keeps his mind on the expense and looks down on extravagance. A

friendly rivalry unites the intendant and the constable who, at first glance, seem worlds apart. With time, this bickering has turned into a game between them, and it is not uncommon to see them defend their own divergent opinions out of habit before falling behind the decision of the Duke. But Kal Rajghur and Silent Scyrnyth work together in the service of Den Azhir and Cadwallon. They are constantly forced to team up due to their complementary skills (Silent Scyrnyth is above all a military man and Kal Rajghur's training is that of an administrator). Many think that Den Azhir has purposefully placed them in posts made for the other in order to keep a stronger grasp on Cadwallon, but the real reason has to do with a prophecy concerning the destiny of Silent Scyrnyth, whom the Duke prefers to keep as far away from combat as possible.

The other three advisors are talented friends of the Duke, and even though they've never been free leaguers, they use all of their skills in the service of Cadwallon:

- **Reverend Mother Ribeca** is an aged woman, renowned for her wisdom. She has served as Den Azhir's mentor for a long time, long before being called by the heralds of Felicity to serve them as grand ekzal. Being attentive to all ekzals, she receives their complaints and listens to the needs of the various Peers and often serves as an arbitrator in conflicts between nobles. Few know that Ribeca Merul is the granddaughter of Rodrigue Merul, the noble who lost the fief of Rampart in a gambling game long ago;
- **Lehris Izhar** is a publicly known master from the Cartomancers' guild. This flamboyant mage and seducer owes his life to Den Azhir and he helps him out with any matter relating to magical phenomenon in Cadwallon. Lehris considers it his duty to have a theory about everything and hates having to admit his mistakes. Lehris runs, officially in the name of his guild, the magic gems market of the marina, which grants him considerable power over the mages of the city;
- The Daikinee poet **Eyll** assists Den Azhir in diplomatic matters and foreign affairs. Her entrancing beauty and her lifting singing voice could quickly cause anyone to forget that she has worked in the city for a very long time as a spy and assassin for the Akkylannians. Den Azhir long ago freed Eyll from a spell a mad inquisitor had cast on her to enslave her. Ever since, Eyll faithfully serves her saviour and the ideals of the Free city.

POLITICS

The importance of the ducal enclave goes far beyond the stakes of a simple fief, and quite often, those of the Free city itself.

THE COILING EMISSARIES

On the Day of ashes, when the city is slowly plunged into darkness, the delegation of coiling emissaries crosses the ducal enclave to enter the palace. The six silhouettes are actually just a single ophidian: **Mordevohn**. On the Day of ashes in 998 this minstrel of Pain entered a trance that projected him into Hollowdeep. He felt his spirit commune with a superior power, the Shadow of Hollowdeep, and his identity shattered into pieces: he was divided into six fragments, each projected into one of Cadwallon's reflections. Ever since, each of Mordevohn's fragments roam over one of the Realms of the Great Circlet, and, once a year, on the anniversary of the incident, returns to meet its doubles in Cadwallon.

Guided by a supernatural instinct, Mordevohn has made a pact with the Duke – every year, he comes to serve him as an oracle and inform him of events taking place in the Great Circlet. In exchange, the Duke has promised to help him become whole again.

Den Azhir has a hunch that Mordevohn is only the pawn of the Shadow of Hollowdeep, a major power of Darkness still unknown in Aarklash. But the Duke knows that the destiny of Cadwallon depends on the balance of magical energies in the Great Circlet and uses the reports and predictions of Mordevohn as best he can. Not to mention that the rumors surrounding the coiling emissaries reinforces the Duke's aura of mystery.

THE EMBASSIES

The nations who have chosen to be represented in Cadwallon did not decide to do so simply to establish relations with the Duke: they intend to exert an influence upon the Free city. Protocol and the signing of treaties is often nothing more than a secondary aspect of an ambassador's functions. Contacts with the guilds or Cadwë leagues allow for the making of contacts, the gathering of information, organizing trades...

The cultural and religious stakes are also important, as the “free spirit” of Cadwallon is the birthing ground of many worries for foreign regimes and cults. Thus, when the Akkylannian ambassador protested against the presence of a chapel of Merin in the Synedrion, the heart of the Goldsmiths' guild, it was from a fear of blasphemy just as much as fear of seeing his god treated as an equal to those of “pagan” cults.

THE SECRETS OF DRAKAËR

HOLD THE RANKS!

The City of thieves and the Jewel of Lanever – Cadwallon is in a perpetual balancing act between these two identities. Drakaër proudly demands the prestigious title of Jewel of Lanever for Cadwallon and fights against the degrading City of thieves nickname. The Barhan virtues and Cynwäll lawfulness, which the leaders of the fief claim for themselves, are both a facade hiding the plots of the fief and the basis for its secrets.

Peer: Albanne of Drakaër

Population:

- Elf: Uncommon
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Discipline

FAI: Destiny + 1, Light + 2

PLOTS

Drakaër is marked by the seal of Light. Two emblematic figures dominate the fief: Dyrsin, the Cynwäll, representing the elves of Lanever, and the fief's Peer, Albanne Drakaër, a Cadwë. The former lives like a recluse in his Tower, only appearing outside for a few official duties, the other lives her existence openly and in service to all. Far from prying eyes, both have important plans for Cadwallon's future.

THE EYE OF LAROQ

The Cynwäll do not have an embassy in Cadwallon. Dyrsin (Elf/Dragon, Emissary 5/scholar 2/spy 2) is considered to be the unofficial envoy of the Lanever republic in the Free city. Even though Dyrsin refuses to bear the title of ambassador that some people occasionally give him, he does not hide the fact that he relays messages given to him by the Cynwäll authorities and gladly serves as a go-between for the Lanever leaders and the Duke of Cadwallon or the masters of the guilds. He introduces himself as an elf of good intentions, mindful of the mutual interests of his country of origin and that of his adoptive city, and not as a diplomat sent by his elven brothers.

This statement is true – Dyrsin is not a diplomat representing the republic of Lanever: he is a spy placed in the City of thieves by the *Allianwë*, the council of sages who shape the destiny of the Dragon nation! Even though the Cynwäll conceded the city's occupation to Vanius long ago, they have never lost their suspicions about the place. Despite centuries going by since their occupation of the territory, to this day they still consider Cadwallon to be cursed. In no particular rush to resettle, but aware that the Meanders of Darkness would occupy the spot if the ruins were abandoned, they felt that leaving the area to Vanius and his Dogs of war was a lesser evil. Ever since, they have kept an eye on Cadwallon via the occupant of the Tower. This strategy allows them to stay away from the antique remains which both scare and fascinate them: they leave the Cadwës to take the task of exploring upon themselves, and work behind the scenes to remain informed of their discoveries.

Over 120 years old, Dyrsin has been at his post since 907 (no one could begin to imagine that he could be so old, yet Dyrsin is only the second of Laroq's spies assigned to this post). He has always acted to protect Cadwallon from the other nations of Aarklash, especially the Meanders of Darkness.

When the political infighting of the City of thieves paralyses the actions of the Duke and the Peers, Dyrsin intervenes by secretly hiring mercenary companies from outside the city or free leagues. It is possible that sooner or later, free leaguers could be given an investigation where Dyrsin is implicated while they were already working for him without knowing it.

INTERNATIONAL RELATIONS

Most Cadwës believe that there is a Cynwäll embassy in Cadwallon. That is not the case – in fact, the republic of Lanever actually considers the Free city as a part of Lanever. If it had to justify an intervention in Cadwallon to its allies of the Ways of Light, the tribëns would argue that it was not an aggression against a sovereign state, but simply an internal matter pertaining to Laroq's jurisdiction.

The Cadwë Dukes have never been fooled as to the Cynwäll position. They have always kept a sharp eye out for the smallest misstep in order to negotiate the opening of a proper embassy in the Free city. They have often tasked leagues to watch over the official representatives of the republic of Lanever or to try and prove that Dyrsin is an agent of the *Allianwë*.

ALBANNE'S CRUSADE

Albanne (Human/Upper City, Courtesan 1/officer 2/duelist 1) takes her role as Peer to heart. She honors the memory of her Barhan ancestors, especially the values they have given her and the fief. She nevertheless considers herself to be a Cadwë, with responsibilities to her fief, the Duke and the Free city. Albanne strongly supports independence, Cadwë traditions and the leagues she considers to be honorable. She has warm relations with the bards of Destiny.

Albanne despises the guilds as she considers their alliances dangerous – that's why she is working on a project destined to put them under the guardianship of the Peers. She has decided to publicly prove the allegiance of the Usurers to Sphet Drahas. That allegiance is common knowledge, but many Cadwës believe that this statement is just a myth used by the Usurers to scare those who are in debt to them. Albanne is trying to demonstrate that not only is the guild an historical enemy of the Free city, but that it is also under the orders of the barony of Acheron. She hopes that irrefutable proof of control from an outside nation, moreover one serving Darkness, on the Free city would create a large-scale scandal which would discredit the entire Usurers' guild, a scandal that would allow her to orchestrate the takeover of the various guilds' headquarters by free leaguers.

Albanne is seconded by **Argos Brissandre** (Human/Lower City, Bard of Destiny 3/emissary 1/spy 1), a man entirely devoted to her cause. He uses his many contacts in the upper city and those in the lower city to gather the information the Peer needs. He is also the middleman between Albanne and the free leagues. He approaches them, selects their most promising members, helps them develop and holds informal meetings with the Peer of Drakaër. During these meetings, Albanne discusses the corruption of the guilds, as well as the protection mission given to the free leagues. Only the seven of sapphire, Captain Franz's league (Dwarf/Griffin, Guard 4), otherwise known as the Cuirass, is tasked with watching over the teachers from the Meanders of Darkness, under the guise of a mission to protect the teachers of the Free University. Indeed, careful to respect the free character of the city, Albanne had no other choice but to allow them to teach in her fief.

SABOTAGE

The guilds ignore everything about Albanne's crusade. Nevertheless, they are conscious of the Peer's growing hostility towards them – especially the guilds whose headquarters are in Drakaër (Architects, Scribes, Bird catchers) and who have regular contact with Albanne or her advisors.

The Architects have a plan to win back the good graces of the fief's leaders. In 900, they acted, alongside Cynwäll engineers, to save the Pillars from a flood. They created pipes that run beneath the paved streets of the district, draining away the excess water from the lake and directing it to wells. The Architects are slowly sabotaging this system – the next time the lake's water rises, the Pillars will be flooded again. The Architects are getting ready to intervene and show zeal and efficiency that should put them back in the good graces of the Drakaërs.

However, the plan of the Architects is going to backfire. If the Pillars become flooded, Albanne will take advantage of the situation to berate the work of the Architects who are unable to conceive a network able to last more than a century. To solve the problem, she will turn to Dyrsin for help, as his tower still houses the work constructs the Dragons used in 900.

FAMILY SECRETS

Silnus Drakaër (Human/Lion, Officer 4) is Albanne's uncle. This twisted and experienced old man is extremely respectful of traditions. The years he spent fighting for his principles have hardened his sense of honor. He plays a large part in the affairs of the family.

SILNUS' BETRAYAL

Silnus feels that Albanne's open fidelity to Cadwallon is a betrayal of the other descendants of Johann of Alahan, first Peer of the fief, and even greater, to the crown of Alahan. He is convinced that if his brother, Osrice, Albanne's father, were still alive, he would denounce his daughter's policies. With a heavy soul, Silnus, obeying what he feels is a greater duty, has decided to betray Albanne. He plots to prove the incompetence of his niece and aims for her destitution to the profit of Albanne's brother, Eric, loyal to his sister but fascinated by Barhan culture and by his uncle. Silnus has prepared many discourses:

- To his family: In Kallienne, the Barhans consider Albanne's declared loyalty to Cadwallon as a betrayal on the behalf of the Drakaërs;
- To Dyrsin: The Barhans of the kingdom of Alahan and of the fief think that Albanne's positions are the result of Cynwäll manipulations, in order to reinforce their influence on Cadwallon with the help of the Drakaërs;
- To the Barhan ambassador: Albanne, a pure but innocent young woman, is under the influence of Dyrsin and of the Cadwë clergy who manipulate her to weaken the position of the Alahan crown in the Free city;
- To the ducal authorities: The independence of Cadwallon is maintained by a balance of the forces of the races of the Ways of Light. Albanne, inexperienced idealist, has disregarded the basic political compromises.

At the same time, Silnus is trying to organize Argos de Brissandre's surveillance and wants to try and infiltrate the free leaguers he meets with.

Albanne and Eric know what the opinion of their uncle, a guardian of Barhan interests, is. However, they cannot conceive for a moment that he could betray them so utterly. If Albanne learns of this, she will be forced to send Silnus away – denied its grey eminence this way, the position of the family would be considerably weakened. As for Eric, his love for his sister and his admiration for his uncle would tear him apart; in this state, the latter would then be able to manipulate him.

VENDETTA

Silnus has declared a vendetta against Adalban Ghieron.

Upon the death of Tredius Ghieron, Peer of Ghieronburg and Adalban's brother, Silnus tried to arrange a marriage between Tredius' successor and Albanne. In this way, he hoped to remove his niece from the Drakaër Peerage, obtain an advantageous position in another fief and get his hands on the secret of the Braise which never sleeps (see *Secrets of Ghieronburg*). Adalban welcomed Silnus' proposition, but the Barhan quickly realized that Adalban was trying to fool him. The Ghieron family had agreed to name another successor to the deceased Peer: Bernadil, Thedius' son. Bernadil being quite young, Adalban would be his tutor at first...but never the Peer, which they "forgot" to tell Silnus. Furious that a Ghieron from the lower city had tried to get one over on him, Silnus put an end to the negotiations. He now hates Adalban with a passion and never misses a chance to cause prejudice against Ghieronburg and its ruling family.

POLITICS

Albanne runs her fief and her relations with the other Cadwallon forces in a transparent manner. The direction she takes is clear, whether it is in her loathing for the guilds or her sympathies for the free leagues. There are three situations in which she hesitates on the direction to take.

OGROKH

For many generations, the Drakaër and the Khaurik have had friendly relations. This is why Albanne thinks that the Duke did not go far enough in his recent intervention (see *Ogrokh, Players Handbook p.62*): she sees a direct link between Urakh's death and Dazomet's aborted takeover. She has repeatedly met with Den Azhir to demand an official inquiry into the circumstances surrounding the Peer's death and to demand that Dazomet be removed from his duties as regent.

The Duke has made Albanne a promise that was followed by no visible effort. She is getting impatient and is thinking of testing free leaguers by sending them to inquire in Ogrokh. She is getting to the point where she might even ask them to distribute justice themselves, as she is convinced that Dazomet was Urakh's assassin.

THE RAMPART

Albanne feels pity for Camelia Orrkrk, whose fief is mired in misery. She wishes to discreetly help the ogre matron through the intervention of free leaguers. Albanne would pay them to help Camelia in her search for buried treasures and to help her avoid the wrath of the leagues due to the accusations of mercenary hiring (see *The Rampart, Players Handbook p.50*). When asked his opinion on the matter, Argos Brissandre is worried that Albanne wants to leave the resolution of all of Cadwallon's problems to free leaguers. He wants to convince the young lady that it would be wiser to avoid bringing attention to the close links between Drakaër and free leaguers. But since he is unable to propose an alternative that could help Camelia Orrkrk, Albanne is about to put her plan in to action.

THE TROPHY

Albanne is horrified by the situation in the Trophy. On one hand, the Standing-wind Peer controls a little less of his fief each day, and on the other hand, despite how little she likes goblins, Albanne feels that the Markropets were unjustly cheated of their Peerage. She claims she is ready to publically declare that the Standing-winds must restore the Trophy to the Markropets. Silnus hypocritically encourages her to take on this brave position, while Argos Brissandre is warning her against the risk of starting a civil war between goblins and Kelts in the Trophy.

THE SECRETS OF VAR-NOKKT

FORTUNE SMILES AT YOU, VAR-NOKKT!

In Cadwallon, fortune has a name: Var-Nokkt. This family has managed to involve itself in a considerable number of different activities. Masters of plotting while hiding beneath their honorable appearance, the Var-Nokkt are now at the heart of a complex web of alliances, compromises and sometimes even corruption.

Peer: Torguir IV Var-Nokkt

Population:

- Elf: Uncommon
- Goblin: Rare
- Human: Common
- Dwarf: Uncommon
- Ogre: Uncommon
- Orc: Rare
- Wolfen: Rare
- Ophidian: Rare
- Troll: Rare
- Minotaur: Rare
- Ogmanan: Rare
- Centaur: Rare

Dominant attitude: Discipline

FAI: Destiny + 1, Light + 2

PLOTS

VAR-NOKKT OPPORTUNISM

Ever since the foundation of the fief, the Var-Nokkt, ancient expatriates of the Ægis, have had only one goal: personal profit. The very organization of their fief has been planned for this - everything is designed to draw in the most talented individuals, to offer them an ideal environment to live in and allow them to prosper...with the exception of a few "local taxes". In much the same way, the fief is carefully set up to constitute a secure and attractive territory for the guilds who generate the greatest income (the Goldsmiths, the Usurers and the Architects), in exchange for a share of their profits.

The Var-Nokkt have spread their influence everywhere and constantly watch over the business of the fief, looking for any excuse to levy a new tax. Everyone gets a share, from the Var-Nokkt to the Duke, along with the guilds.

However, the rise of the leagues has changed everything - these small and autonomous organizations are hard to infiltrate and aren't a source of revenue, but rather competitors that ought to be wiped out.

The Var-Nokkt never act directly - they use their contacts, their information and are terribly patient. They watch, wait and know when to get the gears rolling to crush their enemies. They rarely dirty their own hands.

But by trying to win on all fronts, losses are inevitable - as is the case with Arkan Var-Nokkt, the Peer's brother. Having become too cozy with the Usurers, he adopted their methods and principles and now serves Darkness. He isn't really looking to replace his brother at the head of the fief, he rather sees himself as the power behind the throne, busy plotting, wheeling and dealing, and reaping the profits...

The other members of the family are not as corrupt, but they do not flinch when they need to use nefarious means. The last vestiges of dwarven culture is the only thing that protects the family against infighting and tearing each other apart. Indeed, the Var-Nokkt have not yet abandoned the virtues of discipline, organization and loyalty to the head of the family. Only Arkan has sown the seeds of their destruction...

THE UNDERGROUND WAR

Master Oloram's Cellar concession is an unavoidable way for free leaguers to have access to the underground riches of Var-Nokkt. However, the Usurer dwarf follows a hidden agenda - he uses his business to attract the leagues active in the fief, most notably the more prosperous ones. He regularly uses Usurer troops to create ambushes against them in the tunnels. He also watches over the activities and discoveries of the Circle of Explorers and relays precious information to the King of ashes' court. In order to avoid suspicion, he relies on the Var-Nokkt family (he married Arkan's granddaughter, Iziangkha) to get rid of overly lucky free leaguers.

FAMILY SECRETS

KORANG, THE LOST HEIR

Two years ago, the Peer's grandson, Korang Var-Nokkt, was being taught, in the family's Treasury, how to run the family business by his great uncle Arkan. Various rumors of corruption and financial mismanagement reached the ears of the Peer, who gave his other grandson, Thorigg, the discretion to investigate.

Arkan, who was directly implicated in this web of corruption with the Usurers guild, collaborated with his accomplices to forge various documents that would finger his great nephew Korang. Thus, during his investigation Thorigg discovered that Korang was receiving bribes to allow the Usurers to avoid paying their taxes.

In order to avoid a scandal, Torguir IV gave Thorigg, without warning any other members of the family, the task of making Korang and the evidence disappear. Thorigg only partially completed his task - he took care of making any witnesses disappear (in this case a few Usurers, sacrificed without a second thought by Arkan and his accomplices), but allowed his cousin to leave the city incognito.

Thorigg has since realized that he and his grandfather were manipulated. He suspects Arkan is behind this conspiracy - lacking proof; he keeps an eye on his activities. Also, with his father Norrik, he fights against the growing influence of free leaguers. He now takes care of the family's "dirty business" and through this often frequents the scum of Cadwë society.

A year ago, he orchestrated the disappearance of an entire league who had set itself up in Var-Nokkt. To do this, he simply used another league that had been scrounging for ducats. By removing these free leaguers, this second league managed to earn enough Ducats to accomplish their prosperous duty (see *Players Handbook*, p. 114).

Thorigg has not forgotten his suspicions and uses his talents and contacts to learn as much as he can about his great-uncle, and as soon as possible, neutralize him.

As for Korang, he came back to Cadwallon under a false identity. He keeps away from Var-Nokkt for the moment, but intends to get his revenge... He has recently joined a league and, bit by bit, will obtain the weapons necessary to confront his great-uncle.

POLITICS

THE GREAT FAMILIES

House Oberik: Discrete but powerful, the Oberik family has tied its destiny to that of the Usurer's guild for generations. The Oberik make the best safes and security systems in Cadwallon. They have next to no contact with the masters of the Usurers and quietly ply their trade. The unremarkable storefront of Ghulrigg Oberik, the family's patriarch, is on the Rækar gate's great plaza. The Oberik fear only one thing: the blueprints for their creations being stolen, which would put an end to their monopoly on the protection of personal possessions market.

The Oberik are not naive: they know the nature of their guilds' true masters. Even though their membership in the Usurer's guild is primarily to facilitate their commercial monopoly, they use their contacts in it to remove leagues that bother the Var-Nokkt family. The leagues that have settled down in the fief have been discarded so far, thanks to henchmen of Darkness.

House Kaerigh: Long allied with the Var-Nokkt, the Kaerigh family has founded one of the most prestigious shops of the Goldsmiths' guild in the Ka-Ân-Vor district. Married to the sister of the current patriarch, master Fingôr Kaerigh, Arkan uses their storefront to launder the astronomical sums generated by his corruption network.

House Korlahn: Installed at the source of Forges road, this family belongs to the guild of Blacksmiths. Specialized in the production of typical dwarven weapons and armor, it is leading a veritable crusade against the guild of Blades to regain their selling rights. Allied to the Var-Nokkt, it uses their influence with the Goldsmiths to gain support. In return, it allows the Var-Nokkt to profit from their goods through the intermediary of Krondnir, without going through the Blades. If this were to become known, the scandal it would cause would be immense and would seriously damage the reputation of the Var-Nokkt, well known for their support of the guilds.

House Haarken: This family is as old as that of the Var-Nokkt - indeed, the founder of the Haarken was himself a lieutenant of Raekar Nokkt. The Haarken thus combine a noble name with the prosperity of their shop, as the Haarken are also respected members of the Goldsmiths' guild. For many years, the two families were allied, but the situation has recently changed. Ôdril Haarken, the head of the family, now shows suspicion towards the policies of the Var-Nokkt. His daughter Ghevelf, Krondnir's wife, has thus been kept away from the Var-Nokkt organization. The latter's daughter replaces her in the family's Treasury. Ghevelf now lives cloistered in the Castel.

Ôdril Haarken uses all of his influence to reduce the power of the Var-Nokkt in the fief and to prove that their disproportionate opportunism does not serve the interests of Cadwallon.

THE DRESS-MAKERS' GUILD

This guild, at least to all outward appearances, is only interested in things as frivolous as nice clothes and perfumes. The truth is a bit more complex.

Behind these honorable and harmless activities, some of the guild's masters hide a discrete but prosperous trade as poisoners. They are able to create all sorts of poisons, toxins or mind-altering substances. Thus, this perfume combined with the sap extruded by that plant becomes fatal. Conspirators from the upper city often call upon the Dressmakers to eliminate, interrogate or brand their competitors with infamy.

But the guild hides deeper...and more terrible...secrets. Their district allows entrance deep beneath the Var-Nokkt fief, where, until recently, the lair of an Ophidian community could be found. This race is behind the monopoly of the guild on perfumes, as, thanks to their science of scents and pheromones, the Ophidians were able to teach highly elaborate techniques to the first master-perfumers. The latter are able to cause all sorts of effects using nothing but fragrances, and even with the disappearance of this Ophidian lair (see *The Ashes of Wrath*), there are still a few Ophidians left, hidden and protected by the Dress-maker's guild.

With such godparents, it is not surprising that the Dressmakers have always been able to resist the power of the Var-Nokkt. A few decades earlier, the family had tried to infiltrate, influence and racket the guild, without success. When the wife of the Peer at the time showed signs of insanity and jumped from the top of the Castel after being scared by "ghostly spiders", his son died after terrible burns that suddenly appeared on his body and when his daughter was found, wandering in the lower city like a zombie, the Peer had to admit the obvious: the Dressmaker's guild cannot be touched.

BEING A FREE LEAGUER IN VAR-NOKKT

Quite a gamble! The fief offers many opportunities: unexplored tunnels and a strong presence of the guilds who are most apt at using intrigue and underhanded means to get what they want (the Usurers, the Goldsmiths... and, to a smaller extent, the Dressmakers). Nevertheless, the influence of the Var-Nokkt represents a real menace.

They watch over the development of the leagues and are always ready to throw a wrench in the works. Thankfully, the leaguers have several means of retaliation: house Haarken, Thorigg's suspicion of his great-uncle Arkan, the Dressmaker's guild..

In short, making a fortune in Var-Nokkt isn't an easy task, but skillful free leaguers could be able to change the face of the fief by eliminating the more corrupt members of the family... and by getting the point across that the Usurers are definitely not ideal partners for those who want to live very long.

The **Gray Foxes** are dwarven mercenaries. This company, originally led by Raekar Nokkt himself, has inspired the counter-sap troops of the Architect's guild, most notably the wrecker dwarves (see *Cry Havoc* Vol. 03). The ace of amethyst league, their inheritor, has been discarded for decades due to the influence of the Var-Nokkt.

However, there are two factions, who would like to see this league revived:

- Master Ôdril Haarken would be ready to front part of his fortune to support the re-decking of the league in order to seriously damage the Var-Nokkt morale;
- Thorigg Var-Nokkt, the master of the family's dirty work, is tempted to create a new troop of free leaguers, one that would serve his interests. A true opportunist, he would like to use leagues instead of fighting them blindly. Having real and durable support among the free leaguers would be a perfect way of insuring the political future of his family. This position is not really understood by the rest of his family.

The Gray foxes could implicate Arkan and eliminate the "rotten branch" of the family. This would serve the interests of Thorigg: the Var-Nokkt could free themselves from the Usurers and they would also understand that the power of the leagues, when properly used, is a new and terribly efficient weapon, all in one fell swoop.

BOOK II: NONPLAYABLE CHARACTERS

THE FACES - INTERACTION

ONE, TWO, THREE...

Cadwallon, here I am!

Berem of Ylehnar, third son of the lord of the same name, gazed at the vertiginous groupings of buildings rising in the night mist.

The young Barhan, wrapped in his traveling cloak, felt fit to conquer the city.

He was no longer an insignificant nobleman without a future, lost in the shadow of his elders.

Berem deeply inhaled the air loaded with unknown whiffs, fantasizing of adventures and his coming glory.

Twenty-one, twenty-two...

The Barhan heard a small noise behind his back, then, seeing a detachment from reality, he couldn't catch his breath. _

"It's always the same with these young morons. Their necks stretched out to look at the stars, they don't even pay attention to their throats. It's almost too easy!" muttered the dark figure keeping Berem's body pinned to the ground during its last jerking moments.

Thirty-six, thirty-seven...

Wiping his blade on the cloak of his victim, the murderer quickly searched the motionless body.

He uncovered a full purse and a beautifully crafted dagger which he made vanish in a fold of his shirt.

Then, he straightened up, mumbling under his breath.

He stood alert for a few moments, then carved his guild's mark on the nearest wall with the tip of his blade.

Fifty-four, fifty-five...

"If at the sixty-second mark, you haven't left, you are done for by the militia."

He had been that well trained, yes.

His back painted with scars spoke to it. It was the harshness of the City of Thieves, a city where only the most hardened survived.

Resuming his journey along the docks, he grumbled, almost trampling a rat.

One of those rodents with a mangy and piloerected back, as we have seen more and more lately.

The assassin whistled three short blows and hastened his pace.

Hopefully another liberated candidate awaited him...

THE CADWALLON CONTACTS

These contacts are inhabitants of the Free city, and known to all. Any character can have them as a contact. In the first part of this book, their names are printed in bold in the fief and district descriptions. To know them is to have an ear to the ground in their respective districts.

THE FACES

THIS SECTION INTRODUCES NEW CONTACTS, AS WELL AS A NEW KIND OF EMBLEMATIC NPC: THE FACES.

INTERACTION

Just as in the first volume of Secrets, this tome offers new contacts that cannot be selected during free leaguer creation. Even though everyone knows these inhabitants of the Free city, they are nevertheless reserved to the GM for two reasons:

- Players may know of the existence of some of them. But, as they cannot have them as contacts for their character, they will doubtless suspect them of being involved in various plots;
- The GM can flesh them out in any way he likes, in order to turn them into NPCs as important as those introduced in the Secrets collection.

These new contacts follow the same descriptive format as those from the Players Handbook.

THE CONTACTS

Name (POT): This is the name under which the characters know the contact. In Cadwallon, it isn't rare to use nicknames or even have multiple identities. The value between parentheses indicates the contact's Potential. This is equal to the sum of the two highest trades of the contact, and is increased by one if said contact has the gods smiling down on them.

Race: Indicates the species of the contact and thus the type of miniature that could represent them.

Culture: Indicates the culture that the contact comes from.

Trades: The trades of the contact, which the GM can use as an indication of how to interpret the contact or how to manage their interactions with the PCs.

Knowledges: Indicates the knowledges the contact possesses. A contact is able to give information, possibly even precise, clear and detailed secrets on the main types of knowledge that he possesses, and those alone.

Distinctive Features: Those followed by an "(F)" are feats.

Location: This is where the contact spends most of his time when they are in Cadwallon (whether they live or work there).

A brief introduction then paints a broad picture of the contact and their motivations. Information is provided on the sort of help they can give, how to get on their good side or reward them, etc.

AMORIS (4)

Race: Human

Culture: Griffin

Trades: Sea dog 2, merchant 2

Knowledges: Commerce 2, Country (Larönn strait) 3, Culture (Griffin) 2, Faction (Guild of Ferryman) 2, Language (Akkyllannian) 2, Language (Cadwë) 2

Distinctive Features: Fanaticism (F), Resolution/2, War fury

Location: Outskirts (Fort Griffin)

Lieutenant Amoris neglects his appearance and by far prefers his little side deals to military discipline. A man of few scruples, he steals and resells the imperial army's highly sought-after equipment with the help of a few of the garrison's soldiers. His love of alcohol makes his behavior unpredictable, depending on the time of day and the amount that he's drunk. Amoris is, even when blind drunk, an outstanding navigator the moment he gets on the bridge of his skiff.

ARDHUN VAR-NOKKT (2)

Race: Dwarf

Culture: Boar

Trade: Missionary 2

Knowledges: Country (Ægis) 2, Cult (Caradoc) 2, Culture (Boar) 2, Culture (Upper city) 2, Expertise (Steam) 2, Fief (Var-Nokkt) 2, Language (Cadwë) 2, Language (Gheim) 2

Distinctive Features: Exalted, Hard boiled (F)

Location: the Bridges (Var-Nokkt)

Grandson of Var-Nokkt's Peer, Ardhun was born in the Ægis, and has come to Cadwallon as a missionary to learn more about his family. He stays away from the Var-Nokkt clan, but uses his mission to discover the charms of the Jewel of Lanever.

ARGOS BRISSANDRE (4)

Race: Human

Culture: Upper city

Trades: Bard of Destiny 3, emissary 1, spy 1

Knowledges: Cult (Destiny) 3, Culture (Lower city) 3, Etiquette (Nobility) 1, Faction (Drakaër family) 1, Fief (Kraken) 2, Language (Cadwë) 4, Leagues 1, Urban legends 2

Distinctive Features: Bravery, Piety

Location: Drakaër

Originally from the Kraken, Argos took the name "Brissandre" in order to have an easier time making a place for himself in Cadwë upper society. He still isn't entirely comfortable in his adopted fief, but has his ways of getting into places, including the palace of Drakaër's Peer. He is a distinguished/eminant member of the bards of Destiny.

ARORSHA (4)

Race: Wolfen

Culture: Hyena

Trades: Craftsman 2, warrior-monk 2

Knowledges: Country (Diisha) 2, Cult (Vile-Tis) 2, Culture (Hyena) 1, Culture (Wolf) 2, Expertise (Forge) 3, Language (Cadwë) 1, Language (Wolfen) 2

Distinctive Features: Born killer (F), Desperate, Iconoclast

Location: Outskirts (Fangs of Vile-Tis)

Arorsha is a Wolfen who the Beast has awakened in. His black maw and his yellow eyes are just as disturbing as his frequent growls. As a blacksmith living away from the city, he has many visitors who would like to acquire weapons he makes – blades as beautiful as their bite is cruel. He sets their price after a ritual that every customer must undergo, in person, before any negotiation can take place.

BERNADIL GHIERON (4)

Race: Human

Culture: Upper city

Trades: Courtesan 1, emissary 3

Knowledges: Culture (Lower city), Etiquette (Bourgeoisie) 3, Etiquette (Peers) 2

Distinctive Features: Bravery, Concentration/2 (F)

Location: Parchedale (Ghieronburg)

This man of roughly thirty is the Peer of Ghieronburg. Adalban Ghieron lets him parade around and take part in the big reunions of the Cadwë bourgeoisie. Despite his air of superiority, Bernadil Ghieron is an easily influenced man.

MISTY (3)

Race: Human

Culture: Lower city

Trade: Spy 3

Knowledges: Country (Kingdom of Alahan) 3, Expertise (Poison) 2, Faction (Guild of Usurers) 3, Faction (Royal family of Alahan) 4

Distinctive features: Bravery, Romeo (F)

Location: Heaven heights (Soma)

Misty's specialty is infiltration and espionage – she is one of the people the Usurers refer to as "buffoons". Trained to infiltrate Whitehaven, she sees her mission as a game. A beautiful woman, Misty is well aware of her powers of seduction.

CALKA (5)

Race: Earth Elemental

Culture: -

Trade: -

Knowledges: Country (Realm of Xurgaddys) 4, Magic path (Earth) 3

Distinctive Features: Brutish charge, Devotion/3 (F)

Location: Petropolis (Ghieronburg)

This Elemental, bound to telluric energies, hides under the guise of an orc shaman. His character is odd and his reactions are unpredictable. His sole motivation is to protect and care for the gardens of Petropolis using his magic in addition to Cadwës he has rallied to his cause or who he manipulates.

CAPTAIN FRANZ (4)

Race: Dwarf

Culture: Griffin

Trade: Guard 4

Knowledges: Culture (Upper city) 2, Faction (Drakaër) 3, Fief (Drakaër) 4, Leagues 3

Distinctive Feature: Hard boiled (F)

Location: Drakaër

Captain Franz is the leader of the seven of sapphire league, commonly known as the Cuirass. Along with his companions he works full-time for the Peer, Albanne Drakaër. He is in charge of the protection of personnel and buildings of the Free university.

CORICIDINE (1)

Race: Goblin

Culture: Lower city

Trade: Bandit 1

Knowledges: Country (Cadwallon) 2, Culture (Immobilis) 2, Fief (Rampart) 2, Language (Cadwë) 1

Distinctive Features: Luck, Survival instinct (F)

Location: Variable.

This young goblin has just graduated from the Higher academy of Weapon bearers. Due to a stroke of luck, he has quickly found work with the Orrkrk family. When he isn't in the Bridges (Var-Nokkt), he hangs out in Lady Allya's tavern (Rampart).

BARNACLE THE SLY (3)

Race: Goblin

Culture: Rat

Trades: Bandit 1, Sea dog 2

Knowledges: Country (Cadwallon) 2, Country (Larõnn strait) 2, Culture (Rat) 2, Faction (Guild of Ferrymen) 1, Language (Cadwë) 2, Language (Goblin) 2

Distinctive Features: Goblin's jeers, Scout, Survival instinct (F)

Location: Outskirts (the Immobilis archipelago)

This sailor of dubious hygiene can easily be found by looking for his ship, a small sailboat with a rounded hull. A former pilot of the port, he knows both the waters of Cadwallon and those of the nearby islands very well. He styles himself as a pirate and claims to have ties with the crew of the Black Tooth.

LADY FYÉÂ (2)

Race: Elf

Culture: Scarab

Trades: Miscreant 1, merchant 1

Knowledges: Culture (Upper city) 2, Fief (Den Azhir) 3, Fief (Drakaër) 3, Fief (Var-Nokkt) 1

Distinctive Features: Regeneration (F), Survival instinct

Location: the Automaton

Lady Fyéâ runs the baths that bear her name. This establishment is greatly appreciated by the ladies of the upper city. Tongues get untied here and discussions flow freely. Lady Fyéâ is perfectly up-to-date on the latest gossip from the Cadwë aristocracy.

DANKA KHAURIK ARGAM (3)

Race: Ogre

Culture: Lower city

Trade: Officer 3

Knowledges: Country (Cadwallon) 2, Culture (Lower city) 2, Etiquette (Mercenaries) 3, Faction (Guild of Blades) 3, Fief (Ogrokh) 4, Language (Cadwë) 2, Strategy 3

Distinctive Features: Bravery, Brutal, Hard boiled (F)

Location: the Incarnat (Ogrokh)

Danka is a fine ogre matron: she likes it when business and war go hand in hand. Danka has always picked the godparents of her children from her companions-in-arms. Her five sons work for the guild of Blades and her four daughters have been married to foreign nobles. Danka is deeply attached to martial traditions.

DERGGU THE LIMP (5)

Race: Human

Culture: Lower city

Trades: Alchemist 4, shrew 1

Knowledges: Country (Cadwallon) 2, Country (Cadwallon underground) 1, Culture (Immobilis) 2, Expertise (Mutagenic) 4, Fief (Gamehead) 2, Language (Cadwë) 2

Distinctive Features: Dodge (F), Fanaticism, Mercenary

Location: the Skinner (Gamehead)

This Cadwë of Drune origin has been serving the Usurers for a long time. Usually wrapped up in a carriage driver's coat that is too large for him, he limps from pile of refuse to pile of refuse. Some say that his endless cruelty comes from tortures he suffered as a child. Others say that he simply honors the pact that binds him to the Usurers.

DURDAN (3)

Race: Human

Culture: Serpent

Trades: Cutthroat 2, sleuth 1

Knowledges: Culture (Snake) 3, Faction (Guild of Ferryman) 1, Faction (Guild of Sewer-workers) 1, Fief (the Automaton) 1, Fief (the Trophy) 3

Distinctive Features: Bravery, Desperate

Location: the Automaton and the Trophy

A member of the End of roads league, Durdan fights alongside Ambush against the contraband which is swamping the Trophy. Solitary and not very talkative, he gives off a worrisome, almost unhealthy, feeling. Recently, Durdan has often been found wandering around in the Automaton.

ERWAN STANDING-WIND (6)

Race: Human

Culture: Lower city

Trade: Tarot-mage 6

Knowledges: Country (Cadwallon) 2, Culture (Lower city) 4, Faction (Guild of Cartomancers) 3, Faction (Standing-Winds) 5, History (Cadwallon) 5, Language (Cadwë) 4, Language (Kel's tongue) 3, Urban legends 5

Distinctive Features: Bravery (F), Devotion/3

Location: Comedy Garden (the Trophy)

The uncle of the Trophy's Peer is well known for his knowledge of Cadwallon and its tarot's myths. This inhabitant of the round tower advises his nephew on these subjects. Ever since the rumors about deals between Gwan Standing-Wind and the Scorpions began, Erwan has distanced himself from his nephew. He remains a distinguished member of the Cartomancers.

EYLL (5)

Race: Elf

Culture: Griffin

Trades: Spy 3, duelist 2, cat burglar 2, courtesan 2

Knowledges: Art (Poetry) 3, Commerce 2, Country (Akkyllannian Empire) 2, Cult (Merin) 2, Culture (Spider) 1, Culture (Dragon) 1, Culture (Griffin) 2, Culture (Lion) 1, Culture (Scarab) 1, Culture (Upper city) 3, Etiquette (Diplomats) 3, Faction (Guild of Ferrymen) 2, Fief (Den Azhir) 2, Language (Akkyllannian) 2, Language (Cadwë) 3

Distinctive Features: Born killer, Leap, Scout, Toxic (F)

Location: The embassies (Den Azhir)

The reputation of this troubled poet feeds many fantasies: apparently she has spied upon, assassinated or seduced a number of powerful people around the world – however, the rumors are often too conflicting for all of them to be true. Even though she has withdrawn from her business, Eyll still exerts her influence in the Duke's name on the diplomatic circles of Cadwallon.

GOWAYN GHIERON (4)

Race: Human

Culture: Upper city

Trades: Merchant 2, courtesan 2, Sea dog 1

Knowledges: Administration (Income taxes) 4, Administration (Stewardship) 2

Distinctive Features: Bravery, Righteous (F)

Location: Parchedale (Ghieronburg)

Gowayn only rarely leaves Parchedale. The management of the fief's finances is his responsibility. Busy keeping track of every ducat, the fief's economic development is also his responsibility. He is greatly respected by most merchants and leagues of Ghieronburg, who often ask him for advice on their management.

HADRAX (6)

Race: Wolfen

Culture: Wolf

Trades: Strong-arm 3, officer 3

Knowledges: Country (Diisha) 2, Culture (Wolf) 2, Faction (Guild of Blades) 3, Language (Wolfen) 2, Nature 2, Strategy 3

Distinctive Features: Authority, Born killer (F), Rallying cry

Location: the Bog (Gamehead)

Even in the Free city Hadrax has been able to maintain all of the power and majesty of Yllia's clans of old. He has, since his arrival, refused to mingle with the Cadwë and still lives in his world as an exile. He savagely worships the goddess of the moon and leads his meager troops as if they were an elite pack. He is aware of the secrets and military details of the clans better than anyone else in Cadwallon.

HENNEG (4)

Race: Human

Culture: Minotaur

Trades: Emissary 2, Guard 2

Knowledges: Country (Avagddu) 2, Culture (Minotaur) 2, Fief (Den Azhir) 2, Language (Kel's tongue) 2, Leagues 2

Distinctive Features: Dodge, Romeo (F), War fury (F)

Location: Outskirts (Wall of Earth)

Barkeep at the Tavern of the Tarot, Henneg is one of the people most aware of the rumors floating around the Free city. His establishment is the rallying point for the free leaguers, who manage to get some relative peace there. He passes along offers from the leagues and knows how to find potential employers for the ones he likes.

ISABESS GHIERON (4)

Race: Human

Culture: Upper city

Trades: Craftsman 2, courtesan 2

Knowledges: Etiquette (Peers) 3, Expertise (Herbs) 3, Nature 2

Distinctive Features: Fanaticism, Romeo (F)

Location: Olgheta house for the poor (Ghieronburg)

This woman dedicates herself to helping the poor of Ghieronburg. When she is not finding them food and shelter, she maintains relations with the other influential families of Cadwallon in the salons of Den Azhir.

IENÂ (10)

Race: Elf

Culture: Spider

Trades: Tarot-mage 5/Tarot-mage 5

Knowledges: Country (Ashinân) 2, Culture (Spider) 2,

Faction (Guild of Cartomancers) 2, Fief (Rampart) 2, History (Cadwallon) 5, Language (Akkyshan) 2, Language (Cadwë) 1, Symbolism 5, Urban legends 5

Distinctive Features: Romeo, Toxic (F)

Location: the Muck (the Rampart)

Ienâ is very critical towards the society of Ashinân, but those who know her whisper that she has not rejected the ways of Darkness as such. Her reputation as a flighty and dangerous lover no longer needs to be established, and those who try to gain her favor during the mystic ceremonies at the temple of pleasures are numerous.

JAAHN SEEDHOWLER (6)

Race: Wolfen

Culture: Lower city

Trades: Bard of Destiny 5, strong-arm 1

Knowledges: Administration (Cadwallon) 3, Art (Song) 2,

Country (Outskirts of Cadwallon) 2, Cult (Bard of Destiny) 5, Culture (Lower city) 5, Fief (Gamehead) 2, Language (Cadwë) 2, Nature 3

Distinctive Features: Born killer (F), Enlightened, War cry (F)

Location: the Stock (Ogrokh)

Jaahn mixes inside her both compassion and mysticism. Her incantations are punctuated with yells, chanting and howls, giving her a sinister reputation. Nevertheless, Jaahn is firmly attached to the value of life and its simple pleasures. She is the friend and advisor of the young Peer of Ogrokh. She spends all that she earns on maintaining vegetable gardens and fields in Cadwallon.

JEKLYNE OF OLIDOR (2)

Race: Human

Culture: Upper city

Trades: Cartomancer 1, courtesan 1

Knowledges: Country (Cadwallon) 2, Culture (Upper city)

2, Faction (Guild of Cartomancers) 2, Faction (Secret garden) 1, Fief (Den Azhir) 3, Language (Cadwë) 2, Magic path (Primagy) 1

Distinctive Features: High roller (F), Luck

Location: the Marina (Den Azhir)

Jeklyne is a young Cadwë noble who is getting a bit bored of always following the rules. Closely watched by her parents and their agents, she likes to spend her free time and her evenings with other nobles taking part in wild card games. She often loses large amounts, much to the dismay of her father. And when she wins, Jeklyne generally forgets to mention it to her family.

KORANG "GHEIMNIR" VAR-NOKKT (3)

Race: Dwarf

Culture: Upper city

Trades: Cutthroat 2, merchant 1

Knowledges: Country (Cadwallon) 2, Culture (Upper city)

2, Faction (Var-Nokkt) 2, Fief (Var-Nokkt) 2, Language (Cadwë) 2

Distinctive Features: Hard boiled (F), Personal enemy (Arkan Var-Nokkt)

Location: the Stock (Ogrokh)

Gheimnir is a free leaguer whose origins are a mystery to all. This "traditionalist" dwarf seems outraged by the ways of the Var-Nokkt family, as he often openly criticizes them. His fondest dream seems to be putting an end to the good fortune of the Var-Nokkt.

THE CLAW (4)

Race: Human

Culture: Stag

Trade: Strong-arm 4

Knowledges: Country (The Black woods) 2, Culture (Stag)

2, Fief (the Trophy) 4, Language (Cadwë) 2, Language (Drune) 2, Fief (the Trophy) 3

Distinctive Feature: Fierce (F)

Location: Southhaven (the Trophy)

The Claw is the godfather of organized crime in Southaven. He rules his band of Drones with an iron fist and his methods have the reputation of being particularly brutal. The Claw is a dangerous individual whose bouts of rage are infamous. He rules over Southaven like a lord, instilling terror in the refugees.

THE MITRON (5)

Race: Goblin

Culture: Lower city

Trades: Bandit 3, cutthroat 2

Knowledges: Country (Cadwallon) 2, Culture (Lower city) 2, Faction (Guild of Ferrymen) 3, Faction (the von Krakens) 2, Fief (the Kraken) 2, **Language** (Cadwë) 2

Distinctive Features: Blood brother/Poulbo von Kraken Pickhead, Goblin's jeers (F), Survival instinct

Location: the Krak (Kraken)

The Mitron and his brother Poulbo von Kraken Pickhead have taken part in an orgy of crime ever since they were children. Inseparable, they lived in the ruins of the Spit-ashes before the Ferrymen kicked them out. Short and perpetually wearing a bicorn hat, the Mitron was not gifted by nature nor with an innate sense of elegance. He barks more than speaks a slang that even those who have lived in Kraken their whole lives find incomprehensible.

LIEUTENANT-GENERAL GHILDOMAR (4)

Race: Human

Culture: Upper city

Trade: Officer 4

Knowledges: Country (Cadwallon) 2, Culture (Upper city) 2, Faction (Cadwallon militia) 4, Fief (Var-Nokkt) 2, Language (Cadwë) 2

Distinctive Feature: Righteous (F)

Location: Ka-Ân-Vor (Var-Nokkt)

Ghildomar is from a family of minor nobility in Drakaër. He was transferred to Var-Nokkt and suffers enormously because of it. The manipulations of the ruling family really make his job difficult. He must constantly deal with their emissaries (his first lieutenant being first in line) and feels a great deal of frustration from it.

LYSA MONTRACHET (5)

Race: Goblin

Culture: Lower city

Trade: Tarot-mage 5

Knowledges: Country (Cadwallon) 3, Culture (Lower city) 4, Fief (the Trophy) 5, History (Cadwallon) 5, Language (Cadwë) 4, Urban legends 5

Distinctive Features: Personal enemy/Nivu Niconu, Survival instinct (F)

Location: Comedy garden (the Trophy)

Many generations ago, the Montrachets pledged themselves to the service of the round tower. Lysa is the last member of the family still alive, and she makes sure that the tower, bastion of the Standing-Winds, is run correctly and able to host any celebration that Gwan Standing-Wind may wish for at any time. Erwan Standing-Wind and Lysa are bound by a friendship that troubles both of them.

MASTER OLRAM (4)

Race: Dwarf

Culture: Upper city

Trades: Miscreant 2, shrew 2

Knowledges: Country (Cadwallon underground) 4, Culture (Upper city) 2, Faction (Guild of Usurers) 2, Fief (Var-Nokkt) 2, Language (Cadwë) 2

Distinctive Features: Hard boiled (F), Vivacity

Location: the Shades (Var-Nokkt)

Master Oram is known to all shrews in Var-Nokkt, thanks to his Cellar concession. He is the intermediary people must see when they want to explore the fief's tunnels. Demanding, greedy and quick to hold grudges, he makes many enemies.

MARTOLBE GHIERON (3)

Race: Human

Culture: Upper city

Trades: Scholar 1, spy 1, merchant 1, officer 2

Knowledges: Faction (Guilds) 3 (he knows all of Cadwallon's guilds at 3), Leagues 3

Distinctive Features: Bravery, Resolution/2 (F)

Location: Parchedale (Ghieronburg)

Martolbe is up to his neck in the intrigues that oppose the leagues and the guilds in Ghieronburg. Possessing a consenting nature, he is well liked by both sides. However, he is unable to take sides and his position is often fragile.

MAERNA (5)

Race: Wolfen

Culture: Hyena

Trades: Cutthroat 2, missionary 3

Knowledges: Country (Caer Laern) 2, Cult (Vile-Tis) 4, Culture (Hyena) 3, Faction (Guild of Blades) 3, Fief (Soma) 2

Distinctive Features: Born killer (F), Iconoclast

Location: The walk of the Ondine (Soma)

This eclipsante of Vile-Tis has left the battlefields of the Rag'narok to corrupt the souls of Cadwallon. She hopes to curry her guide's favors by manipulating the Cadwë faithful. She has no scruples in sacrificing them for this.

MORDEVOHN (6)

Race: Ophidian

Culture: Upper city

Trades: Minstrel of Pain 3, shrew 3

Knowledges: Artifacts (Mystical) 1, Country (Cadwallon underground) 5, Country (Elemental Realms) 4, Cult (Minstrel of Pain) 3, Culture (Snake) 2, Culture (Lower city) 3, Entities 2, Fief (Ghieronburg) 2, History (Invasions from elemental Realms) 2, Language (Cadwë) 2

Distinctive Features: Conscience (F), Immortal, Possessed, Scout

Location: Varies

Mordevohn is the Ophidian hiding behind the six coiling emissaries. Under various guises, in his six incarnations, he wanders throughout the reflections of Cadwallon and gathers all kinds of rumors on occult phenomena. One of his selves is always hiding beneath Cadwallon and sometimes answers the call of strange flutes he gives his informants.

NEDIN LAMBAST (5)

Race: Human

Culture: Snake

Trades: Miscreant 2, guide 3

Knowledges: Artifacts (Snake) 4, Country (Cadwallon) 2, Culture (Lower city) 2, Culture (Snake) 3, Language (Cadwë) 2

Distinctive Features: Conscience, Fanaticism

Location: the Bog (Gamehead)

Nedin is a flamboyant rogue who inspires sympathy in those around him. He overplays his role as an urban mercenary, and is considered as a reasonable guide in the Bog, even though he doesn't know the area all that well. His plumed hat and his frilled shirts hide his devotion to the Ophidians of the new Erratum. Of all their syhes, Nedin is the most independent and the most conscious, as if he had willingly chosen to live as close as he could to his masters.

NITO THE SQUID (7)

Race: Goblin

Culture: Lower city

Trades: Spy 3, sleuth 4

Knowledges: Country (Cadwallon) 2, Culture (Lower city) 2, Fief (Kraken) 5, Language (Cadwë) 2, Urban legends 3

Distinctive Features: Cat's paw (F), Resolution/2, Survival instinct.

Location: Buoyancy bay (Kraken)

Smoking his seashell pipe, hidden in the folds of his waxed raincoat, Nito the Squid keeps an eye out for rumors and clues that would tell him when the time for him to act has come... He believes in the foretelling of a Cartomancer who told him that one day he'd become the Fief's peer – however, he is wise enough not to openly act on it. He wanders the port day and night, sometimes giving himself a bit of rest in the arms of Her Exalted Highness Nitrate of Odazzur.

NYEH BAFFE (6)

Race: Ogre

Culture: Lower city

Trades: Cutthroat 3, warrior-monk (Hyffaid) 3

Knowledges: Country (Cadwallon) 2, Cult (Hyffaid) 3, Culture (Lower city) 2, Expertise (Steam) 1, Faction (Guild of Alchemists) 1, Faction (Guild of Blacksmiths) 1, Faction (Guild of Ferryman) 1, Fief (the Kraken) 2, Fief (Ogrokh) 2, Language (Cadwë) 2,

Distinctive Features: Assassin (F), Brutal

Location: Thunder Vale (Ogrokh)

Nyeh Baffe is a violent gangster who takes pleasure in terrorizing new arrivals in Kraken harbor. He robs, and sometimes mutilates, those who are unable to defend their possessions and their lives. Fascinated by technology, he always spares engineers and helps them in exchange for lessons or favors.

OMBELINE GHIERON (4)

Race: Human

Culture: Upper city

Trades: Emissary 1, voyager 3

Knowledges: Country (Elemental Realms) 2, Entities (Elementals) 3

Distinctive Features: Arcane mastery (F), Bravery

Location: Arcadia (Ghieronburg)

Incredibly curious by nature, Ombeline's passion is Elementals who come from the magical reflections of the Great Circlet (see *Players Handbook*, p.85) and their world. Despite her young age, she is one of the main ambassadors of the city to the elemental lords, the Sihirs.

FATHER RENULF FREDIGONTE (4)

Race: Human

Culture: Upper city

Trades: Scholar 1, minstrel of Pain 3, herald of Felicity 1

Knowledges: Artifacts (Relics) 2, Cult (Minstrel of Pain) 3, Cult (Herald of Felicity) 1, Culture (Lower city) 3, Culture (Upper city) 2, Country (Cadwallon) 2, Fief (Den Azhir) 2, History (Founding of Cadwallon) 5, Language (Cadwë) 3

Distinctive Features: Exalted, Fanaticism, Regeneration/2 (F)

Location: the Core (Den Azhir)

Father Fredigonte leads the religious community living in and taking care of Vanius' mausoleum. He doesn't really like company and would rather spend his time meditating and studying. He nevertheless knows that someone must regulate contact between the outside world and the monastery, and agrees to deal with people he loathes in order to keep his companions from having to do so.

POULBO VON KRAKEN PICKHEAD (5)

Race: Goblin

Culture: Lower city

Trade: Strong-arm 5

Knowledges: Country (Cadwallon) 2, Culture (Lower city) 2, Fief (the Kraken) 2, Language (Cadwë) 2, Leagues 5 (^)

Distinctive Features: Blood brother/The Mitron, Survival instinct, War fury (F)

Location: the Krak (Kraken)

The Mitron and Poulbo von Kraken Pickhead are both illegitimate sons of Kraken's former Peer. Inseparable, they have occupied the ruins of Spit-Ashes until the free leagues got involved due to their privilege of precedency. Poulbo then became more interested in to organization of the leagues; since then he has always been able to stay one step in front of them and fall back with his gang where no one would expect them to...

(^) *This knowledge replaces Faction (X) 5 here.*

RENTH'KYSS (5)

Race: Wolfen

Culture: Hyena

Trades: Strong-arm 3, duelist 2

Knowledges: Country (Caer Laern) 2, Culte (Vile-Tis) 2, Culture (Hyena) 2, Faction (Guild of Blades) 3, Fief (Gamehead) 2, Language (Wolfen) 2

Distinctive Features: Born killer (F), Brutal, Desperate

Location: the Little Arenas (Gamehead)

Recently arrived in Cadwallon, Renth'kyss spends his days fighting in the arena for the glory of the "reds". His unequaled savagery helps take attention away from the mission he gave himself: gather his friends from Gladius street in order to change the political balance of Gamehead to favor the Beast.

RAUN VOMROH (3)

Race: Human

Culture: Upper city

Trades: Miscreant 2, spy 1

Knowledges: Cult (Vile-Tis) 2, Fief (Soma) 3, Urban legends 3

Distinctive Features: Fanaticism, Loyal/2 (F)

Location: The walk of the Ondine (Soma)

This spirited and rebellious young man has embraced the cause of Vile-Tis to increase his own importance rather than through any conviction. He quickly received the Revelation of the Beast, which transformed him. He is surrounded by young people fascinated by his charisma and his ideas of uprising

REVEREND MOTHER RIBECA (6)

Race: Human

Culture: Upper city

Trade: Herald of Felicity 6

Knowledges: Administration (Cadwallon) 4, Country (Cadwallon) 2, Cult (Herald of Felicity) 5, Culture (Upper city) 2, Fief (Den Azhir) 5, Fief (Rampart) 2, Language (Cadwë) 5

Distinctive Features: Bravery, Concentration/3 (F), Piety, Resolution/3 (F)

Location: Heatons (Den Azhir)

Grand Ekzal Ribeca leads the cult of the Heralds of Felicity with wisdom and conviction. A true matriarch, respected and loved by all, she watches over the cult's activities in every fief and manages the relations with every religion present in Cadwallon. She still finds the time to advise the Duke and grant audiences to people of all walks of life to help them solve their problems.

SILNUS DRAKAER (4)

Race: Human

Culture: Lion

Trade: Officer 4

Knowledges: Culture (Lion) 3, Faction (Kingdom of Alahan) 4, Fief (Drakaer) 5, Language (Barhan) 3, Strategy 4

Distinctive Features: Bravery (F), Strategist

Location: Drakaer

Silnus Drakaer is a proud and chivalrous Barhan. Renowned military man, he is the closest advisor of his niece, Albanne. However, one topic divides them: Albanne's intention to rule Drakaer according to the interests of Cadwallon, and not those of Alahan. Silnus' personal networks are important and extend as far as his country of origin.

SIR AZEGON FRUNVEL (4)

Race: Human

Culture: Lion

Trades: Courtesan 1, warrior-mage 3

Knowledges: Country (Kingdom of Alahan) 2, Culture (Lion) 2, Etiquette (Diplomats) 2, Etiquette (Nobility) 2, Language (Barhan) 2, Magic path (Hermetism) 2, Magic path (Primagy) 3, Magic path (Theurgy) 2

Distinctive Features: Bravery (F), Luck (F), Recuperation/2

Location: Gaorhh (Ogrokh)

Azegan is an adventurer from the Kingdom of Alahan who has come to Cadwallon to fulfill his ambitions. He entered the Cadwë nobility through the Khaurik Argam ogre family, first as a godparent, then as a husband. Mindful of the military interests of his family, he is especially interested in the use of magic during battles. He has a deep knowledge, a personal library, and a collection of artifacts on the subject.

S'YLICE (5)

Race: Ophidian

Culture: Snake

Trades: Emissary 3, mage 2

Knowledges: Artifact (Ophidian) 3, Artifact (Sphinx) 2, Country (Cadwallon underground) 3, Culture (Ophidian alliance) 2, History (Founding of Cadwallon) 4, Language (Cadwë) 2, Language (Ophidian) 4, Magic path (Typhonism) 3

Distinctive Features: Conscience (F), Toxic/3

Location: Underground (the Walled library)

S'Ylice is an ophidian with silver scales, which contrast with the inky blackness of the long robe he wears to hide his body. At first sight, his appearance is disturbing, but he knows how to fascinate the people he speaks to with the depth of his knowledge. He never does anything for free and his thirst for knowledge is becoming harder and harder to satisfy

THISMEE GHIERON (4)

Race: Human

Culture: Upper city

Trades: Scholar 1, mage 3

Knowledges: Art (Poetry) 3, Magic path (Air) 3, Magic path (Earth) 3, Magic path (Fire) 3, Magic path (Water) 3

Distinctive Features: Bravery, Recuperation/2 (F)

Location: Arcadia (Ghieronburg)

This niece of Adalban Ghieron's passion is mana. She seeks out gems that mages would qualify as rare, either due to their power or their nature. Beyond that, she has very little interest in Cadwallon politics and rarely talks to non-scholars.

VORGO (6)

Race: Ogre

Culture: Lower city

Trades: Cutthroat 3, merchant 3

Knowledges: Commerce 3, Country (Cadwallon) 2, Culture (Lower city) 2, Fief (Gamehead) 5, Language (Cadwë) 2

Distinctive Features: Goblin's jeers, Sequence, Strength when charging /2 (F)

Location: the Skinner (Gamehead)

An old toothless ogre, Vorgo has spent his entire life trying to survive in Gamehead, which he now knows like the back of his hand. He owns a bad inn near the Skinner and dwells among entrails and the smell of stagnant blood, which have ended up being a part of his character. He often wanders around in bad company not too far from the Little Arenas. Over the years, he has been able to accumulate large sums bet by gamblers and "held" profitable operations regarding the fights.

CONTACTS OF THE RAG'NAROK

These contacts are personalities of Aarklash who are, for the most part, already represented by miniatures from the *Confrontation / Rag'Narok* range. They are all Incarnates. Only exiled characters can start the game with them as contacts! They, for the most part, travel across the world frequently and sometimes stop in Cadwallon for a few days. Some stay there on a more regular basis, but their influence reaches far beyond the Free city. To know them is to have access to important ears back in their country of origin. They can also be called upon for information or support, but the delay in their answer is greater than a local contact's.

AYANE (6)

Race: Human

Culture: Serpent

Trades: Sleuth 2, duelist 3

Knowledge: Country (Kingdom of Alahan) 2, Culture (Lion) 2, Etiquette (Diplomats) 2, Faction (Guild of Ferrymen) 2, Fief (the Rampart) 3, Language (Barhan) 2

Distinctive Features: Bravery, Possessed (F), Toxic

Location: Outskirts (Darkshore)

S'Erum's syhee (see *The Ashes of Wrath*) remained in Cadwallon after her master's departure. Unpredictable, she quickly forged a reputation for herself as a merciless fighter. She worked for the Ferrymen's guild for a time, before it was believed that she had been killed. She now works among the smugglers from Darkshore.

LYKAÏ THE FREED (6)

Race: Wolfen

Culture: Wolf

Trades: Guard 2, shooter 3

Knowledge: Country (Diisha) 2, Culture (Wolf) 2, Expertise (Powder) 3, Faction (Guild of Goldsmiths) 2, Language (Wolfen) 2, Nature 2

Distinctive Features: Born killer (F), Conscience, Harassment (F), Pariah

Location: Outskirts (Windswept hill)

For a long time, Lykaï was the slave of one of the city's rich merchants before becoming a warrior and disappearing. One day, he came back to Cadwallon and quickly made a solid reputation for himself as a bounty hunter working for the Goldsmiths guild. He can now be found at the headquarters of the Howling pack, an isolated shack at the foot of Windswept hill.

THE FACES

IN THIS CHAPTER, THE NAMES OF CONTACTS, MIRACLES OR SPELLS FOLLOWED BY ^ REFER TO *SECRETS VOL. 1*, THOSE FOLLOWED BY ^^ TO THIS VERY TOME.

During their first few games, the PCs may have been able to realize how uneven the relationships they were forging were – they may have seen firsthand how many of them were unbalanced, but with a bit of patience a lot of information could be obtained, even from the most reluctant of contacts.

This second volume of *Secrets* introduces a new category of NPCs: the faces. These individuals are at the heart of ongoing plots in the Free city. They are puppet masters who are indifferent to the fate of the PCs or fearsome enemies – it should therefore be impossible to have them as contacts. Thus, PCs will not be able to manipulate them without a massive effort in interpreting their character, which the GM is free to judge. The faces are the master pieces on the political chessboard that is Cadwallon – they manipulate other NPCs, just like PCs with their contacts, as they all know very well that their destinies and desires will lead them to untold felicity or terrible suffering.

Yet not every face has an exceptional role to play – most of them have no influence on the course of the Rag'narok. And few are those who can truly unbalance the Cadwë forces.

Thus, Sophet Drahas, the Duke and the Harlequin are presented side-by-side with faces of lesser influence who are just so many foils. Indeed, what will the PCs think of an NPC who they cannot interact with via Nature and Intimacy? Won't they suspect him of plotting some diabolical plan? Undoubtedly, the imagination of players will turn many faces into recurrent and worrisome characters, even when there is no real reason to be suspicious.

ADALBAN GHIERON

Location: Ghieronburg.

"TO ATTACK A GHIERON IS TO RUN THE RISK OF GETTING LOST IN HOLLOWDEEP."

The military leader of Ghieronburg takes his duties to heart: he considers the fief as part of his family and takes a paternalist approach to protecting it. Roughly sixty years old, Adalban is a respected and influential military leader. He has tasked his nephews and nieces with certain special missions. In Parchedale, many family meals turn into a council where everyone brings forth their problems and listens to the solutions suggested by the others. Adalban spends the little free time he gets tinkering with steam technology.

Adalban will defend Ghieronburg with his life, surrounded by a tight-knit family, but the Ghieron stand a good chance of being destabilized by the invasion plans of the von Kraken, led by Oklair of Odazzur.

Race: Human.

Culture: Upper city.

Trades: Craftsman 3, soldier 3, duelist 1.

Potential: 6

Dominant Attitude: DIScipline.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: War cry/3, War fury.

Feats: Authority, Block.

Characteristics:

- PUG 3
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5

- DIS 2 (MAS 3)

Abilities:

- Activate (Steam)/SLE 3
- Analyze/DIS 3
- Barter/SUB 4
- Charge/PUG 2
- Design (Steam)/SLE 2
- Endure/PUG 3
- Examine (Steam)/STY 2
- Improve (Steam)/DIS 3
- Parry/STY 4
- Repair (Steam)/SUB 3
- Search/DIS 3
- Slash/SLE 3
- Taunt/SUB 3
- Wrestle/OPP 4

Knowledges:

- Administration (Cadwallon) 4
- Expertise (Steam) 3
- Faction (Militia) 4
- Fief (Ghieronburg) 5
- Language (Cadwë) 4

Contacts:

- Duke of Cadwallon (SLE) 3
- Bernadil Ghieron** (DIS) 4
- Gowayn Ghieron** (DIS) 4
- Isabess Ghieron** (DIS) 4
- Martolbe Ghieron** (DIS) 4
- Moljen brazen skull (OPP) 3
- Ombeline Ghieron** (DIS) 4
- Thismee Ghieron** (DIS) 4

Equipment: Mechanical familiar (see *Player's Handbook*, p. 324), officer's armor, pneumatic hammer (S), purse, shield, sword, 200 ducats.

ÆLEN

Location: the Automaton.

"COME BACK TOMORROW, THE PROBLEM WILL HAVE BEEN FIXED... PERMANENTLY."

Ælen is the leader of the Xârë-Liliths, the group of Akkyshan elves leading the Automaton under the guise of Xâr-Lilith, who have spread their webs over all of Cadwallon. Ælen has been leading this group of conspirators for many decades, and even though she is respectful of the rules and customs of Spider culture, she is fiercely attached to the independence of Cadwallon. In the City of thieves she has the driving seat she wouldn't have in Akkyshan society. She has completely turned her back on Ashinân to become a queen-despot ruling over her Cadwë clan.

The sharing of power in the Automaton is a lesser evil which she accepts through rationalization, convinced that the Cadwës would never accept a fief that belonged entirely to Akkyshans, she accepts this situation and will do all she can to maintain it. However, within these limits she will do anything she can to sap the Daïkinees' power in order to reduce their freedom of action and increase her own.

The events currently affecting the Automaton's Daïkinees and those about to occur (see Yalin Aoue) directly concern Ælen as they could jeopardize her power by threatening the status-quo between the fief's elven communities. Ælen will try to support Yalin Aoue by returning her parents, revealing the plotting of her advisors and by removing the young elf from the influence of the Automaton's spirit... with the intention of secretly placing Yalin Aoue under her influence.

Race: Elf.

Culture: Spider.

Trades: Courtesan 3, spy 3.

Potential: 6

Dominant attitude: STYle.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive feature: Regeneration/3.

Feat: Toxic.

Characteristics:

- PUG 2
- SLE 3
- STY 5
- OPP 2 (DEF 3)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 2
- Crook/OPP 1
- Disguise/STY 5
- Feign/SLE 5
- Fool/OPP 5
- Hide/OPP 4
- Identify/SUB 5
- Look out/DIS 2
- Poison/SUB2
- Seduce/STY 5
- Tinker/SLE 1

Knowledges:

- Country (Ashinân) 2
- Culture (Spider) 2
- Etiquette (Daïkinee) 3
- Language (Akkyshan) 2
- Language (Daïkinee) 2
- Mythology 4
- Nature 2

Contacts:

- Lady Fyeâ** (PUG) 3
- Queanimuïl (SUB) 1
- Vestalia the mystic (SUB) 1

Equipment (always on her): Knife, lock-picking tools, purse, 300 ducats.

ÆTHËRYA

Location: Soma.

"NOTHING EVER TRULY BELONGS TO YOU."

After Aghovar's death, the leadership of the Thieves guild was contested – whoever could bring back the Duke's dagger would become the new grandmaster of one of Cadwallon's richest guilds. Æthërya had the nerve to ask the Duke to lend her his weapon, which he did, liking the headstrong spirit of the young woman. Frankness and nerves of steel are the weapons of choice of this woman who now leads the Thieves with a velvet touch.

Æthërya wishes to recover the Talisman of shadows. This Thieves' relic has been stolen by Sophet Drahas, who is willing to trade it for Isabeau the Secret's blade. Æthërya will hesitate for a long time before meeting the descendant of the Soma family to explain the situation to her. However, if the two women ever meet, they will join forces against the secret master of the Usurers.

Race: Elf.

Culture: Lower city.

Trades: Cat burglar 3, spy 5.

Potential: 8

Dominant attitude: SLEight.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Bravery, Infiltration/4, Strategist.

Feat: Cat's paw.

Characteristics:

- PUG 2
- SLE 3
- STY 4
- OPP 3 (DEF 4)
- SUB 2
- DIS 3 (MAS 4 + 1)

Abilities:

- Climb/SLE 3
- Crook/OPP 4
- Disguise/STY 5
- Feign/SLE 5
- Fool/OPP 5
- Hide/OPP 5
- Identify/SUB 4
- Look out/DIS 5
- Lunge/STY 4
- Search/DIS 3
- Seduce/STY 4
- Slither/SLE 2
- Steal/OPP 2
- Stunt/SLE 3
- Tinker/SLE 4

Knowledges:

- Administration (Cadwallon) 4
- Commerce 3
- Etiquette (Organized crime) 3
- Faction (Guild of Thieves) 5
- Faction (Militia) 3
- Fief (All) 2

Contacts:

- Brarh Steel teeth (STY) 3
- Kanael (STY) 5
- Larenia (SLE) 3
- Shanys the Shadow (SUB) 4

Equipment: Attires, Clearspirit medallion (+1 bonus to MAS), seal (guild of Thieves), short sword (S), unlimited credit.

Special: Double sided (spy's special ability).

ALBANNE DRAKAËR

Location: Drakaër.

"OUR DESTINY IS UNIQUE – CADWALLON, OUR HOMELAND, IS STANDING TALL IN THE MIDDLE OF CHAOS! THEY CALL IT THE CITY OF THIEVES, BUT WHAT THEN COULD WE CALL AARKLASH – THE CONTINENT OF BUTCHERS? CADWALLON IS THE BEACON OF HOPE SHINING IN THE MIDDLE OF THE RAG'NAROK – CADWALLON IS THE JEWEL OF LANEVER!"

Albanne is still a young woman, but she is already the Peer of Drakaër. Proud of this honor, she intends to take to her role in an exemplary fashion. She brims with energy and her next project is always more ambitious than the last: affirming the independence of her fief towards the Alahan crown, restoring the honor of the leagues, putting the guilds under ducal stewardship, assisting the Peers of the lower city who need help... However, so far nothing she's started has borne fruit. She is still in the planning stage – this exasperates her and she is growing impatient.

Albanne is headed for a whole heap of trouble – her ambitions (see [The Secrets of Drakaër p. 34](#)) are noble but unrealistic. Amongst others, her project of toppling the guilds is something of a utopian ideal. Too many financial interests are involved and

Albanne will never be able to complete her project. Two fates await her: an assassination attempt made by the guilds, or a sentence of exile to Laverne pronounced by the Duke for high treason (a way for him to protect this naive "child"). In the second case, Albanne will not leave the city, but will pursue her goals in secret by hiding with her free leaguer allies and the bards of Destiny.

Race: Human.

Culture: Upper city.

Trades: Courtesan 1, officer 2, duelist 1.

Potential: 3

Dominant attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive features: Leadership/2, Righteous, Rigor.

Feat: Harassment.

Characteristics:

- PUG 2
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 1
- Command/DIS 2
- Defend/DIS 1
- Feign/SLE 2
- Fool/OPP 1
- Identify/SUB 3
- Intimidate/PUG 2
- Lunge/STY 2
- Parry/STY 2
- Seduce/STY 1
- Slash/PUG 3
- Taunt/SUB 1

Knowledges:

- Cult (Destiny) 1
- Culture (Lion) 2
- Culture (Upper city) 4

- Etiquette (Nobility) 1

- Fief (Den Azhir) 1

- Fief (Drakaër) 4

- Language (Barhan) 2

- Language (Cadwë) 4

- Strategy 2

Contacts:

- Argos Brissandre** (STY) 5

- Captain Franz** (DIS) 4

- Ambushe (STY) 3

- Eric Drakaër (SLE) 6

- Palythiss (SUB) 1

- Silnus Drakaër** (OPP) 4

Equipment (on her at all times): Knife, sword.

ALDENOR ORRKRK

Location: The Rampart.

"OUT OF MY WAY FILTH, BEFORE I REARRANGE YOUR FACE!"

Cousin of the former Peer, Aldenor Orrkrk was hoping to succeed him after his assassination by his wife. Unfortunately for him, the pressures applied by the Ruby-heart league followed by Den Azhir's adoption shattered his dreams.

Aldenor Orrkrk has since felt a deep hatred for his cousin-in-law and tries to cause trouble for her by any means necessary. Because of her sharp mind he has decided to abandon his former methods, which were brutal, in order to move in the same circles as her and court possible alliances. Therefore, he more often frequents the upper city, along with soirées and the ducal palace, than the streets of the Rampart. He remains relatively unknown in the fief he is vying for, and thus has little support from the local population.

Recently, Aldenor has gained the support of an advisor, Azyriel de Vanth, who he passes off as his children's preceptor. This advisor happens to be able to move around in the Rampart easily and can exert the necessary influence to gain support.

The death of Camelia Orrkrk would finally allow Aldenor to accede to the title of Peer and rule over the Rampart. This will not be easily accomplished, but the Duke, weakened by the Protocol of the Rubies, will not really have the means to stop him. His relations with Azyriel will make Aldenor a servant of the forces of Acheron in the long run. His appetite for flesh will grow and Azyriel is able to provide him with plenty of "game" from the sitting square. Albanne Drakaër and her free leaguer allies will assassinate him.

Race: Ogre.

Culture: Upper city.

Trades: Courtesan 2, duelist 3.

Potential: 5

Dominant attitude: STYle.

Size: Large (4).

Power: 5

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive features: Personal enemy/Camelia Orrkrk,

Sequence/3.

Feat: Brutal.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 2
- Argue/SUB 1
- Charge/PUG 1
- Disarm/SUB 2
- Disguise/STY 1
- Feign/SLE 3
- Fool/OPP 2
- Identify/SUB 4
- Lunge/STY 4
- Parry/STY 3
- Pierce/SLE 3
- Seduce/STY 2
- Slash/PUG 1
- Taunt/SUB 3

Knowledges:

- Country (Cadwallon) 2
- Culture (Upper city) 2
- Faction (Orrkrk) 3
- Fief (The Rampart) 4
- Language (Cadwë) 2

Contacts:

- Elleole of Ysme (OPP) 2
- Dôzer grey muffle (OPP) 2

Equipment: Attires, jewels, purse, rapier, reinforced leather armor, 110 ducats.

ADMIRAL MUTULE THE ANCHORMAN

Location: the Kraken.

"THIS IS A SEAMAN'S FIEF – NOT THE SHRIMP MARKET!"

For a very long time, Mutule has led the strikers and the dockhands. During the fighting which led to the rise to power of the current Peer, the Admiral went all out in the battle, but lost due to a betrayal by the Ferrymen, who had promised him their support. After ensuring Bismuth rose to power, the guild returned to their former ally, who found himself forced to create tight bonds with them in order to remain active in the fief's politics. The truth is that Mutule is the Ferrymen's puppet, against whom he can't do a thing. This situation is why he formed his own company of war trolls in the port to create his own militia. He's been going with the flow ever since, sometimes using what little pull he has with the Ferrymen, other times using what popular support he still has.

Thanks to the war trolls, Mutule thinks he could use force to take power in the fief in the coming months. He knows nothing of Oklair of Odazzur's extremely powerful support and that she knows his plans down to the smallest detail, thanks to her art of divination and the help of her Zoukoï allies. She intends to use this uprising to deal the Ferrymen a crippling blow, as she thinks they will support the Admiral. Unfortunately for her, that support is less than certain and this uprising could very well be the Admiral's swan song.

Race: Goblin.

Culture: Lower city.

Trades: Sea dog 4, officer 4.

Potential: 8

Dominant attitude: PUGnacity.

Size: Medium (3).

Power: 2

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Leadership/4, Survival instinct.

Feat: Enormous.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 5 (DEF 6)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 3
- Argue/SUB 1
- Bash/PUG 2
- Climb/SLE 4
- Command/DIS 4
- Crook/OPP 3
- Defend/DIS 3
- Dodge/OPP 2
- Force/PUG 3
- Identify/SUB 1
- Intimidate/PUG 7
- Look out/DIS 5
- Parry/STY 3
- Ride/STY 2
- Sail/SLE 4
- Seduce/STY 2
- Slash/PUG 5
- Survive/OPP 1
- Swim/PUG 4
- Wrestle/OPP 3

Knowledges:

- Country (Cadwallon) 4
- Culture (Lower city) 2
- Faction (Ferrymen) 4
- Fief (Kraken) 2
- Language (Cadwë) 2

Contacts:

- Guelard d'Orignac (OPP) 5
- Palm of Krek (PUG) 3

Equipment: Bicorn hat, bottle of rum, horse, knife, purse, reinforced leather armor, rucksack, scimitar, telescope, uniform, 300 ducats.

ARKAN VAR-NOKKT

Location: Var-Nokkt.

"NEEDLESS TO SAY, OUR AGRICULTURAL EXPENSES ARE COMPLETELY ABSORBED BY OUR NEW LAND INVESTMENTS IN THE TROPHY. THEREFORE, OUR BALANCE REMAINS POSITIVE ON A TEN TO FIFTEEN YEAR TERM..."

The younger brother of Var-Nokkt's Peer, Arkan has always lived in the lap of luxury, nurturing an insatiable appetite for ducats. To become even richer, he has slowly set up a vast network of corruption for his personal gain – from secret contracts to embezzled investments, he has sold everything, including his soul, to the Shadows. He now serves Sophet Drahas.

With the Usurers as faithful supporters, Arkan Var-Nokkt has become Cadwallon's most prosperous dwarf. However, he must keep his fortune a secret, so as not to attract the attention of his family to his less savory activities.

Arkan's alliance with the Usurers has, until now, proven very fruitful for him. His last operation in the Trophy guarantees him a comfortable, and legal, income. There comes a time, however, when the piper demands his dues.

In the years to come, Arkan will have to face multiple attacks and will slowly become the black sheep of the family. Put at risk from the many rumors about Arkan's financial irregularities, the Var-Nokkts will progressively start to distance themselves. There will then come a day where the cumulative actions of Ódril Haarken, Thorigg Kærigh Var-Nokkt and a few free leaguers will close the books on Arkan's business... and his life.

Race: Dwarf.

Culture: Upper city.

Trades: Scholar 3, merchant 3.

Potential: 6

Dominant attitude: SUBtlety.

Size: Small (2).

Power: 2

Movement: 3

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Alliance/Darkness, Fanaticism.

Feat: Hard boiled.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 6)

Abilities:

- Analyze/DIS 1
- Argue/SUB 5
- Barter/SUB 3
- Conceal/OPP 1
- Crook/OPP 5
- Cypher/SUB 3
- Examine/STY 2
- Feign/SLE 3
- Fool/OPP 3
- Identify/SUB 5
- Lunge/STY 2
- Seduce/STY 3
- Study (Steam)/SUB 2

Knowledges:

- Commerce 5
- Country (Cadwallon) 2
- Culture (Upper city) 4

- Faction (Usurers) 3
- Faction (Var-Nokkt) 4
- Fief (Var-Nokkt) 2
- Language (Cadwë) 4

Contacts:

- Celenia of Teren (STY) 3
- Master Orlam** (STY) 4

Equipment: Attires, coded account book, purse, rare spellbooks, 325 ducats.

AZAKRI OF OLIDOR

Location: Den Azhir.

"YES, I'VE HEARD ABOUT LADY GRANCHAN'S DEMISE. WHAT A PITY... AND TO THINK THAT EVERYONE HAD BEEN BORED TO DEATH AT HER SOIRÉE, AND, ONE HOUR LATER... IT'S SO LIKE HER, SHE'LL HAVE EVEN MISSED HER OWN EXIT SCENE."

Exiled from Acheron following a succession dispute opposing him to his younger brother (who had the support of his parents, respected undead), Azakri of Olidor took to the customs of Cadwallon. He skillfully used his support in Acheron and the riches he had brought with him to acquire a minor title in the city, by marrying a descendant of one of the Dogs of war. His talents have made him a respected figure of the upper city, and Azakri dreams of getting a place in the Cadwë administration. He isn't considering becoming a free leaguer, but he would like to become Peer. He is trying to arrange the marriage of his daughter, Jeklyne, to the Duke, as he thinks this would be the best way to make his dreams come true.

With his plots, Azakri has caught the attention of Sophet Drahas, who really doesn't appreciate the ties of the Olidor family with Acheron. Sophet Drahas intends to use Azakri, in order to turn the project of Jeklyne seducing Den Azhir into one that helps him by magically charming the Duke. Whether his plan succeeds or not, Azakri will have to go into hiding. He will find refuge in the city's slums, avoiding dark assassins and ducal justice there.

Race: Human.

Culture: Ram.

Trades: Courtesan 3, warrior-mage 1.

Potential: 4

Dominant attitude: OPPortunism.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Master fencer, Focus, Resolution/2.

Feat: -

Characteristics:

- PUG 2
- SLE 2
- STY 2
- OPP 3 (DEF 4)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 2
- Barter/SUB 2
- Crook /OPP 1
- Disguise/STY 4
- Dodge/OPP 1
- Feel/SUB 1
- Feign/SLE 2
- Fool/OPP 3
- Identify/SUB 3
- Incantate (Air)/SUB 1
- Incantate (Darkness)/OPP 2
- Pierce/SLE 3
- Seduce/STY 5

Knowledges:

- Administration (Cadwallon) 1
- Country (Acheron) 2
- Country (Cadwallon) 2
- Culture (Ram) 2

- Culture (Upper city) 2
- Etiquette (Nobility) 2
- Fief (Den Azhir) 3
- Language (Cadwë) 2
- Language (Obscure) 2
- Magic path (Necromancy) 1
- Magic path (Primagy) 2

Contact :

- Brentyr the Slaver (OPP) 2

Equipment: Attires (x2), gem case, light armor, major ephemeral gem of Air, make-up case, minor ephemeral gem of Darkness, minor immortal gem of Darkness, parade suit, purse, rapier, rucksack, showy jewelry, 150 ducats.

Spells: Aura, Cadaveric immunity, Mystic strengthening, Shadows' diversion

AZYRIEL DE VANTH

Location: the Rampart.

“I HAVE AT HEART THE GOOD EDUCATION OF THE ORRKRK CHILDREN. I CAN ALREADY SEE THEM, GROWN UP AND MAJESTIC, BATHED IN THE LIGHT OF THE GLORY THEY DESERVE, FEARED AND RESPECTED. THEY ARE THE FUTURE OF THE FIEF.”

Azyriel de Vanth is a minor member of House de Vanth, one of the great families of the barony of Acheron. He has been sent to Cadwallon to serve the interests of Salaüel and to be the messenger of the Meanders of Darkness. His mission is to increase the influence of his House in Cadwallon and thus increase its renown in Acheron. He introduced himself to Aldenor under the guise of a simpering elf and convinced him that the Meanders of Darkness would listen to his heart's secret desires and help him in his quest for power. Ever since, he's officially worked at the Villa Orrkrk (Var-Nokkt) as preceptor for some of the children of the Orrkrk clan. This is where he preaches corrupt values to the young ogres, and also deftly uses the existing tensions between the different family members to sow discord and isolate Camelia Orrkrk. Since his arrival, the ambiance at the villa has quickly deteriorated and conflicts often degenerate into fights.

Aldenor's ascension to the title of Peer will strengthen Azyriel's position, for a time. Then, the assassination of his protector will force the Obscure to flee and seek refuge in the Rampart. He will come back to the villa much later, thanks to the influence he exerted on the young ogres. In the meantime, he will have rallied the degenerate Anfæbiens and will have converted them to the dark cults of House de Vanth. Having become an advisor again, this time to the new peer, a young Orrkrk ogre, he will be able to resume his activities... That is until his success catches the eye of the King of ashes, then he will become one of Sophet Drahas' lieutenants.

Race: Elf.

Culture: Ram.

Trades: Bandit 1, miscreant 2, missionary 2.

Potential: 4

Dominant attitude: STYle.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Resolution/3, Toxic.

Feat: -

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 4
- OPP 3 (DEF 3)
- SUB 3
- DIS 2 (MAS 2)

Abilities:

- Analyze/DIS 1
- Barter/SUB 1
- Creation/SUB 2
- Crook/OPP 2
- Disguise/STY 2
- Feign/SLE 2
- Fool/OPP 2
- Identify/SUB 1
- Intimidate/PUG 1
- Meditate/SLE 1
- Parry/STY 1
- Pierce/SLE 3
- Preach/STY 2
- Seduce/STY 2
- Survive/OPP 2
- Swim/PUG 1

Knowledges:

- Country (Acheron) 2
- Country (Cadwallon) 1
- Cult (Salaüel) 2
- Culture (Ram) 2
- Etiquette (Nobility) 2
- Faction (House de Vanth) 2
- Language (Cadwë) 2
- Language (Obscure) 2

Contacts:

- Celenia of Teren (STY) 4
- Ienâ** (PUG) 2

Equipment: Attires, dagger, fake seal (Orrkrk), leather armor, purse, rapier, religious symbol of Salaüel, sacred book, 180 ducats.

Miracles: Intimidation, Mancy.

BISMUTH VON KRAKEN SNAPCOLLAR

Location: Kraken.

“YOU SAW THEM TOO, RIGHT? I’M NOT IMAGINING THINGS!”

Suffering from paranoia and a love of chasing skirts, Bismuth von Kraken Snapcollar lives his life in a besieged fortress. He spends his time sealed in the depths of the Upside-down tower, observing the surrounding area with the help of the numerous periscopes he’s had installed for that purpose. He is suspicious of everything and yelps in fear at the slightest sound. These circumstances explain why his wife deals with the meetings and the business of the fief while he’s “away”. Paradoxically, Bismuth sometimes has bouts of courage, each and every one well watered with booze, during which he gives great receptions. During these rare moments, he does nothing to hide his child-like love for magic and magicians and splits his time between admiring their prowess and chasing servant girls.

Bismuth’s destiny is that of a puppet – manipulated in turn by the Ferrymen, then by his wife and soon by his daughter, the Peer has never really ruled the Kraken. In fact, no one really wants to end his life anymore and he could have some very happy days and take advantage of the luxury of the palace, if only he realized it...

Race: Goblin.

Culture: Lower city.

Trade: Courtesan 3.

Potential: 3

Dominant attitude: SUBtlety.

Size: Small (2).

Power: 2

Movement: 4

UN: □ □

LW: □ □

SW: □ □

CW: □ □

INC: □ □

Distinctive feature: Survival instinct.

Feat: Luck.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 5 (DEF 6)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 2
- Bash/PUG 2
- Crook/OPP 3
- Disguise/STY 2
- Feign/SLE 2
- Fool/OPP 3
- Identify/SUB 3
- Look out/DIS 2
- Seduce/STY 3

Knowledges:

- Country (Cadwallon) 2
- Culture (Lower city) 2
- Etiquette 3
- Fief (Kraken) 3
- Language (Cadwë) 2

Contacts:

- Duke of Cadwallon (SUB) 4
- Kan Bitterfist (OPP) 5
- Nito the Squid** (STY) 4

Equipment: Attires, make-up case, parade suit, purse, showy jewelry, 7500 ducats.

BLALASSEM

Location: the Trophy.

“BEWARE THE SHADOWS, LORD GWAN.”

Blalassem is from Danakil, in the Syharhalna desert. After many missions in Akkylannia, he was sent to Cadwallon by the cult of Arh-Tolth. He used to take care of various sabotage missions and smear campaigns against the Church of Merin.

In Cadwallon, his mission is to create a favorable environment for the construction of a temple to Arh-Tolth. He decided to give the Trophy his attention and gave his help to Gwan Standing-Wind in return for a promise to help him achieve his goal. The early jobs assigned to Blalassem were protection missions for the Peer against assassination attempts ordered by Arsine Markropet, in which he shined. This success has earned him a certain amount of trust and maneuvering room with the Peer, which allows him to intervene directly in his affairs, much to the dismay of the rest of the Standing-Wind's clan members.

Unlike other agents of the Meanders of Darkness (such as Azyriel de Vanth in the Rampart), Blalassem's mission isn't to sow discord or to convert Cadwës to his cult. He wants to gain the Peer's favors for the sole purpose of guaranteeing the construction of a temple. This objective will remain incomplete, as when Gwan Standing-Wind regains control over his fief, he will prefer to establish ties with the Cartomancers and Erwan Standing-Wind. Blalassem will have no other choice but to disappear before his presence becomes embarrassing to the Peer. He will then go into service for the Syharhalna embassy, and his first mission will be to steal the stems kept by the Alchemists' guild in the Stem house of the Rampart. He will then try to create a secret clone laboratory, using the stolen stems, in order to produce a new strike force for the Syhars.

Race: Human.

Culture: Scorpion.

Trades: Bandit 3, emissary 2, warrior-monk 3.

Potential: 6

Dominant attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Iconoclast, Loyal/3.

Feats: Artifact, Mutagenic/3.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 2 (DEF 3)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Alteration/SLE 1
- Analyze/DIS 2
- Argue/SUB 3
- Barter/SUB 2
- Charge/PUG 2
- Command/DIS 1
- Crook/OPP 3
- Destruction/SUB 3
- Dodge/OPP 2
- Fool/OPP 1
- Hide/OPP 2
- Identify/SUB 4
- Intimidate/PUG 5
- Look out/DIS 2
- Parry/STY 5
- Revoke/PUG 2
- Ride/STY 1
- Seduce/STY 1

- Slash/PUG 5

- Slither/SLE 2

Knowledges:

- Country (Syharhalna) 2
- Cult (Arh-Tolth) 3
- Culture (Scorpion) 2
- Faction (Cult of Arh-Tolth) 3
- Faction (Standing-Wind family) 2
- Fief (the Trophy) 1
- Language (Cadwë) 2
- Language (Syhar) 2

Contacts:

- Dil-Dan-Alar (OPP) 2
- Salias Yesod (DIS) 2

Equipment: Attires, light armor, M66 process, religious symbol, sword-axe, 155 ducats.

Miracles: Ira Tenebræ summoning, Kingdom of the blind, Possession, Soul theft.

BREHMAN OF LAVERNE, AMBASSADOR OF ALAHAN

Location: Soma.

“THE SMILE OF A WOMAN IS THE GREATEST OF REWARDS.”

From a noble family in the barony of Laverne, Brehman exiled himself to Cadwallon when his honor was brought into question during a dark corruption story. As soon as he arrived in Cadwallon, Brehman climbed up the social ladder to reach the most influential Barhan personalities. After the death of Encelius d'Icquor, Brehman used his many relations and a few thousand ducats to reach the post of ambassador of Alahan. He has now been at the post for over thirty years, without ever doing anything that could be used against him.

The fate of Brehman is linked to Misty's – the Usurers' agent (see [The Secrets of Soma p. 6](#)). This young woman is on the verge of abandoning her guild to lead her own life, charming Brehman into marrying her.

Race: Human.

Culture: Lion.

Trades: Soldier 2, Emissary 5.

Potential: 7

Dominant attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Hardened (interaction), Master strike/4.

Feat: Bravery.

Characteristics:

- PUG 2
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 5
- Argue/SUB 4
- Barter/SUB 5
- Command/DIS 3
- Confound/DIS 3
- Feign/SLE 2
- Fool/OPP 4
- Look out/DIS 3
- Identify/SUB 5
- Parry/STY 3
- Pierce/SLE 3
- Wrestle/OPP 2

Knowledges:

- Country (Alahan) 5
- Cult (Arin) 2
- Language (Barhan) 5
- Language (Cadwë) 4
- Fief (Soma) 4

Contacts:

- Ambush (SUB) 3
- Duke of Cadwallon (PUG) 3

- Misty (STY) 5

Equipment: Attires, purse, long sword, Lion's panache (free dice are now bonus dice for any interaction test related to his function as ambassador), 250 ducats.

Special: Incitation (emissary's special ability).

CAMELIA ORRKRK

Location: the Rampart.

“YOUR ATTITUDE IS ILLOGICAL.”

Camelia Orrkrk was born to an important ogre family from the Rampart: the Rarrks. Wife of the fief’s previous Peer, she had him assassinated after he devoured their heir. Thanks to the support of the Ruby-Heart league, she has managed to avoid a legal and political scandal, and, at the same time, gained the title of Peer. Ever since, she’s led the Rampart as best she could, mostly thanks to the support of Duke Den Azhir, her adopted son.

Despite the insidious opposition of her own in-laws, the lack of support from the other fiefs and the constant pressure from the guilds, Camelia Orrkrk has managed to keep hold of the reigns of power of the Rampart until now. She has shown herself to be much more subtle than her deceased husband regarding the political games of Cadwallon, and her mastery of rhetoric and the protocol of the upper city opens many doors for her. Her unfailing logic disarms most of her opponents.

More than her cousin Aldenor’s attempts at destabilizing her will be required to make Camelia Orrkrk bend, but she will be hit full-on by the revelation of the Protocol of the Rubies (see Secrets volume 3). Her subtle rhetoric will have no effect against the ominous suspicion in Cadwallon that will fall against the leagues and their supporters. She will then die, causing great succession disputes.

She will leave to posterity the memory of a magnificent personality, whose talents were wasted by the dramatic situation in the fief she managed.

Race: Ogre.

Culture: Upper city.

Trades: Courtesan 3, Emissary 3, Officer 1.

Potential: 6

Dominant Attitude: SUBtlety.

Size: Large (4).

Power: 5

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Hardened (interaction),

Insensitive/3.

Feat: Hard boiled.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 4
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 3
- Argue/SUB 5
- Barter/SUB 4
- Command/DIS 1
- Confound/DIS 1
- Crook/OPP 1
- Disguise/STY 2
- Feign/SLE 5
- Fool/OPP 5
- Identify/SUB 5
- Intimidate/PUG 3
- Lunge/STY 2
- Seduce/STY 5

- Slash/PUG 1

Knowledges:

- Country (Cadwallon) 2
- Culture (Upper city) 2
- Etiquette (Nobility) 4
- Faction (Orrkrk) 5
- Fief (the Rampart) 5
- Fief (Var-Nokkt) 2 cLanguage (Cadwë) 3

Contacts:

- Coricine** (STY) 5
- Arkabast the Gardener (SLE) 2
- Duke of Cadwallon (SLE) 5

Equipment: Make-up case, officer’s armor, parade suit, purse, richly decorated scimitar, showy jewelry, 225 ducats.

LADY ALLYA

Location: the Rampart.

“WELCOME TO THE TAVERN, KID! I GOT WHATCHA NEED TO GET YOUR BLOOD FLOWIN’!”

Lady Allya is one of those few Wolfen who were born in Cadwallon and who have fully integrated themselves in the cosmopolitan culture of the city. She founded the Tavern and turned it into a well-known meeting place appreciated by every faction in the Rampart. While motivated by her own prosperity alone at first, she has since been contacted by Camelia Orrrkrk, who has been able to convince her to work for her cause.

Ever since, Lady Allya gathers all the information she can for the Peer's use and sometimes uses her own contacts to counter the influence of Camelia's opponents.

Lady Allya is now a well-known figure in the Rampart, famous for her “goblin” jeer, peppered with nicely affected growls. She swears like a sailor from the Kraken and knows how to turn that to her advantage. She is involved in a number of traffics, which can be found in addition to the Tavern's usual services, and knows the Archduke's men well.

The Tavern will always be a highly valued place for meeting and trading in the Rampart. Despite the death of Camelia Orrrkrk, Lady Allya will figure out how to profit from the new situation, offering her services to the highest bidder. Nevertheless, she will still feel a certain enmity towards Aldenor. She will be the main source of rumors about him, notably those regarding his hunger for young and fresh flesh.

Race: Wolfen.

Culture: Lower city.

Trades: Miscreant 1, Merchant 2.

Potential: 3

Dominant Attitude: OPPortunism.

Size: Large (4).

Power: 4

Movement: 6

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Goblin's jeers/2, Hardened (interaction).

Feat: Born killer.

Characteristics:

- PUG 4 (FEAR 5)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 1
- Barter/SUB 2
- Bash/PUG 2
- Crook/OPP 4
- Feign/SLE 1
- Fool/OPP 2
- Identify/SUB 2
- Look out/DIS 2
- Seduce/STY 2

Knowledges:

- Commerce 2
- Country (Cadwallon) 2
- Culture (Lower city) 2
- Faction (Orrrkrk) 1
- Fief (the Rampart) 2

- Language (Cadwë) 2

Contacts:

- Coricidine** (DIS) 4
- Aralk (STY) 2
- Kanael (OPP) 2

Equipment: Account book, attires, fake seal (guild of Goldsmiths), purse, 150 ducats.

DAZOMET

Location: Ogrokh.

“BY THE GREAT BRASS SHOVEL! SUCH CLUMSY FREE LEAGUERS I’VE NEVER SEEN! IF THIS CARRIES ON I’LL HAVE TO GO AND GET THAT PARCHMENT BACK MYSELF!”

Dazomet’s life has always been under the sign of fortune, either good or bad. Good fortune when he discovered, by chance, a large amount of gems and ancient coins. He was able to put that treasure to good use by turning himself from professional shrew into high-class merchant/smuggler. Even if Dazomet now frequents courts and palaces, he has not forgotten his origins and still gets his hands dirty, never hesitating to accompany his agents when he believes it necessary. This quality is what moved Urakh Khaurik Argam to make this ambitious and self-reliant goblin his son Kurn’s godfather.

But after a few years of incredible success, Dazomet’s fortunes have turned: he believes that Rat has punished him for his insolent luck (or, at the very least, re-balanced the scales) by involving him in Urakh’s assassination. As Dazomet was afraid of having been possessed by the god and killing the Peer, he decided to remain in power by keeping his godson in a stupor using various drugs. But the whole deal was cut short and Dazomet is now forced to retire from political affairs.

The fact that Dazomet is no longer at the forefront of the political scene has somewhat increased his activities: he can now act behind the scenes, just the way he likes it. He has dreamed up a number of plans, hoping that fortune would smile on him anew.

But Dazomet has made a number of enemies and he will need more than luck (and his godson Kurn’s protection) to reach his goals. His daring has more chance of earning him the enmity of the guilds and the noble families. Unless he has strong support from the leagues and the Duke, Dazomet will be forced to leave Cadwallon.

Race: Goblin.

Culture: Lower city.

Trades: Miscrrent 4, Shrew 3.

Potential: 7

Dominant Attitude: OPPortunism.

Size: Small (2).

Power: 2

Movement: 4

UN: □ □

LW: □ □

SW: □ □

CW: □ □

INC: □ □

Distinctive Features: Dodge, Survival Instinct.

Feat: Goblin’s Jeers/4.

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 5 (DEF 6)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 3
- Argue/SUB 1
- Barter/SUB 3
- Bash/PUG 2
- Conceal/OPP 2
- Climb/SLE 3
- Crook/OPP 5
- Cypher/SUB 1
- Feign/SLE 4
- Fool/OPP 5
- Force/PUG 2
- Identify/SUB 3
- Intimidate/PUG 3
- Look out/DIS 4
- Search/DIS 3
- Seduce/STY 1

- Slither/SLE 3
- Swim/PUG 2
- Taunt/SUB 1
- Tinker/SLE 1

Knowledges:

- Commerce 4
- Country (Cadwallon) 2
- Country (Cadwallon underground) 3
- Culture (Lower city) 2
- Fief (Ogrokh) 2
- Language (Cadwë) 2

Contact :

- Sir Azegon Frunvel** (SUB) 4

Equipment: Chest, climbing harness, climbing hook, fake seal (guild of Blades), lantern, lock-picking tools, parade suit, phial (oil), purse, rope (15m), rucksack, satchel, shovel, 500 ducats.

DUKE DEN AZHIR

Location: Den Azhir.

“I AM CADWALLON.”

Den Azhir, current duke of Cadwallon, is a dramatis, a stateless being gifted with mimetic skills and able to adapt to any culture. He currently has the traits and characteristics of a human from the upper city. Den Azhir's personality is described in *Secrets, Volume 1*, pp. 19-20.

Den Azhir is sparing no effort in gathering the arcanas from Vanus' Tarot and escaping from DESIRE's crushing influence. His quest is a race against the madness which grips him ever more tightly every day. In 1006, he will send Captain Kelian Durak on a quest that will take him all over Aarklash looking for the famous cards.

As the months go by, Den Azhir will become increasingly unpredictable, to the point where his behavior will become erratic and forget his identity. If no one stops him, this nameless and faceless madman will disappear one morning of 1007 with all the arcanas in his possession.

Race: Elf (Human).

Culture: Dragon (Upper city).

Trades: Spy 4, Tarot-Mage 4, Officer 2.

Potential: 8

Dominant Attitude: DIScipline.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Concentration/4, Luck.

Feats: Leadership/4, Stateless.

Characteristics:

- PUG 3
- SLE 2
- STY 4
- OPP 2 (DEF 3)
- SUB 2
- DIS 3 (MAS 4)

Abilities:

- Abjure/OPP 3
- Analyze/DIS 1
- Command/DIS 3
- Conceal/OPP 4
- Confound/DIS 2
- Crook/OPP 3
- Defend/DIS 1
- Disguise/STY 4 +
- Distract/OPP 1
- Dodge/OPP 1
- Evoke/SLE 5 +
- Feign/SLE 5
- Fool/OPP 5
- Hide/OPP 5 +
- Identify/SUB 4
- Intimidate/PUG 2
- Look out/DIS 5
- Lunge/STY 2
- Parry/STY 1
- Search/DIS 1
- Seduce/STY 1
- Slash/PUG 3

- Steal/OPP 1
- Stunt/STY 1
- Sublimate/SUB 3
- Summon/STY 4 +
- Tinker/SLE 2 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Administration (Cadwallon) 2
- Country (Lanever) 2
- Cult (Noësis) 2
- Culture (Dragon) 2
- Faction (Orrkrk family) 1
- Fief (Den Azhir) 2
- History (Cadwallon) 3
- Language (Cadwë) 5
- Language (Cynwäll) 3
- Leagues 2
- Strategy 2
- Urban legends 4

Contacts

- Dyrsin (DIS) 2
- Lotval (OPP) 2

Equipment: Attires, fake seal (Xärë-Lilith), knight's armor, lock-picking tools, make-up case, parade suit, purse, rucksack, sword, tarot of Cadwallon, spellbook, uniform, worn clothes, 225 ducats.

DYRSIN

Location: Drakaër.

“I’M LISTENING. THIS TAKES QUITE A BIT OF EFFORT FOR AN OLD ELF LIKE ME, AND SO I WILL SPEAK VERY LITTLE.”

Dyrsin is one of Laroq’s master spies in Cadwallon. What’s most incredible about it is that he’s under everyone’s nose, at the heart of the upper city! His cover attests to his intelligence: he implies, all the while denying it formally, that he is in truth a non-official ambassador from the Cynwäll. No one, persuaded they have been able to see clearly into his game, searches further! Dyrsin, over a hundred and twenty years old, has been at his post since 907. He lives a solitary life in his tower, surrounded by constructs. And even though he does not have an aptitude for mechanics, he is fascinated by the technological revolutions that are changing the continent, and spends hours studying them. The daily grind of the city holds no interest for him; he is there only to ensure that the ancient secrets of Cadwallon do not fall into the wrong hands and to watch over the Cadwës so that they don’t awaken some sort of curse from beneath the city. If this were to happen, he’d send his messenger constructs to seek help at the Watching tower, to the south, where a Cynwäll garrison is in a permanent state of readiness.

For Dyrsin, life is a long and calm river, which flows more and more peacefully as he grows older. However, an event could jar him out of the torpor that is slowly getting a hold of him: the quest for the legacy of the Elders. The library of the Sphinx will awaken such an interest in him that he will be willing to betray Laroq to keep and study the knowledge of the Men-GlyphIn.

Race: Elf.

Culture: Dragon.

Trades: Emissary 5, Scholar 2, Spy 2.

Potential: 7

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Feature: Scout.

Feat: Concentration/4.

Characteristics:

- PUG 3
- SLE 2
- STY 4
- OPP 2 (DEF 3)
- SUB 2
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 5 +
- Argue/SUB 5
- Barter/SUB 5
- Command/DIS 2
- Confound/DIS 5 +
- Cypher/SUB 5
- Disguise/STY 3
- Examine/STY 1
- Feign/SLE 2
- Fool/OPP 5 +
- Hide/OPP 3
- Identify/SUB 5 +
- Look out/DIS 5
- Lunge/STY 4
- Seduce/STY 4
- Study (Constructs)/SUB 1 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Country (Lanever) 2
- Cult (Noësis) 2
- Culture (Dragon) 2
- Fief (All those from the Lower city) 2
- Fief (All those from the Upper city) 4
- Language (Cadwë) 1
- Language (Cynwäll) 2

Contacts:

- Mâhoz (SLE) 6
- Yeoneul (SLE) 4

Equipment: 2 akhamiäls not too far from him at any time.
Special: Incitation (emissary’s special ability).

GLYLLAN

Location: the Rampart.

"HERE WE MAY FESTER LIKE STAGNATING WATER, BUT WE WILL NOT LET THE VERMIN OF AARKLASH DESTROY US!"

The origin of Gyllan and his Anfœbian companions is tragic: they are a group abandoned by their people, left behind on a lost battlefield in enemy territory. Gyllan was born in Cadwallon, his parents were some of the original invaders. He has learned to master the magic of Water, like his ancestors, but his tormented mind slowly turned him towards Darkness.

Gyllan suffers from his break with Anfœbia. His body is devoured by a coral-like algae, just like every other degenerate Anfœbian from Lil'cad. Very sensitive to light, he prefers the darkness of the flooded cave networks of the district. This way of life has reinforced the break between his group and the Cadwës. He nurtures a deep hatred for the inhabitants of Aarklash, and those from Cadwallon in particular, and takes every incursion by Lil'cad's organized crime as a humiliation.

Left to their own devices, the Anfœbians of Lil'cad are certainly doomed, but they are determined to defend their territory to the very end. The meeting between Gyllan and Azyriel de Vanth will be a revelation – the Anfœbians will abandon their lost hopes for good and turn to the veneration of the dark demons of House de Vanth. They will become more aggressive, Gyllan foremost, and will serve Azyriel as a strike force.

Race: Anfœbian.

Culture: Lower city.

Trade: Mage 3.

Potential: 3

Dominant attitude: SLEight.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive feature: Toxic.

Feat: Regeneration/2.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 5
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Bash/PUG 2
- Channel/OPP 3
- Crook/OPP 2
- Dominate/STY 2
- Feel/SUB 3
- Incantate (Darkness)/OPP 1
- Incantate (Water)/SLE 3
- Look out/DIS 2
- Subdue/PUG 2

Knowledges:

- Country (Cadwallon) 2
- Country (Anfœbia) 1
- Culture (Lower city) 2
- Fief (The Rampart) 2
- Language (Cadwë) 2
- Magic path (Darkness) 1
- Magic path (Primagy) 3

- Magic path (Water) 2

Contacts:

- Tear (DIS) 2
- Wander world (OPP) 1

Equipment: Gem case, 1 immortal gem of Water, 1 immortal gem of Darkness, purse, rags. Spells: Aura, Mana arrow, Minor cure, Putrescence, Veil of fog, Without a trace.

GUMT BLATENSTUKER

Location: Ogrokh.

“TO THINK THAT THOSE FILTH-RIDDEN IMPOLITE WORMS ARE SO NUMEROUS IN THE FIEF, IT MAKES ME SICK!”

Orphaned at a young age, Gumt had the luck to be taken in and raised by the heralds of Felicity. Upon reaching adult age, he naturally entered the cult and rose through the ranks to the point where he became ekzal of the fief of Ogrokh. Gumt has devoted his life to the cult, and like many heralds, he is very attached to traditions and protocols – he preaches a minute observation of the sacred texts. However, Gumt has immense respect for reverend mother Ribeca, who leads the heralds of Felicity, and he always accepts the moderating influence the matriarch has over the cult. He is conscious that the objectives of the heralds is to maintain a certain harmony and momentum in the city. Only one note darkens Gumt's perfect devotion: his repressed hatred for goblins. This deep-seated hostility often goads him into excessive acts and sometimes even pushes him as far as breaking the Cadwë traditions he normally defends so fiercely.

Ever since he was installed amongst the Khaurik Argam, Gumt has been openly attacking Dazomet's interests as soon as he could. This hostility has contributed to the young Peer's rejection of him and he now refuses to grant a single audience to his ekzal. This isolation has turned Gumt into an easily manipulated pawn for Ambassador Iraem, who is weaving his plots in Ogrokh. Gumt will organize the “misfire” of a new weapon in the Shooting range to raze the Peer's palace. After this terrible and uncontrolled destruction, his implication will be discovered, and, unless Iraem's influence is revealed, the scandal will put the final nail in the coffin of Gumt and his allies' credibility.

Race: Dwarf. **Culture:** Upper city. **Trade:** Herald of Felicity 5. **Potential:** 5 **Dominant Attitude:** SUBtlety. **Size:** Small (2). **Power:** 2 **Movement:** 3

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Bane/Goblins, Cure/3, Personal Enemy/Dazomet.

Feat: Hard boiled.

Characteristics:

- PUG 2
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 5)

Abilities:

- Alteration/SUB 5
- Creation/STY 5
- Destruction/DIS 3
- Feign/SLE 2
- Foretell/SUB 2

- Heal/DIS 3
- Identify/SUB 2
- Lunge/STY 2
- Meditate/SLE 2
- Pray/DIS 4
- Recharge/OPP 5
- Revoke/PUG 2

Knowledges:

- Country (Cadwallon) 2
- Cult (Felicity) 5
- Culture (Upper city) 2
- Fief (Ogrokh) 3
- Fief (Var-Nokkt) 5
- Language (Cadwë) 5

Contact :

- Reverend mother Ribeca** (DIS) 3

Equipment: Attires, purse, religious symbol, sacred book, surgeon's tools, 75 ducats.

Special: Felicity's kiss (herald's special ability).

Miracles: August judgment, Banishment, Cadwë baptism, Divine sight, Dubbing, Ear of the wall, Guide, Mancy, Miraculous reprieve, Presence of Felicity, Purifying touch, Religious authority, Trade prayer.

PRESENCE OF FELICITY (LITANY OF FELICITY)

Fervor: 3 **Difficult:** 6 (C)

Target: One character

Range: Sight **Duration:** 2 rounds

If the target has a Peer or a herald of Felicity in their contacts, they gain the feat “Luck”.

If the target has the Duke in their contacts, they gain the distinctive feature “Authority” (or the feat, if they already had the feature).

Each gamble allows the duration to be increased by a round.

AUGUST JUDGMENT (LITANY OF FELICITY)

Fervor: 6 **Difficult:** 7 (A)

Target: Area

Range: Tile **Duration:** Special

The faithful announces out loud, so the entire tile hears it, in Cadwë, an interdiction on a sort of activity considered harmful to Felicity (violence, theft, lying, vandalism, spying...). This interdiction is generally illustrated by an excerpt of Cadwë history or by a quote from Vanuis.

From that moment on, and as long as he does not undertake any other action, the faithful is allowed a special reaction (Pray/DIS) against the first action of the sort forbidden in the area: the result of the Pray/DIS roll is subtracted from the result of this first forbidden action. If the final result of the forbidden action is 0 or less, a luminous aura surrounds whoever broke the interdiction and they lose 1 HP.

The miracle lasts as long as the faithful doesn't undertake any different actions, leaves the tile or until a forbidden action is undertaken. Each gamble allows a +1 bonus to be added to the Pray/DIS roll.

GWAN STANDING-WIND

Location: the Trophy.

“WAIT A SECOND – I LOVE THIS PART. YOU CAN ALMOST HEAR THE KELT HEAVY CHARGES IN THE PLAINS OF AVAGDDU. AH... THIS IS PURE BLISS!”

Gwan Standing-Wind is the last heir of the family ruling over the Trophy. He shoulders the task as best he can, but without much conviction. He is more interested in art – particularly the great Kelt sagas and the musical works of his ancestors.

He suffers his responsibilities more than he accepts them, to the dismay of the few Standing-Winds who stayed behind in Cadwallon and who were hoping for a more valorous, dynamic chief.

In truth, Gwan Standing-Wind is a dreamer, who is a font of knowledge on the legends of his people or of Cadwallon, insatiable about esoteric knowledge dealing with Vanius' Tarot. He shows competent skill in running his fief, but he simply lacks motivation and political will.

An unforeseen event will spare Gwan Standing-Wind the Markropet aggressions – in Var-Nokkt, the revelation of Arkan Var-Nokkt's activities will bring about the fall of Arsine Markropet, compromised by the financing of the fields of the Trophy. Mired in a financial scandal of unprecedented size and pressed by the Usurers to sell a number of assets, the Markropet family will be discarded from Cadwallon's political game for a while.

Relieved, Gwan will then try to get rid of Blassem, who will have become useless. He will get closer to his uncle and the Montrachet hand to keep his power. Despite all that, Gwan Standing-Wind will be the last Peer of his family. Nothing will be able to keep the Markropet from getting their domain back.

Race: Human.

Culture: Lower city.

Trades: Scholar 4, Tarot-Mage 2, Officer 2.

Potential: 6

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Feature: Rigor.

Feat: Resolution/3.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

Abilities:

- Abjure/OPP 1
- Analyze/DIS 3

- Argue/SUB 4
- Bash/DIS 4
- Command/DIS 3
- Conceal/OPP 2
- Confound/DIS 1
- Crook/OPP 2
- Cypher/SUB 4
- Defend/DIS 1
- Evoke/SLE 2
- Examine (Herb) /STY 3
- Examine (Inert) /STY 1
- Fool/OPP 2
- Identify/SUB 5
- Intimidate/PUG 2
- Look out/DIS 2
- Parry/STY 1
- Study (Herb)/SUB 3
- Summon/STY 2

Knowledges:

- Art (Music) 1
- Art (Poetry) 4
- Country (Cadwallon) 2
- Culture (Lower city) 2
- Faction (Standing-Wind family) 5
- Fief (the Trophy) 2
- History (Cadwallon) 1
- Language (Cadwë) 2
- Urban legends 2

Contacts:

- Duke of Cadwallon (DIS) 3
- Erwan Standing-Wind ** (SLE) 5
- Lysa Montrachet** (SLE) 3

Equipment: Attires, calligraphy tools, officer's armor, purse, sword, tarot deck, spellbook of Kelt epics.

HECIR BAFFE

Location: Ogrokh.

“WAIT FOR THEM TO BLUNDER INTO THE PARALYZING NETTLE, AND THEN CHARGE ON MY SIGNAL.”

Hecir Baffe discovered the benefits of Hyffaid's cult when he devoured a faye in a strange cavern. Ever since, his cruelty and visions have guided him in his exploration of a bloody faith. Along with his brother Nyeh he has recruited adepts who he exhorts to live their thirst for blood as intensely as possible to lead them to a higher level of power. Using the enchanted energies concentrated in the cave where he had his revelation, Hecir drags his followers into ever more gruesome orgies. He insists on the fact that eating your neighbor must be taken to the letter: the closer the person devoured is, the more important the release of energy will be. The ogres are thus encouraged to deliver their godparents as a meal to the sect. Led by an indomitable tenacity and an ever-devouring ambition, Hecir has discovered a ritual that allows them to pervert the magic groves by turning them into “gardens of blood”. He is convinced that his powers and those of his adepts will slowly increase and allow him to play a major role in Cadwallon.

With the rise of his bloody cult, Hecir has more and more trouble being able to stand the presence of his brother at his side. Nyeh is less calculating and more impulsive than his brother, moreover, his love of technology and goodwill towards engineers are faults Hecir does not forgive. Split between these opposing feelings, Hecir is slowly convincing himself that he has to devour his brother to attain a new level in his relation with Hyffaid. If this conflict between the two brothers really arises, the fall of the cult could be a possibility. If Hecir manages to reach his goals, devouring Nyeh will open his appetite: he'll want to move on to the Peers next, then to the Duke himself.

Race: Ogre.

Culture: Lower city.

Trades: Bandit 3, Missionary (Hyffaid) 2.

Potential: 5

Dominant attitude: DIScipline.

Size: Large (4).

Power: 5

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Born Killer, Concentration/3.

Feat: Fierce.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 4 (MAS 5)

Abilities:

- Alteration/OPP 4 +
- Bash/PUG 5 +
- Crook/OPP 3
- Hide/OPP 3
- Intimidate/PUG 4 +
- Look out/DIS 4
- Meditate/SLE 1
- Parry/STY 4
- Preach/STY 1
- Ride/STY 1
- Slither/SLE 2
- Survive/OPP 2
- Swim/PUG 1 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Country (Cadwallon) 2
- Cult (Hyffaid) 2
- Culture (Lower city) 3
- Faction (guild of Blades) 2
- Fief (Ogrokh) 3
- Language (Cadwë) 3

Contact :

- Nyeh Baffe** (PUG) 6

Equipment: Bits and pieces, combat chains, enchanted moonstone, horse, mess tin, purse, reinforced leather armor, religious symbol, rucksack, sacred book, worn clothes, 50 ducats.

Miracles: Hyffaid's curse, Miraculous reprieve, Religious authority, Trade prayer.

HILDA OVENBREHE

Location: Den Azhir.

“WELL – LET’S SEE... YES, I REMEMBER YOUR FILE. SHOULDN’T YOUR LEAGUE BE GUARDING VANIUS’ MAUSOLEUM RIGHT NOW?”

With outstanding intelligence, Hilda quickly became the pride of her family. Her thirst for independence rapidly got her into trouble and she used the excuse of going to study as a means to have less people to answer to. This desire for autonomy quickly drove her to Cadwallon, whose principles and spirit appealed to her. Buoyed by a hunger for knowledge, Hilda imposed herself as the reference in a number of subjects of learning. Her expertise, notably in the legal domain, opened the doors of the leagues to her, where she made a name for herself at Den Azhir’s side.

Having become Duke, Den Azhir offered her the office of chamberlain. Hilda Ovenbrehe refused any diplomatic or protocol function in order to remain close to the leagues: she is convinced that this is where the free spirit of Cadwallon lives, and she wants to protect it above all else. Den Azhir therefore named her steward of Diamond.

Even though she doesn’t realize it, Hilda Ovenbrehe is threatened from all sides: the guilds see her as a symbol of the independence of the leagues, while the leaguers are quick to fault her for her lack of flexibility. Unlike other people close to the Duke, Hilda believes that she is nothing more than a link in the chain of administration and does not fear for her safety. If she manages to survive her first assassination attempt, committed by a league manipulated by guild masters, she will have to change her habits to face this threat.

Race: Dwarf. **Culture:** Boar.

Trades: Craftsman 2, Scholar 5, Shooter 1. **Potential:** 7

Dominant Attitude: DIScipline. **Size:** Small (2).

Power: 2 **Movement:** 3

UN: □ □ □

LW: □ □ □ **SW:** □ □ □

CW: □ □ □ **INC:** □ □ □

Distinctive Features: Precision, Rigor. **Feats:** Hard

Boiled, Vivacity.

IMPROVED PISTOLS

Item	Pow.	Rate	Range	Rel.	SIZ	Conc.	Origin	Legal	Availability	Weight	Price
Precise Pistol	5	1	5/9/12	3	2	0	CAD	Yes	10	0.5 kg	40D
Reduced Pistol	4	1	4/6/8	3	1	0	CAD	Yes	10	0.5 kg	50D
Heavy Pistol	6	1	2/4/6	2	3	-2	CAD	Yes	10	1 kg	60D

Many types of modified pistols can be found in Cadwallon – Hilda Ovenbrehe has created a few of them and studied many others. Three broad kinds of improvements exist:

- The precise pistol gives a free gamble on Shoot/SLE and Aim/SLE tests;

Characteristics:

- PUG 2 * SLE 3
- STY 2 * OPP 2 (DEF 3)
- SUB 2 * DIS 5 (MAS 6)

Abilities:

- Activate (Machine)/SLE 2 * Analyze/DIS 3
- Argue/SUB 5 * Barter/SUB 4
- Command/DIS 4 * Confound/DIS 2
- Cypher/SUB 5 * Defend/DIS 1
- Design (Machine)/SLE 1 * Dodge/OPP 1
- Endure/PUG 2 * Examine (Machine)/STY 1
- Examine (Powder)/STY 4 * Examine (Steam)/STY 4
- Fool/OPP 3 * Slither/SLE 1 Hide/OPP 1
- Identify/SUB 5 * Improve (Machine)/DIS 1
- Look out/DIS 2 * Repair (Machine)/SUB 2
- Search/DIS 2 * Shoot/SLE 2
- Study (Powder)/SUB 4 * Study (Steam)/SUB 4

Knowledges:

- Administration (Cadwallon) 3
- Artifact (Ancients) 2
- Country (Ægis) 2 * Country (Cadwallon) 2
- Creatures 2 * Culture (Boar) 2
- Entities 1
- Expertise (Steam) 2 * Expertise (Powder) 2
- Faction (Guild of Architects) 2
- Fief (Den Azhir) 2 * History (Age of Darkness) 5
- Language (Cadwē) 2 * Language (Gheim) 2
- Leagues 5
- Nature 2 * Urban legends 2

Contacts:

- Duke of Cadwallon (SUB) 4
- Master Ôrn (SUB) 2
- Kahinir the armorer (SUB) 2

Equipment: Apron, attires, calligraphy utensils, horn of powder and special ammo (x20), improved pistols of GM’s choice (x2), purse, rare spellbooks (x4), satchel, toolkit.

Special: Sapience (scholar’s special skill).

- The reduced pistol uses half as much powder and can be concealed more easily. Its cannon can be dismantled, which gives it a +2 concealment bonus, but requires a round to assemble or dismantle it;
- The heavy pistol uses a cannon with an impressive bore. This difficult to use piece of equipment has a Complexity of 5, and any result of “1” is rerolled during incident rolls.

THE HARLEQUIN

Location: Cadwallon.

“PICK A CARD...”

The Harlequin is a complex character. His silhouette can sometimes be seen against the night sky, atop a rooftop or a tower. The city seems to hold no secrets for him. In the lower city, he is considered to be something of a supernatural hero who protects the weak via his rapid justice.

This legendary figure is opposed by the Bogeyman in a vendetta of which no one knows the origins. Both are solitary beings that haunt the nights of Cadwallon to fulfill their mysterious objectives. To the Cadwës these two beings are not human, but spirits who embody the city and the powers it shelters. In typical Cadwë fashion there is fierce betting around which one of the two will come out on top. The sums accumulated today are beyond anyone's imagination, as the bets have been going for generations.

In truth, the Harlequin is an assumed identity the harlequins take up one after another. Wearing the traditional costume and wielding the Magician, Justice and Star cards, this knight roams the streets of Cadwallon, seeking rag'nars, sworn enemies of the harlequins. Depending on the personality of the knight who is wearing the Harlequin's costume, he sometimes takes the opportunity to play the role of the righter-of-wrongs, bolstered by the popular legend.

The Harlequin faces the Bogeyman on a regular basis. The harlequins do not know why the Bogeyman is after them. Is he a rag'nar? Does he covet their cards from Vanius' Tarot? The Bogeyman has already killed many Harlequins, but the precious cards have always been recovered in time. Inversely, some Harlequins have killed the Bogeyman, but he always returns. It would seem that this struggle is endless, each death fanning the flames of the rivalry and hatred binding these two beings.

During the next few years, the Harlequin will have much to do – with the renewal of league activities, more and more explorers will come close to Desire's prison. The Harlequin will have to neutralize these threats to preserve the balance of Aarklash. Every time he can pull it off, he will remain content to simply induce the leagues in error by giving them false leads. If this is not enough, he will have to use whatever means necessary, even maiming or killing servants of the Free city. Desire must remain imprisoned, no matter what the cost.

When a harlequin officially puts on the Harlequin's costume, the tarot-master is transformed by the powers of tarotmancy. Thanks to a ritual based on the evocation of the Harlequin, he takes on the look and the skills tied to the fictional character of the Harlequin. However, he retains his own abilities as tarot-master. The following characteristics are therefore good for any Harlequin, no matter which knight takes on the role. It takes into account the effects of the evocation of the Harlequin. However, until now, only humans have taken on the role – what would happen when a Wolfen knight wears the bicorn remains a mystery.

Race: Human.

Culture: Lower city.

Trades: Courtesan 2, tarot-mage 5.

Potential: 5

Dominant attitude: STYle.

Size: Medium (3).

Power: 3

Movement: 4

U: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Bravery, Fencer, Personal enemy/Bogeyman, Tightrope walker.

Feats: Leap, Luck.

Characteristics:

- PUG 2
- SLE 3
- STY 3
- OPP 3 (DEF 4)
- SUB 4
- DIS 2 (MAS 3)

Abilities:

- Abjure/OPP 4
- Argue/SUB 1
- Bash/PUG 2
- Climb/SLE 5
- Conceal/OPP 5
- Crook/OPP 2
- Disguise/STY 1
- Distract/OPP 2
- Dodge/OPP 5
- Evoke/SLE 5
- Feign/SLE 1
- Fool/OPP 5
- Hide/OPP 2
- Identify/SUB 5
- Look out/DIS 2
- Lunge (Piercing)/STY 5
- Seduce/STY 3
- Stunt/STY 5
- Sublimate/SUB 3
- Summon/STY 5

Knowledges:

- Country (Cadwallon) 2
- Culture (Lower city) 4
- Faction (Harlequins) 2
- History (Cadwallon) 4
- Language (Cadwë) 2
- Urban legends 5

Contacts:

- Another knight (STY) 3
- His mentor (DIS) 3

Equipment: Bicorn, carnival mask, Harlequin costume, Justice, rapier, the Star, tarot of Cadwallon, the Magician.

Special: The Onyr's magic (Tarot-master's special ability).

THE HARLEQUIN'S TAROT CARDS

THE TAROT'S ARCANA

Each arcana of Vanius' Tarot affects its owner in two ways. The Ascendant is a positive effect, while the Descendant is negative. Neither of these two effects can be "turned on" or "turned off". They affect the owner permanently.

THE STAR

Affiliated Character: Vortiris

Current Owner: The Harlequin

On card XVII, a man is lost in a maze. He is holding a cut piece of thread. Nevertheless, he is walking towards the exit, following a star shining in the sky.

Symbolically, the Star represents the quest for meaning and truth. The image it bears implies that one must lose himself to find the proper way.

Ascendant: The character finds his way despite the lies and illusions. He can no longer be affected by a manipulation, nor by a mystical effect altering his senses or related to an illusion.

Descendant: The character is lost in the chaos of life. He can no longer use his Identify/SUB ability, nor any of his knowledge's, with the exception of languages.

JUSTICE

Affiliated Character: Killyox

Current Owner: The Harlequin

Card VIII shows a prison. A man is chained in the dark. The door is open, allowing a bit of light to flow in. On the threshold stands a woman in a great white dress; she is throwing into the cell a broken crown and a puppet with cut strings.

Symbolically, Justice represents the effects of causality and the consequences of everyone's actions. The image it bears implies that even the most powerful people will someday have to face their responsibilities.

Ascendant: The one wielding the card can judge any character in sight. If he has acted against the political or esoteric interests of the Free city, he suffers a Wound test of a Power equal to his POT.

Descendant: If the bearer of the card tries to judge an innocent or if he acts against the political or esoteric interests of the Free city, he suffers a Wound test of a Power equal to his POT.

THE MAGICIAN

Affiliated Character: Baron Mirvillis of Allmoon

Current Owner: The Harlequin

Card I shows a juggler, standing behind a table on which lies a puppet, its strings cut with a knife. The man juggles with six gems, each bearing a letter: E, I, O, P, R and S. In the night sky, four stars form a crown above the juggler's head.

Symbolically, this card represents the tarot-mage and his art.

Ascendant: At the end of each turn, the Mana sources of the card's bearer all replenish themselves entirely.

Descendant: If at the end of a turn, before the Ascendant takes effect, all of the card bearer's mana sources are full; he suffers a Wound test of a Power equal to the number of full sources. This test is penetrating/Ø.

THE BARON MARDI

Location: Ghieronburg.

“DO NOT FORCE ME, THROUGH YOUR IMPUDENCE, TO BREAK MY OWN TRUCE.”

The Baron Mardi has fled from Solnarreg, the Fire reflection of Cadwallon. He was supposed to become its ruler after marrying the princess of Splitrock (Air). His passionate character prevented him from being able to tie himself down to the woman and the throne: he instead preferred to flee to travel the continent. The *sihir* manifests himself under the guise of a very agile man, wearing a buffoon costume richly decorated with rubies. A bit of a lunatic, he can go from complete hilarity to terrifying rage in a matter of seconds.

If the true identity of the Baron Mardi isn't discovered – only Adalban Ghieron knows this secret – he will continue to live in Cadwallon, protected by the Peer of Ghieronburg. If his existence is revealed, the prince will leave the city to add the fire of his fury to the battlefields of the Rag'narok.

Race: Fire elemental

Culture: Solnarreg

Trades: Courtesan 4, warrior-mage 3, officer 2

Potential: 7

Dominant attitude: PUGnacity

Size: Medium (3)

Power: 4

Movement: 4

U: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: -

Feats: Artifact, Immunity/Fire, War Fury.

Characteristics:

- PUG 5
- SLE 2
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 2
- Argue/SUB 3
- Barter/SUB 1
- Command/DIS 2
- Crook/OPP 5
- Defend/DIS 1
- Disguise/STY 3
- Distract/OPP 1
- Endure/PUG 2
- Feign/SLE 3
- Fool/OPP 4
- Force/PUG 2
- Identify/SUB 4
- **Incantate (Fire)/PUG 4**
- Intimidate/PUG 1
- Look out/DIS 1

- Parry/STY 4
- Seduce/STY 4
- Shoot/SLE 2
- Slash/PUG 5
- Slither/SLE 1
- Subdue/PUG 2

Knowledges:

- Administration (Cadwallon) 2
- Commerce 2
- Country (Cadwallon) 2
- Culture (Lower city) 4
- Faction (Ghieron family) 5
- Faction (the Genius) 1
- Fief (Ghieronburg) 3
- Language (Cadwë) 2
- Magic path (Fire) 1
- Magic path (Primagy) 3

Contacts:

- Sergeant Martial (SUB) 2
- Sulandra the Grey (OPP) 1
- Uune (OPP) 1

Equipment: Crossbow and twenty bolts, enchanted buffoon costume (PRO 2 MOD 0), gem case, purse, sword, two minor immortal gems of Fire, 200 ducats.

THE BOGEYMAN

Location: Soma.

“PATIENCE, MORTALS, PATIENCE... THE GODS OF DAYS OF YORE WILL WALK AMONG YOU AGAIN. “

The Bogeyman is not a human being, and never was. The Bogeyman is a nightmare born from the fears and disillusionments of a family of Cadwës who lived on Morgue Street. He has already been called to Cadwallon twice, but the target of his immortal hatred, which binds him to the city more than any orders from his Abyssal masters, is the Harlequin. The Bogeyman is obsessed with this being who refuses to die, and, more importantly, let go of the wonderful tarot cards that he covets.

In 1004, the Bogeyman will finally understand that he does not face an Incarnate, but a group of mortals who replace their losses as they go. This truth will quell the fighting between the faithful of Salaüel and the guardians of DESIRE, especially since the Rag’Narok, which is gaining momentum, will not allow him much time to complete his vendetta against the Harlequin. The Bogeyman will continue his quest for the arcanas of Vanius’ Tarot across the surface of Aarklash, delaying his fight against the tarot-mages of the city.

Race: Special.

Culture: Lower city.

Trades: Bandit 2, Cleric 3, Spy 1.

Potential: 6

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Leadership/3, Incarnate.

Feats: Iconoclast, Living dead, Regeneration.

Characteristics:

- PUG 4 (FEAR 5)
- SLE 2
- STY 2
- OPP 3 (DEF 4)
- SUB 4
- DIS 1 (MAS 2)

Abilities:

- Alteration/OPP 1
- Argue/SUB 2
- Bash/PUG 1
- Command/DIS 1
- Crook/OPP 1
- Destruction/PUG 3
- Disguise/STY 1
- Dodge/OPP 1
- Feign/SLE 1
- Fool/OPP 1
- Hide/OPP 2
- Identify/SUB 2

- Intimidate/PUG 2
- Look out/DIS 3
- Parry/STY 2
- Slash/PUG 3
- Slither/SLE 2

Knowledges:

- Administration (Acheron) 3
- Administration (Cadwallon) 2
- Cult (Salaüel) 4
- Faction (Harlequins) 2
- Faction (Guild of Thieves) 1
- Fief (Soma) 3
- History 2
- Language (Cadwë) 5

Contacts:

- Alizarine (OPP) 2
- Celenia of Teren (STY) 2

Equipment: Attires, calligraphy utensils, dagger (S), fake seal (guild of Thieves), the Gravedigger’s Ossuary, leather armor, moldy spellbook, purse, religious symbol, rucksack, sacred book, worn clothes.

Miracles: Any, at GM’s discretion

THE GRAVEDIGGER’S OSSUARY

“The tormented souls will flood the world of the living in a blaze of Darkness.”

These few words alone summarize the terrifying power of the Gravedigger’s Ossuary. This relic, enchanted by a powerful necromancer of Acheron, allows the Boogeyman to strengthen his hold over fearful souls. His enemies’ fear becomes almost palpable and the crooked fingers of his impious faith take hold of it to give it to the dark gods to feed on, who reward their servant in return.

The Bogeyman regains a health level as soon as a character becomes afraid in the same area as him.

THE ELHEREM

Location: Outskirts (Watching tower).

“I HAVE BEEN WATCHING THE STRUGGLES OF THIS CITY FOR SO MANY YEARS...”

When the Cynwäll decided to leave Cadwallon the cursed to the hands of the Dogs of war, the Guide created the office of the Elherem, “the One-who-watches”. The role of this dignitary is to give the authorization to enter or trade on Cynwäll territory, and also to watch over this turbulent neighbor. Many claim that the same Cynwäll has held this post since the foundation of the Free city. Some claim that he is immortal, and others state that he uses magic, or has the gift of ubiquity. The truth is much simpler: Melniän is the second Elherem. Having reached the venerable age of 108, he has been training his successor, Asiniell, for many years. The latter often holds audiences in his stead, under the discreet gaze of his master. More rarely, they both put on the Elherem’s costume to entertain the mystery of his ubiquity. Indulgent and thoughtful, Melniän works hard to conserve the fragile balance in the region – he skillfully negotiates the entrance fees into Lanever and uses the resources thus collected to maintain a precious network of informants in every level of Cadwë society. He works as a team with ambassador Dyrsin, who is in charge of military and political intrigues.

Melniän would like to devote the last few remaining years of his life to the Noësis. The burden of his task has up until now kept him from pursuing the quest for Truth and he would like to leave this world while at peace. First, he will try to accomplish the task given to him by the Omÿnsill: pierce the secrets of the tower that dominates Cadwallon. This knowledge will give his people a way to destroy the city if the corruption of Darkness ever was to wash over it. Leaving behind the daily tasks for Asiniell to deal with, he will lead a group of helianths for a few years and will finish mapping the foundation of the pillars. He will thus leave his successor a precise knowledge of the upper city’s underground and the areas to sap in order to break down the tower’s structural integrity. However, he will die before uncovering the secret of the ancient constructs that were used to build it. Asiniell will take his place as his successor without Cadwallon ever knowing it.

Race: Elf.

Culture: Dragon.

Trades: Emissary 3, Scholar 2.

Potential: 5

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive feature: Hardened (interaction).

Feat: Concentration/3.

Characteristics:

- PUG 3
- SLE 2

- STY 4
- OPP 2 (DEF 3)
- SUB 3
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 4 + * Argue/SUB 5 +
- Barter/SUB 3 + * Confound/DIS 3
- Cypher/SUB 3 * Examine (Constructs) /STY 2
- Fool/OPP 2 * Identify/SUB 5
- Look out/DIS 3 * Lunge/STY 2
- Seduce/STY 2 * Study (Constructs)/SUB 2 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Administration 3
- Country (Cadwallon) 2 * Country (Lanever) 3
- Cult (Noësis) 2 * Etiquette (Nobility) 3
- Expertise (Constructs) 2 * History (Cadwallon) 3
- Language (Cadwë) 2 * Language (Cynwäll) 3

Contacts:

- Alizarine (STY) 2
- Elleole of Ysme (SLE) 2
- Yeoneul (SUB) 3

Equipment: Akhamiäls with ornate armor, attires, nacreal, saphrant robe, tomes on the ancient history of Cadwallon.

There are two copies of both the saphrant robe and the nacreal at the Watching tower, to be worn by Melniän and Asiniell. For safety reasons, five copies of the Elherem’s suit were made, each a high-quality imitation without the powers of the originals. If required, the asadars assigned to the Elherem’s security will put these on to sow confusion in the opponent.

NACREAL:

This nacre finished mask, with delicate metallic outgrowths completely covers its wearer’s face. A system transforms the voice, creating a constantly even tone. The nacreal is also equipped with a vision system that allows the wearer to see (as if in perfect lighting) in otherwise complete obscurity. There are many copies of this mask, each able to be tuned in to the others by a helianth craftsman. The wearers can also communicate with one another mentally up to a few hundred meters away. The mask must be powered by a major immortal gem of Light.

SAPHRANT ROBE:

This ceremonial costume, ivory and brown with an elaborate cut, has a net saturated with solaris magic running through it. Inspired by the weaving of the Saphrants, this arachnid network creates an armor as light as silk but extraordinarily resilient. It confers protection both physical (PRO 4, MOD 0) and magical (gives the wearer an effect similar to the feat “Insensible/4”).

ISABEAU THE SECRET

Location: Soma.

“I AM THE AVENGING ANGEL OF THE SOMAS. THIS SWORD WILL DISPERSE THE ASHES OF OUR ENEMIES.”

Isabeau Soma has sworn to avenge the death of her father, Anon, whose murder was ordered by Sophet Drahas. She has already met the King of ashes, but he humiliated her before his court before letting her go free. Instead of breaking “the Secret”, this insult has fanned her hatred and caused her Incarnation. She has sworn her life to vengeance and frequently puts herself in danger to reach this goal, and the Ormer, her weapon bearer, just so happens to have saved her life numerous times.

In the future, Isabeau will meet Sophet Drahas many times. Each of these meetings will end up with the humiliation of the young woman, who is overconfident, unless she manages to trust someone else to help her in her quest for vengeance.

Race: Human.

Culture: Upper city.

Trades: Sleuth 2, Duelist 4.

Potential: 7

Dominant attitude: SLEight.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Incarnate, Resolution/2.

Feats: Bravery, Fencer.

Characteristics:

- PUG 2
- SLE 4
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 3
- Disarm/SUB 3
- Feign/SLE 2
- Hide/OPP 2
- Hunt/OPP 3
- Intimidate/PUG 2
- Identify/SUB 3
- Look out/DIS 2
- Lunge/STY 5
- Parry/STY 4
- Pierce/SLE 3
- Shoot/SLE 4
- Strike back/STY 3
- Taunt/SUB 4

Knowledges:

- Expertise (Powder) 2
- Faction (Guild of Blades) 4
- Faction (Guild of Usurers) 3
- Language (Cadwë) 4

Contacts:

- Alizarine (SLE) 4
- Gosse Hitchblade (STY) 3
- Sergeant Martial (OPP) 3

Equipment: Attires, leather suit, the Ormer (see weapon bearer profile on p. 255 of the Players manual, and add to it the following distinctive features: Assassin and Bravery), pistol (S) (20 shots), purse, The Soul of the Somas, 80 ducats.

THE SOUL OF THE SOMAS

When drawn, the Soul of the Somas gives a +1 bonus to SLE, STY and SUB. Its wielder also gains the distinctive features “Authority” and “Righteous” in combat situations.

Only a member of the Soma family can benefit from these effects.

KAL RAJGHUR

Location: Den Azhir.

“LET ME FINISH MY PINT. THEN IT’LL BE A PLEASURE TO MAKE YOU TAKE BACK THOSE INSULTS.”

Raised and educated to be a messenger by the No-Dan-Kar goblins, the daily life of Kal Rajghur was for a very long time limited to lonesome rides to deliver a confidential message or an urgent package with the utmost discretion. But the company of goblins, jovial and talkative, has turned him into a profoundly social being. The courier job frustrated Kal, who was lacking recognition, perspectives and social interactions. After having been attacked and left for dead during a voyage, Kal Rajghur decided not to return to No-Dan-Kar and to change his life by leaving for Cadwallon.

After a few years in the Free city, Kal met Den Azhir and became a free leaguer. With the rise of his companion, the dynamic Orc has become the city’s constable, to the surprise of everyone who thought he was better suited for the task of intendant. But Kal Rajghur works closely with Silent Scyrnyth and the militiamen appreciate Kal’s personality as well as his ambitious projects.

Kal Rajghur’s destiny will be the same as that of the Duke and the city. Against the growing powers of the dangers threatening Cadwallon, the constable will have to maintain a united, trained and reliable militia. But the glory-seeking actions of some free leaguers will tarnish the role of the militia. Moreover, Kal Rajghur is not a general – without Silent Scyrnyth’s advice, he would be unable to organize the backbone of the city’s troops. The enemies of the city will use of each of his mistakes as evidence that he is unable to lead an army. The support of Silent Scyrnyth and the militiamen, sincerely attached to their constable, will nevertheless save his hide.

Race: Orc.

Culture: Rat.

Trades: Emissary 3, guide 3, soldier 1.

Potential: 6

Dominant attitude: SLEight.

Size: Medium (3).

Power: 4

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive features: Disengagement, Harassment, Instinctive firing, Survival instinct.

Feat: -

Characteristics:

- PUG 2
- SLE 4
- STY 2
- OPP 3 (DEF 4)
- SUB 3
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 3
- Argue/SUB 2
- Barter/SUB 3
- Climb/SLE 2
- Command/DIS 2
- Confound/DIS 1
- Crook/OPP 1
- Dodge/OPP 2
- Endure/PUG 1
- Feign/SLE 4
- Fool/OPP 4
- Hide/OPP 1
- Hunt/OPP 1
- Identify/SUB 4
- Intimidate/PUG 1
- Look out/DIS 4
- Parry/STY 2
- Pierce/SLE 3
- Ride/STY 3
- Search/DIS 2
- Seduce/STY 2
- Shoot/SLE 4
- Slither/SLE 1
- Stunt/STY 1
- Survive/OPP 3
- Swim/PUG 2

Knowledges:

- Administration (Cadwallon) 3
- Commerce 5
- Country (Cadwallon) 3
- Country (No-Dan-Kar) 2
- Culture (Rat) 2
- Faction (Guild of Usurers) 2
- Faction (Militia) 3
- Fief (Den Azhir) 2
- Language (Cadwë) 4
- Language (Goblin) 2
- Leagues 4
- Nature 3
- Strategy 2

Contacts:

- Arkabast the gardener (SUB) 2
- Duke of Cadwallon (SLE) 4
- Gidzzit the Bell Ringer (DIS) 2
- Sergeant Martial (SUB) 3

Equipment: Attires, calligraphy utensils, lantern, make-up case, one-handed crossbow, parade suit, parchments, purse, telescope, throwing dagger, uniform, 350 ducats.

Khark Khaurik Argam

Location: Ogrokh.

“TAKE THESE MESSAGES TO THE GUILD OF BLADES AND GET ME THE AGENT WHO WAS DOING SURVEILLANCE ON POLIBE AND HER BLOODY HUSBAND.”

With his strong belief in the respect of family traditions and the art of war, Khark owes a lot to his godfather (a godmother, in fact) who was a Barhan fencer that taught him to never neglect the diplomatic and financial aspects of military command. Even before the death of his brother Urakh, Khark had a heavy influence on the family of Ogrokh's Peer: he is the uncontested leader of the Man-An-Org, the prestigious military institution which, almost by itself, glorifies the clan throughout the city. Khark is the only one trying to keep the family from imploding, as it began to crumble apart since Urakh's death.

He uses the services of Those from Above to watch over the fief and communicate with his agents. The tireless vigilance of this workaholic allows the clan to prosper despite the tensions and attacks which threaten it. He remains strongly attached to the use of godfathers and he personally involves himself in the choice of the godfathers for the clan's young ogres whenever he can.

Despite years of being the head of the Man-An-Org, Khark does not know how to take care of his nephew Kurn's education. Ever since the Duke personally involved himself in the young Peer's business, Khark hesitates between giving the young ogre a beating to shake him up or letting him do his own thing so that he may learn from his mistakes. In time, depending on Kurn's actions, Khark will decide to either give him the reigns of power little by little, or try to remove him to replace him with a less eccentric Peer.

Race: Ogre.

Culture: Lower city.

Trades: Emissary 2, Officer 6.

Potential: 8

Dominant Attitude: DIScipline.

Size: Large (4).

Power: 5

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Master Strike/4, Strategist.

Feats: Hardened (confrontation), Leadership/4.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 5
- Argue/SUB 4
- Barter/SUB 4
- Bash/PUG 5
- Command/DIS 5
- Crook/OPP 2
- Defend/DIS 5
- Distract/OPP 2
- Endure/PUG 3
- Fool/OPP 2
- Identify/SUB 5
- Intimidate/PUG 5
- Look out/DIS 5
- Parry/STY 4
- Ride/STY 5
- Seduce/STY 5
- Slash/PUG 5

Knowledges:

- Administration (Cadwallon) 2
- Commerce 2
- Country (Cadwallon) 2
- Culture (Lower city) 3
- Etiquette (Military) 4
- Faction (Guild of Blades) 2
- Faction (Militia) 2
- Fief (Ogrokh) 5
- Language (Cadwë) 2
- Strategy 5

Contacts:

- Danka Khaurik Argam** (DIS) 2
- Sir Azegon Frunvel** (OPP) 2

Equipment: Attires, calligraphy utensils, horse, parade suit, pivot axe, spiked armor, purse, rucksack, uniform, 150 ducats.

Special: Support (officer's special ability).

PIVOT AXE

Item	Dam.Mod.	Type	Reach	SIZ	SIZ	Conc.	Origin	Legal	Availability	Weight	Price
Pivot Axe	5	T	3	4	-3		CAD	Special	10	9 kg	120D

PIVOT AXE

The pivot axe is an extremely difficult weapon to manufacture: this gigantic battleaxe has complex mechanisms incorporated into its handle that allows the articulated double head to pivot. Only the Man-An-Org's elite use this weapon, and only a dozen copies of perfect reliability have been made. Models of inferior quality, prone to jamming, can be found around Cadwallon.

Only the best troops from the Man-An-Org are allowed to bear this weapon.

SPIKED ARMOR

Item	Pro	Mod	SIZ	Origin	Legal	Availability	Weight	Price
Spiked Armor	6	-1	4	CAD	Special	10	30 kg	150D

SPIKED ARMOR

Spiked armor is a masterpiece of engineering. This plated armor includes retractable spikes that can wound opponents. This armor is used in times of war by the best troops from the Man-An-Org, and is generally custom made.

An opponent attacking the wearer of a spiked armor with a weapon of reach 0 loses 2 HP for each of his attacks that hit his target.

An opponent with a weapon of reach 1 and with Pugnacity as his favored attitude loses 1 HP per successful attack on a wearer of spiked armor.

An inexperienced wearer of spiked armor must make an Activate (machine)/SLE (6) test to put on or remove the armor without losing HP (a failed test means the loss of 1 HP).

Someone wearing spiked armor not made for him has a 50% chance of losing 1 HP each time an opponent wounds itself on the armor's points.

The wearer of spiked armor gets a +1 bonus to his Intimidate/PUG tests, but all of his other interaction tests, other than Command/DIS, get a -2 modifier.

The reach of the wearer of spiked armor is reduced by 1 point.

Only the best troops from the Man-An-Org are allowed to wear these armors.

KRENALD THE HOWLER; THE HUNTSMAN

Location: Gamehead.

“YOU FOOL, KRENALD IS DEAD!”

The leader of the first free pack, Yllia's beloved son, throughout his life has gathered the Wolfen spread across Cadwallon to lead them towards what was meant to become a new haven. Profoundly traditionalist, Krenald slowly changed by choosing Cadwallon, an exile that would force him to live among the pariahs and make compromises with them regarding ancient tradition. Hardened by endless killing and the torments of the Rag'narok, it was with a steely determination and an intense desire for peace that Krenald arrived in the Free city, accompanied by the vestal who would become his consort, Kyx. The breakthrough of the Howlers was splendid, culminating in the victory against the creature from the Bog, whose skull now decorates the pyramid. Tired, the death of Krenald's children put an end to his dreams of rest and peace to reopen the wide wounds of war and pain. Ever since, Krenald has been fighting against the very spirit of Cadwallon and has sworn himself to the Rag'narok, which he has decided to embrace on the city's ground. Deaf to his consort's tears and cries, he spends long days in apathy which is only interrupted by the bloodbaths and nocturnal carnage when Krenald becomes the Huntsman.

The presence of the Huntsman, the Apostle and of Renth'kyss, the gladiator, creates a strong force allied to the revelations of Vile-Tis in Gamehead. However, the devourers who think they can rally the Huntsman to their cause are mistaken, as Krenald has gone insane, ignoring notions like friend or foe, and will prey on the devourers as he would on Wolfen without discrimination. Even worse, in his rare moments of lucidity he despises them for their recklessness and their youth and will happily turn on them. Deep down, Krenald only respects and listens to two people: his wife Kyx and the wise Styx, when he comes to Cadwallon. Both of them are trying to bring Krenald back to reality, with the very sincere motivation of wanting to help him. This allows him to keep a semblance of balance, but wears him out a little more every new moon. One day, Krenald will fall, on one side or the other, and that day will be the last one he'll see...

Race: Wolfen.

Culture: Hyena.

Trades: Magister 2, soldier 6.

Potential: 8

Dominant attitude: DIScipline.

Size: Large (4).

Power: 4

Movement: 6

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive features: Brutal, Desperate.

Feat: Born killer.

Characteristics:

- PUG 5 (FEAR 6)
- SLE 2
- STY 2
- OPP 2 (DEF 3)
- SUB 2
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 5
- Bash/PUG 4
- Charge/PUG 5
- Command/DIS 1
- Endure/PUG 6
- Feel/SUB 1
- Force/PUG 6
- Hunt/OPP 1
- Incantate (Fire)/PUG 2
- Intimidate/PUG 3
- Parry/STY 6
- Ride/STY 3
- Slash/PUG 8
- Slither/SLE 5
- Strike back/STY 1
- Subdue/PUG 2
- Taunt/SUB 2
- Wrestle/PUG 5

Knowledges:

- Country (Caer Laern) 2
- Cult (Vile-Tis) 2
- Culture (Hyena) 2
- Faction (Devourers) 6
- Fief (the Rempart) 4
- Language (Wolfen) 2
- Magic path (Howls) 1
- Magic path (Primagy) 2

Contacts:

- The Apostle (SUB) 5
- Hadrax** (PUG) 6

Equipment: Attires, canteen, gem case, mace, major immortal gem of Fire, purse, rucksack, scale armor, scimitar, shield (tied to his back), short sword, two-handed sword, uniform, 950 ducats.

Special: Rampart (soldier's special ability).

Spells: Bestial smells, Forced march, Minor cure.

KURN KHAURIK ARGAM

Location: Ogrokh.

“IF YOU THINK I’M GOING TO CHARGE BLINDLY IN WHILE HOWLING LIKE A DEVIL, YOU MUST HAVE ME CONFUSED WITH ANOTHER OGRE.”

Even though he just reached adulthood, Kurn already has a heavy past: after the suspicious death of his father Urakh, Dazomet, his goblin godfather, kept him in a constant drug-induced stupor. Dazomet acted this way in order to manipulate him more easily and take control of the fief. But since the Duke’s intervention Kurn is free from any influence and spends his time trying to be useful in Ogrokh, along with his Builder comrades. Without neglecting his duties as Peer, he has retreated from the political life of the city. Following Jaahn Seedhowler’s advice, he spends a lot of time with simpler people to learn from them the qualities required to rule with dignity. Disgusted with manipulations and treachery, Kurn is simply on a quest for loyalty. His opponents say he is taciturn and undecided and are making a fuss about the time he wastes with his “Builders”, but they forget that every downtrodden person Kurn helps today will quickly become a faithful subject willing to fight for the Peer.

If he can live through the dissensions of his family and win Khark’s support, Kurn will become an excellent Peer, but he will have to gain supporters, notably free leaguers, to help resist the pressures from the guild of Blades and the manipulations of Ambassador Iraem. Any who help him keep control of his fief will be rewarded by an unwavering loyalty and wise advice.

Race: Ogre.

Culture: Lower city.

Trades: Bard of Destiny 1, soldier 1.

Potential: 2

Dominant attitude: SLEight.

Size: Large (4).

Power: 5

Movement: 5

U: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive features: Authority, Bravery.

Feat: Master crossbowman.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 2
- Bash/PUG 2 • Creation/SLE 2
- Crook/OPP 2
- Endure/PUG 1
- Look out/DIS 2

- Parry/STY 1
- Shoot/SLE 2

Knowledges:

- Country (Cadwallon) 2
- Cult (Destiny) 1
- Culture (Lower city) 3
- Fief (Ogrokh) 3
- Language (Cadwë) 2

Contact:

- Jaahn Seedhowler** (DIS) 4

Equipment: Attires, mace, mess tin, officer armor, purse, religious symbol, rucksack, sacred book, shield, uniform, Wolfen crossbow, 110 ducats.

Miracles: Appeasing carol **, Friend of the fayrees.

APPEASING CAROL (LITANY OF DESTINY)

Fervor: 3

Difficult: 6 (C)

Target: One Character

Range: Site

Duration: Special

The target gets +2 MAS until the end of the day or their next attitude change.

Each gamble allows an extra person to be targeted.

LEHRIS IZHAR

Location: Den Azhir.

“BELIEVE ME MY DEAR – I FORESEE THAT THE TIDE OF THE DEAD WILL SOON RISE AND THAT YOU SHOULD ACCEPT MY PROTECTION, INSTEAD OF STAYING ALONE ON THE DOCKS.”

A talented young mage, Lehris Izhar has always regretted not being able to master the tarot: his gift seems to cut him off from some magical influences, notably that of the god Desire. By trying to control the trade of gems in Cadwallon he raised the ire of many factions; without the help of Den Azhir's league, Lehris Izhar would have doubtless perished under the blows and spells of any number of assassins. Freed of his enemies, he has seen his control of the Cartomancer's guild strengthened. Ever since his friend became Duke, he enthusiastically serves the city and watches over every matter where magic is concerned (which leaves him very little time to rest). Lehris Izhar feels rather envious towards the tarot-mages; this is why he often gives them the guild's dirty work. Over the past few years this situation has increased tensions in the guild, which could very well split during the necroaks crisis (see Secrets, vol. 3).

Some tarot-mages have come up with the idea that the similarities between the Cartomancer's name and the Duke's is no coincidence: Lehris Izhar is destined to cause the death of Den Azhir. Despite the friendship between the two men, it is possible that some of Lehris Izhar's very ambitious projects would, without his knowledge, cause the fall of the Duke. To avoid this, Den Azhir keeps Lehris Izhar at his side and involves himself in the magician's affairs. This surveillance, in the case of insidious dangers such as the necroaks and the awakening of Hollowdeep's Shadow, might not be enough to avoid the worst.

Race: Human.

Culture: Upper city.

Trades: Cartomancer 5, Miscreant 3.

Potential: 8

Dominant Attitude: STYle.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Arcane Mastery, Blood Brother/Den Azhir.

Feats: Conscience, Romeo.

Characteristics:

- PUG 2 * SLE 2
- STY 3 * OPP 3 (DEF 4)
- SUB 5 * DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 2
- Barter/SUB 2
- Conceal/OPP 2

- Crook/SUB 5
- Enchant/SLE 2
- Feel/SUB 3
- Feign/SLE 5
- Fool/OPP 5
- Hide/OPP 4
- Identify/SUB 4
- Incantate (Air)/SUB 4
- Incantate (Earth)/OPP 3
- Incantate (Water)/STY 5
- Intimidate/PUG 1
- Look out/DIS 2
- Lunge (P)/STY 3
- Seduce/STY 5
- Subdue/PUG 2

Knowledges:

- Administration (Cadwallon) 1 * Commerce 3
- Country (Cadwallon) 2 * Culture (Upper city) 2
- Etiquette (Nobility) 2 * Faction (Cartomancers) 5
- Fief (Den Azhir) 3 * Language (Cadwë) 2
- Magic path (Air) 3 * Magic path (Earth) 2
- Magic path (Primagy) 5 * Magic path (Water) 4

Contacts:

- Duke of Cadwallon (SLE) 4
- Eriel (STY) 2

Equipment: Attires (x2), chest, gem case, light armor, make-up case, 5 major ephemeral gems, major immortal gem of Water, 12 minor ephemeral gems, minor immortal gem of Air, purse, rapier, rucksack, showy jewelry, tarot of Cadwallon, writ of passage, 150 ducats.

Special: New draw (Cartomancer's special ability).

Spells: Air of fascination, Air walk, Aura, Invisible torrent**, Mana arrow, Minor cure, Rapidity, Rock's will, Strength of Earth, Veil of fog, Widespread, Wind of ecstasy.

INVISIBLE TORRENT

Path: Water

Cost: 3 Water

Difficulty: 8

Target: Area

Range: Tile

Duration: 3 rounds (+1 per gamble)

The magician designates a row (or column) of squares on the tile. A torrent gushes forth on that row in the direction of his choice. Anyone in or crossing one of the squares of the area will be suddenly subjected (once per round only) to the equivalent of a POW 6 attack, but doing no damage: only the knockback will be taken into consideration (see Players handbook p.220). The knockback is made in the direction of the current. The usual knockback rules (obstacles, falls...) are applied. Only one Invisible torrent may affect a given square: in case of superposition, only the most recently cast spell is applied.

SIR DRAWATER

Location: the Trophy.

“GET LOST CHUMP, OR I’LL CAP YA!”

Sir Drawater is an Orc free leaguer. He is also an agent of Vldar the Arrogant, the Duke of Cadwallon's hatchetman. Before that, he used his talents as a crossbowman for the Goldsmiths' guild, until he started wanting more independence. In the Trophy his reputation is horrible as he recruits the scum of society to “persuade” the inhabitants of the Square to sell him their houses. However, his talent with the crossbow and his hulking physique work wonders in dissuading his enemies from taking him head-on.

He often spends his time surrounded by his men in the Bare Cat inn. This is also where his three brothers-in-arms, one of which is the innkeeper, may be found. Trying to tangle with him here would be a very bad idea, one that no one has yet attempted.

Among the free leaguers, his reputation is somewhat better – most of them share the belief that Sir Drawater is more than a simple brute and many are persuaded, and rightly so, that he has support from on high.

Once the first phase has been completed, Sir Drawater will oversee the construction of the granary. Unfortunately, the scandal of the Protocol of the Rubies will start a witch hunt against unscrupulous free leaguers in the Trophy. The Bare Cat inn will pay for it and its owner will lose his life. Faced with many difficulties, the Duke will decide to push the project back until more opportune times. Sir Drawater will do the same and offer his services elsewhere.

Race: Orc

Culture: Lower city.

Trades: Officer 2, Shooter 3.

Potential: 5

Dominant Attitude: SLEight.

Size: Medium (3).

Power: 4

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Master Crossbowman, Sharpshooter.

Feat: Brutal.

Characteristics:

- PUG 3 (FEAR 4)
- SLE 5
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Aim/SLE 2
- Analyze/DIS 1
- Bash/PUG 3
- Command/DIS 2
- Climb/SLE 1
- Crook/OPP 3
- Defend/DIS 4
- Hide/OPP 2
- Identify/SUB 3
- Intimidate/PUG 4
- Look out/DIS 5
- Parry/STY 2
- Shoot/SLE 5
- Slither/SLE 1
- Strike back/STY 2

Knowledges:

- Administration (Cadwallon) 2
- Country (Cadwallon) 2
- Culture (Lower city) 2
- Faction (Leagues) 4
- Fief (the Trophy) 3
- Language (Cadwë) 3
- Strategy 2

Contact:

- Duke of Cadwallon (OPP) 3

Equipment: Desert crossbow, one-handed crossbow, telescope, worn studded armor, 110 ducats.

SILENT SCYRNYTH

Location: Den Azhir.

“I SAID NO. DON’T MAKE ME REPEAT MYSELF.”

Because of a prophecy made by a famous oracle, Silent Scyrnyth was taken from his family at birth – he was destined to be a war leader commanding a gigantic army. Schooled from an early age in the art of military command by the best Drune instructors, Silent Scyrnyth knew nothing but death and destruction for a long time, which gave him a somber and austere character. In his early years the young man had no companions, no friend nor relationship of any sort. During a battle he was captured by goblin pirates and sold as a slave on a galley.

During a stopover in Cadwallon, in 983, the galley on which Silent Scyrnyth was held was destroyed during an Akkyshan assault. Freed, he settled in the Free city and discovered he had talents other than military ones and opened himself up to others. He found where he belonged in a league, where he met Den Azhir. When his companion became the Duke of Cadwallon, Silent Scyrnyth was not named constable, contrary to general expectations. The reason given for this mentioned his overly somber and rigorous character, which would’ve caused trouble with the militia. He was named intendant instead, but assists Kal Rajgur on many subjects.

The prophecy concerning Silent Scyrnyth further states that he will die in combat and that his death will guarantee the victory for the army he leads. Ever since he began his life in Cadwallon, Silent Scyrnyth has embraced the spirit of the city and believes that everyone can be free, yet he still fears his destiny. He has spoken to the Duke about it and they have discussed the possibilities that such a sacrifice would entail for the survival of Cadwallon. While not entirely convinced about the accuracy of the foretelling, Den Azhir would rather keep Silent Scyrnyth as an ace up his sleeve for a truly desperate situation. This is why he keeps Silent Scyrnyth away from battles and the militia, forcing Kal Rajgur to take the sometimes uncomfortable role of constable.

Race: Human.

Culture: Stag.

Trades: Sea Dog 2, Officer 5, Soldier 2.

Potential: 7

Dominant Attitude: PUGnacity.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Bravery, Fierce, Strength when Charging/4.

Feat: Concentration/4.

Characteristics:

- PUG 3
- SLE 2
- STY 2
- OPP 2 (DEF 3)

- SUB 5
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 4
- Argue/SUB 2
- Bash/PUG 3
- Charge/PUG 4
- Climb/SLE 2
- Command/DIS 5 +
- Defend/DIS 4 +
- Dodge/OPP 1
- Endure/PUG 2
- Force/PUG 1
- Hide/OPP 1
- Identify/SUB 2
- Intimidate/PUG 5
- Look out/DIS 4
- Parry/STY 5 +
- Ride/STY 3
- Sail/SLE 2
- Seduce/STY 3
- Slash/PUG 5
- Slither/SLE 1
- Survive/OPP 2
- Swim/PUG 2
- Stunt/STY 1
- Wrestle/OPP 4 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Administration (Cadwallon) 3
- Country (Black woods) 2
- Country (Cadwallon) 2
- Cult (Cernunnos) 2
- Culture (Stag) 2
- Faction (Guild of Blades) 2
- Faction (Guild of Goldsmiths) 3
- Faction (Militia) 2
- Fief (Den Azhir) 1
- Language (Cadwë) 2
- Language (Drune) 2
- Leagues 3
- Strategy 5

Contacts:

- Brentyr the Slaver (PUG) 2
- Duke of Cadwallon (SLE) 4
- Lotval (OPP) 3

Equipment: Attires, halberd, horse, knife, purse, rucksack, scale armor, sword, telescope, uniform, 150 ducats.

Special: Support (officer's special ability).

TOKHRR

Location: the Trophy.

“KILL THEM. NO, WAIT. SKIN THEM FIRST, THEN RIP OUT THEIR EYES AND THEIR FINGERS. EVISCERATE THEM. BRING ME ALL THAT, THEN KILL THEM.”

Tokhrr is an ogre, but calling him a monster would be more accurate. His methods make the local Drones look like a bunch of schoolboys and Sir Drawater like a well intentioned patron. Tokhrr is a faithful servant of the court of ashes, a sergeant in Sophet Drahas' silent army. This native has fully assimilated the Cadwë way of life, based on prosperity, and he is convinced that the best prospects are offered by the Meanders of Darkness.

Tokhrr personifies all the cruelty that Sophet Drahas' henchmen are capable of showing. He loves to devour still living young elves and drink their blood, but he can just as easily be satisfied with a member of any one of Aarklash's other races. The fake ritual murders that he commits to discredit the Drones are also used to sate his bloody appetites. He dreams of organizing a gigantic massacre of the Claw's men and drowning the cobblestones in their blood.

Tokhrr is cruelty made ogre.

Tokhrr will have his war. Sooner or later the Drones will figure out his role in the murders they are accused of. That day violence will sweep through Southaven. After four months of conflict, Tokhrr will triumph and crush his opponent's neck to gorge himself on his blood. The surviving Drones will kneel before the court of ashes. Tokhrr's men will no longer have any opposition and will plunge the district into utter chaos, celebrating their victory with an unparalleled amount of pillaging. The inhabitants of Southaven thought they were suffering under the Claw's yoke – they had no clue how easy they had it.

Race: Ogre.

Culture: Lower city.

Trades: Cartomancer 2, Cutthroat 2.

Potential: 4

Dominant Attitude: OPPortunism.

Size: Large (4).

Power: 5

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Alliance/Darkness, Bane/Elves, Ruthless.

Feat: Sequence/2.

Characteristics:

- PUG 3 (FEAR 4)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 4 (MAS 4)

Abilities:

- Bash/PUG 2
- Crook/OPP 3
- Dodge/OPP 1
- Fool/OPP 2
- Hide/OPP 3
- Incantate (Darkness)/DIS 2
- Intimidate/PUG 1
- Look out/DIS 3
- Steal/OPP 2
- Wrestle/OPP 2

Knowledges:

- Country (Cadwallon) 2
- Culture (Lower city) 2
- Faction (Shadows) 2
- Fief (the Trophy) 2
- Language (Cadwë) 2
- Magic path (Darkness) 1
- Magic path (Primagy) 2
- Symbolism 2

Contacts:

- Celenia of Teren (STY) 2
- Nivu Niconu** (OPP) 2

Equipment: Combat chains, reinforced leather armor, two-handed mace, worn clothes, 80 ducats.

Spells: Desired confession, Elemental chain, Mana arrow.

TORGUIR IV VAR-NOKKT

Location: Var-Nokkt.

“LET ME PASS! I WANT TO SEE THE DUKE! THESE GENTLEMEN WON’T GET TO THE GARDENS WITH THIS!”

Torguir IV is more than the Peer of Var-Nokkt, he is a true icon for his family. Sent to the Ægis mountains in his youth, he became a close friend of the current Senex. He also received a solid military training there, which is still apparent in the way he leads his family.

As soon as he ascended to the title of Peer Torguir outrageously rationed-out the family affairs, giving everyone a position and spreading out his confidence.

Despite his rigor, Torguir IV lacks discernment. He doesn’t see his brother’s corruption, was unable to believe in his grandson Korang’s innocence and is unable to comprehend the evolution of Cadwë politics since the rise of the leagues.

During the past two years, he has come to realize the existence of this weakness, but has been unable to surpass it. Consequently, he has delegated a large part of his power to his brother Arkan, whom he feels is wiser. His own eldest son, Torguir V, is brooding on his resentment to the lack of consideration his father gives him...

The revelation of Arkan’s corruption will deal Torguir IV a fatal blow. Discovering in one shot the enormity of his lack of judgment, Torguir IV will decide to exile himself far from Cadwallon. He will go to live with his daughter Ryankha (the wife of one of the Senex’s sons) in the Ægis, leaving the title of Peer vacant.

As an Autocrat lacking discernment, he will have brought about the end of his line by not putting forward his eldest son. The Var-Nokkt family would rather Thorigg Kærigh accedes to power. Paradoxically, Torguir IV’s fall will allow him to fulfill his dream. He will take command of a temporary detachment of Tir-Nà-Bor troops in Kaïber and will die on one of the Rag’narok’s battlefields.

Race: Dwarf.

Culture: Upper city.

Trades: Emissary 1, merchant 3, officer 3.

Potential: 6

Dominant Attitude: DIScipline.

Size: Small (2).

Power: 2

Movement: 3

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Leadership/4, Steadfast.

Feat: Hard boiled.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 6)

Abilities:

- Analyze/DIS 3
- Argue/SUB 2
- Barter/SUB 4
- Command/DIS 3
- Conceal/OPP 1
- Crook/OPP 3
- Defend/DIS 2
- Feign/SLE 3
- Fool/OPP 2
- Identify/SUB 5
- Intimidate/PUG 3
- Lunge/STY 2
- Parry/STY 2
- Ride/STY 1
- Seduce/STY 4
- Slash/PUG 3

Knowledges:

- Commerce 4
- Country (Cadwallon) 3
- Culture (Upper city) 4
- Faction (Var-Nokkt) 5
- Language (Cadwë) 4

Contacts:

- Duke of Cadwallon (STY) 3
- Lieutenant-General Kaltyr (SUB) 2
- Moljen brazen skull (SLE) 3

Equipment: Ceremonial steam hammer, parade armor outrageously decorated with gems and lacquer-work, portable parade boiler, thermomechanical hand, 450 ducats.

ODRIL HAARKEN

Location: Var-Nokkt.

“TRUE, I HAVE TO GIVE THEM THAT, THE VAR-NOKKTS HAVE BROUGHT PROSPERITY TO OUR FIEF...”

Ôdril, like every other member of his family, was born into prosperity and eased into a high position in the Goldsmith's guild. However, unlike the rest of his family this no longer satisfies him. Ôdril wants power, the true kind - the sort the Cadwallon Peers wield. Feeling that his family is as worthy as that of Rækar Nokkt, he wants to force the hand of fate and dethrone the Var-Nokkt.

His riches have provided him with protection against the plots of his opponents, Arkan first and foremost among them.

Recently he has started financing what could only be called a destabilization campaign. He pays small fortunes to have rumors floating around about ties between the Var-Nokkts and the Usurers.

In his quest for power, Ôdril has joined the Agreement, a secret faction uniting a number of guilds. He hopes to get enough support from it to obtain his goal.

Ôdril will never reach his goal. His ties with the Agreement will turn him into a puppet in the hands of people more powerful than he. However, this opportunist will always be able to save his hide and consolidate his position. Ultimately the guilds are what will offer him the power he seeks. In Var-Nokkt, he will get a new rival in Thorigg Kærigh Var-Nokkt, who will finally free him from the weight of his ambition by creating new bonds together. At last, the Var-Nokkts and Haarken will once again work together for the greater prosperity of the fief.

Race: Dwarf.

Culture: Upper city.

Trade: Merchant 6.

Potential: 6

Dominant Attitude: OPPortunism.

Size: Small (2).

Power: 2

Movement: 3

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Feature: Conscience.

Feat: Hard boiled.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 6)

Abilities:

- Analyze/DIS 4
- Argue/SUB 5
- Barter/SUB 5

- Conceal/OPP 4
- Crook/OPP 5
- Feign/SLE 5
- Fool/OPP 5
- Identify/SUB 5
- Intimidate/PUG 4
- Look out/DIS 3
- Lunge/STY 3
- Seduce/STY 6

Knowledges:

- Commerce 5
- Country (Cadwallon) 2
- Culture (Upper city) 3
- Faction (Guild of Goldsmiths) 4
- Fief (Var-Nokkt) 3
- Language (Cadwë) 4

Contacts:

- Aralk (STY) 3
- Lotval (STY) 2
- Master Ôrn (SLE) 2

Equipment: Accounting book, attires, purse, 325 ducats.

Special: It's possible! (merchant's special ability).

OKLAIR OF ODAZZUR

Location: the Kraken.

"STOP SKIMMING THE SURFACE OF THE SUBJECT, GET TO THE DEPTHS OF IT."

Despite her exotic origins, Oklair is an exile like any other - her heart is torn between her attachment to her native land and her implication in its quarrels on one side, and her love of Cadwallon and its freedoms on the other. Her attitude as leader and wife is no longer as faked as when she first arrived. She still holds military objectives and plans of conquest of the Ghieron lands to find the portal there, which will allow her to avenge her people from the Concordat of Anfoebia.

Oklair secretly hopes to unite those two desires by leading those she loves to a powerful Realm restored to its full glory after the fall of the Concordat. This is almost a utopian dream, a demented ideal that would require victory over the Ghieron and taking back an unfinished Realm. At the moment, no one can say if she could manage it or not - the only certainty is that if she succeeds entire districts of the Kraken will slip out of Cadwë reality to be transported into her aquatic Realm.

Race: Water elemental.

Culture: Anfœbia.

Trades: Courtesan 4, Warrior-Mage 6.

Potential: 10

Dominant Attitude: STYle.

Size: Medium (3)

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Arcane Mastery, Leadership/5, Strategist.

Feat: Sequence/5

Characteristics:

- PUG 3
- SLE 2
- STY 2
- OPP 2 (DEF 3)
- SUB 5
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 4
- Argue/STY 3
- Barter/SUB 1
- Command/DIS 4
- Crook/OPP 2
- Disarm/SUB 2
- Disguise/STY 3
- Distract/OPP 1
- Endure/PUG 5
- Feel/SUB 3
- Feign/SLE 3

- Fool/OPP 4
- Identify/SUB 4
- Incantate (Water)/SUB 5
- Intimidate/PUG 2
- Parry/STY 5
- Seduce/STY 4
- Slash/PUG 5
- Strike back/STY 2
- Subdue/PUG 5
- Swim/PUG 2

Knowledges:

- Country (Anfœbia) 2
- Country (Cadwallon) 2
- Culture (Anfœbia) 2
- Etiquette (Nobility) 2
- Faction (Anfœbia rebels) 5
- Language (Anfœbia) 2
- Language (Cadwë) 2
- Magic path (Primagy) 5
- Magic path (Water) 5
- Magic path (Whispers) 5

Contacts:

- Wander world (STY) 3
- Seyr (OPP) 4

Equipment: Attires, gem case, make-up case, 3 major immortal gems of Water, purse, rapier, showy jewelry, 1000 ducats.

Special: Magic power (warrior-mage's special ability).

Spells: Aura, Elemental chain, Forced march, Growl of sincerity, Hunting ground, Instinct of the wild, Mana arrow, Minor cure, Mystic strengthening, Predator's ear, Rapidity, Shifting mood, Under Yllia's gaze, Uselessness of risk, Veil of fog, Without a trace.

SAYOURI SOMA

Location: Soma.

“THIS GEM CAN SAVE YOUR LIFE, BUT IT CAN ALSO TAKE IT AWAY.”

This young half-elf has never known her mother, a Cynwäll (Dragon), who disappeared shortly after her daughter's birth as she abandoned her to return to her people in Laroq. This is why Sayouri Soma has a lot of trouble trusting Cynwäll elves.

She has always been interested in sources of magic, and therefore mana, notably for the power and recognition they bring. Intelligent and rather prideful, Sayouri quickly became one of the most reputed teachers in Cameon Mansion.

Sayouri Soma is manipulated by Erciles de Vanth, who controls her through Soma's crypt. Because of this influence, she will slowly turn to the meanders of Darkness by discovering the powers of necromancy and typhonism.

Race: Half-elf.

Culture: Upper city.

Trades: Scholar 2, Magic Teacher 5.

Potential: 7

Dominant Attitude: OPPortunism.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Feature: Recovery/4.

Feats: Concentration/4, Hardened (incantation).

Characteristics:

- PUG 2
- SLE 2
- STY 4
- OPP 2 (DEF 3)
- SUB 4
- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 3
- Argue/SUB 5 +
- Cypher/SUB 2
- Dominate/STY 3
- Examine/STY 2
- Feel/SUB 4 +
- Fool/OPP 2
- Identify/SUB 5
- Incantate (Air)/SUB 5 +
- Incantate (Light)/DIS 3 +
- Study (Construct)/SUB 2
- Subdue/PUG 4 (The Concentration/X distinctive feature can be applied to the abilities followed by a +)

Knowledges:

- Entities (Elemental) 3
- Faction (Guild of Cartomancers) 4

- Magic path (Air) 4
- Magic path (Light) 2
- Magic path (Primagy) 5
- Realm (Air) 2
- Symbolism 3

Contacts:

- Lady Chlorine (SUB) 3
- Gidzzit the Bell Ringer (STY) 3
- Lan-aly (OPP) 3

Equipment: Ascaline cape (PRO 3, MOD 0), gem case, 2 major immortal gems of Air, 1 major immortal gem of Light, parade suit, purse, 145 ducats.

Special: Theory class (magic teacher's special ability).

Spells: Air of fascination, Aura, Confession, Elemental chain, Force chance, Forced march, Mana arrow, Mind probe, Minor cure, Murmur's breath, Wind of ecstasy.

SERDAK

Location: Gamehead.

“I’M NOT EVIL, THE TRADITIONS ARE!”

Krenald’s youngest son hasn’t known exile like his brothers. He has grown up as a Cadwë citizen, adopting the rules and customs of the lower city instead of the ancient traditions. He has had dreams of disproportionate grandeur ever since his youth, and focused by his desire to become the next duke of Cadwallon Serdak has sworn to back down from nothing to get what he wants, going as far as killing his own brothers and dealing with the forces of Darkness. He has, in fact, become the perfect puppet for the Meanders of Darkness, who use him to gather their forces in Gamehead. Serdak and his Toothless’ sedition are about to plunge Gamehead into darkness, his heart becoming corrupted a little more each day by pushing him to commit ever-greater sacrifices.

Recently convinced by his Drune allies that the creation of a giant wicker man inside which the forces loyal to Hadrax would be burnt alive is indispensable to his glory, Serdak is secretly having it built at a location not far from the ruins. Instead of admitting his mistakes and trying to flee from his dark allies, Serdak blindly follows his pride and slowly becomes the secret and shadow leader of the fief. In time, if he triumphs over Hadrax’s followers, Serdak could very well become the Peer of a new Gamehead, a Gamehead of blood and tears.

Race: Wolfen.

Culture: Lower city.

Trades: Bandit 3, courtesan 3.

Potential: 6

Dominant Attitude: OPPortunism.

Size: Large (4).

Power: 4

Movement: 6

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Feature: Born Killer.

Feat: Authority.

Characteristics:

- PUG 4 (FEAR 5)
- SLE 3
- STY 2
- OPP 3 (DEF 4)
- SUB 2
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 2
- Bash/PUG 2
- Crook/OPP 4
- Disguise/STY 2
- Feign/SLE 2
- Fool/OPP 3
- Hide/OPP 2
- Identify/SUB 3
- Intimidate/PUG 3
- Look out/DIS 4
- Parry/STY 3
- Ride/STY 1
- Seduce/STY 3
- Slash/PUG 3
- Slither/SLE 2

Knowledges:

- Country (Cadwallon) 2
- Culture (Lower city) 2
- Factions (Guild of Thieves) 3
- Fief (Gamehead) 6
- Language (Cadwë) 2

Contacts:

- The Apostle (DIS) 2
- Tragga (OPP) 4
- Vorgo** (OPP) 4

Equipment: Attires, bits and pieces, horse, leather armor, purse, rucksack, short sword, 600 ducats.

S'KARZ

Location: Gamehead.

“THESSSE TEXTSSS ARE MINE! MINE!”

Archivist S'Karz from the former Erratum has fallen further into Vice than his three brothers in misfortune. Formerly a respected scholar, S'Karz has progressively stopped his reading and studying to do nothing more than obsessively accumulate precious texts and volumes that he does not even consult. His intelligence and cunning distinguish his mad possessive greed from the monomania of living-dead creatures, bringing him to a state closer to that of the original draconic bestiality. As the days go by, S'Karz moves less and less, sleeping over piles of manuscripts and precious parchments, his thirst for riches appeased, languidly caressing his treasures. Bit by bit, he shares his knowledge, often incomplete, elusive and approximate, with his closest syhees.

S'Karz's three brothers have not given in to Vice as much as he has. A moral barrier still partially refrains them and their greed manifests itself in other ways, such as their quest for territory in the bog, and their search for a giant vortiran in the unfinished Realm. They leave to S'Karz the responsibility of the Erratum losing themselves in their own way. This means that S'Karz's control over the new Erratum is complete and his influence, exerted by his syhees, extends all over Gamehead.

Race: Ophidian.

Culture: Serpent.

Trades: Scholar 6, Missionary (Vortiris) 2.

Potential: 8

Dominant Attitude: DIScipline.

Size: Large (4).

Power: 4

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Features: Conscience, Possessed.

Feat: -

Characteristics:

- PUG 2 (FEAR 4)
- SLE 4
- STY 2
- OPP 3 (DEF 4)
- SUB 3
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 4
- Argue/SUB 6
- Command/DIS 3
- Cypher/SUB 6
- Destruction/PUG 2
- Dodge/OPP 2
- Examine (Powder)/STY 3
- Examine (Steam)/STY 5

- Fool/OPP 4
- Hunt/OPP 2
- Identify/SUB 6
- Meditate/SLE 1
- Poison/SUB 2
- Preach/STY 1
- Seduce/STY 1
- Study (Steam)/SUB 5
- Survive/OPP 2
- Swim/PUG 1

Knowledges:

- Artifacts 2
- Country (Cadwallon) 2
- Cult (Vortiris) 8
- Culture (Serpent) 2
- Language (Cadwë) 2
- Language (Ophidian) 2
- Nature 1
- Realms 3
- Symbolism 5

Contact

- Nedin Lambast** (DIS) 6

Equipment: Attires, calligraphy utensils, mess tin, purse, rare spellbooks, religious symbol, rucksack, sacred book, 1200 ducats.

Special: Sapience (scholar's special ability).

Miracles: Fascinating inertia, Soul theft.

HER MOST SERENE HIGHNESS, PRINCESS NITRATE OF OKLAIR OF ODAZZUR

Location: the Kraken.

**"I DON'T RECALL GIVING YOU PERMISSION TO
LOOK AT ME, SCUM."**

Nitrate manifested herself in this world at the same time as her mother. Born from an ancient union with a powerful sihir, she arrived in Cadwallon with a frozen heart and disproportionate pride. Yet the Kraken had an astounding effect on her: every scene of everyday life, each hint of the sadness of the fief's goblins was able to reach her better than the song of Anfoebia's powerful waves. She managed to hide this newfound and poignant sensitivity for years to all, save one: Nito the Squid, who, with his expert gaze, has seen in her unequalled love and loyalty.

If Oklair's projects fail, the couple formed by Nitrate and Nito could be the promise of wonderful future for the Kraken, as both have a sharp skill in politics and theatrics, and share a love for the common people, which they have the wisdom to hide. Nitrate might just be a different future for the Odazzurs, a free future, a Cadwë future.

Race: Water elemental.

Culture: Anfœbia

Trades: Cartomancer 3, Courtesan 3.

Potential: 6

Dominant Attitude: STYle.

Size: Medium (3)

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Feature: Survival Instinct.

Feats: Romeo, Sequence/3.

Characteristics:

- PUG 3
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Argue/SUB 2
- Crook/OPP 3
- Disarm/SUB 2
- Disguise/STY 2
- Feel/SUB 1
- Feign/SLE 2
- Fool/OPP 5
- Hide/OPP 2
- Identify/SUB 3
- Incantate (Water)/SUB 3
- Intimidate/PUG 1

- Seduce/STY 5
- Swim/PUG 2

Knowledges:

- Country (Anfœbia) 2
- Country (Cadwallon) 2
- Culture (Anfœbia) 2
- Etiquette (Nobility) 3
- Fief (the Kraken) 4
- Language (Anfœbia) 2
- Language (Cadwë) 1
- Magic path (Water) 2
- Magic path (Primagy) 3

Contact:

- Nito the Squid ** (SLE) 6

Equipment: Attires, gem case, major immortal gem of Water, make-up case, purse, showy jewelry, tarot of Cadwallon, 250 ducats.

Spells: Aura, Minor cure, Mystic strengthening, Rapidity, Uselessness of risk.

HIS EXCELLENCY, THE AMBASSADOR IRAEM

Location: Ogrokh.

“YOU BELIEVE THAT THERE IS NOTHING I CAN DO, BUT REMEMBER THAT I REPRESENT AN ENTIRE EMPIRE, WHILE YOUR UNIVERSE IS CONTAINED IN A CITY.”

After years spent traveling throughout the Empire in the service of the Inquisition, the magistrate Iraem unmasked the founders of a heretic sect of the cult of Merin that had gangrened an entire region. This sect, called Shining Faith, preached an extremist view where the sole authority possible was Merin's and all those who agreed to embody this authority had to immolate themselves after a few months to purify the god's essence. This heresy was putting into doubt the legitimacy of the Empire's entire hierarchy. Iraem organized, with great discretion, the surveillance of the sect, and then led a lightening quick crusade to eradicate the cult. The repression was brutal and the dissidents were all executed. As a reward for his efficiency, Iraem was named as the Empire's ambassador to Cadwallon. He has since served the greatness of the Griffin by any means necessary: whether in high society or in the darkness of the alleyways, Iraem's agents carry out his fearsomely efficient plans.

Protected by his diplomatic status, Iraem will continue to subtly undermine Cadwallon's efforts. He would like the entire city to disappear, but before that happens, the Empire must take advantage of the situation as much as possible. Iraem is crafty enough to never implicate himself directly in compromising situations: he does not seek glory and would rather prefer to manipulate other power players so that their plans serve his ends. The ambassador is therefore bound to play a significant role in the Rag'narok, but will nevertheless remain a man of the shadows, safe in his salons and his embassy.

Race: Human.

Culture: Griffin.

Trades: Emissary 5, sleuth 2, shooter 2.

Potential: 7

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Rigor, Vivacity.

Feats: Fanaticism, Resolution/4.

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 2 (DEF 3)
- SUB 4
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 5
- Argue/SUB 4
- Barter/SUB 5
- Command/DIS 5
- Confound/DIS 3
- Defend/DIS 2
- Feign/SLE 3
- Fool/OPP 4
- Hide/OPP 3
- Hunt/OPP 1
- Identify/SUB 5
- Intimidate/PUG 1
- Look out/DIS 5
- Search/DIS 1
- Seduce/STY 4
- Shoot/SLE 4
- Strike back/STY 1

Knowledges:

- Administration (Akkyllannia) 4
- Administration (Cadwallon) 2
- Commerce 5
- Country (Akkyllannia) 2
- Cult (Merin) 2
- Culture (Griffon) 2
- Culture (Upper city) 2
- Etiquette (Diplomats) 4
- Faction (Khaurik Argam family) 2
- Faction (Guild of Blades) 2
- Faction (Guild of Ferrymen) 2
- Language (Akkyllannian) 2
- Language (Cadwë) 2

Contact:

- Shanys the Shadow (STY) 5

Equipment: Attires, calligraphy utensils, lantern, make-up case, one-handed crossbow, parchments, parade suit, purse, telescope, throwing dagger, 350 ducats.

Special: Incitation (emissary's special ability).

SOPHET DRAHAS, THE KING OF ASHES

Location: Underground (Court of Ashes).

“This city is mine!”

Feyd Mantis, the ruler of Acheron, gave the mission of conquering Cadwallon to the necromancer Sophet Drahas long ago. Victory eluded him in the battle of the Wall of Earth, at the end of which Vanius and his Dogs of war proclaimed the independence of the city. Ever since, the King of Ashes, bound to his throne by the curse of his master, has been the informal ambassador of Acheron in the city. He rules over the lower city and the Usurer's guild. This lich of formidable power is a constant menace to the city, as his frequent conflicts with the Guild of Thieves and Den Azhir's free leaguers can attest to it.

Ever since his wife, Évaël, disappeared, Sophet Drahas' quest for power has known no limit. His dangerous games will soon bear fruit: after resurrecting his queen, the King of Ashes will free himself from his throne's curse and recover all of his powers. If no one stops him, he will baptize his alliances with the nations of Darkness in the blood of the Cadwës. Leading an army of the damned, he will start a new battle that will plunge Cadwallon into the Rag'Narok.

Race: Human.

Culture: Ram.

Trades: Emissary 4, Mage 4, Officer 2.

Potential: 9

Dominant Attitude: SUBtlety.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Born Killer, Hard Boiled, Incarnate, Regeneration/5.

Feat: Living Dead.

Characteristics:

- PUG 3 (FEAR 5)
- SLE 2
- STY 2
- OPP 3 (DEF 4)
- SUB 5
- DIS 2 (MAS 3)

Abilities:

- Analyze/DIS 5
- Argue/SUB 3
- Barter/SUB 4
- Channel/OPP 4
- Command/DIS 3
- Confound/DIS 2
- Cypher/SUB 1
- Defend/DIS 1
- Disguise/STY 2
- Dominate/STY 3
- Evoke/SLE 2
- Feel/SUB 4
- Feign/SLE 1
- Fool/OPP 3
- Identify/SUB 4
- Incantate (Darkness)/OPP 4
- Incantate (Earth)/DIS 2
- Intimidate/PUG 2
- Look out/DIS 2
- Parry/STY 1
- Pierce/SLE 2
- Seduce/STY 5
- Slash/PUG 2
- Subdue/PUG 3
- Summon/STY 2

Knowledges:

- Country (Acheron) 2
- Culture (Lower city) 1
- Culture (Ram) 2
- Etiquette (Nobility) 2
- Faction (Guild of Usurers) 5
- Language (Cadwë) 1
- Language (Obscure) 2
- Magic path (Cartomancy) 1
- Magic path (Necromancy) 3
- Magic path (Primagy) 4
- Magic path (Typhonism) 2

Contacts:

- Aïnoa the unforgiven (STY) 3
- Nuart Dashallot (ADR) 3
- Yh-Azahir (PUG) 3
- All members of the Guild of Usurers (PUG) 4

Equipment: Cruel, the Devil, gem case, the Emperor, major immortal gem of Darkness, minor immortal gem of Earth, Talisman of shadows, throne, 150 ducats.

Spells: Any spell of Darkness and/or Earth that the GM deems appropriate.

THE EMPEROR

Path: Cartomancy
Cost: 2 Earth + 1 Neutral
Difficulty: 8
Target: Personal
Range: 8 Squares
Duration: 2 rounds

The magician uses his magical power and the symbolism of the Emperor to protect those who serve him. Each mana point spent above the spell's cost, regardless of its Element, grants one point of PRO to characters and creatures allied to the mage and within its range. Those to whom the emperor has granted his boon no longer benefit from this spell's effects if they move beyond the spell's range from the magician.

THE DEVIL

Path: Cartomancy
Cost: 3 Darkness
Difficulty: Target's MAS + 3
Target: Character or Creature
Range: 8 Squares
Duration: Special

The magician uses his magical power and the symbolism of the Devil to cause a panic-inducing fear in this spell's target. The next ability test the target undergoes automatically fails.

This spell has no effect on characters or creatures who naturally cause FEAR.

THE TAROT'S ARCANA

Each arcana of Vanius' Tarot affects its owner in two ways. The Ascendant is a positive effect while the Descendant is a negative one. Neither of these two effects can be "turned on" or "turned off". They affect the owner permanently.

THE EMPEROR

Current Owner: Sophet Drahas

When this arcana appeared to Vanius, it already bore Sophet Drahas' representation as a figure. Vanius saw it as an omen. After having defeated Sophet Drahas in the battle of the Wall of Earth, he gave him the arcana. No one knows how Sophet Drahas thanked him.

Ascendant: Enemy characters within eight squares of the Emperor's owner cannot increase their allies DIS or FEAR. They cannot benefit from such increases either.

Descendant: The Emperor's owner's MOV is reduced by two points. This reduction cannot reduce the owner's MOV to below 1.

THE DEVIL

Current Owner: Sophet Drahas

Until recently, the Devil was in Aghovar Soma's possession. When Sophet Drahas killed the master of the Thieves' guild to steal the arcana, the figure drawn on it changed to look like the leader of the Akkylannian church, pope Innocent.

Ascendant: The arcana's power brings prosperity to its owner. The lifestyle of said owner improves by a step each month, until it reaches "Rich like Vanius!". At this point, he gets an extra 10,000 D that he can spend as he wishes every month.

Descendant: The Devil claims all riches. The bearer of this arcana cannot be deployed with another character who has magic items, the same lifestyle or any equipment with an Availability above ten.

CRUEL

Sophet Drahas claimed Cruel many centuries ago, when he was still a mortal. He has spilled the blood of many innocents to be able to bind this blade, which holds the soul of a demon, to him. Ever since he has reveled in Cruel's power and quenched its thirst in the blood of his opponents.

When Sophet Drahas makes an attack with Cruel, he benefits from a free die.

Moreover, if he is free of any opponents, Sophet Drahas can mentally order Cruel to rise in the air (up to a man's height) and attack a visible target within four squares. The dice used for Cruel's attacks and movements are taken from Sophet Drahas' AP, and the characteristics used to resolve Cruel's actions are those of Sophet Drahas (including Reach), as if Sophet Drahas were wielding it in his hands. In addition, Cruel causes a natural FEAR equal to Sophet Drahas'.

Cruel can be represented with an infantry base, and takes up the space in its square like a Medium Size character.

Cruel cannot be damaged nor can it be deactivated. However, it will fall to the ground, inert, if Sophet Drahas is Incapacitated.

The demon sword immediately comes back, for free, to Sophet Drahas' hand if:

- It is more than four squares away from him;
- It no longer has any opponents within her reach;
- Sophet Drahas so wishes.

Additionally, Cruel returns to Sophet Drahas' hand at the end of each round, no matter what.

THE TALISMAN OF SHADOWS

For a very long time Sophet Drahas has sought to free himself from the curse which bound him to his throne. His freedom came from a secret technique used by the guild of Thieves: the shadow walk. This technique allows the guild members to move silently, invisible to the eyes of their enemies.

After a long quest, the King of ashes was able to vanquish the guild's master, Aghovar, in single combat. He then took from his agonizing foe the most powerful artifact of the guild of Thieves, the one that opened all the doors of Cadwallon: the Talisman of Shadows...

Alas, Sophet Drahas' dark power has perverted the talisman, whoever wears it is now condemned – the souls of the unlucky messengers picked by Sophet Drahas join the tormented ones who haunt his macabre throne.

Cursed be the one who bears the seal of the King of Ashes!

Sophet Drahas can give the talisman to a character as a fact (1d6). This character becomes the bearer of the Talisman. Sophet Drahas can then activate the Talisman's power as a new fact (1d6).

The bearer is instantly killed and Sophet Drahas is teleported to the foot of the corpse. During an opposition, the bearer's figurine is removed from the game and replaced by that of Sophet Drahas.

If the bearer is in a position that does not allow Sophet Drahas to teleport himself, the power of the Talisman of Shadows cannot be activated. It also cannot be activated if the bearer is killed in some other way or if he no longer has the Talisman on him.

THORIGG KÆRIGH VAR-NOKKT

Location: Var-Nokkt.

“TAKE YOUR ARMS, FREE LEAGUER.”

Thorigg was born from the union between the Peer's youngest daughter and Norrik, a member of the powerful Kærigh family. His father being an integral part of the Var-Nokkt clan, Thorigg was raised in Castel Var-Nokkt and takes an active part in family affairs.

For the past few years he has been tasked with leading operations against the leagues suspected of causing prejudice against Var-Nokkt interests. To help him in that task, he has weaved a web of contacts which goes as far as including free leaguers, and he often takes advantage of this web.

Since his cousin Korang's exile, Thorigg has been persuaded of Arkan's corruption. He spends his free time gathering proof against his great-uncle.

Thorigg is far from grasping the extent of Arkan's corruption. As he uncovers more, he will start calling on reliable agents (free leaguers) more often to counter his great-uncle. In parallel, convinced of the use the leagues have in Cadwallon, he will maneuver to limit the impact of the operations demanded by his father.

In the long run Thorigg represents the best path to change the Var-Nokkt family. One day he will be able to prevail over Arkan. Shaken by the revelations that will follow, the family will name him to lead the fief.

Race: Dwarf.

Culture: Upper city.

Trades: Spy 3, Miscrèant 2.

Potential: 5

Dominant Attitude: OPPortunism.

Size: Small (2).

Power: 2

Movement: 3

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Hardened (interaction), Personal

Enemy/Arkan Var-Nokkt.

Feat: Hard Boiled.

Characteristics:

- PUG 2 (FEAR 3)
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 3
- DIS 4 (MAS 6)

Abilities:

- Analyze/DIS 1
- Barter/SUB 1
- Crook/OPP 3
- Disguise/STY 3
- Feign/SLE 5
- Fool/OPP 5
- Hide/OPP 2
- Identify/SUB 5
- Look out/DIS 2
- Lunge/STY 2
- Tinker/OPP 2

Knowledges:

- Commerce 2
- Country (Cadwallon) 2
- Culture (Upper city) 2
- Faction (Leagues) 2
- Faction (Var-Nokkt) 2
- Language (Cadwë) 4

Contacts:

- Lady Carole (SUB) 2
- Lieutenant-general Ghildomar** (OPP) 3
- No Name (STY) 1

Equipment: Attires, forged seal (free leaguer's ducat), lock-picking tools, make-up case, purse, 150 ducats.

VANHO SOMA

Location: Soma.

“MY ANCESTOR BUILT OUR HOUSE THANKS TO HIS BRAVERY. WE MUST HONOR HIS MEMORY.”

Vanho wasn't meant to become the fief's Peer, but on the death of the twins, Anon and Aghovar, he had to take the reins of power in Soma. The fief's Peer is torn between his family's ancestral hatred towards the necromancers of Acheron and his thirst for power. Vanho Soma is a willful young man, whose forthrightness is appreciated, notably by Den Azhir. He tries to throw light on the intrigues woven in the shadows, in order to increase his renown and pour disgrace on the conspirators.

Vanho Soma will gain importance to Den Azhir in the coming years. He will become his main advisor in 1005. His spies, recruited from the Higher school of weapon bearers, will keep him informed of the comings and goings in the upper city. However, his success will earn him enemies among the other Peers and the more influential families of the Free city.

Race: Human.

Culture: Upper city.

Trades: Emissary 3, Warrior-Mage 3.

Potential: 6

Dominant Attitude: DIScipline.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Authority, Leadership.

Feat: Bravery.

Characteristics:

- PUG 2
- SLE 2
- STY 3
- OPP 2 (DEF 3)
- SUB 5
- DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 3
- Argue/SUB 2
- Barter/SUB 3
- Confound/DIS 2
- Fool/OPP 2
- Identify/SUB 3
- Incantate (Earth)/STY 2
- Incantate (Light)/SUB 3
- Look out/DIS 2
- Parry/STY 2
- Slash/PUG 3
- Subdue/PUG 2

Knowledge:

- Faction (Militia) 3
- Faction (Weapon bearers) 4
- Fief (Soma) 5
- Language (Cadwë) 5
- Leagues 3
- Magic path (Hermetism) 2
- Magic path (Primagy) 3
- Strategy 3

Contacts:

- Alahel the Messenger (DIS) 4
- Duke of Cadwallon (SUB) 4
- Brother Sauvalle (DIS) 4
- Mirole (OPP) 3

Equipment: Main gauche, major immortal gem of Light, minor immortal gem of Earth, purse, reinforced leather armor, sword (S), weapon bearer (see Players handbook p. 255), 100 ducats.

Spells: Aura, Devoted confession, Glorious presence, Minor cure, Mystic strengthening, Vision of wisdom.

VELION, COMMANDER OF FORT GRIFFIN.

Location: Outskirts (Fort Griffin).

“WE REPRESENT THE GLORIOUS EMPIRE OF AKKYLANNIA, LET US SHOW OURSELVES TO BE WORTHY!”

Commander Velion is a newcomer to Cadwallon. He took up his post at Fort Griffin less than a year ago, replacing the aging Memnius of Gorgemant. A product of Carthag Fero's military school, he is a fine tactician. Even though he may not have the combat experience of a crusade veteran, Velion has had the chance to discover the chaos of the battlefield. He has participated in many incursions on Syhar land, in the region of the port of Djaran. Hard as decade-old sea biscuit, the commander has been able to impose himself on his men. With the aid of a few trustworthy officers he is slowly restoring discipline by organizing maneuvers and exercises. Even though he rarely goes to shore, Velion is kept informed of the events taking place in the city, mostly thanks to lieutenant Amoris' reports. He also receives delegations from the Empire's allies who undertake their negotiations in this bastion removed from the dangers and the indiscretions of the city.

The commander of Fort Griffin is an unenviable position, as the garrison there is a mix of aging soldiers and recruits with poor discipline conveniently sent to this isolated rock. His predecessors took their charge with philosophy and looseness, but Velion will initially see it as a challenge worthy of his talents. Diving into the archives and spending a small fortune to procure information and maps on the city's weak points, he will spend many months perfecting a strategy for a brilliant military action to conquer the decadent city of Cadwallon. As his demands for reinforcements and extra supplies receive no response his motivation will slowly erode like the rocks of Fort Griffin... But if the Rag'narok ever reaches the doors of the city, Velion will be ready to take advantage of the conflict for the greatness of the Empire.

Race: Human.

Culture: Griffin.

Trades: Officer 3, Soldier 3.

Potential: 6

Dominant Attitude: DIScipline.

Size: Medium (3).

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Feature: Strategist.

Feat: Fanaticism.

Characteristics:

- PUG 2
- SLE 3
- STY 2
- OPP 2 (DEF 3)
- SUB 4

- DIS 4 (MAS 5)

Abilities:

- Analyze/DIS 2
- Charge/PUG 2
- Command/DIS 5
- Defend/DIS 3
- Endure/PUG 3
- Force/PUG 1
- Intimidate/PUG 3
- Look out/DIS 2
- Parry/STY 5
- Ride/STY 2
- Seduce/STY 1
- Shoot/SLE 3
- Slash/PUG 5
- Slither/SLE 2
- Wrestle/OPP 2

Knowledges:

- Country (Akkylannia) 2
- Country (Cadwallon) 1
- Cult (Merin) 2
- Culture (Griffin) 2
- Language (Akkylannian) 2
- Language (Cadwë) 1
- Strategy 3

Contacts:

- Duke of Cadwallon (STY) 2
- Lieutenant Amoris** (DIS) 3
- Uргуemal the Pure (DIS) 2

Equipment: Buckler, cynwäll powder (0,1 kg), keys to the armory, leather armor, map of Cadwallon, officer's suit, pistols, purse, sword (S), 100 ducats.

KEYS TO THE ARMORY:

The commander always keeps this key ring on him – it's a set of four keys that unlock the two reinforced doors defending the entrance to the armory. In the depths of the wall of mugs, the armory is a dry cave created to store powder and reserve weapons. This is where the commander has made an invaluable discovery: a small barrel of Cynwäll powder. The far end of the armory opens out into a narrow natural corridor, and by slithering (1) for almost a kilometer in a network of sharp galleries, it is possible to exit the cliff wall not too far from the Smoky wisps. This passage, which allows people to reach the coast on foot is a secret shared by the fort's officers.

1: Narrow passage, SIZ 3 maximum.

MAP OF CADWALLON:

Commander Velion possesses a detailed map of the city and its outskirts (see the map from the GM's screen). He adds to it any strategic information he collects. On it can be seen the precise location of the various garrisons and militias, and passages into and out of the city.

CYNWÄLL POWDER:

Cynwäll powder is a mysterious substance that many claim to be magical. Some say that it is made from powdered dragon bones, others say that it is enchanted by elven magic. No matter what the truth may be, it has a superior quality to the black powder normally used in firearms. It never misfires and remains usable no matter how humid it gets. A weapon loaded with such powder sees its quality increased by one (minimum quality of 1) and benefits from a +1 bonus to its power (POW). Finally, it has magical properties against any target belonging to the Meanders of Darkness: any damage inflicted to such a target is "lethal 1" and "penetrating 1".

CYNWÄLL POWDER

Item	Origin	Legality	Availability	Weight	Price
Cynwäll Powder (10 shots)	CY	No	10	0.10 kg	100D

VLADAR THE ARROGANT

Location: Den Azhir.

“OUT OF MY WAY, RUNT!”

Vladar the Arrogant is the most famous steward of Cadwallon. He owes his reputation to his panache and his habit of joining leagues in the field. When he was captain of the militia, Vladar showed a certain knack for leadership, but also for being able to stand up to loud mouths. The Duke's entourage wasn't surprised when he named him steward in order to keep the more rebellious leagues in line. This worked like a charm, but Vladar couldn't stay behind a desk forever. Thus, he slowly got into the habit of using his prerogative in order to force the leagues to accept his presence during undertaking missions for the Duke.

Vladar is actually eaten by his desire for recognition and celebrity. Even when he was a militiaman he couldn't stand seeing his hard work eclipsed by the feats of the leagues. When he was named steward he fought for a long time against the impulse that ended up giving him his unique style. The excitement and satisfaction he felt when he finally gave in is still with him.

During the next few years Vladar will increasingly let his need for celebrity get the better of him. Just like a drug user who needs to increase his dosage, the Arrogant will try to accomplish ever more striking feats, putting his life and the life of the free leaguers with him in danger while doing so. In the end, the Duke will no longer stand for this foolish bravado and will fire Vladar. Isolated and fallen, he will turn to the guilds to finance his new adventures, which will grow increasingly wilder.

Race: Human.

Culture: Upper city.

Trades: Officer 3, Soldier 4.

Potential: 8

Dominant Attitude: PUGnacity.

Size: Medium (3)

Power: 3

Movement: 4

UN: □ □ □

LW: □ □ □

SW: □ □ □

CW: □ □ □

INC: □ □ □

Distinctive Features: Brutish Charge, Leadership/4, Incarnate, Predictable, Strategist.

Feat: Ruthless.

Characteristics:

- PUG 3 * SLE 2
- STY 3 * OPP 2 (DEF 3)
- SUB 5 * DIS 3 (MAS 4)

Abilities:

- Analyze/DIS 3
- Charge/PUG 3 * Command/DIS 5
- Defend/DIS 3 * Endure/PUG 4
- Feign/SLE 2 * Force/PUG 2
- Identify/SUB 2 * Intimidate/PUG 5
- Lunge/STY 2 * Parry/STY 5

- Ride/STY 2 * Seduce/STY 1
- Shoot/SLE 2 * Slash/PUG 5
- Slither/SLE 3 * Wrestle/OPP 3

Knowledges:

- Country (Cadwallon) 2
- Culture (Lower city) 2 * Faction (Militia) 4
- Language (Cadwë) 2 * Strategy 3

Contacts:

- Sergeant martial (SUB) 3
- Ambush (DIS) 2

Equipment: Bells, pistol (20 ammunition), plate armor, purse, rucksack, the Scarlet, set of keys, shield, telescope, uniform, Vorblade, 125 ducats.

VORBLADE

Despite the numerous complaints due to his insufferable attitude, Vladar performs marvelously well in his office as steward - his skills as a strategist have saved many more lives than his enemies are willing to admit.

During his expeditions on the surface and in the underground of Cadwallon, the Arrogant has discovered two commonalities among his most dangerous opponents: they are strong enough to survive a musket shot and are massive enough to crush a man with a backslap of their hand, paw or even tentacle.

Because taking a cannon down into the catacombs is impossible, Vladar conceived a weapon powerful enough to take down any kind of foe. Drawing funds from the ducal treasure, he commissioned a sword capable of slicing off limbs from a blacksmith native of Tir-Na-Bor. He then had a Cynwäll enchanter carve glyphs of power all over the blade. Thus Vorblade was born, forged in dwarven fire, enchanted by elven magic and wielded by a human.

Vorblade gives the feat “Strength when charging/4” to Vladar the Arrogant. It is reserved to him.

THE SCARLET

Vladar's nickname is certainly not random: he joins free leagues when violence is the last resort and draws from it disproportionate pride. Nothing pleases him more than destroying the enemies of the Duke and drawing all the glory to himself instead of the free leaguers.

In order to avoid the underhanded blows of a free leaguer irritated by his swagger, Vladar the Arrogant asked the Guild of Cartomancers to create the Scarlet. The cloak is as light as silk, but as solid as steel. The Arrogant wears it in combat to parry, in a blood-red veil, blows aimed at him.

The Scarlet gives the feat “Block” to Vladar the Arrogant. It is reserved to him.

YALIN AOUE

Location: the Automaton.

“HAVE MY PARENTS SENT NEWS FROM QUITHAYRAN?” “IT’S OF NO IMPORTANCE... WELL, I’LL GO BACK TO MY SYLVAN ANIMAE NOW.”

Yalin Aoue is the Automaton’s Peer. More precisely one of the two Peers, as the special rules regarding the ruling of the fief state that she must share that task with an Akkyshan. She has been groomed for the position since her youth, as the Daikinee sages of the fief gave her parents the task of educating her to assume this burden, and notably, finish the vegetal bridge between the Automaton and Quithayran (see The secrets of the Automaton). Hostile to the project, they were taken away without their daughter’s knowledge as she was told they had returned to the Emerald forest. In truth, the Daikinee had planned their assassination, but were thwarted by the Akkyshans. To this day, they are still holding the couple.

Yalin Aoue is still nothing more than a child. She doesn’t really govern and does nothing more than turn her entourage’s decisions into law. She feels very lonely and her only friend is a sylvan animae, an emanation of the spirit who lives inside the mechanical statue to whom the Automaton owes its name.

As time goes by, Yalin Aoue will fall further under the influence of the Automaton’s spirit. To the point where it might even be able to take possession of the elven child. Two solutions could then be used to free her: kill the sylvan animae or present her parents to the young elf in order to cause a psychological shock. However, in the end it will be necessary to enter the statue and to destroy the gem which houses the spirit in order to remove Yalin Aoue from its influence once and for all.

Race: Elf.

Culture: Scarab.

Trades: Guide 1, Mage 1.

Potential: 2

DominantAattitude: DIS.

Size: Medium (3).

Power: 3

Movement: 5

UN: □ □ □ □

LW: □ □ □ □

SW: □ □ □ □

CW: □ □ □ □

INC: □ □ □ □

Distinctive Feature: Vivacity.

Feat: Regeneration/1.

Characteristics:

- PUG 3
- SLE 2
- STY 4
- OPP 2 (DEF 3)
- SUB 3
- DIS 2 (MAS 3)

Abilities:

- Argue/STY 2
- Channel/OPP 1
- Endure/PUG 2
- Feel/SUB 1
- Incantate (Water)/STY 1
- Look out/DIS 3
- Ride/STY 1
- Survive/OPP 1

Knowledges:

- Country (Quithayran) 2
- Culture (Scarab) 2
- Language (Daikinee) 2
- Magic path (Primagy) 1
- Mythology 2
- Nature 1

Contact: -

Equipment (on her at all times): One major immortal gem of Water.

Spell: Minor cure.

BOOK III: THE DOORS

There are other worlds than that of Aarklash. The magicians studying them have discovered that the Free city had reflexions in the elemental Realms. The latter are named the Great Cirlet, as they are all bound to Aarklash, as if that continent was the center of it all.

The Voyagers enter these Realms to collect mana gems and these magicians go from world to world using rare and fought over portals which appear only for a few days. Legends and rumors tell of the existence of permanent portals, however.

These doorways are hard to find and crossing them is often dangerous. Each portal is unique, but all are found at the border of two "spaces": a door, the surface of water, a wall, the edge of a forest, etc. Their rarity is of course no stranger to that of gems on Aarklash. Most magicians use the most ephemeral of them sparingly in order to preserve the mana they contain.

THE PORTALS

It sometimes happens that portals open in Cadwallon, especially when powerful spells or miracles are used repeatedly in the same area. A portal is defined by a level of Awakening between 0 and 5. The higher this number is, the more important and stable the mana bound to that portal is.

A strange and mysterious magical phenomena affects Cadwallon. Bafflingly, Darkness portals created there are very unstable - these doorways only open for a short time or do not grant access to a Realm of Darkness but to Hollowdeep, one of the city's reflexion.

Rule-wise, there can be no portal of Darkness with an Awakening of more than 3 in Cadwallon.

THE MAGICAL ARCADES

The Arcadia district, in Ghieronburg, is known for its enchanted arcades. Many portals to the Great Cirlet open easily there (Awakening 5). However, they are not easy to cross and their destination (as their point of arrival) are never certain.

Finally, most of the supernatural inhabitants of Arcadia follow and enforce **Mardi's Truce**, which demands that a precise protocol be followed in order to have the right to use a portal. These rules concern themselves with proper behavior and have been made to ensure cordial relations between Cadwës and magical beings.

Voyagers are held to these rules, and even though the organization of the Seuil has made the procedure more simple, it remains time consuming.

On the other hand, it seems that any creature from "outside" of Aarklash can cross the arcades to enter Cadwallon without even having been invited. The wisest mages think that this proves that Arcadia is not really part of the continent, but is part of another world, and that this place plays a role in Creation the same way that Yllia or the cardinal stars do. The new arrivals always follow the Truce edicted by Baron Mardi.

AWAKENING OF CADWË PORTALS

Awakening	Sort of Activity
0	The portal has been sealed for good.
1	The portal requires a long and complex ritual to be opened temporarily.
2	The portal requires a long and complex ritual to be opened temporarily.
3	A watchman or guardian keeps an eye on who goes through the portal.
4	Creatures native to the Realms frequently cross the portal.
5	The Realm the portal leads to seeps through the portal and changes the nearby environment.

THE REFLECTIONS

SPLITROCK, THE REFLECTION OF AIR

PORTALS

- The ice fountain (Awakening 5) is found at the very heart of Parchedvale (Ghieronburg): it's a stone monument whose surface is permanently iced-over. It sometimes happens that magical creatures break the ice to enter Cadwallon.
- Some pillars in the upper city also grant access, but in a more chaotic fashion (Awakening 2): it has happened in the past that Voyagers reappeared hundreds of meters in the air.

APPEARANCE

- The ground, covered by glacial fog and struck by a northern wind, has been increasingly forgotten and considered as impure - dwellings started rising ever higher, as if to get closer to the warmth-giving sun. These sumptuous buildings made of frozen crystal (the only material which can resist the cold) now form a delicate filigree of towering spires and graceful bridges.

HISTORY

- Many years ago, Splitrock was once a fayerieseque world called Hejrannak. When Aubroyn, the king of Hejrannak, died, a supernatural cold fell upon the Realm. When princess Titania wanted to claim the throne of her defunct father, a terrible wind rose and the royal throne was covered by a sheath of ice. The ceremony was interrupted, but the transformed climate remained. Ever since then, Titania leads that world, which has been renamed Principalty of Splitrock due to its glacial cold, able to shatter metal as well as stone.

INHABITANTS

- Princess Titiana is a haughty, calculating and vain sihir who rules over the Hejris, a race of pale and sad angels. Fayses, leprechauns, satyrs, zephyrs and imps also populate Splitrock, though most only have a limited and animal intelligence and are instead companions or slaves to the Hejris. A languor and deep ennui are progressively growing in the eternal winter of Splitrock

RICHES

- There are many gems in the realm of Splitrock: when the wind starts blowing and snow falls in large amount, it drops gems of Air on the ground. It's a rather common resource and the inhabitants of Splitrock gladly trade them for other objects from Aarklash.

PLOTS

- Titiana has heard about the disappearance of prince Pyrion of the Fire reflexion. She intends to capture this somewhat wild young sihir. She is in fact convinced that his presence in Splitrock would change the climate of the Realm and make it more bearable. She intends to seduce him and marry him, or, if he refuses, to sacrifice him on the throne of ice to disperse his magical essence.

SPLITROCK

Starting Threat Level: 3

NPC Behavior: Passers-by.

Dominant Attitude: SLEight.

FAITH Level: -

MOV Cost Modifier: + 1 (snow).

Light Level: Clear.

Noise Level: Noisy (sound of blowing wind).

Smell Intensity: Odorless.

Special Rules:

- Temperatures in this Realm are extremely low (-30°C, see Players Manual p. 228).
- The wind increases the difficulty of tests having to do with ranged weapons by 4.
- If the TL reaches 13, intruders are expelled from the Realm by a violent wind

ANFÆBIA, THE REFLECTION OF WATER

PORTALS

- The most visible portal is found on the wall surrounding the upper city (see illustration). It's from this portal that the anfoebians who tried to invade the city fifty years earlier have come from. Ever since then, water has been leaking out of it in permanence, despite the many attempts made at closing the passage (Awakening 2).
- At the eastern end of the Kraken, one of the land tentacles is sometimes the site of a strange phenomenon. The ruins of a small fishing port (Awakening 5) appear at low tide and is populated by magical creatures who offer travelers a place on small skiff to the Concordat of Anfæbia.

APPEARANCE

- This submerged Realm once sheltered the most sumptuous palaces of all of Creation. But political turmoil and war ravaged the Odazzur empire. Renamed Concordat of Anfæbia, this Water Realm has now fallen into decrepitude: the buildings of nacre and coral are no longer resplendent and now bring to mind a gigantic undersea cemetery rather than a large capital city.

HISTORY

- For a very long time, the Odazzur empire ruled over Mendazzur, firmly but without tyranny, allowing coexistence between the marlins, a species resembling humans, and the Anfæbians, a violent race with pisciform traits. In 955, the Anfæbians, goaded by two sihirs, Mnemosyne and Gaelis, revolted against the aristocracy to put in place a free and democratic regime. A few survivors of the Odazzur dynasty managed to flee to Aarklash. Mnemosyne was satisfied to stop there, but Gaelis, brutal, cruel and ambitious, used these refugees as an excuse to launch a full-scale invasion on Cadwallon. At the end of epic battles and after much trickery, the Anfæbian forces were repelled in 956 by the cadwë troops, thanks to general Ghieron and Amelise Odazzur, who were ennobled by the duke of Cadwallon.

INHABITANTS

- In the ruins of the ancient city a few tribes of marlins hide, hunted down and tracked ever since the revolt of the Anfæbians. These creatures possess long ears which also double as gills and which makes them look like aquatic elves, and fine membranes between their fingers.
- The Anfæbians, tyrannized by Gaelis, are reconstructing the nacre palace. They look like odd fishes with a large dorsal fin and two pairs of prehensile tentacles

RICHES

- Despite the fact that Water gems are plentiful in the Concordat of Anfæbia, this resource is jealously kept. Indeed, Gaelis intends to return his Realm to its former majesty - and is therefore having its symbol, the nacre palace, rebuilt, using Water mana as cement.

PLOTS

- The Anfæbians aren't quite done with Cadwallon. Some still hope to be able to claim the city. The wife of Kraken's Peer, Okclair of Odazzur is actually a Water Elemental who is using every resource at her disposal to help her people, all the while leading her own battles.

ANFÆBIA

Starting Threat Level: 4

NPC Behavior: Official forces

Dominant Attitude: SUBtlety.

FAITH Level: Darkness +1

MOV Cost Modifier: + 2 (unless the Swim/PUG 4 talent is used).

Light Level: Low.

Noise Level: Quiet

Smell Intensity: Fragrant.

Special Rules: *Anfæbia is a submerged Realm. By crossing a portal into it, the Voyager no longer needs to breathe but must keep air in his lungs. He can therefore no longer speak without drowning. This rule only applies outside of buildings.* If the TL reaches 13, intruders lose consciousness due to a rapid increase of water pressure. They regain consciousness on one of the beaches around Cadwallon.

SOLNARREG, THE REFLECTION OF FIRE

PORTALS

- During military parades on Wyvern's road (Ghieronburg), it sometimes happens that a passage to Solnarreg is created. The temperature then quickly increases and the muddy ground opens up to let a stone arch emerge (Awakening 4).
- During some of the fights which pit gladiators of the Little Arenas (Gamehead), a portal leading to the reflexion of Fire sometimes violently opens to let bellicose creatures through. These apparitions are due to a deal struck between the managers of the arenas and Ignice of Warmhoven. It's a good way to spice up the fights for the former and a good way to keep abreast of what's going on in Cadwallon for the latter.

APPEARANCE

- Solnarreg is a solid bubble plunged in an infinity of lava. Gorged with heat, this cocoon shelters an improbable city which struggles as best it can against the assaults of tides of magma which erode a bit more of its protective shell every day. Everything here reminds of fire: the staggering heat, the smell of sulfur and the bubbling of magma.

HISTORY

- Under the leadership of regent Ignice of Warmhoven, the Solnae have developed a flourishing civilization, remarkable through its ingenuity and its materialism. The regent, a curious, greedy and blunt sibir was originally meant to keep his post only temporarily, while two political organizations, the Hanse and the Genius, were to come to an agreement on what sort of definitive constitution to offer the populace. For what now seems like an eternity though, both important institutions have been at each others' throats and the regency remains. Ignice of Warmhoven is a just and efficient leader and is thus systematically re-elected during the Elogies, ceremonial and orgiastic celebrations.
- Even outside of these carnivals, Solnarreg remains a city with no taboos.

INHABITANTS

- The Solnae look like human beings, with the exception of their reddish skin and the mineral layers which cover their joints. This peculiarity makes them slightly clumsy but very resistant on average. They often move about naked and are constantly on the lookout for new experiences, ideas and possessions.

RICHES

- Fire gems are jealously kept by the Solnae, which use that Element to strengthen the shell of Solnarreg. A voyager who were to steal a gem would be accused of high treason and brought before Ignice of Warmhoven.

PLOTS

- Ever since the disappearance of prince Pyrion, the shell of Solnarreg has started to fall apart. Only the constant efforts of members of the Hanse and of the Genius manage to keep this rampart in good repair (sometimes even push it further). Elementals have been sent in the different reflexions in order to find the former regent and understand the cause of the phenomenon.
- The explanation is simple: the Braise, which grants mysterious powers to the Ghieron, draws its energy from the shell of Solnarreg. If Ignice were to find out, the family of the Peer would be condemned.

SOLNAREGG

Starting Threat Level: 5

NPC Behavior: Official forces

Dominant Attitude: PUGnacity.

FAITH Level: Destiny +1

MOV Cost Modifier: -

Light Level: Clear.

Noise Level: Deafening (sound of waves of lava).

Smell Intensity: Sickening (smell of sulphur).

Special Rules:

- If the TL reaches 10, all visitors are arrested and brought before Ignice of Warmhoven to face judgement.

XURGADDYS, THE REFLECTION OF EARTH

PORTALS

- The petrified grove (Awakening 4) of Cal Ka Dum (Ghieronburg) easily allows to one to reach the reflexion of Earth, as long as one gets the permission of Calka, its guardian.
- In the fields of the Trophy (Awakening 3), Xurgos may sometimes be met while sent by Mother Nature to collect water and bring it back to their Realm.

APPEARANCE

- Xurgaddys is a spring-tempered plant-like realm. This primitive agglomeration is composed of a profusion of villages built in layers on the branches of Addys, a gigantic tree which no one knows where it has lain its roots, other than Mother Nature and a privileged few. Some believe that the world-tree grows downwards. Its jumbled branches form numerous platforms and it is possible to travel on the same branch for weeks.

HISTORY

- The nature of the Realm remains mysterious: the only certainties are that water and light come from above and that Addys stretches out in every direction. A sibir called Mother Nature shapes the life of the Xurgos, who worship her as a goddess. She is maternal and generous, but also very prying.

INHABITANTS

- In their hits of wood and leaves, the Xurgos, jovial apemen, lead a peaceful existence only troubled by the war of rain: after each rainfall, rival tribes face off ritually over the control of puddles. The reason for that is that in this plant world, water is the most valuable thing: fallen from the sky, it descends towards the depths and the Xurgos sometimes follow it by migrating lower.

RICHES

- The gems of Earth are plentiful in Xurgaddys, but it is sometimes difficult to collect them. Indeed, they mostly appear in the lairs, huts and nests of the inhabitants or creatures of the Realm. And while some will gladly trade them others will fiercely defend their territory.

PLOTS

- The roots of the tree which makes up this Realm are lain into Cadwallon, around Petropolis (Ghieronburg). To a Cadwë, this tree really does grow downwards and it's the tip of its roots which breaks out of the ground to make up the petrified grove. Mother Nature's greatest fear is for those roots to come unbound - the reflexion would then slip away to become an unfinished Realm. Her envoy, Calka, passes himself off as an orc and is trying to understand instinctive magic. The sovereign feels that there is a link binding this magical art to Earth and hopes to be able to use it to anchor her Realm once and for all.

XURGADDYS

Starting Threat Level: 2

NPC Behavior: Creatures

Dominant Attitude: DIScipline.

FAITH Level: Light +1

MOV Cost Modifier: +1 (luxuriant vegetation).

Light Level: Dark (dense foliage).

Noise Level: Noisy (animal cries).

Smell Intensity: Fragrant

Special Rules:

- If the TL reaches 13, intruders become petrified until the TL returns to its original level. NPCs then ignore intruders and return to what they were doing.

HOLLOWDEEP

PORTALS

- Some Voyagers use dark rituals allowing travel to Realms of Darkness in order to create passages leading to Hollowdeep. These hazardous attempts are severely reprimanded by the ducal authority.
- In the district of the Nasty shaft (Automaton), a business owned by the Usurers sells strange safes (Awakening 3), which have the capability of opening directly into Hollowdeep. Acquiring one of these safes is very expensive, more so in services than in ducats.

APPEARANCE

- Hollowdeep is a petrified city which forms a gigantic labyrinth. Many passages, roads, stairs and tunnels mingle in a jumble of underground passages of which have no logical purpose. It is very easy to lose one's self in these, even by going back on one's step, and a Voyager is never certain of finding his starting point again.

HISTORY

- This world is rumored to be haunted and while no one has ever claimed to be from there, it is not rare to meet trouble there. It seems that this Realm is the convergence point of the lost souls and other creatures victim of a failed summoning in Cadwallon. The magical energies drawn to this Realm are unable to leave it unless they become radically transformed. The faithful of Destiny believe that Hollowdeep could become an intermediate Realm between Light and Darkness and that it would be the first place where gems containing neutral mana would be found.

INHABITANTS

- No Voyager has ever met an entity from Hollowdeep. The only creatures found there are the ghosts and other Abyssal creatures that some magicians have tried to call into Cadwallon.

RICHES

- It is very difficult to bring gems from Hollowdeep. As soon as one appears there, it is automatically attacked by mana of its opposing Principle and disappears in a few hours. One must therefore have the chance of finding a gem which has recently appeared and remove it from Hollowdeep as fast as possible. This is why only minor gems may be brought back from this Realm.

PLOTS

- The Limbo of Acheron are trying to understand the phenomenon which prevents portals of Darkness from opening in Cadwallon. Explorers have therefore been sent to Hollowdeep to solve that mystery. These envoys quickly realized how many creatures haunted this Realm. They do not know that it is the hidden weapon in Vanius' mausoleum which, despite not having been activated yet, still protect Cadwallon by preventing the opening of portals of Darkness. Necromancers are currently trying to gather and control the dark herd of Hollowdeep and that army could someday allow the Cursed barony to attack Cadwallon.

HALLOWDEEP

Starting Threat Level: 5

NPC Behavior: Creatures

Dominant Attitude: OPPortunism.

FAITH Level: Light +1, Darkness +1.

MOV Cost Modifier: -

Light Level: Pitch Dark.

Noise Level: Quiet

Smell Intensity: Odorless

Special Rules:

- It is hard to cast spells in this Realm. The difficulty of any Incantate test is increased by 2 for all forms of magic, with the exception of Primagy and Instinctive Magic.
- When the TL reaches 10, the various creatures haunting Hollowdeep are attracted to the area in which the characters are to be found. Fleeing is then the only possible solution.

INCANTATION TRADE: VOYAGER

The Voyagers travel across the magical Realms. Many motivations may lead them down this path: curiosity, the thirst for knowledge, the desire to weave diplomatic ties with elemental beings or simply naked greed caused by the gems.

RANKS

Rank 1: Incantate (Element)/Special, Barter/SUB, Entities (Elementals), Magic Path (Primagy).

Rank 2: Channel/SUB, Dominate/STY, Realm (of choice).

Rank 3: Incantate (Element)/Special, Magic Path (Air, Water, Fire, Earth, Light or Darkness).

Rank 4: Feel/SUB, Entities (Sihirs).

Rank 5: Strength of Awakening. When the Voyager is in the same area as a portal, the latter sees its Awakening increase or decrease by 1, as per the player's choice.

Rank 6: Argue/SUB, Incantate (Element)/Special, one knowledge of player's choice.

EQUIPMENT

Attires, gem case, minor immortal gem, purse, 75 ducats, (3) key to a portal.