

# KRATAS CHARACTER CODEX





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## Writing

Delano Lopez, Steven J. Black

## Editing

Eike-Christian Bertram, Steven J. Black, Carsten Damm, James D. Flowers, Jason U. Wallace, Donovan Winch, Hank Woon

## Product Director

James D. Flowers

## Line Developer

Carsten Damm

## Layout

Carsten Damm,  
James D. Flowers, Kathy Schad

## Artwork

Damien Coltice, Jeff Laubenstein,  
Kathy Schad, David M. Wright

## Administration

Kim Flowers, Rewa Vowles,  
Richard Vowles

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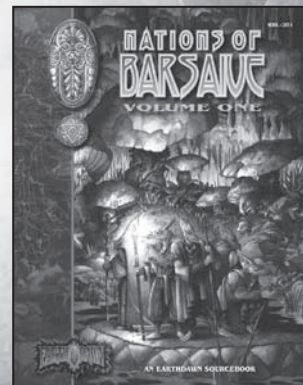
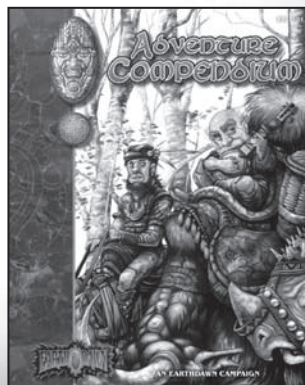
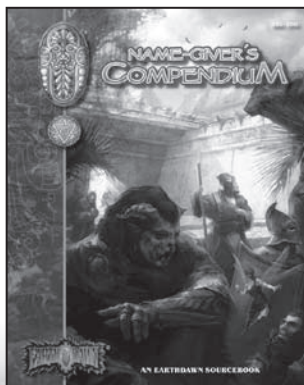
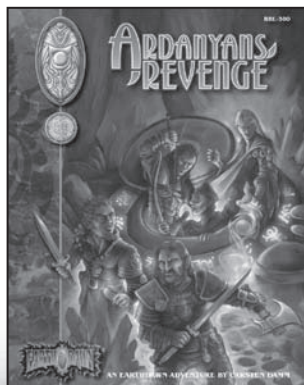
Email us at: [info@earthdawn.com](mailto:info@earthdawn.com)



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## ANGS OF KRATAS

The following characters appear in the **Gangs of Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

### GARLTHIK ONE-EYE

Garlthik maintains a very careful balancing act between his life as a Master Thief, and his role as Magistrate of Kratas. As a Thief, he believes in freedom and cynical self-interest, yet as magistrate he must enforce order and subjugate other peoples' interests to his own, limiting their freedom.

He negotiates this contradiction in a few ways. First, he only enforces the bare minimum of law that is necessary to keep the city from falling apart, such as not bothering the farmers. Second, his continual fight against slavery, Vistrosh, and the Therans is in the service of greater freedom.

Finally, Garlthik justifies all of his efforts to improve Kratas and protect its residents, at least those loyal to him, as being a ploy to protect himself. As a young Thief he would not allow himself to get tied down to any one place, person, or possession. Now in his old age he tells himself that he only stays in Kratas as long as it is in his interest to do so. Despite the hundreds of loyal followers, his great hordes of treasure, and the years spent protecting his city, he would leave it all in an instant if it became a burden. At least, that's what he tells himself. Believing any differently might bring on a talent crisis.

Garlthik now seems to show every one of his hundred-or-so years. His greenish-gray skin is faded and wrinkled like old parchment. He lost one of his tusks somewhere along the way, so only one yellowed fang sticks out of his mouth, giving him a lop-sided smile. His once-imposing frame is now shriveled and small, and his long hair has turned white. However, his appearance of febricity has not seemed to diminish his talents or his keen intelligence, as more than one would-be challenger to his rule has discovered to their dismay. This has only contributed to the rumors that his survival is because of some arcane magic.

Garlthik One-Eye is a Fifteenth Circle ork Thief.

#### Attributes

**Dexterity** (22): 9/D8+D6

**Toughness** (15): 6/D10  
D8+D6

**Willpower** (14): 6/D10

**Strength** (16): 7/D12

**Perception** (22): 9/  
D8+D6

**Charisma** (16): 7/D12

#### Characteristics

**Physical Defense**: 18

**Spell Defense**: 16 (31)<sup>N</sup>

**Social Defense**: 12

**Initiative**: 10/D10+D6

**Physical Armor**: 8

**Mystic Armor**: 8 (23)<sup>N</sup>

**Death Rating**: 25 (100)<sup>\*</sup>

**Wound Threshold**: 10

**Unconsciousness Rating**: 17 (77)<sup>\*</sup>

**Recovery Tests**: 4

**Knockdown**: 7/D12<sup>\*\*</sup>

<sup>N</sup> These values are used versus Nethermancy spells (see Thread Eye of Garlthik, below).

<sup>\*</sup> These values have been modified for blood magic.

<sup>\*\*</sup> Garlthik knows the Wound Balance talent.

**Combat Movement**: 49

**Full Movement**: 98

**Karma Points**: 65

**Karma Step**: 5/D8

#### Talents (Knacks)

**Attribute Pattern** (15): 24/D20+D12+D10

**Astral Pocket**<sup>D</sup> (15): 24/D20+D12+D10

**Avoid Blow**<sup>D</sup> (15): 24/D20+D12+D10





Bank Shot (15): 24/D20+D12+D10  
 Chameleon (15): 21/D20+D10+D6  
 Climbing (16): 25/D20+D10+D8+D4<sup>\*</sup>  
 Conceal Weapon<sup>D</sup> (15): 24/D20+D12+D10  
*Defense* (15): 24/D20+D12+D10  
 Detect Trap (15): 24/D20+D12+D10  
 Detect Weapon (15): 24/D20+D12+D10  
 Disarm Trap<sup>D</sup> (15): 24/D20+D12+D10  
*Disguise Self* (15): 24/D20+D12+D10  
 Durability (5/4) (15): 15  
 Fast Hand<sup>D</sup> (15): 24/D20+D12+D10  
 Fence<sup>D</sup> (15): 22/D20+D10+D8 (Covet Item)  
 Gain Surprise<sup>D</sup> (15): 21/D20+D10+D6  
*Gold Sense* (15): 24/D20+D12+D10  
 Karma Ritual (15): 15  
*Leadership* (8): 15/D20+D6  
 Lip Reading<sup>D</sup> (15): 22/D20+D10+D8  
 Lock Picking<sup>D</sup> (15): 24/D20+D12+D10  
 Lock Sense<sup>D</sup> (15): 24/D20+D12+D10  
 Melee Weapons (15): 24/D20+D12+D10  
 Missile Weapons (15): 24/D20+D12+D10  
 Quickblade (15): 25/D20+D10+D8+D4<sup>\*\*</sup>  
 Picking Pockets<sup>D</sup> (15): 24/D20+D12+D10 (Offguard)  
 Ritual of the Ghostmaster<sup>D</sup> (15): 24/D20+D12+D10  
 Sense Poison<sup>D</sup> (15): 24/D20+D12+D10  
 Silent Walk<sup>D</sup> (15): 24/D20+D12+D10 (Shadow Hide)  
*SloUGH Blame* (9): 16/D20+D8  
 Speak Language (5): 14/D20+D4  
 —Human (Scavian), *Sperethiel*, Troll, T'skrang, Windling  
 Sprint (15): 24/D20+D12+D10  
 Surprise Strike<sup>D</sup> (15): 22/D20+D10+D8  
*Talent Pattern* (13): 22/D20+D10+D8  
 Throwing Weapons<sup>D</sup> (15): 24/D20+D12+D10 (Improvised  
 Missiles, Lightning Throw, Pin Up, Placed Throw)  
 Thread Weaving (Thief Weaving)<sup>D</sup> (15): 24/D20+D12+D10  
 (Thread Masking, Unweaving)  
 Trap Initiative<sup>D</sup> (15): 24/D20+D12+D10 (Act On Instinct)  
 True Sight (8): 8  
 Wound Balance (15): 22/D20+D10+D8

<sup>D</sup> Indicates a Discipline talent.

*Italicized talents* require Karma.

<sup>\*</sup> Talent modified by Climbing rank +1 from thread boots.

<sup>\*\*</sup> Talent modified by +1 Initiative step bonus.

## Skills

### Artisan:

Acting (5): 12/2D10  
 Embroidery (5): 12/2D10  
 Mapmaking (5): 14/D20+D4

### Knowledge:

Alchemy and Potions (8): 17/D20+D10  
 Badlands Geography (2): 11/D10+D8  
 Dragon Lore (2): 11/D10+D8  
 Force of the Eye Lore (8): 17/D20+D10  
 Kratas History (5): 14/D20+D4  
 Gangs of Kratas (5): 14/D20+D4  
 Nethermancy Lore (5): 14/D20+D4  
 Passion Lore (2): 11/D10+D8  
 Parlainth History (5): 14/D20+D4  
 Scourge History (2): 11/D10+D8  
 Subterranean Parlainth (5): 14/D20+D4  
 Theran History (5): 14/D20+D4  
 Throal Politics (2): 11/D10+D8

### General:

Alchemy (8): 17/D20+D10

Evaluate (8): 17/D20+D10  
 Fast Grab (5): 14/D20+D4  
 Forgery (5): 14/D20+D4  
 Navigation (5): 14/D20+D4  
 Read and Write Language (4): 13/D12+D10  
 —Dwarf (Throalic), *Or'zet*, *Sperethiel*, Theran  
 Read and Write Magic (5): 14/D20+D4  
 Search (5): 14/D20+D4  
 Speak Language (4): 13/D12+D10  
 —Dwarf (Throalic), Human, *Or'zet*, Theran  
 Streetwise (8): 17/D20+D10  
 Tracking (5): 14/D20+D4  
 Wilderness Survival (5): 14/D20+D4

## Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +3; Damage 15/D20+D6)  
 15 × Daggers (Damage 9/D8+D6; Range 9–15–18)  
 2 × Flight Daggers (Damage 9/D8+D6; Range 21–35–42)  
 2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)  
 Thread Spike Bomb (Rank 7; Damage 16/D20+D8; Range  
 21–35–42; 3 yard area of effect; Mystic Armor protects  
 against this damage)  
 Thread Sling (Rank 4; Damage 13/D12+D10; Range 40–80–  
 160)  
 Belt Pouch (with 15 sling bullets)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1;  
 Spellcasting<sup>T</sup> (1): 10/D10+D6; Myst +2; SpellDef +2; Spell  
 Matrix (Earth Blend) 4 uses/day; 4 hidden compartments in  
 the robe; Detection Difficulty 14; objects can only be removed  
 by anyone other than the wearer with a Good result on a  
 Willpower (14) Test)  
 Thread Eye of Garlthik (Core Pattern Item; Rank 15; the Right  
 Eye of Garlthik grants the following abilities: Astral Sight<sup>T</sup>  
 (15): 24/D20+D12+D10; Lifesight<sup>T</sup> (15): 24/D20+D12+D10;  
 Orbiting Spy<sup>T</sup> (15): 24/D20+D12+D10; SpellDef and Myst +15  
 versus Nethermancy spells only; encased in crystal; kept in  
 forest robe compartment)  
 Thread Shadow Bomb (Rank 4; 12 yard Darkness area of  
 effect; Dispel Difficulty 13)  
 Amulet of the Eye and Crystal Monocle (2 Damage Points)  
 Orichalcum Pledge Coin (3 Damage Points; kept in forest robe  
 compartment)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Embroidery Tools  
 4 × Healing Potions  
 Last Chance Salve  
 Light Quartz Lantern  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Leather Eye Patch  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Trail Rations (1 week)  
 Traveler's Garb  
 Writing Kit  
 Alchemy Kit (kept at One-Eye Manor)

## Loot

Gold earring (worth 250 silver pieces), gold ring (worth 250 silver pieces), 1,000 silver pieces (in quiet pouch), and 5 gems (worth 1,000 silver each) sewn into the folds of his clothing on person; stash worth 100,000 silver pieces in various denominations, both recently minted and ancient, plus gems, jewelry, art objects, etc.

## Legend Award

131,285 Legend Points

## Notes

Garlthik possesses the ork Low-Light Vision and *Gahad* racial abilities.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** Evaluate Item (2 Damage Points)

**Ninth Circle:** Karma on Recovery Tests; +1 Spell Defense

**Tenth Circle:** +1 Recovery Test/day; +1 Social Defense

**Eleventh Circle:** +1 Physical Defense; +1 Spell Defense

**Twelfth Circle:** Shadowcloak (2 Damage Points)

**Thirteenth Circle:** +1 Initiative step; +25 Maximum Karma

**Fourteenth Circle:** +2 Physical Defense; +1 Spell Defense

**Fifteenth Circle:** Shadow Heal (3 Damage Points)

## TERRICIA

Terricia is the Supreme Slasher of the Force of the Eye, responsible for eliminating any threats to Garlthik's rule, whether inside or outside of the gang. She is a ruthless assassin, and is quite proficient in the use of poisons and other forms of silent killing. As the most trusted of Garlthik's followers, she is generally assumed to be his chosen successor in the case of his death. That he has made her his heir apparent is surely a sign of Garlthik's great trust in her and faith in her loyalty, that she would not be tempted to hasten his departure from this world. Her loyalty is sincere and profound, as Garlthik saved her life many years ago. She is also almost as devoted as Garlthik to the city of Kratas and Garlthik's ideal of keeping it free from outside control, especially the Therans.

Terricia has black and gray wings, and wears leathers the color of night. She wears her pale hair short and spiky and has many tattoos and scars decorating her body. She looks older than most windlings, perhaps hinting at a hard life in her youth, for windlings' appearances do not usually age once they reach maturity. She has an odd quirk of threatening to kill people around her as a joke. While this can be unsettling to the uninitiated, those who know her well know to take this as a joke. When she actually intends to kill someone, she would not be so kind as to give her target the benefit of a warning.

Terricia is a Ninth Circle windling Thief.

## Attributes

**Dexterity** (19): 8/2D6

**Toughness** (15): 6/D10

**Willpower** (11): 5/D8

**Strength** (7): 4/D6

**Perception** (18): 7/D12

**Charisma** (13): 6/D10

## Characteristics

**Physical Defense:** 13

**Spell Defense:** 11

**Social Defense:** 9

**Initiative:** 8/2D6

**Physical Armor:** 5

**Mystic Armor:** 4

**Death Rating:** 35 (80)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 27 (63)\*

\* These values have been modified for blood magic.

\*\* Terricia knows the Wound Balance skill.

**Combat Movement:** 22/43\*

**Full Movement:** 44/86\*

\* The second value is Terricia's Flying Movement rate.

**Karma Points:** 50

**Recovery Tests:** 3

**Knockdown:** 4/D6\*\*

## Talents (Knacks)

Avoid Blow<sup>D</sup> (12): 20/D20+D8+D6\*

Climbing (9): 17/D20+D10

Conceal Weapon<sup>D</sup> (9): 17/D20+D10

Detect Trap (9): 16/D20+D8

Detect Weapon (9): 16/D20+D8

Disarm Trap<sup>D</sup> (9): 17/D20+D10

Disguise Self (9): 16/D20+D8

Durability (5/4) (9): 9

Karma Ritual (9): 9

Lock Picking<sup>D</sup> (9): 17/D20+D10

Lock Sense<sup>D</sup> (9): 16/D20+D8

Melee Weapons (10): 18/D20+D12

Missile Weapons (9): 17/D20+D10

Silent Walk<sup>D</sup> (13): 21/D20+D10+D6 (Shadow Hide)\*

Slough Blame (9): 15/D20+D6

Sprint (9): 17/D20+D10

Surprise Strike<sup>D</sup> (9): 13/D12+D10

Throwing Weapons<sup>D</sup> (9): 17/D20+D10 (Improvised Missiles,

Lightning Throw, Placed Throw)

Thread Weaving (Thief Weaving)<sup>D</sup> (9): 16/D20+D8 (Thread

Masking, Unweaving)

Trap Initiative<sup>D</sup> (9): 17/D20+D10 (Act On Instinct)

<sup>D</sup> Indicates a Discipline talent.

*Italicized* talents require Karma.

\* Talents modified by Avoid Blow and Silent Walk rank +3 from thread espagra boots.

## Skills

### Artisan:

Acting (5): 11/D10+D8

Tattooing (2): 8/2D6

### Knowledge:

Alchemy and Potions (5): 12/2D10

Botany (2): 9/D8+D6

Creature Lore (3): 10/D10+D6

Force of the Eye Lore (5): 12/2D10

Gangs of Kratas (5): 12/2D10

### General:

Alchemy (5): 12/2D10

Hunting (3): 11/D10+D8

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Windling

Streetwise (5): 12/2D10

Tracking (3): 10/D10+D6

Wilderness Survival (2): 9/D8+D6

Wound Balance (4): 8/2D6

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3; with spiked shoulder pad)

Windling Dagger (Forged +1; Damage 6/D10; Range 6–10–12)

Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)



9 × Darts (Damage 5/D8; Range 18–30–36)  
 Mini Crossbow (Damage 6/D10; Range 8–16–32)  
 Thread Quiver (Rank 4; 5 × capacity; 1/10th weight of items inside; with 30 mini crossbow bolts)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)  
 Amulet of the Eye (2 Damage Points)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Leather Gloves  
 Healing Potion  
 3 × Kelia's Antidotes (Keesra)  
 3 × Kelia's Antidotes (Padendra)  
 3 × Kelia's Antidotes (Whadrya)  
 Keesra Poison (3 doses)  
 Padendra Poison (3 doses)  
 Whadrya Poison (3 doses)  
 Kelix's Poultice  
 Quiet Pouch  
 Tattooing Tools  
 Traveler's Garb  
 Windling Trail Rations (1 week)  
 Alchemy Kit (kept at One-Eye Manor)

## Loot

7 gold pins (worth 35 silver pieces), 65 gold pieces (in quiet pouch).

## Legend Award

10,065 Legend Points

## Notes

Terricia possesses the windling Astral-Sensitive Sight, Flight, and Increased Physical Defense racial abilities. Terricia did not learn the Evaluate Item ability at Eighth Circle. She often uses *padendra* or *whadrya* poison on her crossbow bolts, or *keesra* on her windling dagger, for assassinations.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Ninth Circle:** Karma on Recovery Tests; +1 Spell Defense

## BLERITIS

Bleritis is in charge of Garlthik's personal security. Some may confuse his and Terricia's responsibilities, but Bleritis is in charge of defense, while Terricia can be considered more offensive in her tactics. Bleritis supervises the groups of bodyguards that accompany Garlthik at all times, and inspects the defenses of the Force of the Eye, particularly Garlthik's headquarters and residences. He also tries to discover spies of other organizations or secret societies attempting to infiltrate the gang.

Bleritis began his career as a charlatan Illusionist. He was caught up in the gang wars of Kratas, and quickly perceived that Garlthik's side was the one to be on. Ever since, he has been a useful and loyal follower. Bleritis is dark of skin, with a bald head and flowing white beard. His piercing gray eyes seem to look deep within a Name-giver's heart, and his stare alone has been said to loosen the tongue of a would-be traitor. It is

rumored that Bleritis also roams Kratas in any of a number of disguises, listening for rumors of interest to the Force, as well as whispers of disloyalty.

Bleritis is a Ninth Circle human Illusionist.

## Attributes

**Dexterity** (13): 6/D10

**Toughness** (14): 6/D10

**Willpower** (17): 7/D12

**Strength** (11): 5/D8

**Perception** (18): 7/D12

**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 10

**Spell Defense:** 11

**Social Defense:** 10

**Initiative:** 6/D10

**Physical Armor:** 5

**Mystic Armor:** 6

**Death Rating:** 33 (69)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 25 (52)\*

\* These values have been modified for blood magic.

**Combat Movement:** 26

**Full Movement:** 52

**Karma Points:** 40

**Karma Step:** 5/D8

## Talents (Knacks)

Arcane Mutterings<sup>V</sup> (3): 9/D8+D6

Armored Matrix (9): 9

Astral Sight<sup>D</sup> (9): 16/D20+D8

Dead Fall<sup>D</sup> (9): 16/D20+D8 (Deathbed)

Detect Falsehood<sup>D</sup> (9): 16/D20+D8 (Liar)

Disguise Self<sup>D</sup> (9): 16/D20+D8 (Angelic Appearance)

Durability (4/3) (9): 9

Engaging Banter<sup>D</sup> (9): 15/D20+D6

Enhanced Matrix (9): 9

Enhanced Matrix (9): 9

False Sight<sup>D</sup> (9): 9

Fast Hand<sup>D</sup> (9): 15/D20+D6

Karma Ritual (9): 9

*Lip Reading*<sup>V</sup> (4): 10/D10+D6

Picking Pockets<sup>V</sup> (3): 9/D8+D6

Read and Write Language (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windling

Read and Write Magic<sup>D</sup> (9): 16/D20+D8

Resist Taunt<sup>D</sup> (9): 16/D20+D8

Slough Blame<sup>D</sup> (9): 15/D20+D6

Speak Language (6): 13/D12+D10

—*Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Spellcasting<sup>D</sup> (9): 16/D20+D8 (Anchored Spell, Gaping Wounds)

Spell Matrix (9): 9

Spell Matrix (9): 9

Spell Matrix (9): 9

Spell Matrix (9): 9

Taunt<sup>V</sup> (2): 8/2D6

Thread Weaving (Illusionism)<sup>D</sup> (10): 17/D20+D10 (Thread Masking)

Tracking<sup>V</sup> (4): 11/D10+D8

True Sight<sup>D</sup> (9): 9

Versatility (5): 5

Willforce (9): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.

<sup>V</sup> Indicates a talent learned through Versatility.

## Skills

### Artisan:

Acting (4): 10/D10+D6

Robe Embroidery (4): 10/D10+D6

### Knowledge:

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Kratas History (4): 11/D10+D8

Security (4): 11/D10+D8

### General:

Conversation (5): 11/D10+D8

Fast Grab (2): 8/2D6

First Impression (5): 11/D10+D8

Graceful Exit (3): 9/D8+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Human

Streetwise (4): 11/D10+D8

Tactics (2): 9/D8+D6

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;

Climbing<sup>T</sup> (1): 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Climbing Kit

Cloaksense Brooch

Embroidered Robe

Embroidery Tools

Grimoire

Quiet-Fingers Gloves

Healing Potion

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

## Spells

Alarm, Astral Shadow, Bellow of the Thundras, Best Face, Catseyes, Conceal Tracks, Disaster, Disguise Metal, Displace Image<sup>M</sup>, Encrypt, Ephemeral Bolt, False Enchantment, False Floor, Form Exchange<sup>E</sup>, Fun With Doors, Impossible Knot, Impossible Lock, Improved Alarm<sup>E</sup>, Innocent Activity, Light, Noble Manner, Nobody Here<sup>M</sup>, One of the Crowd<sup>A</sup>, Pauper's Purse, Rope Guide, See the Unseen<sup>M</sup>, Send Message, Spotlight, Stop Right There<sup>M</sup>, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently attuned to a Spell Matrix.

<sup>E</sup> Denotes a spell currently attuned to an Enhanced Matrix.

<sup>A</sup> Denotes a spell currently attuned to an Armored Matrix.

## Loot

640 silver pieces (in quiet pouch).

## Legend Award

8,840 Legend Points

## Notes

Bleritis possesses the human Versatility racial ability.

**Fourth Circle:** Glamour (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests

## MORG KNEEBREAKER

Morg is in charge of the band of thugs that collect protection money from the merchants and innkeepers of Kratas, as well as all of the guards that collect the various fees for entering the city, drawing water at the Old Kaer, and other such activities. While Morg delights at breaking knees, heads, pottery, windows, doors, entire contents of shops—really, anything that can be broken—he has been promoted to his position because he also has the self-control to be polite to those who have kept up with their payments, encouraging the non-criminal community in Kratas to think of this more as tax, and less as extortion. The fact that his underlings respect his capacity for violence also means that he can keep a lid on their destructive urges as well.

Morg has expanded his interests into loan sharking, at exorbitant rates, and with severe penalties for non-payment. While this has proved profitable, it also gives him and his thugs more excuses for working off a bit of aggression against deadbeats. Morg is immense and rippling with muscle, with larger-than-average horns. Many a welcher flees as soon as he sees the tips of Morg's horns over the top of a crowd, usually running right into the arms of one of Morg's strategically placed henchmen.

Morg Kneebreaker is a Seventh Circle troll Warrior.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (20): 8/2D6

**Willpower** (19): 8/2D6

**Strength** (22): 9/D8+D6

**Perception** (10): 5/D8

**Charisma** (10): 5/D8

## Characteristics

Physical Defense: 11

Spell Defense: 6

Social Defense: 6

Initiative: 6/D10

Physical Armor: 11

Mystic Armor: 5

Death Rating: 39 (102)<sup>\*</sup>

Wound Threshold: 13

Unconsciousness Rating: 31 (80)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 20

**Karma Step:** 3/D4

## Talents (Knacks)

Acrobatic Strike (7): 13/D12+D10

Anticipate Blow<sup>D</sup> (7): 12/2D10

Air Dance (7): 13/D12+D10

Avoid Blow<sup>D</sup> (7): 13/D12+D10 (Bounce)

Down Strike<sup>D</sup> (7): 16/D20+D8

Durability (9/7) (7): 7

Earth Skin (7): 15/D20+D6

Gliding Stride<sup>D</sup> (7): 13/D12+D10

Karma Ritual (7): 7

Life Check<sup>D</sup> (7): 15/D20+D6

Melee Weapons<sup>D</sup> (8): 14/D20+D4 (Armor Beater, Improvised Weapons)



Missile Weapons (7): 13/D12+D10  
*Second Attack* (7): 13/D12+D10  
 Swift Kick<sup>D</sup> (8): 14/D20+D4  
 Thread Weaving (War Weaving)<sup>D</sup> (7): 12/2D10 (Thread Masking)  
 Throwing Weapons (7): 13/D12+D10  
 Tiger Spring (7): 7  
 Unarmed Combat<sup>D</sup> (8): 14/D20+D4 (Head Butt, Mighty Throw, Pin Down)  
 Wood Skin<sup>D</sup> (7): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Bone Carving (4): 9/D8+D6

### Knowledge:

Extortion (4): 9/D8+D6

Force of the Eye Lore (4): 9/D8+D6

Games of Chance (2): 7/D12

Loan Sharking (2): 7/D12

### General:

Etiquette (2): 7/D12

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Resist Taunt (4): 12/2D10

Speak Language (2): 7/D12

—Dwarf (Throalic), Troll

Streetwise (4): 9/D8+D6

Tactics (4): 9/D8+D6

## Equipment

Buckler (Phys 1; Shatter 17)

Thread Chain Mail (Rank 4; Phys 10; Myst 2)

Troll Dagger (Forged +1; Damage 13/D12+D10; Range 9–15–18)

Thread Maul Hammer (Rank 4; Damage 17/D20+D10; Shield Damage 20/D20+D8+D6; –3 to opponent's Knockdown Tests)

Troll Spear (Forged +4; Damage 18/D20+D12; Range 18–30–36)

Troll Sling (Damage 13/D12+D10; Range 30–60–120)

Belt Pouch (with 15 sling stones)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing<sup>T</sup> (1): 7/D12)

Amulet of the Eye (2 Damage Points)

Desperate Blow Blood Charm (3 Damage Points)

Adventurer's Kit

Belt Pouch

Bone-Carving Tools

Bone Dice Set

Climbing Kit

Cloaksense Brooch

Forge Tools

Trail Rations (1 week)

Traveler's Garb

## Loot

280 silver pieces (in belt pouch)

## Legend Award

1,870 Legend Points

## Notes

Morg possesses the troll Heat Sight racial ability.

**Fourth Circle:** Karma on Willpower-only Tests

**Fifth Circle:** Karma on Dexterity-only Tests

**Sixth Circle:** Karma on Strength-only Tests

**Seventh Circle:** Karma on melee weapon Damage Tests

## K'TRYKLEN

K'tryklen is a mottled red and orange color t'skrang, and wears numerous rings, bracelets, and necklaces on his tail. He is the Senior Fence of the Force of the Eye. His responsibilities include overseeing the shops on Merchants' Row that buy and sell stolen goods, as well as the front companies that bundle these goods together and ship them to markets throughout Barsaive. K'tryklen maintains an extensive network of other fences in major cities throughout the province, where he can successfully pass off goods stolen from one city to another. He works closely with Glanis Trul and Sagamon Steeltoe to coordinate these efforts. The t'skrang is also a questor of Chorrolis and a leader within the community of thieves of Kratas who follow that Passion.

K'tryklen is a Fifth Circle t'skrang Boatman, a Third Circle Thief, and Rank 5 Questor of Chorrolis.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (10): 5/D8

**Perception** (13): 6/D10

**Charisma** (19): 8/2D6

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 7

**Social Defense:** 12

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 2

**Death Rating:** 34 (64)<sup>\*</sup>

**Wound Threshold:** 10

**Unconsciousness Rating:** 26 (51)<sup>\*</sup>

**Recovery Tests:** 3

**Knockdown:** 5/D8<sup>\*\*</sup>

<sup>\*</sup> These values have been modified for blood magic.  
<sup>\*\*</sup> K'tryklen knows the Wound Balance talent.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Boatman Talents (Knacks)

Acrobatic Strike (5): 11/D10+D8

Avoid Blow (6): 12/2D10

Cast Net<sup>D</sup> (5): 11/D10+D8

Climbing<sup>D</sup> (6): 12/2D10 (Swinging in the Rigging)

Durability (6/5) (5): 5

Evaluate<sup>D</sup> (6): 12/2D10

Haggle<sup>D</sup> (5): 13/D12+D10

Karma Ritual (5): 5

Melee Weapons<sup>D</sup> (6): 12/2D10

Pilot Boat<sup>D</sup> (5): 10/D10+D6 (Safe Footing)

Questor of Chorrolis (5): 5

—Encourage Trade, Incite Greed (5): 13/D12+D10

—Locate Valuables (5): 11/D10+D8

Swimming<sup>D</sup> (5): 10/D10+D6

Thread Weaving (River Weaving)<sup>D</sup> (4): 10/D10+D8

Throwing Weapons (5): 11/D10+D8

Unarmed Combat (5): 11/D10+D8

Wound Balance (5): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.



## Thief Talents (Knacks)

- Fence<sup>D</sup> (5): 13/D12+D10 (Covet Item)
- Lock Picking<sup>D</sup> (3): 9/D8+D6
- Lock Sense<sup>D</sup> (3): 9/D8+D6
- Picking Pockets<sup>D</sup> (3): 9/D8+D6
- Silent Walk<sup>D</sup> (3): 9/D8+D6 (Shadow Hide)
- Surprise Strike<sup>D</sup> (3): 8/2D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

- Acting (3): 11/D10+D8
- Cooking (3): 11/D10+D8

### Knowledge:

- Business Administration (3): 9/D8+D6
- Force of the Eye Lore (3): 9/D8+D6
- Gangs of Daiche (3): 9/D8+D6
- Gangs of Kratas (3): 9/D8+D6
- Gem Appraisal (2): 8/2D6
- Jewelry Appraisal (3): 9/D8+D6
- Tylon River Trade Routes (3): 9/D8+D6

### General:

- Fast Grab (3): 9/D8+D6
- Fast Hand (3): 9/D8+D6
- Fishing (3): 9/D8+D6
- Read and Write Language (1): 7/D12
- Dwarf (Throalic)
- Speak Language (2): 8/2D6
- Dwarf (Throalic), T'skrang
- Streetwise (3): 9/D8+D6
- Trading (4): 12/2D10

## Equipment

- Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)
- Broadsword (Forged +2; Damage 12/2D10)
- 2 × Casting Nets (Entangle 10)
- Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)
- Spear (Forged +2; Damage 11/D10+D8; Range 18–30–36)
- 2 × Throwing Nets (Range 5–8–13; Entangle 9)
- Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)
- Amulet of the Eye (2 Damage Points)
- Cloaksense Brooch
- Adventurer's Kit
- 2 × Booster Potions
- Bug Repellant
- Climbing Kit
- Firestarter
- Fishing Kit
- Hot Pot
- Quiet-Fingers Gloves
- Quiet Pouch
- Pestain Spice (in vial)
- Trikella Spice (in vial)
- Ustander Spice (in vial)
- Trail Rations (1 week)
- Wealthy Traveler's Garb

## Loot

Gold rings, bracelets, and necklaces on tail (worth 750 silver pieces)

## Legend Award

425 Legend Points

## Notes

K'tryklen possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

## GLANIS TRUL

Glanis Trul is in charge of the teams of thieves that are employed outside of Kratas, pulling heists and gathering information of use to the Force. Glanis spends much of his time traveling through the province to check on these teams and their support staff. In many major cities the Force maintains safe houses, and brokers who gather intelligence and provide other support for the teams of thieves. These managers remain under deep cover, and can safely remain in place while Glanis rotates teams of thieves between cities if they start to arouse suspicion. Glanis Trul travels under the cover of a roving Troubadour, using his talents to spread songs and tales of the exploits of Garlthik and the Force of the Eye around the province, especially their forays against the Therans.

Glanis has long, flowing blond hair and usually wears colorful silks, though they are usually concealed under a dark gray traveler's cloak when he is not performing.

Glanis Trul is a Sixth Circle elf Troubadour.

## Attributes

**Dexterity** (15): 6/D10

**Toughness** (9): 4/D6

**Willpower** (13): 6/D10

**Strength** (11): 5/D8

**Perception** (14): 6/D10

**Charisma** (19): 8/2D6

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 8

**Social Defense:** 12

**Initiative:** 6/D10

**Physical Armor:** 6

**Mystic Armor:** 4

**Death Rating:** 28 (64)\*

**Wound Threshold:** 7

**Unconsciousness Rating:** 19 (49)\*

\* These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

- Disguise Self<sup>D</sup> (7): 13/D12+D10
- Durability (6/5) (6): 6
- Emotion Song<sup>D</sup> (7): 15/D20+D6 (Epic, Telling the Tale)
- Empathic Sense<sup>D</sup> (6): 14/D20+D4
- Engaging Banter<sup>D</sup> (6): 14/D20+D4
- First Impression (6): 14/D20+D4
- Haggle (6): 14/D20+D4
- Item History (6): 12/2D10
- Karma Ritual (6): 6
- Melee Weapons (6): 12/2D10
- Mimic Voice<sup>D</sup> (6): 12/2D10 (Mimic Music)
- Read and Write Language<sup>D</sup> (6): 12/2D10
- Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang
- Resist Taunt<sup>D</sup> (6): 12/2D10
- Speak Language<sup>D</sup> (6): 12/2D10
- Human, *Or'zet*, Theran, Troll, T'skrang, Windling



Taunt (6): 14/D20+D4  
Thread Weaving (Story Weaving)<sup>D</sup> (6): 12/2D10 (Thread Masking)  
Throwing Weapons (6): 12/2D10

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (3): 11/D10+D8  
Music (Lute) (3): 11/D10+D8  
Storytelling (4): 12/2D10

### Knowledge:

Barsaive Geography (3): 9/D8+D6  
Force of the Eye Lore (4): 10/D10+D6  
Gangs of Kratas (3): 9/D8+D6  
Legends and Heroes (4): 10/D10+D6  
Theran History (3): 9/D8+D6

### General:

Conversation (4): 12/2D10  
Etiquette (3): 11/D10+D8  
Navigation (3): 9/D8+D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Speak Language (2): 8/2D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (3): 9/D8+D6  
Wilderness Survival (3): 9/D8+D6

## Equipment

Buckler (Phys 1; Shatter 17)  
Thread Leather (Rank 4; Phys 5; Myst 3)  
2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)  
Broadsword (Forged +2; Damage 12/2D10)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Amulet of the Eye (2 Damage Points)  
Adventurer's Kit  
Cloaksense Brooch  
Embroidered Elfweave Robe  
Lute  
Navigation Charts (in map/scroll case)  
Quiet Pouch  
Trail Rations (1 week)  
Gray Traveler's Garb  
Wealthy Traveler's Garb

## Loot

190 silver pieces (in quiet pouch)

## Legend Award

505 Legend Points

## Notes

Glanis possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Charisma-only Tests

## Other Gang Members

Typical members of the Force of the Eye have Thief and Warrior skills. For every five to ten members, there is also an adept of Novice status. Higher-ranking lieutenants are Thieves

or Warriors of at least Journeyman status. Other members are Illusionists, Troubadours, Scouts, and Swordmasters. Disciplines other than these are less common. Sky Raiders and Air Sailors are especially rare, as Kratas sees little airship traffic and Garlthik prefers to leave aerial raids to the crystal raiders, in order to avoid conflict with the savage trollmoots.

## TYPICAL FORCE OF THE EYE GANG MEMBER

*"The Force of the Eye is the power in Kratas, and you best not forget it, if you know what's good for you."*

*"Garlthik could steal the shine off the sun if it pleased him to do so."*

*"Did I neglect to mention the breathing tax? How forgetful of me. Now pay up."*

The mostly ork gang members of the Force of the Eye are non-adept thieves and warriors who serve as the eyes and ears of Garlthik throughout the city by wearing the Amulets of the Eye. These are street-hardened thugs personally selected by Garlthik or his lieutenants to join the Force of the Eye. They are more powerful individually than the typical members of other gangs, and the sheer numbers of Garlthik's Force make them a threat even to adepts.

## Attributes

**Dexterity** (13): 6/D10  
**Toughness** (14): 6/D10  
**Willpower** (11): 5/D8

**Strength** (15): 6/D10  
**Perception** (13): 6/D10  
**Charisma** (11): 5/D8

## Characteristics

**Physical Defense:** 7  
**Spell Defense:** 7  
**Social Defense:** 7

**Initiative:** 6/D10  
**Physical Armor:** 3  
**Mystic Armor:** 1

**Death Rating:** 34\*  
**Wound Threshold:** 10  
**Unconsciousness Rating:** 26\*

**Recovery Tests:** 3  
**Knockdown:** 6/D10

\* These values have been modified for blood magic.

**Combat Movement:** 28      **Full Movement:** 56

## Skills

### Artisan:

Acting (2): 7/D12

### Knowledge:

Force of the Eye Lore (2): 8/2D6  
Gangs of Kratas (2): 8/2D6

### General:

Anticipate Blow (4): 10/D10+D6  
Avoid Blow (4): 10/D10+D6  
Climbing (4): 10/D10+D6  
Detect Trap (4): 10/D10+D6  
Disarm Trap (4): 10/D10+D6  
Fence (4): 9/D8+D6  
Lock Picking (5): 11/D10+D8  
Melee Weapons (4): 10/D10+D6  
Picking Pockets (4): 10/D10+D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Search (4): 10/D10+D6  
Silent Walk (3): 9/D8+D6



Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Or'zet*  
 Streetwise (5): 11/D10+D8  
 Surprise Strike (5): 11/D10+D8  
 Trap Initiative (4): 10/D10+D6  
 Unarmed Combat (4): 10/D10+D6

## Equipment

Leather (Phys 3)  
 Broadsword (Damage 11/D10+D8)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Amulet of the Eye (2 Damage Points)  
 Adventurer's Kit  
 Belt Pouch  
 Climbing Kit  
 2× Flasks of Oil  
 Leather Gloves  
 Hooded Lantern  
 Peasant's Garb  
 Thieves' Picks and Tools  
 Trail Rations (1 week)

## Loot

D10×10 silver pieces (in belt pouch)

## Legend Award

100 Legend Points

## Notes

Force of the Eye gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

## VISTROSH

The head and founder of Brocher's Brood, the Brocher himself, is Vistrosh, a blood elf of the Elven Court in Blood Wood. Vistrosh was a Blood Warder, one of the court magicians and defenders of the Blood Wood. He was also a high-ranking member of the Carithasca ranelle, one of the noble houses of the Elven Court. About twenty years ago, Vistrosh was banished from the court and the Wood by Queen Alachia and subsequently disowned by his family. No one knows what rule of elven court etiquette Vistrosh broached, but he has continually sent missives to Alachia ever since, pledging his fidelity and pleading for clemency, to no avail. After his banishment, he journeyed to the city of outcasts, and quickly began to form his own gangs of thieves, and contest with Garlthik for control of the city with a display of ruthlessness that is surprising even in Kratas. He saw an advantage to be gained by dealing in the one area of criminal activity not dominated by Garlthik—slavery—and seized it, perhaps spurred on by a blood elf's sense of superiority over others.

This is the account of Vistrosh's banishment that is whispered in shame beneath the blood-soaked arbors of Blood Wood, and recounted with glee over the ale-soaked tables of Kratas. It is the version that Vistrosh himself hints at to his followers, but it is not strictly true, though only Alachia and Vistrosh know the truth. The truth, however, is that Vistrosh was sent on a mission by Alachia to form and run her spy network, the Songbirds. His selection for this post may be in part because his ranelle's involvement with the black market, of which Alachia must be aware, already gave him important ties to the underworld of Barsaive. Moreover, his family maintains trade contacts dating to before the Scourge through-

out much of the world beyond Barsaive, which he undoubtedly exploits for the purpose of espionage.

Much of his erratic behavior only makes sense in the light of his most important motivation, which is gathering intelligence for his Queen, to whom he remains devotedly loyal. His petitions to rejoin the court contain coded information. He moved to Kratas because it is the center of the market in clandestine information in the province. His gang is merely an elaborate cover for his presence in the city, and his intelligence-gathering operations, although members often unwittingly assist the Songbirds. His madness is mostly a ruse (Alachia provided him with the magical means to resist the wood longing) to explain any behavior not in keeping with the interests of a simple gang leader. Even his dealing in the slave trade is to provide access to the Therans, which has been quite successful. Through his contacts with the slave traders of Vivane, Vistrosh has insinuated agents deep within the Theran Empire, the most important target of his espionage.

This also explains his gang's inferior position within Kratas. It is not really a priority for him to defeat Garlthik and take over the city, so he has not devoted much of his energy to doing so. He considers his skirmishes with Garlthik an amusing diversion at most. He sends assassins after the old ork every now and again, as well as staging raids on Garlthik's properties, but these are just to convince both gangs that he is in the fight. If he should ever mount a serious attempt to oust Garlthik, he might not be guaranteed of success, but he would certainly be able to make a very credible attempt. In actuality, Vistrosh has calculated that it is in his best interest for Garlthik to remain in charge of Kratas. He knows of the Royal Family of Throal's debt of gratitude to Garlthik, and that they will never try to annex the city or clear it of its criminal element while Garlthik remains.

In fact, it would not have been beyond the far-seeing machinations of Vistrosh for him to have pretended to support the Death Rebellion to maintain his connections with the Therans, then let one of Garlthik's agents discover and thwart his plan to assassinate Varulus III. This would have both placed the Royal Family in Garlthik's debt, securing his position as Magistrate (and therefore Vistrosh's ability to use Kratas as a base of operations) and kept the pro-Theran faction out of power in Throal, which would, of course, be to Alachia's liking. Much as she has had disagreements with Varulus in the past, she certainly does not want the Therans gaining a foothold so close to the southern border of the Blood Wood.

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*Indeed, Vistrosh may have engineered the entire Death Rebellion to ingratiate himself with Queen Alachia once more. His strategy could well have been to undermine the Theran Empire's position in the entire province. He had contacts with the Therans through the slave market, and House Heovrat through the latter's dealing with the criminal underworld of Throal. This likely tipped him off to the pro-Theran faction in Throal, and the very real possibility that they could sway public opinion there into renewing the kingdom's old alliance with the empire. By tricking them into participating in a coup, he flushed them out into the open, aligning their politics with treason, and resulting in execution of their leaders and their abandonment by their Theran backers as incompetent. Furthermore, by allowing the assassination to be thwarted by Garlthik, Vistrosh appeared to both the Force of the Eye and the Therans as less of a threat than he really is, leading them to underestimate him in the future. If all this speculation is*



true, Vistrosh is surely a master manipulator, and one that may yet earn his place back into the Queen's good graces, if only to use his talents to her own ends.

—Gravin Bakor, Historian of Throal

Vistrosh's leadership of the Songbirds also explains his indifference to some of the day-to-day concerns of Brocher's Brood and Kratas. His interests as Spymaster go far beyond the gang warfare of the City of Thieves. The subjects of his intelligence gathering in Barsaive include all of the major political players, especially that of the Therans in Vivane and elsewhere, Throal and Iopos, and the great dragons. Also of interest to him are the doings of the other major cities, as well as the t'skrang arapagoi. He also has an interest in Parlainth, keeping an eye on what is discovered in its ruins. Since the return of the Therans, Vistrosh has been concerned with the empire's doings at Triumph, as well as with the rise of the new nation of Cara Fahd (although he views the latter as a positive development, in that it places a potential buffer between the Therans and the nations of Barsaive). Vistrosh is also seeking the young girl Aardelea, recently spirited out of the province to places unknown by the Therans.

However, his interests, as well as those of the Rose Throne, extend far beyond the province of Barsaive. Alachia considers herself the rightful ruler of all elvenkind throughout the world, and so Vistrosh and the Songbirds keep a watch on other lands as well. Vistrosh has sent Songbirds to the Theran Empire's many provinces. He is also responsible for spying on the other elven communities, particularly Shosara and Sereatheia, especially as the former is attempting to supplant Blood Wood as the home of the Elven Court. With his experience in subtle elven political intrigues, it is not surprising that he is not that aggressive in his scuffles with the Force of the Eye.

Vistrosh trains and mentors a group of magicians within the Brood. Their talents and spells are clearly of use to the gang's criminal activities, but Vistrosh also has them employed in magical research within the city, particularly in the Undercity.

Vistrosh has the disturbing appearance of all blood elves, but unlike most of his kind, who comport themselves with a practiced, dignified reserve, Vistrosh allows his emotions to run wild. This makes him even more unsettling, as his mood switches capriciously from glee to anger at a moment's whim. This keeps his followers on edge, as he takes his wrath out on convenient targets, and contributes to his reputation for being insane.

As for Vistrosh's Disciplines the gamemaster can choose between the following options:

## Option One

Vistrosh is what he seems, in this regard at least. As is generally thought to be the case, he is an accomplished magician, having nearly attained Warden status in both Wizardry and Illusionism in his time as a Blood Warder, as an Eighth Circle Illusionist and Wizard. Furthermore he has studied the ways of a Thief, having just attained Journeyman status as a Fifth Circle Thief. Vistrosh is a Dae'mistishsa, or Free Follower, of the Paths of the elven Wheel of Life, and he is currently following the Thief Discipline (see the Name-giver's Compendium, p. 27, more information on the Wheel of Life).

## Attributes

**Dexterity** (18): 7/D12  
**Toughness** (13): 6/D10  
**Willpower** (20): 8/2D6

**Strength** (8): 4/D6  
**Perception** (21): 8/2D6  
**Charisma** (21): 8/2D6

## Characteristics

**Physical Defense:** 12  
**Spell Defense:** 17  
**Social Defense:** 17

**Initiative:** 7/D12  
**Physical Armor:** 2  
**Mystic Armor:** 7

**Death Rating:** 31 (71)\*  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 23 (53)\*

**Recovery Tests:** 1  
**Knockdown:** 4/D6

\* These values have been modified for blood magic.

**Combat Movement:** 38 **Full Movement:** 76

**Karma Points:** 25 **Karma Step:** 4/D6

## Illusionist Talents (Knacks)

Astral Sight<sup>D</sup> (10): 18/D20+D12  
Dead Fall<sup>D</sup> (8): 16/D20+D8  
Disguise Self<sup>D</sup> (8): 16/D20+D8  
Engaging Banter<sup>D</sup> (8): 16/D20+D8  
Enhanced Matrix (8): 8  
Enhanced Matrix (8): 8  
Durability (4/3) (10): 10  
False Sight<sup>D</sup> (8): 8  
Leadership (8): 16/D20+D8  
Karma Ritual (8): 8  
Read and Write Language (8): 16/D20+D8  
—Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling  
Read and Write Magic<sup>D</sup> (8): 16/D20+D8  
Slough Blame<sup>D</sup> (8): 16/D20+D8  
Speak Language (7): 15/D20+D6  
—Human, Obsidiman, Or'zet, Theran, Troll, T'skrang, Windling  
Spellcasting<sup>D</sup> (12): 20/D20+D8+D6 (Anchored Spell, Gaping Wound, Name Spell, Spell Design, Spell Stacking)  
Spell Matrix (8): 8  
Spell Matrix (8): 8  
Spell Matrix (8): 8  
Spell Matrix (8): 8  
Thread Weaving (Illusionism)<sup>D</sup> (12): 20/D20+D8+D6 (Thread Masking)  
True Sight<sup>D</sup> (8): 8  
Willforce (10): 18/D20+D12

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 12/2D10  
Climbing (5): 12/2D10  
Detect Trap (5): 13/D12+D10  
Disarm Trap<sup>D</sup> (5): 12/2D10  
Fence<sup>D</sup> (5): 13/D12+D10  
Lock Picking<sup>D</sup> (5): 12/2D10  
Lock Sense<sup>D</sup> (5): 13/D12+D10  
Melee Weapons (5): 12/2D10  
Picking Pockets<sup>D</sup> (5): 12/2D10  
Ritual of the Ghostmaster<sup>D</sup> (5): 13/D12+D10  
Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
Surprise Strike<sup>D</sup> (5): 9/D8+D6  
Trap Initiative<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

## Wizard Talents (Knacks)

Arcane Mutterings<sup>D</sup> (8): 16/D20+D8 (Arcane Curses, Subliminal Mutterings)  
Book Memory<sup>D</sup> (8): 16/D20+D8 (Remember Conversation)



Book Recall<sup>D</sup> (8): 16/D20+D8  
 Evidence Analysis<sup>D</sup> (8): 16/D20+D8  
 Hold Thread<sup>D</sup> (8): 16/D20+D8 (Hold Multiple Threads)  
 Lifesight<sup>D</sup> (8): 16/D20+D8  
*Lip Reading* (8): 16/D20+D8  
 Resist Taunt (8): 16/D20+D8  
 Thread Weaving (Wizardry)<sup>D</sup> (12): 20/D20+D8+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (4): 12/2D10  
 Robe Embroidery (4): 12/2D10  
 Tattooing (2): 10/D10+D6

### Knowledge:

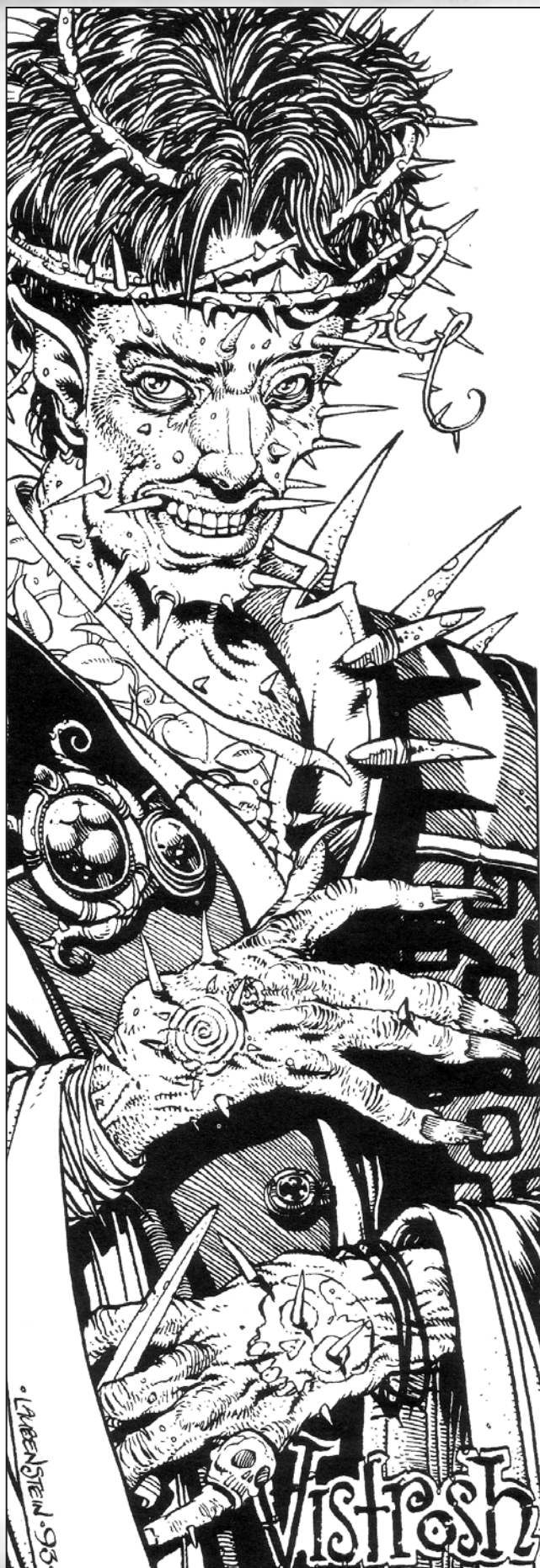
Barsaive Politics (4): 12/2D10  
 Blood Wood Politics (4): 12/2D10  
 Brocher's Brood Lore (4): 12/2D10  
 Carithasca *Ranelle* Lore (4): 12/2D10  
 Gangs of Kratas (4): 12/2D10  
 History of the Elven Court (4): 12/2D10  
 Kratas Undercity (4): 12/2D10  
 Slave Trade Routes (4): 12/2D10  
 Songbirds Lore (4): 12/2D10  
 Theran History (4): 12/2D10  
 Throal History (4): 12/2D10  
 Vivane Province History (4): 12/2D10

### General:

Conceal Weapon (2): 9/D8+D6  
 Conversation (4): 12/2D10  
 Mimic Voice (4): 12/2D10  
 Read and Write Language (1): 9/D8+D6  
 —Dwarf (Throalic)  
 Research (4): 12/2D10  
 Search (4): 12/2D10  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (4): 12/2D10  
 Unarmed Combat (4): 11/D10+D8

## Equipment

Fernweave (Phys 2; Myst 3)  
 Dagger (Forged +1; Damage 7/D12; Range 9–15–18)  
 Short Sword (Forged +2; Damage 10/D10+D6)  
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)  
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)  
 Thread Blood Oak Spell Matrix Staff (Rank 12; Remembrance of the Wood spell cast into it by Alachia)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Embroidered Robe  
 Embroidery Tools  
 2 × Grimoires  
 Healing Potion  
 Last Chance Salve  
 Quiet-Fingers Gloves  
 Tattooing Tools  
 Trail Rations (1 week)  
 Waterskin  
 Wealthy Traveler's Garb





## Illusionism Spells

Astral Shadow, Blazing Fists of Rage, Bouncing Blaster, Conceal Tracks, Disguise Metal, Displace Image, Encrypt, Ephemeral Bolt, False Floor, Flesh Eater<sup>M</sup>, Form Exchange, Fun With Doors, Illusion, Illusory Spell<sup>E</sup>, Light, Nobody Here, Phantom Fireball, Rope Guide, Send Message, Silent Stampede, Switch, Tailor, Time Flies, True Blazing Fists of Rage, True Ephemeral Bolt, Unseen Voices, Wall of Unfire

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Wizardry Spells

Blood Boil, Blood Lost, Call, Counterspell<sup>M</sup>, Dispel Magic<sup>M</sup>, Displace Self<sup>E</sup>, Flame Flash, Ignite, Mind Dagger<sup>M</sup>, Multi-Mind Dagger, Notice Not, Safe Opening, Shatter Lock, Silent Converse, Relax, Thorny Retreat, Trust, Vines, Wizard's Cloak

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

Silver skull ring (worth 125 silver pieces), 780 silver pieces (in quiet pouch), Orichalcum Coin

## Legend Award

8,945 Legend Points

## Notes

Vistrosh possesses the blood elf Low-Light Vision, +1 Spell Defense, +1 Social Defense, Armor Restriction, Pain Resistance, and Reduced Recovery Tests racial abilities. Vistrosh has 2 permanent Damage Points from a powerful blood oath that prevents him from revealing the existence of the Songbirds or his part in that organization.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point); Wizard: Karma on Perception-only Tests

**Fifth Circle:** Illusionist/Thief: Karma on Perception-only Tests; Wizard: Karma on Willpower-only Tests

**Sixth Circle:** Illusionist: Karma on Willpower-only Tests; Wizard: +1 Spell Defense

**Seventh Circle:** Illusionist/Wizard: Karma on spell Effect Tests

**Eighth Circle:** Illusionist: +1 Spell Defense; Wizard: +1 Social Defense

## Option Two

As in so many other things, Vistrosh is more than meets the eye. While it is true he is an accomplished magician, nearly reaching Warden status in Wizardry and Illusionism as an Eighth Circle Illusionist and Wizard, and it is also true he is currently following the Thief Discipline as a Fifth Circle Thief, his past holds a dark secret. In a secretive magical group sworn to loyally serve the Queen, he is a high-ranking Warden Nethermancer having attained Twelfth Circle as a Nethermancer. Those few who know of this group, even inside the elven court, only know it as the Order of the Black Thorn. Vistrosh is using his knowledge of Nethermancy to mentor and teach other Nethermancers within the Brood. This is useful for his espionage activities, but he has also assigned these Nethermancers to mysterious research within the depths of the Undercity. To what ends and what role Vistrosh himself plays in this group are shrouded in nearly as many shadows as his current position as Alachia's Spymaster.

## Attributes

**Dexterity** (18): 7/D12  
**Toughness** (13): 6/D10  
**Willpower** (20): 8/2D6

**Strength** (8): 4/D6  
**Perception** (21): 8/2D6  
**Charisma** (21): 8/2D6

## Characteristics

**Physical Defense:** 13  
**Spell Defense:** 18  
**Social Defense:** 19

**Initiative:** 7/D12  
**Physical Armor:** 2  
**Mystic Armor:** 7

**Death Rating:** 27 (83)<sup>\*</sup>  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 19 (61)<sup>\*</sup>

<sup>\*</sup> These values have been modified for Blood Magic.

**Combat Movement:** 38  
**Karma Points:** 25

**Recovery Tests:** 1  
**Knockdown:** 4/D6  
**Full Movement:** 76  
**Karma Step:** 4/D6

## Illusionist Talents (Knacks)

Dead Fall<sup>D</sup> (8): 16/D20+D8  
 Disguise Self<sup>D</sup> (8): 16/D20+D8  
 Engaging Banter<sup>D</sup> (8): 16/D20+D8  
 False Sight<sup>D</sup> (8): 8  
 Slough Blame<sup>D</sup> (8): 16/D20+D8  
 Speak Language (7): 15/D20+D6  
 —Human, Obsidiman, *Or'zet*, Theran, Troll, T'skrang, Windling  
 Thread Weaving (Illusionism)<sup>D</sup> (12): 20/D20+D8+D6 (Thread Masking)  
 True Sight<sup>D</sup> (8): 8  
<sup>D</sup> Indicates a Discipline talent.

## Nethermancer Talents (Knacks)

Animal Possession (12): 20/D20+D8+D6  
 Arcane Mutterings (8): 16/D20+D8  
 Armored Matrix (12): 12  
 Armored Matrix (12): 12  
 Astral Pocket<sup>D</sup> (9): 17/D20+D10 (Astral Hideout)  
 Astral Sight<sup>D</sup> (14): 22/D20+D10+D8  
 Bargain With Summoned Creature<sup>D</sup> (12): 20/D20+D8+D6  
 Durability (4/3) (14): 14  
 Enhanced Matrix (12): 12  
 Enhanced Matrix (12): 12  
 Frighten (12): 20/D20+D8+D6  
 Leadership (8): 16/D20+D8  
 Lifesight<sup>D</sup> (9): 17/D20+D10 (Deathsight)  
 Karma Ritual (12): 12  
 Matrix Strike<sup>D</sup> (12): 20/D20+D8+D6  
 Netherwalk<sup>D</sup> (12): 20/D20+D8+D6  
 Orbiting Spy<sup>D</sup> (12): 20/D20+D8+D6 (Astral Spy, Orbiting Watcher)  
 Read and Write Language (8): 16/D20+D8  
 —Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling  
 Read and Write Magic<sup>D</sup> (12): 20/D20+D8+D6  
 Spellcasting<sup>D</sup> (14): 22/D20+D10+D8 (Anchored Spell, Gaping Wounds, Name Spell, Spell Design, Spell Stacking)  
 Spell Matrix (12): 12  
 Spell Matrix (12): 12  
 Spell Matrix (12): 12  
 Spell Matrix (12): 12  
 Spirit Dodge<sup>D</sup> (12): 20/D20+D8+D6 (Spirit Shield)  
 Spirit Hold<sup>D</sup> (12): 20/D20+D8+D6  
 Spirit Talk<sup>D</sup> (12): 20/D20+D8+D6



Summon (Ally Spirits)<sup>D</sup> (12): 20/D20+D8+D6 (Bind Spirit)  
 Summoning Circle<sup>D</sup> (12): 20/D20+D8+D6  
 Thread Weaving (Nethermancy)<sup>D</sup> (12): 20/D20+D8+D6  
 (Talent Linking)  
 Willforce (14): 22/D20+D10+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 12/2D10  
 Climbing (5): 12/2D10  
 Detect Trap (5): 13/D12+D10  
 Disarm Trap<sup>D</sup> (5): 12/2D10  
 Fence<sup>D</sup> (5): 13/D12+D10  
 Lock Picking<sup>D</sup> (5): 12/2D10  
 Lock Sense<sup>D</sup> (5): 13/D12+D10  
 Melee Weapons (5): 12/2D10  
 Picking Pockets<sup>D</sup> (5): 12/2D10  
 Ritual of the Ghostmaster<sup>D</sup> (5): 13/D12+D10  
 Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (5): 9/D8+D6  
 Trap Initiative<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

## Wizard Talents (Knacks)

Book Memory<sup>D</sup> (8): 16/D20+D8 (Remember Conversation)  
 Book Recall<sup>D</sup> (8): 16/D20+D8  
 Evidence Analysis<sup>D</sup> (8): 16/D20+D8  
 Hold Thread<sup>D</sup> (8): 16/D20+D8 (Hold Multiple Threads)  
*Lip Reading* (8): 16/D20+D8  
 Resist Taunt (8): 16/D20+D8  
 Thread Weaving (Wizardry)<sup>D</sup> (12): 20/D20+D8+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (4): 12/2D10  
 Robe Embroidery (4): 12/2D10  
 Tattooing (2): 10/D10+D6

### Knowledge:

Barsaive Politics (4): 12/2D10  
 Blood Wood Politics (4): 12/2D10  
 Brocher's Brood Lore (4): 12/2D10  
 Carithasca Ranelle Lore (4): 12/2D10  
 Gangs of Kratas (4): 12/2D10  
 History of the Elven Court (4): 12/2D10  
 Kratas Undercity (6): 14/D20+D4  
 Order of the Black Thorn Lore (6): 14/D20+D4  
 Slave Trade Routes (4): 12/2D10  
 Songbirds Lore (4): 12/2D10  
 Theran History (4): 12/2D10  
 Throal History (4): 12/2D10  
 Vivane Province History (4): 12/2D10

### General:

Conceal Weapon (2): 9/D8+D6  
 Conversation (4): 12/2D10  
 Mimic Voice (4): 12/2D10  
 Read and Write Language (1): 9/D8+D6  
 —Dwarf (Throalic)  
 Research (4): 12/2D10  
 Search (4): 12/2D10  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), *Sperethiel*

Streetwise (4): 12/2D10  
 Unarmed Combat (4): 11/D10+D8

## Equipment

Fernweave (Phys 2; Myst 3)  
 Dagger (Forged +1; Damage 7/D12; Range 9–15–18)  
 Short Sword (Forged +2; Damage 10/D10+D6)  
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)  
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)  
 Thread Blood Oak Spell Matrix Staff (Rank 12; with Remembrance of the Wood spell cast into it by Alachia)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Embroidered Robe  
 Embroidery Tools  
 3 × Grimoires  
 Healing Potion  
 Quiet-Fingers Gloves  
 Rope (6 yards)  
 Tattooing Tools  
 Trail Rations (1 week)  
 Waterskin  
 Wealthy Traveler's Garb  
 Writing Kit

## Illusionism Spells

Astral Shadow, Blazing Fists of Rage, Bouncing Blaster, Conceal Tracks, Disguise Metal, Displace Image, Encrypt, Ephemeral Bolt, False Floor, Flesh Eater<sup>M</sup>, Form Exchange, Fun With Doors, Illusion, Illusory Spell<sup>E</sup>, Light, Nobody Here, Phantom Fireball, Rope Guide, Send Message, Silent Stampede, Switch, Tailor, Time Flies, True Blazing Fists of Rage, True Ephemeral Bolt, Unseen Voices, Wall of Unfire

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Nethermancy Spells

Astral Horror, Astral Spear, Astral Whisper, Blood Servitor, Bone Circle, Bone Dance, Bone Shatter<sup>A</sup>, Command Nightflyer, Constrict Heart<sup>M</sup>, Dark Messenger, Dark Spy, Death's Head<sup>M</sup>, Detect Undead, Ethereal Darkness, Experience Death, Fatal Food, Fog of Fear, Foul Vapors<sup>A</sup>, Friendly Darkness, Friend or Foe, Gateway, Globe of Silence, Grave Message, Last Chance, Life Circle of One, Pass Ward, Pocket Guardian, Preserve, Putrefy, Recovery, Restrain Entity, Restrain Horror, Sculpt Darkness, Sense Horror, Shadow Meld, Shadow's Whisper, Silent Darkness, Spirit Dart, Spirit Double, Spirit Grip, Spirit Portal, Step Through Shadow, Target Portal, Viewpoint, Wall of Darkness

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>A</sup> Denotes a spell currently in an Armored Matrix.

## Wizardry Spells

Blood Boil, Blood Lost, Call, Counterspell<sup>M</sup>, Dispel Magic<sup>E</sup>, Displace Self, Flame Flash, Ignite, Mind Dagger, Multi-Mind Dagger, Notice Not, Relax, Safe Opening, Shatter Lock, Silent Converse, Thorny Retreat, Trust, Vines, Wizard's Cloak

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.



## Loot

Silver skull ring (worth 125 silver pieces), 311 gold pieces (in quiet pouch), Orichalcum Coin

## Legend Award

40,285 Legend Points

## Notes

Vistrosh possesses the blood elf Low-Light Vision, +1 Spell Defense, +1 Social Defense, Armor Restriction, Pain Resistance, and Reduced Recovery Tests racial abilities. Vistrosh has 2 permanent Damage Points from a powerful blood oath preventing him from revealing the existence of the Songbirds or his part in that organization. Vistrosh also has 2 permanent Damage Points from a powerful blood oath preventing him from revealing the existence of the Order of the Black Thorn or his part in that organization.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief: Thieves Tongue (1 Damage Point); Nethermancer/ Wizard: Karma on Perception-only Tests

**Fifth Circle:** Illusionist/Thief: Karma on Perception-only Tests; Nethermancer/Wizard: Karma on Willpower-only Tests

**Sixth Circle:** Illusionist: Karma on Willpower-only Tests; Nethermancer/Wizard: +1 Spell Defense

**Seventh Circle:** Illusionist/Wizard: Karma on spell Effect Tests; Nethermancer: +1 Social Defense

**Eighth Circle:** Illusionist: +1 Spell Defense; Nethermancer: Karma on controlled creatures or spirits Action Tests; Wizard: +1 Social Defense

**Ninth Circle:** Karma on Recovery Tests; Karma on spell Effect Tests

**Tenth Circle:** +1 Physical and Social Defense

**Eleventh Circle:** Otherworldly Control (2 Damage Points)

**Twelfth Circle:** +1 Social and Spell Defense

## CALEB

Caleb is an old dwarf, who has been with Brocher's Brood since its formation. He began his career as a Thief, but has been tutored as an Illusionist by Vistrosh. Caleb is Vistrosh's most trusted adviser. Caleb runs many of the operations of the known members of the gang, and is in charge of security for the gang's hidden lairs in the Undercity and elsewhere. Caleb is a Fourth Circle dwarf Thief and Eighth Circle Illusionist.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (16): 7/D12

**Willpower** (14): 6/D10

**Strength** (14): 6/D10

**Perception** (16): 7/D12

**Charisma** (11): 5/D8

## Characteristics

**Physical Defense:** 12

**Spell Defense:** 12

**Social Defense:** 9

**Initiative:** 7/D12

**Physical Armor:** 5

**Mystic Armor:** 5

**Death Rating:** 37 (77)\*

**Wound Threshold:** 11

**Unconsciousness Rating:** 29 (61)\*

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Illusionist Talents (Knacks)

Astral Sight<sup>D</sup> (8): 15/D20+D6

Dead Fall<sup>D</sup> (8): 14/D20+D4

Disguise Self<sup>D</sup> (8): 15/D20+D6

Enhanced Matrix (8): 8

Enhanced Matrix (8): 8

False Sight<sup>D</sup> (8): 8

Fast Hand<sup>D</sup> (8): 15/D20+D6

Leadership (8): 13/D12+D10

Read and Write Language (6): 13/D12+D10

—Human, *Or'zet, Sperethiel*, Theran, Troll, T'skrang

Read and Write Magic<sup>D</sup> (8): 15/D20+D6

Slough Blame<sup>D</sup> (8): 13/D12+D10

Speak Language (6): 13/D12+D10

—Human, *Or'zet, Sperethiel*, Theran, Troll, T'skrang

Spellcasting<sup>D</sup> (8): 15/D20+D6 (Anchored Spell)

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Spell Matrix (8): 8

Thread Weaving (Illusionism)<sup>D</sup> (8): 15/D20+D6 (Thread Masking)

True Sight<sup>D</sup> (8): 8

Willforce (8): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (4): 11/D10+D8

Climbing (5): 12/2D10\*

Durability (5/4) (8): 8

Fence<sup>D</sup> (4): 9/D8+D6

Karma Ritual (8): 8

Lock Picking<sup>D</sup> (4): 11/D10+D8

Lock Sense<sup>D</sup> (4): 11/D10+D8

Melee Weapons (4): 11/D10+D8

Picking Pockets<sup>D</sup> (4): 11/D10+D8

Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)

Surprise Strike<sup>D</sup> (4): 10/D10+D6

Trap Initiative<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.  
\* Talent modified by Climbing rank +1 from thread boots.

## Skills

### Artisan:

Acting (4): 9/D8+D6

Robe Embroidery (4): 9/D8+D6

### Knowledge:

Brocher's Brood Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Security (4): 11/D10+D8

### General:

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (4): 11/D10+D8

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Ring (Rank 4; SpellDef +2; SocDef +2)



Adventurer's Kit  
 3 × Booster Potions  
 Climbing Kit  
 Cloaksense Brooch  
 Embroidered Robe  
 Embroidery Tools  
 Grimoire  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Rope (6 yards)  
 Trail Rations (1 week)  
 Traveler's Garb  
 Writing Kit

## Spells

Alarm, Astral Shadow, Bleeding Edge<sup>M</sup>, Conceal Tracks, Disguise Metal, Displace Image, Enter and Exit, Ephemeral Bolt<sup>M</sup>, False Enchantment, False Floor, Form Exchange, Fun With Doors, Great Weapon<sup>M</sup>, Improved Alarm<sup>E</sup>, Impossible Knot, Impossible Lock, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen<sup>E</sup>, Send Message, Stop Right There<sup>M</sup>, Switch, True Ephemeral Bolt, Unseen Voices

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

380 silver pieces (in quiet pouch)

## Legend Award

5,215 Legend Points

## Notes

Caleb possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

## T'REBAK

T'rebak is a t'skrang of the Abanos niall of the K'tenshin aropagoi, or the House of Nine Diamonds. The Abanos niall specializes in slavery, and T'rebak uses his contacts within his foundation as the slavemaster of Brocher's Brood. T'rebak supervises the work of the teams of Brood slavers and brings slaves and potential buyers into the gang's hidden slave markets. He also arranges to ship large numbers of slaves to his niall's market in their tower at the Sixteen Towers, and to the Theran markets in Vivane and Vrontok. Not only do T'rebak's contacts facilitate Vistrosh's movements of slaves to the Therans, but they have also allowed him to insinuate his agents into Theran areas to gather intelligence. Further, Vistrosh is aware that T'rebak is a double agent, reporting to General Illfaralek, the akarenti, or Theran Spymaster, in Vivane. This allows Vistrosh to feed the Therans misinformation through T'rebak when he so wishes.

T'rebak is a Sixth Circle t'skrang Boatman and Fourth Circle Thief.

## Attributes

**Dexterity** (13): 6/D10

**Toughness** (15): 6/D10

**Willpower** (11): 5/D8

**Strength** (16): 7/D12

**Perception** (13): 6/D10

**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 9

**Spell Defense:** 9

**Social Defense:** 8

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 2

**Death Rating:** 37 (73)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 29 (59)\*

\* These values have been modified for blood magic.  
 .. T'rebak knows the Wound Balance talent.

**Combat Movement:** 26

**Full Movement:** 52

**Karma Points:** 25

**Karma Step:** 4/D6

## Boatman Talents (Knacks)

Acrobatic Strike (6): 12/2D10

Avoid Blow (7): 13/D12+D10

Cast Net<sup>D</sup> (7): 13/D12+D10 (Unarmed Cast Net)

Climbing<sup>D</sup> (7): 13/D12+D10 (Swinging in the Rigging)

Durability (6/5) (6): 6

Evaluate<sup>D</sup> (6): 12/2D10

Haggle<sup>D</sup> (6): 11/D10+D8

Karma Ritual (6): 6

Melee Weapons<sup>D</sup> (7): 13/D12+D10

Pilot Boat<sup>D</sup> (6): 11/D10+D8 (Safe Footing)

Speak Language<sup>D</sup> (3): 9/D8+D6

—Human, *Sperethiel*, Theran

Swimming<sup>D</sup> (6): 13/D12+D10

Thread Weaving (River Weaving)<sup>D</sup> (6): 12/2D10

Throwing Weapons (6): 12/2D10

Unarmed Combat (6): 12/2D10

Wound Balance (6): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

## Thief Talents (Knacks)

Fence<sup>D</sup> (4): 9/D8+D6

Lock Picking<sup>D</sup> (4): 10/D10+D6

Lock Sense<sup>D</sup> (4): 10/D10+D6

Picking Pockets<sup>D</sup> (4): 10/D10+D6

Silent Walk<sup>D</sup> (4): 10/D10+D6 (Shadow Hide)

Surprise Strike<sup>D</sup> (4): 11/D10+D8

Trap Initiative<sup>D</sup> (4): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Body Painting (3): 8/2D6

### Knowledge:

Brocher's Brood Lore (3): 9/D8+D6

Espionage (3): 9/D8+D6

Gangs of Daiche (3): 9/D8+D6

Gangs of Kratas (3): 9/D8+D6

House K'tenshin Lore (3): 9/D8+D6

Slave Trade Routes (3): 9/D8+D6

Theran Politics (3): 9/D8+D6

### General:

Fishing (3): 9/D8+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Search (3): 9/D8+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), T'skrang

Streetwise (3): 9/D8+D6

Trading (3): 8/2D6



## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Broadsword (Forged +2; Damage 14/D20+D4)  
 2 × Casting Nets (Entangle 10)  
 Knife (Forged +1; Damage 9/D8+D6; Range 6–10–12; Tail Damage 8/2D6)  
 Net (Size 6; Range 6–10–12; Entangle 12)  
 Short Sword (Damage 11/D10+D8; Tail Damage 9/D8+D6)  
 Spear (Forged +2; Damage 13/D12+D10; Range 18–30–36)  
 2 × Throwing Nets (Range 5–8–13; Entangle 9)  
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)  
 Cloaksense Brooch  
 Adventurer's Kit  
 2 × Booster Potions  
 Bug Repellant  
 Climbing Kit  
 Fishing Kit  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Painting Tools  
 Trail Rations (1 week)  
 Traveler's Garb

## Loot

250 silver pieces (in quiet pouch)

## Legend Award

715 Legend Points

## Notes

T'rebak possesses the t'skrang Tail Attack (Damage 7/D12) racial ability.

**Fourth Circle:** Boatman: Karma on Dexterity-only Tests;

Thief: Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Charisma-only Tests

**Sixth Circle:** +1 Social Defense

## KROPTARK THE IMMENSE

Kroptark is, as his Name suggests, an incredibly obese troll. He works under T'rebak in the slave trade. Kroptark however, runs the Brood's trade in jaraleh, or pleasure slaves. These are sold to the markets to the South, but can also be "rented" by the hour at the Brood's covert brothel, the Flesh Pit. Kroptark is a cruel as he is large, but he takes good care of his charges, not out of concern for their feelings, but because he prizes their value. Anyone damaging the "goods" will be gleefully stomped to death by the troll. Kroptark is a non-adept troll slaver.

## Attributes

**Dexterity** (11): 5/D8

**Toughness** (20): 8/2D6

**Willpower** (16): 7/D12

**Strength** (16): 7/D12

**Perception** (10): 5/D8

**Charisma** (7): 4/D6

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 6

**Social Defense:** 5

**Initiative:** 1/D4-2

**Physical Armor:** 11

**Mystic Armor:** 2

**Death Rating:** 42\*

**Wound Threshold:** 13

**Unconsciousness Rating:** 34\*

**Recovery Tests:** 4

**Knockdown:** 7/D12\*\*

\* These values have been modified for blood magic.  
 \*\* Kroptark knows the Wound Balance skill.

**Combat Movement:** 22

**Full Movement:** 44

## Skills

### Artisan:

Body Painting (2): 6/D10

Scarification (2): 6/D10

Tattooing (2): 6/D10

### Knowledge:

Brocher's Brood Lore (2): 7/D12

Gangs of Kratas (2): 7/D12

Jaraleh Trade Routes (2): 7/D12

### General:

Detect Weapon (3): 8/2D6

Disarm (3): 8/2D6

Melee Weapons (3): 8/2D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (2): 7/D12

—Dwarf (Throalic), Troll

Surprise Strike (3): 10/D10+D6

Streetwise (3): 8/2D6

Swift Kick (5): 10/D10+D6

Unarmed Combat (5): 10/D10+D6

Wound Balance (3): 10/D10+D6

## Equipment

Body Shield (Phys 5; Init 2; Shatter 21)

Ring Mail (Phys 6; Init 2)

Troll Club (Damage 11/D10+D8)

Troll Dagger (Damage 10/D10+D6; Range 9–15–18)

Blood Knuckles (implanted in feet; 2 Damage Points)

Adventurer's Kit





Belt Pouch  
Leather Gloves  
Painting Tools  
Tattooing Tools  
Trail Rations (1 week)  
Traveler's Garb

## Loot

25 silver pieces (in belt pouch)

## Legend Award

175 Legend Points

## Notes

Kroptark possesses the troll Heat Sight racial ability.

# BLAGSTERN

Blagstern is a surly, but begrudgingly respected, ork Thief, who is a fixture in the pubs of Kratas when he is not pulling off thefts outside of the city. He is not only a competent Thief, but, unbeknown to most Kratans, he also coordinates the actions of the unknown members of Brocher's Brood in Kratas and beyond, organizing their heists and exploits. He also keeps an eye out for possible new recruits to the gang, though he will not contact them directly, for fear of blowing his cover, but will instead pass on their identities to the known members who will then contact the recruits. Blagstern is well paid for his efforts, and his loyalty to the Brood is only because he believes it is in his best interest. He is greatly impressed by Vistrosh's power and cunning, and finds the structure of the Force of the Eye, with their amulets, to be stifling.

Blagstern is a Sixth Circle ork Thief.

## Attributes

**Dexterity** (14): 6/D10  
**Toughness** (15): 6/D10  
**Willpower** (10): 5/D8

**Strength** (15): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (10): 5/D8

## Characteristics

**Physical Defense:** 11  
**Spell Defense:** 9  
**Social Defense:** 6

**Initiative:** 6/D10  
**Physical Armor:** 5  
**Mystic Armor:** 0

**Death Rating:** 37 (67)\*  
**Wound Threshold:** 10

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Unconsciousness Rating:** 29 (53)\*

These values have been modified for blood magic.

**Combat Movement:** 30

**Full Movement:** 60

**Karma Points:** 30

**Karma Step:** 5/D8

## Talents (Knacks)

Avoid Blow<sup>D</sup> (6): 12/2D10  
Climbing (7): 13/D12+D10\*  
Detect Trap (6): 13/D12+D10  
Disarm Trap<sup>D</sup> (6): 12/2D10  
*Disguise Self* (6): 13/D12+D10  
Durability (5/4) (6): 6  
Fast Hand<sup>D</sup> (6): 12/2D10  
Karma Ritual (6): 6  
Fence<sup>D</sup> (6): 11/D10+D8  
Lock Picking<sup>D</sup> (6): 12/2D10  
Lock Sense<sup>D</sup> (6): 13/D12+D10

Melee Weapons (7): 13/D12+D10

Picking Pockets<sup>D</sup> (7): 13/D12+D10 (Offguard)

Silent Walk<sup>D</sup> (6): 12/2D10 (Shadow Hide)

Surprise Strike<sup>D</sup> (6): 12/2D10

Thread Weaving (Thief Weaving)<sup>D</sup> (6): 13/D12+D10 (Thread Masking)

Trap Initiative<sup>D</sup> (6): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

\* Talent modified by Climbing rank +1 from thread boots.

## Skills

### Artisan:

Acting (3): 8/2D6

### Knowledge:

Brocher's Brood Lore (3): 10/D10+D6

Caravan Trade Routes (3): 10/D10+D6

Gangs of Kratas (3): 10/D10+D6

### General:

Fast Grab (3): 9/D8+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), *Or'zet*

Streetwise (3): 10/D10+D6

## Equipment

Buckler (Phys 1; Shatter 17)

Padded Leather (Phys 4)

Broadsword (Forged +2; Damage 13/D12+D10)

Dagger (Damage 8/2D6; Range 9–15–18)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Adventurer's Kit

2 × Booster Potions

Climbing Kit

Cloaksense Brooch

Light Quartz Lantern

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Traveler's Garb

## Loot

190 silver pieces (in quiet pouch)

## Legend Award

475 Legend Points

## Notes

Blagstern possesses the ork Low-Light Vision and *Gahad* racial abilities.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

# TYPICAL BROCHER'S BROOD GANG MEMBER

The mostly elf gang members of Brocher's Brood are skilled non-adept thieves and spies who fight the Force of the Eye and indirectly, without their knowledge or consent, help Vistrosh's Songbirds gather information through infiltration. Lacking the



raw power and numbers of the Force of the Eye, Brocher's Brood gang members use their speed and stealth to ambush other gangs. Vistrosh often chooses new gang members based on how well they know the ins and outs of Kratas. Many Brocher's Brood members are in fact ex-members of Ghagin's Grandchildren who survived to maturity.

## Attributes

**Dexterity** (16): 7/D12  
**Toughness** (10): 5/D8  
**Willpower** (12): 5/D8

**Strength** (11): 5/D8  
**Perception** (14): 6/D10  
**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 9  
**Spell Defense:** 8  
**Social Defense:** 8

**Initiative:** 7/D12  
**Physical Armor:** 3  
**Mystic Armor:** 4

**Death Rating:** 31  
**Wound Threshold:** 8  
**Unconsciousness Rating:** 22

**Recovery Tests:** 2  
**Knockdown:** 5/D8\*

\* Brocher's Brood members know the Wound Balance skill.

**Combat Movement:** 34    **Full Movement:** 68

## Skills

### Artisan:

Acting (2): 8/2D6

### Knowledge:

Ambush (2): 8/2D6  
 Brocher's Brood Lore (2): 8/2D6  
 Gangs of Kratas (2): 8/2D6  
 Interrogation (2): 8/2D6

### General:

Avoid Blow (2): 9/D8+D6  
 Bribery (2): 8/2D6  
 Climbing (2): 9/D8+D6  
 Conceal Weapon (3): 10/D10+D6  
 Conversation (2): 8/2D6  
 Detect Trap (2): 8/2D6  
 Detect Weapon (2): 8/2D6  
 Disarm Trap (2): 9/D8+D6  
 Disguise (2): 8/2D6  
 Engaging Banter (2): 8/2D6  
 Fast Grab (2): 9/D8+D6  
 Fast Hand (2): 9/D8+D6  
 Fence (2): 8/2D6  
 Lip Reading (2): 8/2D6  
 Lock Picking (2): 9/D8+D6  
 Melee Weapons (4): 11/D10+D8  
 Picking Pockets (3): 10/D10+D6  
 Read and Write Language (2): 8/2D6  
 —Dwarf (Throalic), *Sperethiel*  
 Search (2): 8/2D6  
 Silent Walk (2): 9/D8+D6  
 Slough Blame (1): 7/D12  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (2): 8/2D6  
 Surprise Strike (3): 8/2D6  
 Tactics (2): 8/2D6  
 Tracking (2): 8/2D6  
 Trap Initiative (2): 9/D8+D6  
 Wound Balance (1): 6/D10

## Equipment

Buckler (Phys 1; Shatter 17)  
 Fernweave (Phys 2; Myst 3)  
 Broadsword (Damage 10/D10+D6)  
 Knife (Damage 6/D10; Range 6–10–12)  
 Adventurer's Kit  
 Belt Pouch  
 Climbing Kit  
 Disguise Kit  
 2 × Flasks of Oil  
 Leather Gloves  
 Hooded Lantern  
 Thieves' Picks and Tools  
 Trail Rations (1 week)  
 Traveler's Garb  
 Waterskin

## Loot

D8 silver pieces (in belt pouch)

## Legend Award

60 Legend Points

## Notes

Brocher's Brood Members possess the elf Low-Light Vision racial ability.

## SCAFALI THE DESPERATE

Scafali is one of the most ruthless and thoroughly amoral gang leaders in all of Kratas. While not sadistic or needlessly cruel, he has no scruples about engaging in any activity that will benefit him. Surprisingly, rumors suggest that prior to his engaging in a life of crime, Scafali was a respectable craftsman in Urupa. He is known to have summarily killed one of his gang members who asked about his past, and specifically what happened that caused him to change his way of life.

Scafali still wears the black cloak and leathers of a Thief, even though he has now surpassed himself as a Thief in his Warrior Discipline. Scafali is a Third Circle human Thief and Fourth Circle Warrior.

## Attributes

**Dexterity** (16): 7/D12  
**Toughness** (15): 6/D10  
**Willpower** (14): 6/D10

**Strength** (14): 6/D10  
**Perception** (14): 6/D10  
**Charisma** (11): 5/D8

## Characteristics

**Physical Defense:** 9  
**Spell Defense:** 10  
**Social Defense:** 9

**Initiative:** 7/D12  
**Physical Armor:** 4  
**Mystic Armor:** 2

**Death Rating:** 38 (58)  
**Wound Threshold:** 10  
**Unconsciousness Rating:** 30 (46)

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 25

**Karma Step:** 5/D8

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (4): 11/D10+D8  
 Climbing (3): 10/D10+D6  
 Durability (5/4) (4): 4  
 Fence<sup>D</sup> (3): 8/2D6



Karma Ritual (4): 4  
 Lock Picking<sup>D</sup> (3): 10/D10+D6  
 Lock Sense<sup>D</sup> (3): 9/D8+D6  
 Melee Weapons (5): 12/2D10  
 Picking Pockets<sup>D</sup> (3): 10/D10+D6  
 Silent Walk<sup>D</sup> (4): 11/D10+D8 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (3): 9/D8+D6

<sup>D</sup> Indicates a Discipline talent.

## Warrior Talents (Knacks)

Acrobatic Strike (4): 11/D10+D8  
 Air Dance (4): 11/D10+D8  
 Anticipate Blow<sup>D</sup> (4): 10/D10+D6  
 Thread Weaving (War Weaving)<sup>D</sup> (4): 10/D10+D6  
 Throwing Weapons (4): 11/D10+D8  
 Tiger Spring (4): 4  
 Unarmed Combat<sup>D</sup> (4): 11/D10+D8 (Pin Down)  
 Wood Skin<sup>D</sup> (4): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (2): 7/D12  
 Calligraphy (2): 7/D12  
 Craftsman: Leatherworking (2): 9/D8+D6  
 Craftsman: Tailor (2): 9/D8+D6

### Knowledge:

Desperate Ones Lore (2): 8/2D6  
 Gangs of Kratas (2): 8/2D6  
 Kidnapping and Ransom (2): 8/2D6  
 Urupa Trade Guilds (2): 8/2D6

### General:

Bribery (2): 7/D12  
 Conversation (2): 7/D12  
 Evaluate (2): 8/2D6  
 Forgery (2): 9/D8+D6  
 Haggle (2): 7/D12  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), Human  
 Streetwise (2): 8/2D6  
 Trading (2): 7/D12

## Equipment

Buckler (Phys 1; Shatter 17)  
 Leather (Phys 3)  
 2 × Bolas (Damage 9/D8+D6; Range 12–20–24; Entangle 9)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Mace (Forged +1; Damage 11/D10+D8)  
 Net (Size 6; Entangle 10)  
 Sap (Damage 7/D12)  
 Thread Ring (Rank 4; SocDef +2; SpellDef +2)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Belt Pouch  
 Calligraphy Tools  
 Climbing Kit  
 2 × Craftsman Tools  
 Embroidery Tools  
 Forge Tools  
 Quiet-Fingers Gloves  
 Trail Rations (1 week)



Traveler's Garb (with black traveler's cloak)  
 Writing Kit

## Loot

80 silver pieces (in belt pouch)

## Legend Award

385 Legend Points

## Notes

Scafali possesses the human Versatility racial ability.

**Fourth Circle:** Karma on Willpower-only Tests

## UNCTUOUS NURM

Nurm is the Desperate Ones' negotiator and broker. He handles not only deals with those who would like to hire the group for dirty work, but also the trading of ransom for victims. Nurm fancies himself a charmer, and wears fancy, if worn and dirty, Throalic fashions. He uses his Illusionist powers to escape from the wrathful, who would like to follow him to the Desperate Ones and their captives. Nurm is a Third Circle dwarf Illusionist.

## Attributes

**Dexterity** (11): 5/D8  
**Toughness** (14): 6/D10  
**Willpower** (16): 7/D12

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 9

**Social Defense:** 8

**Death Rating:** 36 (48)

**Wound Threshold:** 10

**Unconsciousness Rating:** 28 (37)

**Combat Movement:** 18

**Karma Points:** 11

**Initiative:** 5/D8

**Physical Armor:** 3

**Mystic Armor:** 2

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Full Movement:** 36

**Karma Step:** 4/D6

## Talents

Dead Fall<sup>D</sup> (3): 10/D10+D6

Disguise Self<sup>D</sup> (3): 10/D10+D6

Durability (4/3) (3): 3

Karma Ritual (3): 3

Read and Write Language (3): 10/D10+D6

—Human, *Or'zet*, *Sperethiel*

Read and Write Magic<sup>D</sup> (3): 10/D10+D6

Speak Language (3): 10/D10+D6

—Human, *Or'zet*, *Sperethiel*

Spellcasting<sup>D</sup> (3): 10/D10+D6

Spell Matrix (3): 3

Spell Matrix (3): 3

Spell Matrix (3): 3

Thread Weaving (Illusionism)<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (2): 8/2D6

Robe Embroidery (2): 8/2D6

### Knowledge:

Desperate Ones Lore (2): 9/D8+D6

Gangs of Kratas (2): 9/D8+D6

Kidnapping and Ransom (2): 9/D8+D6

### General:

Conversation (3): 9/D8+D6

Evaluate (2): 9/D8+D6

Fence (2): 8/2D6

First Impression (2): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (2): 9/D8+D6

Trading (3): 9/D8+D6

## Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Adventurer's Kit

Belt Pouch

Dwarf Winternight Cloak

Cloaksense Brooch

Embroidered Robe

Embroidery Tools

Grimoire

Rope (6 yards)

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

## Spells

Bellow of the Thundras, Best Face, Crafty Thought<sup>M</sup>, Disaster, Displace Image, Ephemeral Bolt, False Floor, Fun With Doors, Innocent Activity, Nobody Here<sup>M</sup>, Pauper's Purse, Rope Guide, True Ephemeral Bolt, Unseen Voices, You Got Me<sup>M</sup>

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

30 silver pieces (in belt pouch)

## Legend Award

220 Legend Points

## Notes

Nurm possesses the dwarf Heat Sight racial ability.

## TYPICAL DESPERATE ONES GANG MEMBER

### Attributes

**Dexterity** (16): 7/D12

**Toughness** (14): 6/D10

**Willpower** (9): 4/D6

**Strength** (14): 6/D10

**Perception** (11): 5/D8

**Charisma** (10): 5/D8

### Characteristics

**Physical Defense:** 9

**Spell Defense:** 7

**Social Defense:** 6

**Initiative:** 7/D12

**Physical Armor:** 4

**Mystic Armor:** 0

**Death Rating:** 36

**Wound Threshold:** 10

**Unconsciousness Rating:** 28

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Combat Movement:** 34

**Full Movement:** 68

### Skills

#### Artisan:

Acting (2): 7/D12

#### Knowledge:

Desperate Ones Lore (2): 7/D12

Gangs of Kratas (2): 7/D12

#### General:

Acrobatic Strike (2): 9/D8+D6

Avoid Blow (3): 10/D10+D6

Climbing (2): 9/D8+D6

Melee Weapons (3): 10/D10+D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Silent Walk (2): 9/D8+D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Or'zet*

Streetwise (2): 7/D12

Surprise Strike (2): 8/2D6

Throwing Weapons (3): 10/D10+D6

Unarmed Combat (2): 9/D8+D6

### Equipment

Buckler (Phys 1; Shatter 17)

Leather (Phys 3)

Bola (Damage 9/D8+D6; Range 12–20–24; Entangle 9)

Dagger (Damage 8/2D6; Range 9–15–18)

Mace (Damage 10/D10+D6)

Net (Size 6; Entangle 10)



Sap (Damage 7/D12)  
 Adventurer's Kit  
 Belt Pouch  
 Climbing Kit  
 Trail Rations (1 week)  
 Black Traveler's Garb (with hooded mask)

### Loot

D6 silver pieces (in belt pouch)

### Legend Award

60 Legend Points

### Notes

Desperate Ones Gang Members possess the ork Low-Light Vision and *Gahad* racial abilities.

## RANGOR

Rangor keeps his fiery red hair long and in braids. He wears simple clothing and a disarming smile. He has the air of a well-meaning older brother or uncle about him. Rangor is a non-adept ork gang leader.

### Attributes

**Dexterity** (14): 6/D10  
**Toughness** (16): 7/D12  
**Willpower** (12): 5/D8

**Strength** (15): 6/D10  
**Perception** (10): 5/D8  
**Charisma** (16): 7/D12

### Characteristics

**Physical Defense:** 8  
**Spell Defense:** 6  
**Social Defense:** 9

**Initiative:** 6/D10  
**Physical Armor:** 4  
**Mystic Armor:** 1

**Death Rating:** 39  
**Wound Threshold:** 11  
**Unconsciousness Rating:** 31

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Combat Movement:** 30      **Full Movement:** 60

### Skills

#### Artisan:

Acting (5): 12/2D10  
 Painting (1): 8/2D6

#### Knowledge:

Extortion (2): 7/D12  
 Gangs of Kratas (2): 7/D12  
 Rangor's Reavers Lore (2): 7/D12  
 The Scrabbles (2): 7/D12

#### General:

Bardic Voice (3): 10/D10+D6  
 Bribery (2): 9/D8+D6  
 Conceal Weapon (3): 9/D8+D6  
 Conversation (3): 10/D10+D6  
 Disarm (5): 11/D10+D8  
 Engaging Banter (3): 10/D10+D6  
 First Impression (5): 12/2D10  
 Heartening Laugh (2): 9/D8+D6  
 Hypnotize (3): 8/2D6  
 Melee Weapons (5): 11/D10+D8  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Riposte (5): 11/D10+D8  
 Speak Language (2): 7/D12

—Dwarf (Throalic), *Or'zet*  
 Streetwise (2): 7/D12  
 Unarmed Combat (5): 11/D10+D8

### Equipment

Buckler (Phys 1; Shatter 17)  
 Leather (Phys 3)  
 Club (Damage 9/D8+D6)  
 Flail (Damage 11/D10+D8)  
 Knife (Damage 7/D12; Range 6–10–12)  
 Adventurer's Kit  
 Belt Pouch  
 Bronze Medallion  
 2 × Flasks of *Hurlg*  
 2 × Flasks of Oil  
 Hooded Lantern  
 Painting Tools  
 Peasant's Garb  
 Trail Rations (1 week)

### Loot

25 silver pieces (in belt pouch)

### Legend Award

225 Legend Points

### Notes

Rangor possesses the ork Low-Light Vision and *Gahad* racial abilities.

## TYPICAL RANGOR'S REAVERS GANG MEMBER

The mostly human gang members of Rangor's Reavers are non-adepts who have been conned by Rangor into owing him for as long as his life continues. Many are masochists who have been humiliated, beaten, and tortured, and yet still return to Rangor to serve him even when freedom by fleeing was a possibility. Their debt to Rangor has made them poor, resulting in them having inferior equipment to many of the other gangs.

### Attributes

**Dexterity** (14): 6/D10  
**Toughness** (13): 6/D10  
**Willpower** (7): 4/D6

**Strength** (12): 5/D8  
**Perception** (12): 5/D8  
**Charisma** (9): 4/D6

### Characteristics

**Physical Defense:** 8  
**Spell Defense:** 7  
**Social Defense:** 6

**Initiative:** 6/D10  
**Physical Armor:** 3  
**Mystic Armor:** 0

**Death Rating:** 35  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 27

**Recovery Tests:** 2  
**Knockdown:** 5/D8

**Combat Movement:** 28      **Full Movement:** 56

### Skills

#### Artisan:

Painting (2): 6/D10

#### Knowledge:

Extortion (2): 7/D12  
 Gangs of Kratas (2): 7/D12

Rangor's Reavers Lore (2): 7/D12

The Scrabbles (2): 7/D12

#### General:

Avoid Blow (2): 8/2D6

Fast Grab (2): 8/2D6

Fast Hand (2): 8/2D6

Fence (2): 6/D10

Melee Weapons (3): 9/D8+D6

Picking Pockets (2): 8/2D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Silent Walk (2): 8/2D6

Speak Language (2): 7/D12

—Dwarf (Throalic), Human

Streetwise (2): 7/D12

Surprise Strike (2): 7/D12

Unarmed Combat (2): 8/2D6

### Equipment

Buckler (Phys 1; Shatter 17)

Padded Cloth (Phys 2)

Dwarf Sword (Damage 8/2D6)

Knife (Damage 6/D10; Range 6–10–12)

Sap (Damage 6/D10)

Adventurer's Kit

Belt Pouch

2 × Flasks of Oil

Leather Gloves

Hooded Lantern

Painting Tools

Peasant's Garb

Trail Rations (1 week)

Writing Kit

### Loot

D6 copper pieces (in belt pouch)

### Legend Award

50 Legend Points

## WALIUT

Waliut is nearly as broad as he is tall. He wears his jet-black hair and beard trimmed short, so no one will grab them in the Hole. He wears the giant fist of a troll, nearly as big as his own head, on a cord around his neck, though he removes this prior to entering the pit. His nose has been flattened numerous times, and he is missing several teeth.

Waliut is a Fifth Circle dwarf Warrior.

### Attributes

**Dexterity** (16): 7/D12  
D8+D6

**Toughness** (16): 7/D12

**Willpower** (12): 5/D8

**Strength** (22): 9/

**Perception** (11): 5/D8

**Charisma** (8): 4/D6

### Characteristics

**Physical Defense:** 9

**Spell Defense:** 7

**Social Defense:** 5

**Initiative:** 7/D12

**Physical Armor:** 0

**Mystic Armor:** 1

**Death Rating:** 39 (84)

**Wound Threshold:** 11

**Unconsciousness Rating:** 31 (66)

**Recovery Tests:** 3

**Knockdown:** 9/D8+D6

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 20

**Karma Step:** 4/D6

### Talents (Knacks)

Acrobatic Strike (5): 12/2D10

Air Dance (5): 12/2D10

Anticipate Blow<sup>D</sup> (5): 10/D10+D6

Avoid Blow<sup>D</sup> (5): 12/2D10

Down Strike<sup>D</sup> (5): 14/D20+D4

Durability (9/7) (5): 5

Gliding Stride (5): 12/2D10

Karma Ritual (5): 5

Swift Kick<sup>D</sup> (6): 13/D12+D10

Thread Weaving (War Weaving)<sup>D</sup> (5): 10/D10+D6

Tiger Spring (5): 5

Unarmed Combat<sup>D</sup> (7): 14/D20+D4 (Pin Down, Head Butt, Mighty Throw)

Wood Skin<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Body Painting (2): 6/D10

Music (Drum) (2): 6/D10

#### Knowledge:

Bloody Fist Lore (2): 7/D12





Extortion (2): 7/D12  
 Games of Chance (2): 7/D12  
 Gangs of Kratas (2): 7/D12  
 The Scrabbles (2): 7/D12

**General:**

Bribery (2): 6/D10  
 Detect Weapon (3): 8/2D6  
 Fast Grab (3): 10/D10+D6  
 Fast Hand (3): 10/D10+D6  
 Picking Pockets (3): 10/D10+D6  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Speak Language (1): 6/D10  
 —Dwarf (Throalic)  
 Streetwise (3): 8/2D6  
 Weapon Breaker (3): 12/2D10

**Equipment**

Thread Ring of Accuracy (Rank 4; close/ranged combat Attack Tests +3 bonus when using hand with ring worn on it; close/ranged combat Damage Tests +2 bonus when using hand with ring worn on it)  
 Adventurer's Kit  
 Belt Pouch  
 Drum  
 Painting Tools  
 Peasant's Garb  
 Trail Rations (1 week)  
 Troll Fist (on cord)

**Loot**

40 silver pieces (in belt pouch)

**Legend Award**

590 Legend Points

**Notes**

Waliut possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Karma on Willpower-only Tests

**Fifth Circle:** Karma on Dexterity-only Tests

**URMUNN**

Urmunn is an enormous obsidiman, nearly nine feet tall, whose skin has a deep reddish, sandstone appearance, unknown among the obsidimen of Barsaive. This suggests his Liferock is from far beyond the province. His skin is also deeply gouged with several giant scars that appear to be from claws of some sort. He will not answer any questions as to the origins of these scars. Urmunn is a Fourth Circle obsidiman Purifier.

**Attributes**

**Dexterity** (14): 6/D10  
 D10+D6

**Toughness** (17): 7/D12

**Willpower** (10): 5/D8

**Strength** (25): 10/  
 D10+D6

**Perception** (9): 4/D6

**Charisma** (9): 4/D6

**Characteristics**

**Physical Defense:** 8

**Spell Defense:** 6

**Social Defense:** 6

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 0

**Death Rating:** 40 (68)

**Wound Threshold:** 14

**Unconsciousness Rating:** 32 (56)

\* Urmunn knows the Unshakable Earth talent.

**Combat Movement:** 22

**Karma Points:** 14

**Recovery Tests:** 3

**Knockdown:** 10/D10+D6\*

**Full Movement:** 44

**Karma Step:** 3/D4

**Talents (Knacks)**

Avoid Blow (4): 10/D10+D6

Battle Shout (4): 8/2D6

Body Control<sup>D</sup> (5): 15/D20+D6

Clay Skin<sup>D</sup> (4): 11/D10+D8

Creature Analysis<sup>D</sup> (4): 8/2D6

Durability (7/6) (4): 4

Earth Bond (4): 11/D10+D8

Elemental Tongues<sup>D</sup> (4): 8/2D6

Karma Ritual (4): 4

Lifesight<sup>D</sup> (4): 8/2D6

Unarmed Combat<sup>D</sup> (6): 12/2D10 (Pin Down, Head Butt)

Unshakable Earth<sup>D</sup> (4): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.

**Skills**

**Artisan:**

Stone Carving (2): 6/D10

**Knowledge:**

Creature Lore (4): 8/2D6

Horror Lore (3): 7/D12

Scourge History (3): 7/D12

**General:**

Climbing (2): 8/2D6



Read and Write Language (1): 5/D8  
—Dwarf (Throalic)  
Speak Language (2): 6/D10  
—Dwarf (Throalic), Obsidiman  
Tracking (2): 6/D10  
Wilderness Survival (2): 6/D10

## Equipment

Adventurer's Kit  
Belt Pouch  
Stone Carving Tools  
Peasant's Garb  
Trail Rations (1 week)

## Loot

25 silver pieces (in belt pouch)

## Legend Award

200 Legend Points

## Notes

Urmunn possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

**Fourth Circle:** Karma on Strength-only Tests

## TYPICAL BLOODY FIST GANG MEMBER

The gang members of the Bloody Fist are non-adept warriors skilled in using their fists, kicks, and tail attacks to fight opponents in the Hole and rival gang members, and beat people of the Scrabbles senseless and then rob them when they fall unconscious. They disdain those who use weapons, and always attack those who wield weapons first in combat.

## Attributes

|                              |                              |
|------------------------------|------------------------------|
| <b>Dexterity</b> (15): 6/D10 | <b>Strength</b> (16): 7/D12  |
| <b>Toughness</b> (16): 7/D12 | <b>Perception</b> (10): 5/D8 |
| <b>Willpower</b> (13): 6/D10 | <b>Charisma</b> (11): 5/D8   |

## Characteristics

|                            |                          |
|----------------------------|--------------------------|
| <b>Physical Defense:</b> 8 | <b>Initiative:</b> 6/D10 |
| <b>Spell Defense:</b> 6    | <b>Physical Armor:</b> 0 |
| <b>Social Defense:</b> 7   | <b>Mystic Armor:</b> 1   |

|                                   |                          |
|-----------------------------------|--------------------------|
| <b>Death Rating:</b> 39           | <b>Recovery Tests:</b> 3 |
| <b>Wound Threshold:</b> 11        | <b>Knockdown:</b> 7/D12* |
| <b>Unconsciousness Rating:</b> 31 |                          |

\* Bloody Fist gang members know the Wound Balance skill.

|                            |                          |
|----------------------------|--------------------------|
| <b>Combat Movement:</b> 30 | <b>Full Movement:</b> 60 |
|----------------------------|--------------------------|

## Skills

### Artisan:

Body Painting (2): 7/D12

### Knowledge:

Bloody Fist Lore (2): 7/D12  
Extortion (2): 7/D12  
Games of Chance (2): 7/D12  
Gangs of Kratas (2): 7/D12  
The Scrabbles (2): 7/D12

### General:

Avoid Blow (3): 9/D8+D6  
Detect Weapon (3): 8/2D6  
Fast Grab (3): 9/D8+D6

Fast Hand (3): 9/D8+D6  
Maneuver (3): 9/D8+D6  
Picking Pockets (3): 9/D8+D6  
Read and Write Language (1): 6/D10  
—Dwarf (Throalic)  
Speak Language (2): 7/D12  
—Dwarf (Throalic), T'skrang  
Streetwise (2): 7/D12  
Swift Kick (3): 9/D8+D6  
Unarmed Combat (4): 10/D10+D6  
Tail Dance (4): 10/D10+D6  
Weapon Breaker (2): 9/D8+D6  
Wound Balance (2): 9/D8+D6

## Equipment

Adventurer's Kit  
Belt Pouch  
Painting Tools  
Peasant's Garb  
Trail Rations (1 week)

## Loot

D4 silver pieces (in belt pouch)

## Legend Award

110 Legend Points

## Notes

Bloody Fist gang members possess the t'skrang Tail Attack (Damage 7/D12) racial ability.

## HERINTA

Herinta is a tall, striking elf with pale white skin with a hint of green to it. Her hair is icy blue, as are her eyes. She wears long, flowing, gauzy gowns that she thinks are the height of elven fashion, even when wearing her armor. Herinta is a Fourth Circle elf Thief.

## Attributes

|                              |                               |
|------------------------------|-------------------------------|
| <b>Dexterity</b> (20): 8/2D6 | <b>Strength</b> (12): 5/D8    |
| <b>Toughness</b> (10): 5/D8  | <b>Perception</b> (14): 6/D10 |
| <b>Willpower</b> (12): 5/D8  | <b>Charisma</b> (12): 5/D8    |

## Characteristics

|                             |                          |
|-----------------------------|--------------------------|
| <b>Physical Defense:</b> 10 | <b>Initiative:</b> 7/D12 |
| <b>Spell Defense:</b> 8     | <b>Physical Armor:</b> 8 |
| <b>Social Defense:</b> 7    | <b>Mystic Armor:</b> 5   |

|   |                          |
|---|--------------------------|
| <b>Death Rating:</b> 30 (50)*           | <b>Recovery Tests:</b> 2 |
| <b>Wound Threshold:</b> 8               | <b>Knockdown:</b> 5/D8   |
| <b>Unconsciousness Rating:</b> 21 (37)* |                          |

\* These values have been modified for blood magic.

|                            |                          |
|----------------------------|--------------------------|
| <b>Combat Movement:</b> 43 | <b>Full Movement:</b> 86 |
|----------------------------|--------------------------|

|                         |                         |
|-------------------------|-------------------------|
| <b>Karma Points:</b> 15 | <b>Karma Step:</b> 4/D6 |
|-------------------------|-------------------------|

## Talents (Knacks)

Avoid Blow<sup>D</sup> (4): 12/2D10  
Climbing (4): 12/2D10  
Durability (5/4) (4): 4  
Fence<sup>D</sup> (4): 9/D8+D6  
Lock Picking<sup>D</sup> (4): 12/2D10  
Lock Sense<sup>D</sup> (4): 10/D10+D6



Karma Ritual (4): 4  
 Melee Weapons (5): 13/D12+D10  
 Picking Pockets<sup>D</sup> (4): 12/2D10  
 Silent Walk<sup>D</sup> (5): 13/D12+D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (4): 9/D8+D6  
 Thread Weaving (Thief Weaving)<sup>D</sup> (4): 10/D10+D6  
 Trap Initiative<sup>D</sup> (4): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Craftsman: Tailor (2): 10/D10+D6  
 Embroidery (2): 7/D12

#### Knowledge:

Alchemy and Potions (2): 8/2D6  
 All-Breakers Lore (2): 8/2D6  
 Botany (2): 8/2D6  
 Court Dancing (2): 8/2D6  
 Gangs of Kratas (2): 8/2D6  
 The Scrabbles (2): 8/2D6

#### General:

Alchemy (2): 8/2D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (2): 8/2D6

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +1; Damage 11/D10+D8)  
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
 Cloaksense Brooch  
 Adventurer's Kit  
 2 × Booster Potion  
 Climbing Kit  
 Craftsman Tools  
 Elfweave Robe  
 Embroidery Tools  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb (with flowing embroidered robe and gown)  
 Alchemy Kit (at Herinta's "palace")

### Loot

Better quality, elven-made jewelry including silver necklaces, rings, and earrings (worth 125 silver pieces)

### Legend Award

315 Legend Points

### Notes

Herinta possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

## TYPICAL ALL-BREAKERS GANG MEMBER

The mostly ork gang members of the All-Breakers are non-adept thieves and warriors who use their fists and blades to get protection money from merchants. If this fails, they



sometimes resort to arson and destroy warehouses and merchant inventories.

### Attributes

**Dexterity** (14): 6/D10  
**Toughness** (13): 6/D10  
**Willpower** (8): 4/D6

**Strength** (18): 7/D12  
**Perception** (13): 6/D10  
**Charisma** (9): 4/D6

### Characteristics

**Physical Defense:** 8  
**Spell Defense:** 7  
**Social Defense:** 6

**Initiative:** 6/D10  
**Physical Armor:** 3  
**Mystic Armor:** 0

**Death Rating:** 35  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 27

**Recovery Tests:** 2  
**Knockdown:** 7/D12

**Combat Movement:** 30      **Full Movement:** 60

### Skills

#### Artisan:

Bone Carving (1): 5/D8

#### Knowledge:

All-Breakers Lore (2): 8/2D6  
 Arson (2): 8/2D6  
 Extortion (2): 8/2D6  
 Gangs of Kratas (2): 8/2D6  
 The Scrabbles (2): 8/2D6

#### General:

Avoid Blow (2): 8/2D6

Climbing (2): 8/2D6  
 Lock Picking (2): 8/2D6  
 Melee Weapons (3): 9/D8+D6  
 Picking Pockets (2): 8/2D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Silent Walk (2): 8/2D6  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Or'zet*  
 Streetwise (2): 8/2D6  
 Surprise Strike (2): 9/D8+D6  
 Throwing Weapons (2): 8/2D6  
 Unarmed Combat (2): 8/2D6

## Equipment

Leather (Phys 3)  
 Broadsword (Damage 12/2D10)  
 Dagger (Damage 9/D8+D6; Range 9–15–18)  
 Adventurer's Kit  
 Belt Pouch  
 Carving Tools  
 Climbing Kit  
 4 × Flasks of Oil  
 Leather Gloves  
 Hooded Lantern  
 Peasant's Garb  
 Thieves' Picks and Tools  
 2 × Torches  
 Trail Rations (1 week)

## Loot

D6 silver pieces (in belt pouch)

## Legend Award

60 Legend Points

## Notes

All-Breakers gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

## PHILANK THE FORSAKEN

Philank wears his black hair short, with a neatly trimmed beard and mustache. He has a very shifty and nervous feel about him, and is often looking over his shoulder. Despite this, he has a confident energy about himself. He flatters himself by saying he is "Garlthik's greatest living enemy," though that title truly belongs to Vistrosh. Philank is a minor nuisance to Garlthik at best. Philank is a Fourth Circle human Thief.

## Attributes

**Dexterity** (18): 7/D12  
**Toughness** (13): 6/D10  
**Willpower** (14): 6/D10

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (13): 6/D10

## Characteristics

**Physical Defense:** 10  
**Spell Defense:** 9  
**Social Defense:** 7

**Initiative:** 7/D12  
**Physical Armor:** 5  
**Mystic Armor:** 5

**Death Rating:** 29 (49)\*  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 21 (37)\*

**Recovery Tests:** 2  
**Knockdown:** 6/D10

\* These values have been modified for blood magic.

**Combat Movement:** 36

**Full Movement:** 72

**Karma Points:** 19

**Karma Step:** 5/D8

## Talents (Knacks)

Avoid Blow<sup>D</sup> (4): 11/D10+D8  
 Climbing (4): 11/D10+D8  
 Durability (5/4) (4): 4  
 Fence<sup>D</sup> (4): 10/D10+D6  
 Lock Picking<sup>D</sup> (4): 11/D10+D8  
 Lock Sense<sup>D</sup> (4): 11/D10+D8  
 Karma Ritual (4): 4  
 Melee Weapons (5): 12/2D10  
 Picking Pockets<sup>D</sup> (4): 11/D10+D8  
 Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (4): 10/D10+D6  
 Thread Weaving (Thief Weaving)<sup>D</sup> (4): 11/D10+D8  
 Trap Initiative<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Armor Runic Carving (2): 8/2D6  
 Craftsman: Armorer (2): 9/D8+D6  
 Craftsman: Trapmaking (2): 9/D8+D6

### Knowledge:

Force of the Eye Lore (2): 9/D8+D6  
 Gangs of Kratas (2): 9/D8+D6  
 The Forsaken Lore (2): 9/D8+D6  
 The Scrabbles (2): 9/D8+D6  
 Tunneling (2): 9/D8+D6

### General:

Detect Trap (2): 9/D8+D6  
 Detect Weapon (2): 9/D8+D6  
 Disarm Trap (2): 9/D8+D6  
 Hunting (2): 9/D8+D6  
 Missile Weapons (2): 9/D8+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Search (2): 9/D8+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), Human  
 Streetwise (2): 8/2D6  
 Throwing Weapons (2): 9/D8+D6  
 Tracking (2): 9/D8+D6

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +1; Damage 12/2D10)  
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
 4 × Throwing Daggers (Damage 8/2D6; Range 15–25–30)  
 Sling (Damage 8/2D6; Range 20–40–80)  
 Belt Pouch (with 15 sling stones)  
 Death Cheat Blood Charm (3 Damage Points)  
 Cloaksense Brooch  
 Adventurer's Kit  
 2 × Booster Potions  
 Carving Tools  
 Climbing Kit  
 Clingor Rope (6 yards)  
 2 × Craftsman Tools  
 Light Quartz Lantern  
 Quiet-Fingers Gloves  
 Quiet Pouch



Traveler's Garb  
Trail Rations (1 week)  
Tunneling Tools

### Loot

50 silver pieces (in quiet pouch); 100 silver pieces stashed in various safe houses

### Legend Award

315 Legend Points

### Notes

Philank possesses the human Versatility racial ability. He has 2 permanent Damage Points and a runic scar on his chest from his breaking of his oath to the Force of the Eye.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

## TYPICAL FORSAKEN GANG MEMBER

### Attributes

**Dexterity** (14): 6/D10  
**Toughness** (13): 6/D10  
**Willpower** (12): 5/D8

**Strength** (16): 7/D12  
**Perception** (14): 6/D10  
**Charisma** (10): 5/D8

### Characteristics

**Physical Defense:** 8  
**Spell Defense:** 8  
**Social Defense:** 6

**Initiative:** 6/D10  
**Physical Armor:** 3  
**Mystic Armor:** 1

**Death Rating:** 35  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 27

**Recovery Tests:** 2  
**Knockdown:** 7/D12

**Combat Movement:** 30      **Full Movement:** 60

### Skills

#### Artisan:

Painting (1): 6/D10

#### Knowledge:

Ambush (2): 8/2D6  
Gangs of Kratas (2): 8/2D6  
Snarcs and Traps (2): 8/2D6  
The Scrabbles (2): 8/2D6  
The Forsaken Lore (2): 8/2D6  
Tunneling (2): 8/2D6

#### General:

Avoid Blow (2): 8/2D6  
Climbing (2): 8/2D6  
Hunting (2): 8/2D6  
Melee Weapons (2): 8/2D6  
Missile Weapons (2): 8/2D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Silent Walk (2): 8/2D6  
Speak Language (2): 8/2D6  
—Dwarf (Throalic), *Or'zet*  
Streetwise (2): 8/2D6  
Surprise Strike (2): 9/D8+D6  
Tactics (2): 8/2D6  
Tracking (2): 8/2D6  
Throwing Weapons (3): 9/D8+D6

### Equipment

Leather (Phys 3)  
Club (Damage 10/D10+D6)  
Dagger (Damage 9/D8+D6; Range 9–15–18)  
2 × Darts (Damage 8/2D6; Range 18–30–36)  
Sling (Damage 9/D8+D6; Range 20–40–80)  
Belt Pouch (with 15 sling stones)  
Adventurer's Kit  
Belt Pouch  
Climbing Kit  
2 × Flasks of Oil  
Leather Gloves  
Hooded Lantern  
Painting Tools  
Traveler's Garb  
Trail Rations (1 week)  
Tunneling Tools

### Loot

D6 silver pieces (in belt pouch)

### Legend Award

60 Legend Points

### Notes

Forsaken gang members possess the ork Low-Light Vision and *Gahad* racial abilities.

### Commentary

The mostly ork gang members of the Forsaken are non-adept thieves who use ambush and tactics to assault and rob trespassers.

## GHAGIN

Ghagin is incredibly scrawny for a dwarf, and is getting on in years. He has long white hair and beard, and his skin has grown tan, wrinkly, and leathery. His shabby, old clothes conceal both his armor and the considerable wealth he has acquired. Ghagin is a Fourth Circle dwarf Thief.

### Attributes

**Dexterity** (18): 7/D12  
**Toughness** (13): 6/D10  
**Willpower** (14): 6/D10

**Strength** (12): 5/D8  
**Perception** (11): 5/D8  
**Charisma** (15): 6/D10

### Characteristics

**Physical Defense:** 10  
**Spell Defense:** 7  
**Social Defense:** 10

**Initiative:** 7/D12  
**Physical Armor:** 3  
**Mystic Armor:** 2

**Death Rating:** 34 (54)\*  
**Wound Threshold:** 9

**Recovery Tests:** 2  
**Knockdown:** 5/D8\*\*

**Unconsciousness Rating:** 26 (42)\*

\* These values have been modified for blood magic.  
\*\* Ghagin knows the Wound Balance skill.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 15

**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow<sup>D</sup> (4): 11/D10+D8  
Climbing (4): 11/D10+D8  
Durability (5/4) (4): 4  
Fence<sup>D</sup> (4): 10/D10+D6

Lock Picking<sup>D</sup> (4): 11/D10+D8  
 Lock Sense<sup>D</sup> (4): 9/D8+D6  
 Karma Ritual (4): 4  
 Melee Weapons (4): 11/D10+D8  
 Picking Pockets<sup>D</sup> (5): 12/2D10  
 Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (4): 9/D8+D6  
 Thread Weaving (Thief Weaving)<sup>D</sup> (4): 9/D8+D6  
 Trap Initiative<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Mapmaking (3): 8/2D6

### Knowledge:

Begging (2): 7/D12

Gangs of Kratas (2): 7/D12

Kratas Undercity (3): 8/2D6

The Scrabbles (2): 7/D12

Tunneling (3): 8/2D6

### General:

Conceal Weapon (2): 9/D8+D6

Conversation (2): 8/2D6

Engaging Banter (2): 8/2D6

Fast Grab (2): 9/D8+D6

Fast Hand (2): 9/D8+D6

First Impression (2): 8/2D6

Navigation (3): 8/2D6

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Search (3): 8/2D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Sperethiel*

Streetwise (3): 8/2D6

Wound Balance (1): 6/D10

## Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Forged +1; Damage 9/D8+D6)

Quarterstaff (Damage 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

2× Booster Potions

Climbing Kit

Dwarf Winternight Cloak

Cloaksense Brooch

Light Quartz Lantern

Various Maps of Kratas (worth 500 silver pieces)

Mapmaking Tools

Map/Scroll Case

Navigation Charts (in map/scroll case)

Quiet-Fingers Gloves

Quiet Pouch

Baggy, Old Peasant's Garb

Trail Rations (1 week)

Tunneling Tools

Writing Kit

## Loot

100 silver pieces (in quiet pouch); 1,000 silver pieces stashed in various safe houses and "the Orphanage"

## Legend Award

260 Legend Points

## Notes

Ghagin possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

## TYPICAL GHAGIN'S GRANDCHILDREN GANG MEMBER

The mostly elf children gang members of Ghagin's Grandchildren are non-adept thieves who have been taught their trade by Ghagin for his own benefit and self-interest. In exchange, the children have gained a mentor and a way to survive on the tough streets of Kratas, often orphaned after having lost their parents to the brutal gang wars.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (9): 4/D6

**Willpower** (7): 4/D6

**Strength** (6): 3/D4

**Perception** (14): 6/D10

**Charisma** (7): 4/D6

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 8

**Social Defense:** 5

**Initiative:** 6/D10

**Physical Armor:** 0

**Mystic Armor:** 0





**Death Rating:** 30  
**Wound Threshold:** 7  
**Unconsciousness Rating:** 21

Chagin's Grandchildren know the Wound Balance skill.

**Combat Movement:** 30      **Full Movement:** 60

## Skills

### Artisan:

Acting (1): 5/D8

### Knowledge:

Begging (1): 7/D12

Gangs of Kratas (1): 7/D12

Kratas Undercity (1): 7/D12

The Scrabbles (1): 7/D12

Tunneling (1): 7/D12

### General:

Climbing (1): 7/D12

Conceal Weapon (1): 7/D12

Engaging Banter (2): 6/D10

Fast Grab (2): 8/2D6

Fast Hand (2): 8/2D6

Lock Picking (2): 8/2D6

Melee Weapons (1): 7/D12

Picking Pockets (3): 9/D8+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Silent Walk (1): 7/D12

Slough Blame (1): 5/D8

Speak Language (2): 8/2D6

—Dwarf (Throalic), *Sperethiel*

Streetwise (1): 7/D12

Surprise Strike (2): 5/D8

Wound Balance (1): 4/D6

## Equipment

Knife (Damage 4/D6; Range 6–10–12)

Adventurer's Kit

Belt Pouch

Climbing Kit

Peasant's Garb

Trail Rations (1 week)

Thieves' Pick and Tools

Tunneling Tools

## Loot

D4 copper pieces (in belt pouch).

## Legend Award

40 Legend Points

## Notes

Chagin's Grandchildren possess the elf Low-Light Vision racial ability.

## FINELLIANIS

Finellianis is a Twelfth Circle elf Thief.

## Attributes

**Dexterity** (25): 10/D10+D6

**Toughness** (12): 5/D8

**Willpower** (11): 5/D8

**Recovery Tests:** 2

**Knockdown:** 3/D4\*

## Characteristics

**Physical Defense:** 15

**Spell Defense:** 12

**Social Defense:** 12

**Initiative:** 10/D10+D6

**Physical Armor:** 8

**Mystic Armor:** 5

**Death Rating:** 26 (91)\*

**Wound Threshold:** 9

**Unconsciousness Rating:** 18 (70)\*

\* These values have been modified for blood magic.  
 \*\* Finellianis knows the Wound Balance talent.

**Combat Movement:** 58

**Full Movement:** 116

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

Astral Pocket<sup>D</sup> (12): 20/D20+D8+D6

Avoid Blow<sup>D</sup> (15): 25/D20+D10+D8+D4\*

Climbing (13): 23/D20+2D10

Conceal Weapon<sup>D</sup> (12): 22/D20+D10+D8

Detect Trap (12): 20/D20+D8+D6

Detect Weapon (12): 20/D20+D8+D6

Disarm Trap<sup>D</sup> (12): 22/D20+D10+D8

*Disguise Self* (12): 20/D20+D8+D6

Durability (5/4) (13): 13

Fast Hand<sup>D</sup> (12): 22/D20+D10+D8

*Gold Sense* (12): 20/D20+D8+D6

Karma Ritual (12): 12

Fence<sup>D</sup> (12): 19/D20+2D6 (Covet Item)

*Leadership* (8): 15/D20+D6

Lip Reading<sup>D</sup> (12): 19/D20+2D6

Lock Picking<sup>D</sup> (12): 22/D20+D10+D8

Lock Sense<sup>D</sup> (12): 20/D20+D8+D6

Melee Weapons (12): 22/D20+D10+D8

Missile Weapons (12): 22/D20+D10+D8

Quickblade (12): 22/D20+D10+D8

Picking Pockets<sup>D</sup> (13): 23/D20+2D10 (Offguard)

Ritual of the Ghostmaster<sup>D</sup> (12): 20/D20+D8+D6

Sense Poison<sup>D</sup> (12): 20/D20+D8+D6

Silent Walk<sup>D</sup> (15): 25/D20+D10+D8+D4 (Shadow Hide)\*

*Slough Blame* (12): 19/D20+2D6

Speak Language (7): 15/D20+D6

—Obsidianman, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windling

Sprint (13): 23/D20+2D10

Surprise Strike<sup>D</sup> (12): 18/D20+D12

Throwing Weapons<sup>D</sup> (12): 22/D20+D10+D8 (Improvised

Missiles, Lightning Throw, Pin Up, Placed Throw)

Thread Weaving (Thief Weaving)<sup>D</sup> (12): 20/D20+D8+D6

(Thread Masking)

Trap Initiative<sup>D</sup> (12): 22/D20+D10+D8 (Act On Instinct)

Wound Balance (12): 18/D20+D12

<sup>D</sup> Indicates a Discipline talent.

*Italicized talents require Karma.*

<sup>\*</sup> Talents modified by Avoid Blow and Silent Walk rank +3 from thread espagra boots.

## Skills

### Artisan:

Acting (6): 13/D12+D10

### Knowledge:

Gangs of Kratas (6): 14/D20+D4

Quiet Feet, Quick Fingers Lore (7): 15/D20+D6

Safehearts Lore (6): 14/D20+D4

### General:

Conversation (6): 13/D12+D10

Evaluate (6): 14/D20+D4

Fast Grab (6): 16/D20+D8

Read and Write Language (1): 9/D8+D6  
 —Dwarf (Throalic)  
 Rushing Attack (6): 16/D20+D8  
 Search (6): 14/D20+D4  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), Human  
 Streetwise (6): 14/D20+D4  
 Swimming (6): 12/2D10

## Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +3; Damage 14/D20+D4)  
 12 × Daggers (Damage 8/2D6; Range 9–15–18)  
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)  
 2 × Hawk Hatchets (Damage 10/D10+D6; Range 24–40–48)  
 Thread Longbow (Rank 3; Damage 13/D12+D10; Range 80–160–320)  
 Thread Quiver (Rank 4; 5 × capacity; 1/10th weight of items inside; with 40 longbow arrows)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)  
 Orichalcum Pledge Coin (3 Damage Points)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 3 × Healing Potions  
 Last Chance Salve  
 Light Quartz Lantern  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb

## Loot

Over 4,000 silver pieces worth of trophy treasures from thefts.

## Legend Award

42,940 Legend Points

## Notes

Finellianis possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** Evaluate Item (2 Damage Points)

**Ninth Circle:** Karma on Recovery Tests; +1 Spell Defense

**Tenth Circle:** +1 Recovery Test per day; +1 Social Defense

**Eleventh Circle:** +1 Physical Defense, +1 Spell Defense

**Twelfth Circle:** Shadowcloak (2 Damage Points)



# UTSIDE RELATIONS

The following characters appear in the **Outside Relations** chapter of the **Kratas: The City of Thieves** sourcebook.

## SYT LIANAD

The Force's most senior operative in Vivane is Syt Lianad, a Seventh Circle human Illusionist. She has successfully infiltrated the Barsaivian resistance, as well as some of the slaver rings, and even Vivane high society. She has accomplished this through several false identities and disguises. Lianad uses these contacts to gather intelligence, funnel support to the rebels and thwart the efforts of the Therans in the province. Of course, she also scopes out targets for theft by the dozen or so members of the gang that live in Vivane. Lianad does not directly take part in any of these activities herself, as it has taken her too long to develop her covers to risk being discovered.

## Attributes

**Dexterity** (14): 6/D10  
**Toughness** (12): 5/D8  
**Willpower** (14): 6/D10

**Strength** (10): 5/D8  
**Perception** (16): 7/D12  
**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 8  
**Spell Defense:** 9  
**Social Defense:** 11

**Initiative:** 6/D10  
**Physical Armor:** 5  
**Mystic Armor:** 5

**Death Rating:** 31 (63)\*

**Wound Threshold:** 9

**Unconsciousness Rating:** 23 (47)\*

\* These values have been modified for blood magic.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 37

**Karma Step:** 5/D8

## Talents (Knacks)

Astral Sight<sup>D</sup> (7): 14/D20+D4  
 Dead Fall<sup>D</sup> (7): 13/D12+D10 (Deathbed)  
 Disguise Self<sup>D</sup> (7): 14/D20+D4 (Angelic Appearance)  
 Durability (4/3) (8): 8  
 Enhanced Matrix (7): 7  
 False Sight<sup>D</sup> (7): 7  
 Fast Hand<sup>D</sup> (7): 13/D12+D10  
 Fence (4): 11/D10+D8<sup>V</sup>  
 Karma Ritual (7): 7  
 Lip Reading (4): 11/D10+D8<sup>V</sup>  
 Picking Pockets (4): 10/D10+D6<sup>V</sup>  
 Read and Write Language (7): 14/D20+D4  
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling  
 Read and Write Magic<sup>D</sup> (7): 14/D20+D4  
 Silent Walk (4): 10/D10+D6<sup>V</sup>  
 Slough Blame<sup>D</sup> (7): 14/D20+D4  
 Speak Language (6): 13/D12+D10  
 —*Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling  
 Spellcasting<sup>D</sup> (7): 14/D20+D4 (Anchored Spell, Gaping Wounds)  
 Spell Matrix (7): 7  
 Spell Matrix (7): 7  
 Spell Matrix (7): 7  
 Spell Matrix (7): 7  
 Thread Weaving (Illusionism)<sup>D</sup> (8): 15/D20+D6 (Thread



Masking)

Versatility (4): 4

Willforce (7): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

*Italicized* talents require Karma.

<sup>V</sup> Indicates a talent learned through Versatility.

## Skills

### Artisan:

Acting (4): 11/D10+D8

Dancing (4): 11/D10+D8

Robe Embroidery (4): 11/D10+D8

### Knowledge:

Barsaivian Resistance Lore (4): 11/D10+D8

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (4): 11/D10+D8

Infiltration (4): 11/D10+D8

Negotiation (4): 11/D10+D8

Slave Trade Routes (4): 11/D10+D8

Sky Point and Vrontok History (4): 11/D10+D8

Theran Court Dancing (4): 11/D10+D8

Vivane History (4): 11/D10+D8

### General:

Arcane Mutterings (4): 11/D10+D8

Avoid Blow (2): 8/2D6

Climbing (2): 8/2D6

Conversation (4): 11/D10+D8

Etiquette (4): 11/D10+D8

Evaluate (4): 11/D10+D8

Fast Grab (2): 8/2D6

First Impression (4): 11/D10+D8

Graceful Exit (4): 11/D10+D8

Haggle (4): 11/D10+D8

Melee Weapons (2): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (4): 11/D10+D8

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Human

Surprise Strike (3): 8/2D6

Streetwise (4): 11/D10+D8

Trading (4): 11/D10+D8

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Whip (Damage 8/2D6; Entangle 9)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Climbing Kit

Cloaksense Brooch

Disguise Kit

Embroidered Robe

Embroidery Tools

Grimoire

Quiet-Fingers Gloves

Healing Potion

6 yards of rope

Trail Rations (1 week)

Hooded Mask and Traveler's Garb (Resistance disguise)

Theran Cloak

Wealthy Traveler's Garb (Theran disguise)

Writing Kit

## Spells

Astral Shadow, Best Face, Bond of Silence, Catseyes, Conceal Tracks, Disguise Metal, Displace Image<sup>M</sup>, Encrypt, Enter and Exit, Ephemeral Bolt<sup>M</sup>, Innocent Activity, Light, Noble Manner<sup>M</sup>, Nobody Here, Pauper's Purse, Phantom Warrior, Rope Guide, Send Message<sup>M</sup>, Silent Stampede, Switch, Tailor, True Ephemeral Bolt, Twisted Tongues, Walk Through<sup>E</sup>, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

250 silver pieces (in quiet pouch)

## Legend Award

2,425 Legend Points

## Notes

Syt possesses the human Versatility racial ability.

**Fourth Circle:** Glamour (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

## TYPICAL THERAN SPY

The Theran spy is a master of infiltration and subterfuge in urban environments. He is able to move about undetected while using his heightened senses as a Scout to tail and observe others. He finds it easy to blend into Kratas since multi-Disciplining as a Thief.

If being a Thief becomes inconvenient to his mission, he can easily change disguises acting as a roving mercenary or shady merchant. As a merchant, he often buys information through bribery or from information brokers and often hires other agents to get information for him that he cannot buy.

The Theran spy is a Fourth Circle human Scout infiltrator specialist and Fourth Circle Thief.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (13): 6/D10

**Perception** (16): 7/D12

**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 12

**Spell Defense:** 9

**Social Defense:** 7

**Initiative:** 5/D8

**Physical Armor:** 9

**Mystic Armor:** 2

**Death Rating:** 34 (58)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 26 (46)\*

**Recovery Tests:** 3

**Knockdown:** 6/D10

\* These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 29

**Karma Step:** 5/D8

## Infiltrator Scout Talents (Knacks)

Air Dance (4): 9/D8+D6<sup>V</sup>

Astral Sight<sup>D</sup> (4): 11/D10+D8

Avoid Blow<sup>D</sup> (5): 12/2D10

Climbing<sup>D</sup> (6): 13/D12+D10 (By the Fingernails)\*\*

Durability (6/5) (4): 4  
 Haggle (4): 9/D8+D6<sup>V</sup>  
 Karma Ritual (4): 4  
 Lock Sense (5): 12/2D10  
 Maneuver (4): 11/D10+D8  
 Melee Weapons (5): 12/2D10  
 Read and Write Language (4): 11/D10+D8  
 —Human, *Or'zet*, *Sperethiel*, Theran  
 Riposte (4): 11/D10+D8  
 Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
 Thread Weaving (Scout Weaving)<sup>D</sup> (4): 11/D10+D8  
 Tiger Spring (2): 2<sup>V</sup>  
 Tracking<sup>D</sup> (4): 11/D10+D8  
 Versatility (4): 4  
*Wood Skin* (2): 8/2D6<sup>V</sup>

<sup>D</sup> Indicates a Discipline talent.

<sup>V</sup> Indicates a talent learned through Versatility.

<sup>\*</sup> Talent modified by -2 Initiative penalty.

<sup>\*\*</sup> Talent modified by Climbing rank +1 from thread boots.

## Thief Talents

Fence<sup>D</sup> (4): 9/D8+D6  
 Lock Picking<sup>D</sup> (4): 11/D10+D8  
 Picking Pockets<sup>D</sup> (4): 11/D10+D8  
 Surprise Strike<sup>D</sup> (4): 10/D10+D6  
 Trap Initiative<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (3): 8/2D6

### Knowledge:

Barsaivian Politics (3): 10/D10+D6  
 Espionage (3): 10/D10+D6  
 Gangs of Kratas (2): 9/D8+D6  
 Kratas Black Market (2): 9/D8+D6  
 Merchants' Row (2): 9/D8+D6

### General:

Acrobatic Strike (2): 9/D8+D6  
 Bribery (2): 7/D12  
 Conceal Weapon (3): 10/D10+D6  
 Conversation (2): 7/D12  
 Disguise (3): 10/D10+D6  
 Evaluate (2): 9/D8+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Rhetoric (2): 9/D8+D6  
 Speak Language (3): 10/D10+D6  
 —Dwarf (Throalic), Human, Theran  
 Streetwise (2): 9/D8+D6  
 Trading (2): 7/D12  
 Unarmed Combat (2): 9/D8+D6

## Equipment

Buckler (Phys 1; Shatter 17)  
 Espagra-Scal Cloak (Phys 3; Myst 1; Init 0/1)  
 Hardened Leather (Phys 5; Init 1)  
 Broadsword (Forged +1; Damage 12/2D10)  
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
 Short Sword (Forged +1; Damage 11/D10+D8)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Climbing Kit

Disguise Kit  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb  
 Wealthy Traveler's Garb (worn as part of the disguise when acting as a merchant)  
 Writing Kit

## Loot

100 silver pieces (in quiet pouch)

## Legend Award

450 Legend Points

## Notes

The Theran spy possesses the human Versatility racial ability.

**Fourth Circle:** Infiltrator Scout: Enhanced Senses (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)

## TYPICAL MESSENGER SPY

The Messenger spy delivers messages and packages for Thera. This is the perfect cover for him to spy on people, places, and events that happen en-route or at the location of the drop for the package or message. In Kratas, this spy is a liaison for Vistrosh and delivers messages between him and Theran operatives while keeping tabs on the blood warden. He can easily act as a deliverer of fenced goods to and from Kratan fixers to cover up these other operations. He has a lifetime Messenger contract with Thera to report everything he sees while delivering messages or goods even if it seems trivial or insignificant at the time.

If anyone dares to try and stop him from delivering his cargo or messages or he is discovered in espionage, this Messenger has significantly improved his combat abilities by multi-Disciplining as a Warrior to fight his way out of these situations to avoid capture.

The Messenger spy is a Fourth Circle t'skrang Messenger and Fourth Circle Warrior.

## Attributes

**Dexterity** (14): 6/D10  
**Toughness** (14): 6/D10  
**Willpower** (17): 7/D12

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 11  
**Spell Defense:** 9  
**Social Defense:** 7

**Initiative:** 6/D10  
**Physical Armor:** 4  
**Mystic Armor:** 4

**Death Rating:** 35 (59)<sup>\*</sup>  
**Wound Threshold:** 10

**Recovery Tests:** 3  
**Knockdown:** 6/D10<sup>\*\*</sup>

**Unconsciousness Rating:** 27 (47)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.  
<sup>\*\*</sup> The Messenger Spy knows the Wound Balance talent.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Messenger Talents

Avoid Blow (5): 11/D10+D8  
 Book Memory<sup>D</sup> (4): 11/D10+D8



Book Recall<sup>D</sup> (4): 11/D10+D8  
 Climbing<sup>D</sup> (6): 12/2D10<sup>\*</sup>  
 Direction Sense<sup>D</sup> (5): 12/2D10  
 Durability (6/5) (4): 4  
 Karma Ritual (4): 4  
 Melee Weapons (5): 11/D10+D8  
 Read and Write Language<sup>D</sup> (4): 11/D10+D8  
 —Human, Or'zet, Sperethiel, Theran  
 Speak Language<sup>D</sup> (4): 11/D10+D8  
 —Human, Or'zet, Sperethiel, Theran  
 Sprint<sup>D</sup> (4): 10/D10+D6  
 Thread Weaving (Message Weaving)<sup>D</sup> (4): 11/D10+D8  
 Wound Balance (4): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.  
 Talent modified by Climbing rank +1 from thread boots.

## Warrior Talents

Acrobatic Strike (4): 10/D10+D6  
 Air Dance (4): 10/D10+D6  
 Anticipate Blow<sup>D</sup> (4): 11/D10+D8  
 Down Strike<sup>D</sup> (4): 10/D10+D6  
 Throwing Weapons (4): 10/D10+D6  
 Tiger Spring (4): 4<sup>D</sup>  
 Unarmed Combat (4): 10/D10+D6  
 Wood Skin<sup>D</sup> (4): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (2): 7/D12  
 Wood Carving (3): 8/2D6

### Knowledge:

Brocher's Brood Lore (2): 9/D8+D6  
 Espionage (3): 10/D10+D6  
 Gangs of Daiche (2): 9/D8+D6  
 Gangs of Kratas (2): 9/D8+D6  
 House K'tenshin Lore (2): 9/D8+D6  
 Slave Trade Routes (2): 9/D8+D6  
 Theran Politics (2): 9/D8+D6

### General:

Conceal Weapon (3): 9/D8+D6  
 Fishing (2): 9/D8+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Search (2): 9/D8+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), T'skrang  
 Streetwise (2): 9/D8+D6  
 Swimming (2): 8/2D6

## Equipment

Buckler (Phys 1; Shatter 17)  
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Broadsword (Forged +1; Damage 12/2D10)  
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)  
 Knife (Forged +1; Damage 8/2D6; Tail Damage 7/D12; Range 6–10–12)  
 Short Sword (Damage 10/D10+D6; Tail Damage: 8/2D6)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)  
 Cloaksense Brooch  
 Adventurer's Kit  
 2 × Booster Potions  
 Bug Repellant  
 Carving Tools

Climbing Kit  
 Fishing Kit  
 Forge Tools  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

## Loot

100 silver pieces (in quiet pouch)

## Legend Award

355 Legend Points

## Notes

The Messenger spy possesses the t'skrang Tail Attack (Damage 6/D10) racial ability.

**Fourth Circle:** Messenger: Encryption (1 Damage Point);  
 Warrior: Karma on Willpower-only Tests

## DIONA THE SWIFT

Kratas' ambassador to Throal is Diona the Swift. Her official title is Senior Slasher to Garlthik of Kratas; a more painful but accurate title might be "Troublesome Former Lover Who Has Been Sent Far, Far Away." Diona is a feisty ork woman with a penchant for brawling. When not attending official court functions, she spends her time breaking furniture in taverns throughout Throal. An adept of the Thief and Warrior Disciplines, Diona has befriended King Neden and promised to take him on an incognito tour of Kratas' most colorful sights. Tramon, the Ambassador General of Throal's Diplomatic Corps, considers Diona a bad influence on the king, and is hoping she will commit a crime serious enough to justify her expulsion from Throal.

Despite her loud behavior, Diona is actually quite savvy and has been successful in carrying out her two secret assignments for Garlthik. The first was to befriend Neden, building further good will between the Force and the Royal Family in hopes of staving off an invasion in future. The second is to keep an ear to the ground and report on agitation against Kratas in the court and on the streets of Throal.

Diona is a Fifth Circle ork Thief and Warrior.

## Attributes

**Dexterity** (18): 7/D12  
**Toughness** (16): 7/D12  
**Willpower** (11): 5/D8

**Strength** (19): 8/2D6  
**Perception** (13): 6/D10  
**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 13  
**Spell Defense:** 7  
**Social Defense:** 7

**Initiative:** 7/D12  
**Physical Armor:** 3  
**Mystic Armor:** 2

**Death Rating:** 38 (83)<sup>\*</sup>  
**Wound Threshold:** 11  
**Unconsciousness Rating:** 30 (65)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 38  
**Karma Points:** 39

**Recovery Tests:** 3  
**Knockdown:** 8/2D6  
**Full Movement:** 76  
**Karma Step:** 5/D8

## Thief Talents (Knacks)

Climbing (6): 13/D12+D10<sup>\*</sup>  
 Detect Trap (5): 11/D10+D8  
 Disarm Trap<sup>D</sup> (5): 12/2D10  
 Fence<sup>D</sup> (5): 10/D10+D6  
 Lock Picking<sup>D</sup> (5): 12/2D10  
 Lock Sense (5): 11/D10+D8  
 Picking Pockets<sup>D</sup> (5): 12/2D10  
 Silent Walk<sup>D</sup> (5): 12/2D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (5): 13/D12+D10  
 Thread Weaving (Thief Weaving)<sup>D</sup> (4): 10/D10+D6  
 Trap Initiative (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

<sup>\*</sup> Talent modified by Climbing rank +1 from thread boots.

## Warrior Talents (Knacks)

Acrobatic Strike (5): 12/2D10  
 Air Dance (5): 12/2D10  
 Anticipate Blow<sup>D</sup> (5): 11/D10+D8  
 Avoid Blow<sup>D</sup> (6): 13/D12+D10  
 Down Strike<sup>D</sup> (5): 13/D12+D10  
 Durability (9/7) (5): 5  
 Gliding Stride (5): 12/2D10  
 Karma Ritual (5): 5  
 Melee Weapons (6): 13/D12+D10 (Improvised Weapons)  
 Swift Kick<sup>D</sup> (6): 13/D12+D10  
 Throwing Weapons (5): 12/2D10  
 Tiger Spring (5): 5



Unarmed Combat<sup>D</sup> (7): 14/D20+D4 (Head Butt, Mighty Throw, Pin Down)  
 Wood Skin<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Dancing (3): 8/2D6

### Knowledge:

Court Dancing (3): 9/D8+D6  
 Force of the Eye Lore (3): 9/D8+D6  
 Gangs of Kratas (3): 9/D8+D6  
 Throalic Bars and Taverns (3): 9/D8+D6  
 Throalic Politics (3): 9/D8+D6

### General:

Conceal Weapon (3): 10/D10+D6  
 Conversation (3): 8/2D6  
 First Impression (3): 8/2D6  
 Flirting (3): 8/2D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Seduction (3): 8/2D6  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Or'zet*  
 Streetwise (3): 9/D8+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Broadsword (Forged +2; Damage 15/D20+D6)  
 Dagger (Forged +1; Damage 11/D10+D8; Range 9–15–18)  
 2 × Flight Daggers (Damage 10/D10+D6; Range 21–35–42)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Climbing Kit  
 Forge Tools  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb

## Loot

260 silver pieces (in quiet pouch)

## Legend Award

620 Legend Points

## Notes

Diona possesses the ork Low-Light Vision and *Gahad* racial abilities.

**Fourth Circle:** Thief: Thieves' Tongue (1 Damage Point);  
 Warrior: Karma on Willpower-only Tests

**Fifth Circle:** Thief: Karma on Perception-only Tests;  
 Warrior: Karma on Dexterity-only Tests

## LILTOM

The Throalic ambassador to Kratas is a young dwarf woman Named Liltom. She received this less-than-coveted post after vocally criticizing Tramon, who happened to be eavesdropping in the next room. Her primary job is to petition Garlthik for the return of stolen Throalic goods, and the punishment of those who stole them. Her petitions are rarely successful, and



Garlthik's henchmen sometimes rough her up for her trouble. Like most ambassadors to Kratas, Liltom is considering quitting His Majesty's Diplomatic Corps for a safer line of work.

Liltom is a non-adept dwarf ambassador.

### Attributes

**Dexterity** (11): 5/D8  
**Toughness** (19): 8/2D6  
**Willpower** (14): 6/D10

**Strength** (13): 6/D10  
**Perception** (11): 5/D8  
**Charisma** (9): 4/D6

### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 7  
**Social Defense:** 6

**Initiative:** 5/D8  
**Physical Armor:** 3  
**Mystic Armor:** 3

**Death Rating:** 43  
**Wound Threshold:** 12

**Recovery Tests:** 3  
**Knockdown:** 6/D10\*

**Unconsciousness Rating:** 35

Liltom knows the Wound Balance skill.

**Combat Movement:** 18

**Full Movement:** 36

### Skills

#### Artisan:

Calligraphy (2): 6/D10  
 Dancing (5): 9/D8+D6

#### Knowledge:

Caravan Trade Routes (3): 8/2D6  
 Court Dancing (5): 10/D10+D6  
 Force of the Eye Lore (2): 7/D12  
 Gangs of Kratas (1): 6/D10  
 Throalic Law (3): 8/2D6  
 Throalic Politics (5): 10/D10+D6

#### General:

Conversation (2): 6/D10  
 Engaging Banter (2): 6/D10  
 Etiquette (5): 9/D8+D6  
 Melee Weapons (1): 6/D10  
 Read and Write Language (2): 7/D12  
 —Dwarf (Throalic), *Or'zet*  
 Speak Language (2): 7/D12  
 —Dwarf (Throalic), *Or'zet*  
 Wound Balance (3): 9/D8+D6

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Dwarf Sword (Damage 9/D8+D6)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Calligraphy Tools  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

### Loot

25 silver pieces (in quiet pouch)

### Legend Award

85 Legend Points

### Notes

Liltom possesses the dwarf Heat Sight racial ability.

## RIVEALANI NEUMANI

The Junior Gatherer currently in charge of the Eye of Throal's efforts in Kratas is Rivealani Neumani, a precocious young member of House Neumani who is a humble clerk in that house's compound in Merchants' Row. She coordinates and gives support to the activities of other members of the Eye who move through the city, buys information on the black market of Kratas, and also hires freelance spies. Rivealani smuggles coded reports back to Throal in the caravans of her own and the other dwarf trading houses.

Rivealani is a Sixth Circle dwarf Thief.

### Attributes

**Dexterity** (14): 6/D10  
**Toughness** (15): 6/D10  
**Willpower** (11): 5/D8

**Strength** (14): 6/D10  
**Perception** (14): 6/D10  
**Charisma** (16): 7/D12

### Characteristics

**Physical Defense:** 8  
**Spell Defense:** 8  
**Social Defense:** 11

**Initiative:** 6/D10  
**Physical Armor:** 3  
**Mystic Armor:** 2

**Death Rating:** 37 (67)\*  
**Wound Threshold:** 10

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Unconsciousness Rating:** 29 (53)\*

\* These values have been modified for blood magic.

**Combat Movement:** 24

**Full Movement:** 48

**Karma Points:** 25

**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow<sup>D</sup> (6): 12/2D10  
 Climbing (6): 12/D10  
 Detect Trap (6): 12/2D10  
 Disarm Trap<sup>D</sup> (6): 12/2D10  
*Disguise Self* (6): 12/2D10  
 Durability (5/4) (6): 6  
 Fast Hand<sup>D</sup> (6): 12/2D10  
 Fence<sup>D</sup> (6): 13/D12+D10 (Covet Item)  
 Karma Ritual (6): 6  
 Lock Picking<sup>D</sup> (6): 12/2D10  
 Lock Sense<sup>D</sup> (6): 12/D10  
 Melee Weapons<sup>D</sup> (7): 13/D12+D10  
 Picking Pockets<sup>D</sup> (6): 12/D10  
 Silent Walk<sup>D</sup> (7): 13/D12+D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (6): 12/2D10  
 Thread Weaving (Thief Weaving)<sup>D</sup> (6): 12/2D10 (Thread Masking)  
 Trap Initiative<sup>D</sup> (6): 12/2D10

D Indicates a Discipline talent.  
 Italicized talents require Karma.

### Skills

#### Artisan:

Calligraphy (3): 10/D10+D6

#### Knowledge:

Caravan Trade Routes (3): 9/D8+D6  
 Espionage (3): 9/D8+D6  
 Eye of Throal Lore (3): 9/D8+D6  
 Gangs of Kratas (3): 9/D8+D6  
 Kratas Black Market (3): 9/D8+D6  
 House Neumani Lore (3): 9/D8+D6  
 Merchants' Row (3): 9/D8+D6  
 Smuggling (3): 9/D8+D6

#### General:

Bribery (3): 10/D10+D6  
 Conceal Weapon (2): 8/2D6  
 Forgery (3): 9/D8+D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Search (3): 9/D8+D6  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), *Or'zet*  
 Streetwise (3): 9/D8+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
 Dwarf Sword (Forged +2; Damage 11/D10+D8)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Calligraphy Tools  
 Climbing Kit  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb  
 Writing Kit

## Loot

190 silver pieces (in quiet pouch)

## Legend Award

435 Legend Points

## Notes

Rivealani possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

## TUSKEATER

The current head of the Force of the Eye in Bartertown is a gargantuan troll Named Tuskeater. Tuskeater is obviously an Outcast Warrior, as her horns have been cut off. She is also covered with countless scars and is one of the most intimidating Name-givers in Bartertown. Her name stems from a fight with a rival during which, when the two had grappled each other to a stalemate, she ripped off his lower jaw with her teeth. Clearly, Garlthik's choice of her to represent the Force in Bartertown is intended to intimidate the other gangs of the town.

Because of the lawlessness of Bartertown, Tuskeater is open about her affiliation. This makes it easy for those seeking to fence goods, hire muscle, or have other dealings with the Force of the Eye. She also has a few dozen members of the Force at her beck and call in Bartertown. Their exact number fluctuates as they are often on their way to or from Kratas, or other towns in the province. These include thieves, enforcers, fences, and spies, most of whom are not open about their membership in the Force. Thus, nearly any member of the criminal underworld of Bartertown could be one of the Force of the Eye.

Tuskeater is a Seventh Circle troll Outcast Warrior.

## Attributes

**Dexterity** (11): 5/D8  
**Toughness** (20): 8/2D6  
**Willpower** (19): 8/2D6

**Strength** (25): 10/D10+D6  
**Perception** (9): 4/D6  
**Charisma** (9): 4/D6

## Characteristics

**Physical Defense:** 10  
**Spell Defense:** 6  
**Social Defense:** 6

**Initiative:** 5/D8  
**Physical Armor:** 14  
**Mystic Armor:** 9

**Death Rating:** 41 (104)\*

**Wound Threshold:** 13

**Unconsciousness Rating:** 33 (82)\*

\* These values have been modified for blood magic.

**Combat Movement:** 22

**Full Movement:** 44

**Karma Points:** 20

**Karma Step:** 3/D4

## Talents (Knacks)

Anticipate Blow<sup>D</sup> (7): 11/D10+D8  
 Air Dance (7): 12/2D10  
 Avoid Blow<sup>D</sup> (7): 12/2D10 (Bounce)  
 Battle Shout (7): 11/D10+D8  
 Down Strike<sup>D</sup> (7): 17/D20+D10  
 Durability (9/7) (7): 7  
*Earth Skin* (7): 15/D20+D6  
 Fireblood<sup>D</sup> (7): 15/D20+D6 (Flaming Wounds)  
 Great Leap (7): 12/2D10  
 Karma Ritual (7): 7  
 Life Check<sup>D</sup> (7): 15/D20+D6  
 Melee Weapons<sup>D</sup> (8): 13/D12+D10 (Armor Beater, Improvised Weapons)  
 Shield Charge<sup>D</sup> (7): 17/D20+D10  
 Steely Stare<sup>D</sup> (7): 12/2D10  
 Taunt (7): 11/D10+D8  
 Thread Weaving (Kava Weaving)<sup>D</sup> (7): 11/D10+D8 (Thread Masking)  
 Throwing Weapons (7): 12/2D10  
 Tiger Spring (7): 7  
 Unarmed Combat<sup>D</sup> (8): 13/D12+D10 (Head Butt, Pin Down)  
 Wood Skin<sup>D</sup> (7): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents* require Karma.

## Skills

### Artisan:

Scarification (4): 8/2D6

### Knowledge:

Bartertown History (4): 8/2D6

Extortion (4): 8/2D6

Force of the Eye Lore (4): 8/2D6

Gangs of Bartertown (4): 8/2D6

Gangs of Kratas (4): 8/2D6

### General:

Fence (4): 8/2D6

Read and Write Language (1): 5/D8

—Dwarf (Throalic)

Speak Language (2): 6/D10

—Dwarf (Throalic), Troll

Streetwise (4): 8/2D6

Tactics (4): 8/2D6

Trading (4): 8/2D6



## Equipment

Thread Crystal Buckler (Rank 4; Phys 4; Myst 4; Shatter 17)  
 Thread Chain Mail (Rank 4; Phys 10; Myst 2)  
 Troll Dagger (Forged +1; Damage 14/D20+D4; Range 9–15–18)  
 Troll Sword (Forged +4; Damage 20/D20+D8+D6)  
 2× Troll Spears (Forged +4; Damage 19/D20+2D6; Range 18–30–36)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing<sup>T</sup> (1): 6/D10)  
 Amulet of the Eye (2 Damage Points)  
 Adventurer's Kit  
 Belt Pouch  
 Climbing Kit  
 Cloaksense Brooch  
 Forge Tools  
 Trail Rations (1 week)  
 Traveler's Garb

## Loot

210 silver pieces (in belt pouch).

## Legend Award

1,300 Legend Points

## Notes

Tuskeater possesses the troll Heat Sight racial ability.

**Fourth Circle:** Dauntless Voice (1 Damage Point)

**Fifth Circle:** Karma on Willpower-only Tests

**Sixth Circle:** Karma on Strength-only Tests

**Seventh Circle:** Karma on melee weapons Damage Tests

## OLIARIS TENIST

Oliaris Tenist is an elf non-adept.

### Attributes

**Dexterity** (13): 6/D10

**Toughness** (10): 5/D8

**Willpower** (12): 5/D8

**Strength** (11): 5/D8

**Perception** (12): 5/D8

**Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 7

**Spell Defense:** 7

**Social Defense:** 8

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 2

**Death Rating:** 31

**Wound Threshold:** 8

**Unconsciousness Rating:** 22

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 28

**Full Movement:** 56

### Skills

#### Artisan:

Acting (5): 11/D10+D8

Calligraphy (2): 8/2D6

#### Knowledge:

Blood Wood History (1): 6/D10

Bolthole Locations (1): 6/D10

Cutthroat's Rest (1): 6/D10

Gangs of Kratas (3): 8/2D6

Merchants' Row Taverns (3): 8/2D6

#### General:

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Slough Blame (3): 9/D8+D6

Speak Language (2): 7/D12

—Dwarf (Throalic), *Sperethiel*

Streetwise (3): 8/2D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Broadsword (Damage 10/D10+D6)

Knife (Damage 6/D10; Range 6–10–12)

Cloaksense Brooch

Adventurer's Kit

Calligraphy Tools

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

## Loot

100 silver pieces (in quiet pouch)

## Legend Award

50 Legend Points

## Notes

Oliaris Tenist possesses the elf Low-Light Vision racial ability.

## GERTAN'KL THE EEL

Gertan'kl the Eel is a Seventh Circle t'skrang Boatman and member of the Force of the Eye. His skin is a mottled black and gray, from which he gets his name, though others say he is called "the Eel" because he is so slippery. Garlthik has tasked him with getting a piece of the black market pie entering the Blood Wood through the Carithasca ranelle. He is a charmer, and has extensive contacts up and down the Serpent River, with all the major arapagoi, the Carithasca, the Barsaivian black market in Vivane, the Scavians, and the Dinganni. He is able to maintain these contacts in part because of an array of fake identities he assumes. Among his possessions are a dagger, ring, bracelet and earring that mimic the g'doinya of the Ishkarat, Syrtis, V'strimon and K'tenshin arapagoi, respectively.

Gertan'kl rents space in riverboats and barges to smuggle goods up and down the Serpent and its tributaries, often disguising his contraband within legitimate shipments. He trades with the Syrtisians and the Carithasca, and he can call upon other members of the Force throughout the province to support his efforts. The Eel uses these trade contacts to gather intelligence on the Blood Wood as well. With his connections at Kaer Eidolon, Gertan'kl is the closest Garlthik has to a foothold in the Blood Wood.

The Eel also uses his knowledge of the black market to direct members of the Force to intercept his rivals' shipments. Not only does the Force get to steal the contraband, but by decreasing the competition, he can drive up his prices.

### Attributes

**Dexterity** (17): 7/D12

**Toughness** (13): 6/D10

**Willpower** (10): 5/D8

**Strength** (12): 5/D8

**Perception** (14): 6/D10

**Charisma** (22): 9/D8+D6

## Characteristics

**Physical Defense:** 12

**Spell Defense:** 8

**Social Defense:** 14

**Initiative:** 6/D10

**Physical Armor:** 8

**Mystic Armor:** 4

**Death Rating:** 33 (81)\*

**Wound Threshold:** 9

**Recovery Tests:** 2

**Knockdown:** 5/D8\*\*

**Unconsciousness Rating:** 25 (65)\*

\* These values have been modified for blood magic.  
\*\* Gertan'kl knows the Wound Balance talent.

**Combat Movement:** 34

**Full Movement:** 68

**Karma Points:** 25

**Karma Step:** 4/D6

## Boatman Talents (Knacks)

Acrobatic Strike (7): 14/D20+D4

Avoid Blow (7): 14/D20+D4

Cast Net<sup>D</sup> (7): 14/D20+D4 (Dragging Parry, Unarmed Cast Net)

Climbing<sup>D</sup> (8): 15/D20+D6 (Swinging in the Rigging)\*

Durability (6/5) (8): 8

Engaging Banter<sup>D</sup> (7): 16/D20+D8

Evaluate<sup>D</sup> (7): 13/D12+D10

Haggle<sup>D</sup> (7): 16/D20+D8 (Faulty Goods)

Heartening Laugh (7): 16/D20+D8

Karma Ritual (7): 7

Melee Weapons<sup>D</sup> (8): 15/D20+D6

Pilot Boat<sup>D</sup> (7): 12/2D10 (Safe Footing)

Second Weapon<sup>D</sup> (7): 14/D20+D4

Speak Language (7): 13/D12+D10

—Human, Human (Dinganni), Human (Scavian), *Or'zet*,

*Sperethiel*, Theran, Windling

Swimming<sup>D</sup> (7): 12/2D10 (Dive)

Thread Weaving (River Weaving)<sup>D</sup> (7): 13/D12+D10 (Thread Masking)

Throwing Weapons (7): 14/D20+D4

Unarmed Combat (7): 14/D20+D4

Wound Balance (7): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

*Italicized talents require Karma.*

\* Talent modified by Climbing rank +1 from thread boots.

## Skills

### Artisan:

Acting (4): 13/D12+D10

Craftsman: Goldsmith (4): 11/D10+D8

Craftsman: Silversmith (4): 11/D10+D8

Craft Weapon (4): 11/D10+D8

Reed Weaving (4): 13/D12+D10

### Knowledge:

Carithasca Ranelle Lore (4): 10/D10+D6

Dinganni Lore (4): 10/D10+D6

Force of the Eye Lore (4): 10/D10+D6

Gangs of Daiche (4): 10/D10+D6

Gangs of Kratas (4): 10/D10+D6

Gem Appraisal (4): 10/D10+D6

House Ishkarat Lore (4): 10/D10+D6

House K'tenshin Lore (4): 10/D10+D6

House Syrtis Lore (4): 10/D10+D6

House V'strimon Lore (4): 10/D10+D6

Jewelry Appraisal (4): 10/D10+D6

Kaer Eidolon History (4): 10/D10+D6

Mothingale River Trade Routes (4): 10/D10+D6

Scavian Lore (4): 10/D10+D6

Serpent River Trade Routes (4): 10/D10+D6

Smuggling (4): 10/D10+D6

Tylon River Trade Routes (4): 10/D10+D6

Vivane Black Market Lore (4): 10/D10+D6

### General:

Bribery (4): 13/D12+D10

Conversation (4): 13/D12+D10

Disguise (4): 10/D10+D6

Fence (4): 13/D12+D10

First Impression (4): 13/D12+D10

Forgery (4): 11/D10+D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (2): 8/2D6

—Dwarf (Throalic), T'skrang

Streetwise (4): 10/D10+D6

Surprise Strike (4): 9/D8+D6

Trading (4): 13/D12+D10

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Barbed Net (Damage 7/D12; Entangle 14)

2 × Barbed Throwing Nets (Range 7–11–14; Entangle 11; 2

Damage Points to entangled victim on failed escape attempt)

Broadsword (Forged +3; Damage 13/D12+D10)

2 × Casting Nets (Entangle 10)

Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)

Short Sword (Forged +2; Damage 11/D10+D8; Tail Damage 7/D12)

2 × Spears (Forged +3; Damage 12/2D10; Range 18–30–36)

2 × Throwing Nets (Range 5–8–13; Entangle 9)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Amulet of the Eye (2 Damage Points)

Cloaksense Brooch

Adventurer's Kit

2 × Booster Potions

Climbing Kit

Disguise Kit

Fishing Kit

Forge Tools

Goldsmithing Tools

Quiet Pouch

Reed Weaving Tools

Silversmithing Tools

Trail Rations (1 week)

Wealthy Traveler's Garb

Forged Gold Earring with rubies, *g'doinya* of House K'tenshin

Forged Obsidian Dagger, *g'doinya* of House Ishkarat

Forged Reed Bracelet, *g'doinya* of House V'strimon

Forged Silver Ring, *g'doinya* of House Syrtis

## Loot

560 silver pieces (in quiet pouch)

## Legend Award

1,465 Legend Points

## Notes

Gertan'kl possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.



**Fourth Circle:** Karma on Dexterity-only Tests  
**Fifth Circle:** Karma on Charisma-only Tests  
**Sixth Circle:** +1 Social Defense  
**Seventh Circle:** Karma on melee weapons Damage Tests

## BREKUL DENAIRASTAS

Brekul of Jerris is a successful human cat burglar who has lived in Serian's Sanctuary and other inns of Kratas for the past several years. She disappears for weeks at a time, and then returns, flush from another big score. She is small for an adult human and quite lithe and limber, excellent for sneaking into places she is not wanted.

No one is aware that she is actually Brekul Denairastas, a niece of Uhl Denairastas, and a member of the Gold Branch of the Holders of Trust. She also keeps secret that she is an Illusionist of Warden status. Whenever she does business for the Holders of Trust, she does so in disguise. She has spent years developing alternative identities in Kratas, and has at least half a dozen of these, of different races and Disciplines; some of her identities are even of the male gender. Any long-term resident could actually be one of Brekul's alter egos. When she officially leaves town for weeks at a time, she is usually just assuming one of her other identities. She has also used her human Versatility talent to learn some of the abilities of other Disciplines, to make her impersonations more convincing.

Her mission in Kratas is two-fold. First, she gathers intelligence on all the major powers for Iopos, through buying secrets and hiring spies. Second, she actively advances the interests of Iopos, by actions to weaken and subvert the powers in the province. These range from whispering campaigns to sow distrust between allies, to raids and assassinations. In all of these actions, she uses intermediaries and third parties, to prevent these actions from being traced back to her. Further, when arranging these actions, she uses groups such as ork scorchers; Brocher's Brood; or other gangs, cults, and secret societies. She sometimes pretends to be a member of one of these groups so her true motives will not be discovered. At other times she implies that she is an agent of Throal, Thera, or even the Blood Wood.

Her contacts with Iopos are limited, but she does use aropanya of the Ishkarat as go-betweens to receive instructions from Iopos, and send intelligence back to the city. As with all of her contacts, she meets with these t'skrang in disguise. When not wearing her thief's leathers, she wears dark-colored silks, and lets her long black bangs fall in front of her gold-colored eyes.

Brekul Denairastas is an Eleventh Circle human dragon-kin Illusionist and Sixth Circle Thief.

### Attributes

**Dexterity** (21): 8/2D6  
**Toughness** (13): 6/D10  
**Willpower** (17): 7/D12

**Strength** (11): 5/D8  
**Perception** (19): 8/2D6  
**Charisma** (16): 7/D12

### Characteristics

**Physical Defense:** 14  
**Spell Defense:** 16  
**Social Defense:** 13

**Initiative:** 6/D10  
**Physical Armor:** 11  
**Mystic Armor:** 6

**Death Rating:** 33 (81)\*  
**Wound Threshold:** 9

**Recovery Tests:** 2  
**Knockdown:** 5/D8\*\*

**Unconsciousness Rating:** 25 (61)\*

\* These values have been modified for blood magic.  
 \*\* Brekul knows the Wound Balance skill.

**Combat Movement:** 43      **Full Movement:** 86

**Karma Points:** 40      **Karma Step:** 5/D8

### Illusionist Talents (Knacks)

Acrobatic Strike (5): 13/D12+D10<sup>V</sup>  
 Armored Matrix (11): 11  
 Armored Matrix (11): 11  
 Astral Sight<sup>D</sup> (10): 18/D20+D12  
 Dead Fall<sup>D</sup> (11): 18/D20+D12  
 Detect Falsehood<sup>D</sup> (11): 19/D20+2D6 (Liar)  
 Disguise Self<sup>D</sup> (12): 20/D20+D8+D6 (Angelic Appearance)  
 Durability (4/3) (12): 12  
 Engaging Banter (11): 18/D20+D12  
 Enhanced Matrix (11): 11  
 Enhanced Matrix (11): 11  
 False Sight<sup>D</sup> (11): 11 (Lasting Memory)  
 Fast Hand<sup>D</sup> (12): 20/D20+D8+D6  
 Graceful Exit (5): 12/2D10<sup>V</sup>  
 Lizard Leap (4): 9/D8+D6<sup>V</sup>  
 Hypnotize (5): 12/2D10  
 Karma Ritual (11): 11  
 Memorize Image (11): 19/D20+2D6  
 Mimic Voice (7): 15/D20+D6<sup>V</sup>  
 Mind Wave<sup>D</sup> (11): 18/D20+D12 (Mind Trick)  
 Orbiting Spy (3): 11/D10+D8<sup>V</sup>  
 Poison Resistance (3): 9/D8+D6<sup>V</sup>  
 Read and Write Language (9): 17/D20+D10  
 —Human (Iopan), Obsidimen, Or'zat\*, Or'zet, Sperethiel, Thera, Troll, T'skrang, Windling  
 Read and Write Magic (11): 19/D20+2D6  
 Resist Taunt<sup>D</sup> (11): 18/D20+D12  
 Search (6): 14/D20+D4<sup>V</sup>  
 Slough Blame<sup>D</sup> (11): 18/D20+D12  
 Speak Language (7): 15/D20+D6  
 —Obsidimen, Or'zet, Sperethiel, Thera, Troll, T'skrang, Windling  
 Spellcasting<sup>D</sup> (11): 19/D20+2D6 (Anchored Spell, Maintain Spell Threads)\*\*  
 Spell Matrix (11): 11  
 Spell Matrix (11): 11  
 Spell Matrix (11): 11  
 Spell Matrix (11): 11  
 Thread Weaving (Illusionism)<sup>D</sup> (12): 20/D20+D8+D6 (Thread Masking)  
 Tiger Spring (5): 5<sup>V</sup>  
 True Sight<sup>D</sup> (11): 11  
 Versatility (8): 8  
 Willforce (11): 18/D20+D12

<sup>D</sup> Indicates a Discipline talent.

*Italicized talents require Karma.*

<sup>V</sup> Indicates a talent learned through Versatility.

*Or'zat* is the ancient language of the orks, shorter and more guttural than modern Or'zet (see p. 297 of the *Name-giver's Compendium*.)

\*\* Talent Modified by Spellcasting bonus +2 from Thread Wand.

### Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (9): 17/D20+D10\*  
 Climbing (7): 15/D20+D6  
 Detect Trap (6): 14/D20+D4  
 Disarm Trap<sup>D</sup> (6): 14/D20+D4  
 Fence<sup>D</sup> (6): 13/D12+D10 (Covet Item)  
 Lock Picking<sup>D</sup> (6): 14/D20+D4  
 Lock Sense (6): 14/D20+D4  
 Melee Weapons (7): 15/D20+D6  
 Picking Pockets<sup>D</sup> (7): 15/D20+D6 (Offguard)

Silent Walk<sup>D</sup> (9): 17/D20+D10 (Shadow Hide)\*  
Surprise Strike<sup>D</sup> (6): 11/D10+D8  
Trap Initiative<sup>D</sup> (6): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.

\* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

## Skills

### Artisan:

Acting (6): 13/D12+D10

Robe Embroidery (6): 13/D12+D10

### Knowledge:

Alchemy and Potions (5): 13/D12+D10

Botany (5): 13/D12+D10

Gangs of Kratas (5): 13/D12+D10

Holders of Trust Lore (6): 14/D20+D4

House Ishkarat Lore (5): 13/D12+D10

Iopos History (5): 13/D12+D10

Kratas Inns (5): 13/D12+D10

Secret Societies of Barsaive (3): 11/D10+D8

### General:

Alchemy (5): 13/D12+D10

Bribery (5): 12/2D10

Conceal Weapon (3): 11/D10+D8

Conversation (5): 12/2D10

Disguise (5): 12/2D10

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), Human (Iopan)

Streetwise (5): 13/D12+D10

Wound Balance (4): 9/D8+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Hardened Leather (Rank 4; Phys 8; Myst 2; Init 1)

Broadsword (Forged +3; Damage 13/D12+D10)

2× Dagger (Forged +1; Damage 8/2D6; Range 9–15–18; poisoned with black brine SD 6; Step Number 9)

2× Hawk Hatchets (Damage 9/D8+D6; Range 24–40–48)

Short Sword (Forged +2; Damage 11/D10+D8)

Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)

Thread Wand (Rank 4; SpellDef +2; Spellcasting Tests +2 bonus; Effect Tests +1 bonus)

Cloaksense Brooch

Adventurer's Kit

Black Brine Poison (2 doses)

Climbing Kit

Clingor Rope (9 yards length)

Disguise Kit

Elfbane Poison (2 doses)

Embroidered Midnight Blue Silk Robe

Embroidery Tools

Grimoire

2× Healing Potions

Kelia's Antidote; Black Brine (2 doses)

Kelix's Poultice

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

Alchemy Kit at room in Serian's Sanctuary

## Spells

Astral Shadow<sup>E</sup>, Best Face, Bleeding Edge, Blinding Glare, Blindness, Clarion Call, Conceal Tracks, Crafty Thought, Disguise Metal, Displace Image, Drunken Stagger<sup>E</sup>, Encrypt, Enter and Exit, Ephemeral Bolt, Eyes Have It<sup>M</sup>, Form Exchange<sup>M</sup>, Grim Reaper<sup>A</sup>, Illusory Missiles<sup>M</sup>, Impossible Knot, Impossible Lock, Innocent Activity<sup>M</sup>, Light, Memory Blank, Memory Scribe, Mind Fog, Monstrous Mantle, Nightmare of Foreboding, Noble Manner, Nobody Here, One of the Crowd<sup>A</sup>, Pauper's Purse, Phantom Fireball, Phantom Warrior, Pleasant Visions, Rope Guide, See the Unseen, Suffocation, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

<sup>A</sup> Denotes a spell currently in an Armored Matrix.

## Loot

Gems, Jewels, and Necklaces (worth 1,500 silver pieces), 130 silver pieces (in quiet pouch)

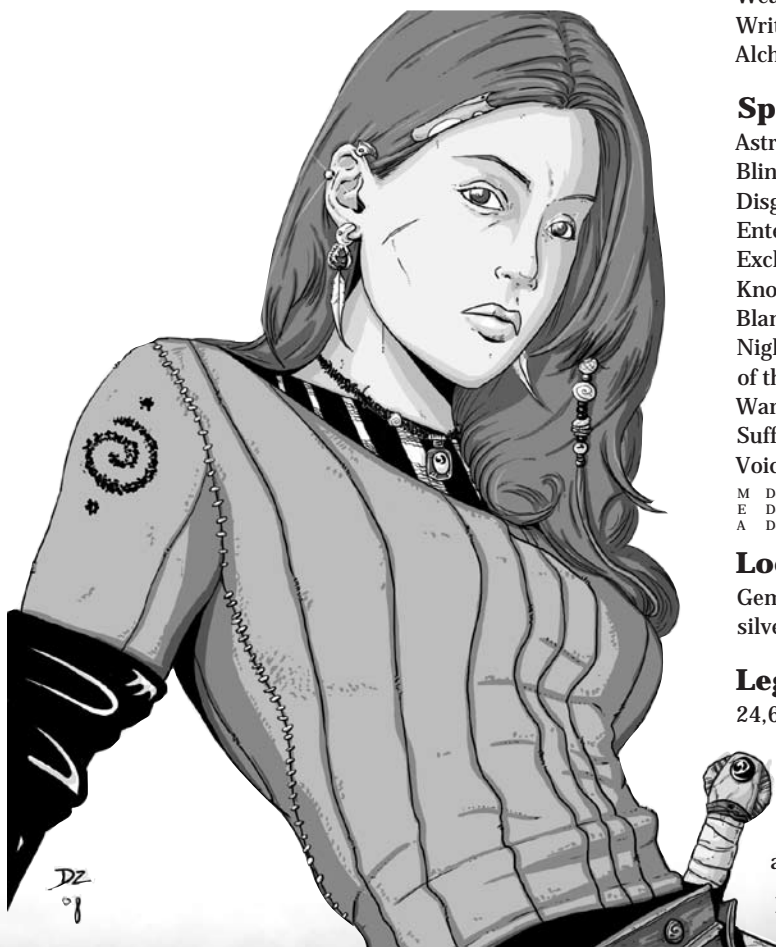
## Legend Award

24,645 Legend Points

## Notes

Brekul possesses the dragon-kin Astral-Sensitive Sight and Low-Light Vision, and the human Versatility, racial abilities.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point)





**Fifth Circle:** Illusionist/Thief: Karma on Perception-only Tests  
**Sixth Circle:** Illusionist: Karma on Willpower-only Tests; Thief: Karma on Dexterity-only Tests  
**Seventh Circle:** Karma on spell Effect Tests  
**Eighth Circle:** +1 Spell Defense  
**Ninth Circle:** Karma on Recovery Tests  
**Tenth Circle:** +1 Physical and Social Defense  
**Eleventh Circle:** +1 Social and Spell Defense

## FUML PIERCO

For the past several years, this group of the Force of the Eye has been lead by an aging human Eighth Circle burglar Thief specialist known as Fuml Pierco. He is a talented shipwright, and has worked his way up in one of the shipyards. He has the downtrodden demeanor of most Jerrisians. Like many in this city, he spends his days building airships, and his evenings in taverns and gaming halls, just to be home early so as to not run into any troubles— the streets of Jerris are no place to be alone at night. No one but the Force of the Eye knows that his casual drinking and gambling acquaintances are in fact thieves, spies, and cutthroats. At these meetings he approves plans for burglaries of the wealthy shipyard owners, gathers and distributes intelligence about shipping routes, and handles all the other business of the Force in Jerris. Pierco occasionally leads the thieves in a caper himself, just to keep in practice.

### Attributes

**Dexterity** (16): 7/D12  
**Toughness** (14): 6/D10  
**Willpower** (11): 5/D8

**Strength** (15): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (9): 4/D6

### Characteristics

**Physical Defense:** 13  
**Spell Defense:** 9  
**Sócial Defense:** 6

**Initiative:** 7/D12  
**Physical Armor:** 6  
**Mystic Armor:** 4

**Death Rating:** 33 (73)\*  
**Wound Threshold:** 10  
**Unconsciousness Rating:** 25 (57)\*

\* These values have been modified for blood magic.

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 40

**Karma Step:** 5/D8

### Talents (Knacks)

Air Sailing (4): 9/D8+D6<sup>V</sup>  
Avoid Blow<sup>D</sup> (8): 15/D20+D6  
Climbing<sup>D</sup> (9): 16/D20+D8\*  
Detect Trap<sup>D</sup> (8): 15/D20+D6  
Detect Weapon (8): 15/D20+D6  
Disarm Trap<sup>D</sup> (8): 15/D20+D6  
Disguise Self (8): 15/D20+D6  
Durability (5/4) (8): 8  
Evaluate<sup>D</sup> (8): 15/D20+D6  
Fence<sup>D</sup> (8): 12/2D10  
Great Leap (9): 16/D20+D8  
Haggle (4): 8/2D6<sup>V</sup>  
Lock Picking<sup>D</sup> (8): 15/D20+D6  
Lock Sense<sup>D</sup> (8): 15/D20+D6  
Karma Ritual (8): 8  
Melee Weapons (9): 16/D20+D8  
Missile Weapons (8): 15/D20+D6

Read and Write Magic (4): 11/D10+D8<sup>V</sup>  
Silent Walk<sup>D</sup> (8): 15/D20+D6 (Shadow Hide)  
Slough Blame (8): 12/2D10  
Surprise Strike (8): 14/D20+D4  
Thread Weaving (Thief Weaving)<sup>D</sup> (8): 15/D20+D6 (Thread Masking)  
Throwing Weapons<sup>D</sup> (8): 15/D20+D6 (Improvised Missiles, Lightning Throw, Placed Shot)  
Trap Initiative<sup>D</sup> (8): 15/D20+D6 (Act on Instinct)  
Versatility (4): 4  
Windcatcher (4): 9/D8+D6<sup>V</sup>

<sup>D</sup> Indicates a Discipline talent.

<sup>\*</sup> *Italicized* talents require Karma.

<sup>\*</sup> Talent modified by Climbing rank +1 from thread boots.

<sup>V</sup> Indicates a talent learned through Versatility.

## Skills

### Artisan:

Calligraphy (4): 8/2D6  
Craftsman: Shipwright (4): 11/D10+D8  
Mapmaking (4): 11/D10+D8

### Knowledge:

Airships (5): 12/2D10  
Airship Trade Routes (4): 11/D10+D8  
Architecture and Engineering (4): 11/D10+D8  
Force of the Eye Lore (4): 11/D10+D8  
Games of Chance (4): 11/D10+D8  
Gangs of Kratas (4): 11/D10+D8  
Negotiation (4): 11/D10+D8  
Jerris History (4): 11/D10+D8

### General:

Fast Grab (4): 11/D10+D8  
Fast Hand (4): 11/D10+D8  
Navigation (4): 11/D10+D8  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Research (4): 11/D10+D8  
Search (4): 11/D10+D8  
Speak Language (2): 9/D8+D6  
—Dwarf (Throalic), Human  
Streetwise (4): 11/D10+D8  
Trading (4): 8/2D6

## Equipment

Buckler (Phys 1; Shatter 17)  
Thread Leather (Rank 4; Phys 5; Myst 3)  
Broadsword (Forged +3; Damage 14/D20+D4)  
Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
8 × Throwing Daggers (Damage 8/2D6; Range 15–25–30s)  
Thread Longbow (Damage 13/D12+D10; Range 80–160–320)  
Quiver (with 20 longbow arrows)  
Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)  
Amulet of the Eye (2 Damage Points)  
Cloaksense Brooch  
Adventurer's Kit  
3 × Booster Potions  
Calligraphy Tools  
Climbing Kit  
Clingor Rope (6 yards)  
Light Quartz Lantern  
Mapmaking Tools  
Navigation Charts (in map/scroll case)  
Quiet Pouch  
Shipwright Tools

Traveler's Garb  
Trail Rations (1 week)

## Loot

680 silver pieces (in quiet pouch)

## Legend Award

5,165 Legend Points

## Notes

Fuml possesses the human Versatility racial ability. Fuml is a burglar Thief specialist.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** Enhanced Senses (1 Damage Point)

## RANOSE CUTAN

Ranose Cutan is a young, energetic, and outgoing Sixth Circle dwarf Thief who leads the two-dozen or so members of the Force of the Eye in Travar. She is eager to expand the gang's heists, and sometimes has to reign in her efforts, to avoid attracting too much attention. Ranose affects the persona of a merchant, and wears bright and colorful silks. She has cultivated contacts with the wealthy and powerful to keep an eye on political developments.

Despite her charming outer appearance, she should not be underestimated. She is a "graduate" of Ghagin's Grandchildren, and survived many gang fights in the streets of Kratas before being recruited by Garlthik.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (14): 6/D10

**Willpower** (10): 5/D8

**Strength** (13): 6/D10

**Perception** (16): 7/D12

**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 9

**Social Defense:** 11

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 1

**Death Rating:** 33 (63)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 25 (49)\*

\* These values have been modified for blood magic.

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Combat Movement:** 24

**Full Movement:** 48

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

Avoid Blow<sup>D</sup> (6): 12/2D10

Climbing (6): 12/D10

Detect Trap (6): 13/D12+D10

Disarm Trap<sup>D</sup> (6): 12/2D10

Disguise Self (6): 13/D12+D10

Durability (5/4) (6): 6

Fast Hand<sup>D</sup> (6): 12/2D10

Fence<sup>D</sup> (6): 13/D12+D10 (Covet Item)

Karma Ritual (6): 6

Lock Picking<sup>D</sup> (6): 12/2D10

Lock Sense<sup>D</sup> (6): 13/D12+D10

Melee Weapons (7): 13/D12+D10

Picking Pockets<sup>D</sup> (6): 12/D10

Silent Walk<sup>D</sup> (7): 13/D12+D10 (Shadow Hide)

Surprise Strike<sup>D</sup> (6): 12/2D10

Thread Weaving (Thief Weaving)<sup>D</sup> (6): 13/D12+D10 (Thread Masking)

Trap Initiative<sup>D</sup> (6): 12/2D10 (Act on Instinct)

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (3): 10/D10+D6

Craftsman: Tailor (3): 9/D8+D6

Embroidery (3): 10/D10+D6

Wardrobe and Style (3): 10/D10+D6

### Knowledge:

Airship Trade Routes (3): 10/D10+D6

Badlands Geography (1): 8/2D6

Byrose River Trade Routes (3): 10/D10+D6

Force of the Eye Lore (4): 11/D10+D8

Gangs of Kratas (3): 10/D10+D6

Ghagin's Grandchildren Lore (3): 10/D10+D6

The Scrabbles Lore (3): 10/D10+D6

Travar History (3): 10/D10+D6

Travar Politics (3): 10/D10+D6

### General:

Bribery (2): 9/D8+D6

Conversation (3): 10/D10+D6

Etiquette (3): 10/D10+D6

Evaluate (3): 10/D10+D6

First Impression (4): 11/D10+D8

Flirting (3): 10/D10+D6

Haggle (3): 10/D10+D6

Fast Grab (3): 9/D8+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Seduction (2): 9/D8+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Human

Streetwise (3): 10/D10+D6

Trading (3): 10/D10+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Amulet of the Eye (2 Damage Points)

Cloaksense Brooch

Adventurer's Kit

3 × Booster Potions

Climbing Kit

Craftsman Tools

Embroidery Tools

Quiet Fingers Gloves

Quiet Pouch

4 × Silk Blouses (Orange, Red, White, Yellow)

Red Silk Jacket

4 × Silk Hosiery (Beige, Black, Brown, White)

Thieves' Pick and Tools

Trail Rations (1 week)

Wealthy Traveler's Garb (with silk-lined red cloak)

Writing Kit



## Loot

190 silver pieces (in quiet pouch)

## Legend Award

445 Legend Points

## Notes

Ranose possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests



## HILLTOP

The following characters appear in the **Hilltop** chapter of the **Kratas: The City of Thieves** sourcebook.

## TELEWERIAN

Telewerian is a Seventh Circle dwarf Troubadour.

### Attributes

**Dexterity** (13): 6/D10

**Toughness** (15): 6/D10

**Willpower** (17): 7/D12

**Strength** (14): 6/D10

**Perception** (16): 7/D12

**Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 9

**Spell Defense:** 11

**Social Defense:** 10

**Initiative:** 5/D8

**Physical Armor:** 9

**Mystic Armor:** 7

**Death Rating:** 32 (80)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 24 (64)\*

**Recovery Tests:** 3

**Knockdown:** 6/D10

\* These values have been modified for blood magic.

**Combat Movement:** 22

**Full Movement:** 44

**Karma Points:** 25

**Karma Step:** 4/D6

### Talents (Knacks)

Disguise Self<sup>D</sup> (8): 15/D20+D6

Durability (6/5) (8): 8

Emotion Song<sup>D</sup> (8): 14/D20+D4 (Epic, Telling the Tale)

Empathic Sense<sup>D</sup> (3): 9/D8+D6

Engaging Banter<sup>D</sup> (7): 13/D12+D10

First Impression (7): 13/D12+D10

Haggle (7): 13/D12+D10

Incite Mob<sup>D</sup> (8): 15/D20+D6

Item History (7): 14/D20+D4

Karma Ritual (7): 7

Melee Weapons (7): 13/D12+D10

Missile Weapons (7): 13/D12+D10

Mimic Voice<sup>D</sup> (8): 15/D20+D6 (Mimic Music)

Read and Write Language<sup>D</sup> (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windingling

Resist Taunt<sup>D</sup> (7): 14/D20+D4

Ritual of the Ghostmaster<sup>D</sup> (5): 12/2D10

Speak Language<sup>D</sup> (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Windingling

Taunt (7): 13/D12+D10

Thread Weaving (Story Weaving)<sup>D</sup> (7): 14/D20+D4 (Thread Masking)

Throwing Weapons (7): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.  
Italicized talents require Karma.

## Skills

### Artisan:

Acting (4): 10/D10+D6

Calligraphy (2): 8/2D6

Dancing (2): 8/2D6

Storytelling (4): 10/D10+D6

### Knowledge:

Court Dancing (2): 9/D8+D6

Force of the Eye Lore (3): 10/D10+D6

Gangs of Kratas (2): 9/D8+D6

Hilltop Lore (3): 10/D10+D6

Kratas Arena Lore (5): 12/2D10

Kratas History (4): 11/D10+D8

Legends and Heroes (4): 11/D10+D8

Throal History (4): 11/D10+D8

Throal Politics (2): 9/D8+D6

### General:

Bribery (2): 8/2D6

Conversation (4): 10/D10+D6

Etiquette (2): 8/2D6

Flirting (2): 8/2D6

Forgery (2): 8/2D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Research (4): 11/D10+D8

Seduction (2): 8/2D6

Search (4): 11/D10+D8

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (4): 11/D10+D8

## Equipment

Buckler (Phys 1; Shatter 17)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Broadsword (Forged +3; Damage 14/D20+D4)

Dagger (Damage 8/2D6; Range 9–15–18)

2 × Throwing Axes (Damage 9/D8+D6; Range 12–20–24)

Medium Crossbow (Damage 11/D10+D8; Range 70–140–280)

Quiver (with 15 medium crossbow bolts)

Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Death Cheat Blood Charm (3 Damage Points)

Orichalcum Pledge Coin (3 Damage Points)

Cloaksense Brooch

Adventurer's Kit

Calligraphy Tools

3 × Healing Potions

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

## Loot

140 silver pieces (in quiet pouch)

## Legend Award

800 Legend Points

### Notes

Telewerian possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Charisma-only Tests

**Seventh Circle:** Karma on supporting another character's social Action Test

## GREASY IMGAN

Greasy Imgan is a Fifth Circle dwarf Thief.

### Attributes

**Dexterity** (15): 6/D10

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (10): 5/D8

**Perception** (16): 7/D12

**Charisma** (13): 6/D10

### Characteristics

**Physical Defense:** 8

**Spell Defense:** 9

**Social Defense:** 7

**Initiative:** 6/D10

**Physical Armor:** 6

**Mystic Armor:** 4

**Death Rating:** 33 (63)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 25 (49)\*

\* These values have been modified for blood magic.

**Recovery Tests:** 3

**Knockdown:** 5/D8

**Combat Movement:** 26

**Full Movement:** 52

**Karma Points:** 20

**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 11/D10+D8

Climbing (5): 11/D10+D8

Detect Trap (5): 12/2D10

Disarm Trap<sup>D</sup> (5): 11/D10+D8

Durability (5/4) (6): 6

Karma Ritual (5): 5

Fence<sup>D</sup> (6): 12/2D10

Lock Picking<sup>D</sup> (5): 11/D10+D8

Lock Sense<sup>D</sup> (5): 12/2D10

Melee Weapons (6): 12/2D10

Picking Pockets<sup>D</sup> (6): 12/2D10 (Offguard)

Silent Walk<sup>D</sup> (6): 12/2D10 (Shadow Hide)

Surprise Strike<sup>D</sup> (5): 10/D10+D6

Thread Weaving (Thief Weaving)<sup>D</sup> (5): 12/2D10 (Thread Masking)

Trap Initiative<sup>D</sup> (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Acting (3): 9/D8+D6

Cooking (3): 9/D8+D6

#### Knowledge:

Force of the Eye Lore (5): 12/2D10

Gangs of Kratas (3): 10/D10+D6

Halls of Throal Lore (3): 10/D10+D6

Hilltop Lore (3): 10/D10+D6

Kratas History (3): 10/D10+D6

Magistrate's Palace Lore (5): 12/2D10

Manor and Palace Administration (5): 12/2D10

One-Eye Manor Lore (3): 10/D10+D6

Security (3): 10/D10+D6

Subterranean Throal (3): 10/D10+D6

Throal History (3): 10/D10+D6

#### General:

Fast Grab (3): 9/D8+D6

Evaluate (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (3): 10/D10+D6

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), *Or'zet*

Streetwise (5): 12/2D10

Trading (3): 9/D8+D6

### Equipment

Buckler (Phys 1; Shatter 17)

Thread Leather (Rank 4; Phys 5; Myst 3)

Broadsword (Forged +2; Damage 12/2D10)

Dagger (Damage 7/D12; Range 9–15–18)

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

3 × Booster Potions

Climbing Kit

Cloaksense Brooch

Firestarter

Hot Pot

Quiet-Fingers Gloves

Quiet Pouch

Trail Rations (1 week)

Traveler's Garb

### Loot

130 silver pieces (in quiet pouch), 1,300 silver pieces in thirteen stashes hidden throughout the Hilltop

### Legend Award

320 Legend Points

### Notes

Imgan possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests



## LIFTOP

The following characters appear in the **Clifftop** chapter of the **Kratas: The City of Thieves** sourcebook.

## SURLNAD THE SILENT

Surlnad actually works for Vistrosh, though no other member of Brocher's Brood is aware of this. Vistrosh uses Surlnad's chakta birds to send coded messages to his agents across Barsaive. Surlnad is unaware of the meanings of these messages, thinking they are merely instructions regarding the criminal activities of Brocher's Brood. In fact, these messages are being sent to members of the Songbirds, concerning Vistrosh's espionage efforts.



Surlnad is fiercely loyal to Vistrosh (who took him under his wing after the troll was cast out from his moot) and would never betray Vistrosh's trust. The troll is unaware that Vistrosh used his considerable talents as an Illusionist to frame the promising Beastmaster so that he would be cast out, even going so far as to encourage the moot elders to have Surlnad's tongue cut out—the better to keep Vistrosh's secrets. Vistrosh is very careful to never use the chakta birds to communicate with known members of the Brood, or to have any visible contact with Surlnad.

There is a secret passage connecting the Undercity with the basement of Surlnad's tower, and Vistrosh has also added numerous magical traps and protections to Surlnad's home. Vistrosh provides Surlnad with the most elegant and sybaritic comforts in his tower (fine silk bedding, gourmet wines, and so on), which would be quite a surprise to those used to seeing Surlnad shuffling about the city in his old Leather, spattered with chakta droppings.

Finally, as an ultimate ace up his sleeve, Vistrosh has fully refurbished the siege weapons of Surlnad's tower, though they still appear dilapidated. He has even stocked a supply of ammunition for the fire cannons. From Surlnad's tower, a rain of destruction could be sent down on Garlthik's strongholds in Hilltop, although Vistrosh would never resort to such barbaric measures unless his survival was at stake.

Surlnad is an Eleventh Circle troll Beastmaster.

## Attributes

**Dexterity** (11): 5/D8  
**Toughness** (20): 8/2D6  
**Willpower** (16): 7/D12

**Strength** (17): 7/D12  
**Perception** (9): 4/D6  
**Charisma** (19): 8/2D6

## Characteristics

**Physical Defense**: 12  
**Spell Defense**: 7  
**Social Defense**: 13

**Initiative**: 5/D8  
**Physical Armor**: 3  
**Mystic Armor**: 2

**Death Rating**: 44 (121)  
**Wound Threshold**: 13

**Recovery Tests**: 4  
**Knockdown**: 7/D12

**Unconsciousness Rating**: 36 (102)

**Combat Movement**: 22

**Full Movement**: 44

**Karma Points**: 20

**Karma Step**: 3/D4

## Talents (Knacks)

Animal Bond<sup>D</sup> (12): 20/D20+D8+D6  
 Animal Leadership<sup>D</sup> (12): 20/D20+D8+D6  
 Animal Possession (11): 18/D20+D12  
 Animal Training<sup>D</sup> (11): 19/D20+2D6  
*Bestial Toughness* (11): 19/D20+2D6  
 Borrow Sense<sup>D</sup> (12): 19/D20+2D6 (Share Sense)  
 Cat's Paw<sup>D</sup> (11): 16/D20+D8 (Cat's Skill)  
 Claw Frenzy<sup>D</sup> (11): 16/D20+D8  
 Claw Shape<sup>D</sup> (11): 18/D20+D12 (Claw Tool)  
 Creature Analysis<sup>D</sup> (5): 9/D8+D6 (Creature Remains)  
 Develop Animal Sense<sup>D</sup> (12): 16/D20+D8  
 Dominate Beast<sup>D</sup> (11): 18/D20+D12  
 Durability (7/6) (11): 11  
 Endure Cold (7): 15/D20+D6  
 Heal Animal Servant<sup>D</sup> (11): 19/D20+2D6  
 Karma Ritual (10): 10  
 Lion Heart<sup>D</sup> (11): 18/D20+D12  
 Lion Spirit (11): 11  
 Lizard Leap<sup>D</sup> (11): 18/D20+D12  
 Poison Resistance (11): 19/D20+2D6

Sense Poison (11): 15/D20+D6

Thread Weaving (Beast Weaving)<sup>D</sup> (7): 11/D10+D8 (Thread Masking)

Tracking (11): 15/D20+D6

Unarmed Combat (11): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Craftsman: Mason (5): 10/D10+D6

### Knowledge:

Architecture (3): 7/D12

Trollmoot Lore (3): 7/D12

### General:

Hunting (3): 8/2D6

Missile Weapons (5): 10/D10+D6

Read and Write Language (1): 5/D8

—Dwarf (Throalic)

Speak Language (2): 6/D10\*

—Dwarf (Throalic), Troll

Streetwise (3): 7/D12

\* Surlnad can hear and understand these languages, but can no longer speak them proficiently since his tongue was cut out.

## Equipment

Leather (Phys 3)

Troll Sling (Damage 11/D10+D8; Range 30–60–120)

Belt Pouch (with 15 sling stones)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;

Climbing<sup>T</sup> (1): 6/D10)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

Belt Pouch

4 × Healing Potions

Last Chance Salve

Masonry Tools

Peasant's Garb

Trail Rations (4 weeks)

3 × Waterskins

## Loot

770 silver pieces (in belt pouch)

## Legend Award

29,130 Legend Points

## Notes

Surlnad possesses the troll Heat Sight racial ability.

**Fourth Circle:** Karma on Charisma-only Tests

**Fifth Circle:** Karma on Willpower-only Tests

**Sixth Circle:** Karma on Toughness-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests

**Tenth Circle:** +1 Social Defense

**Eleventh Circle:** +1 Physical Defense



## REENMARKET

The following characters appear in the **Greenmarket** chapter of the **Kratas: The City of Thieves** sourcebook.

### DUCHALIA

Duchalia is a highly skilled elf herbalist.

#### Attributes

**Dexterity** (13): 6/D10  
**Toughness** (12): 5/D8  
**Willpower** (14): 6/D10

**Strength** (11): 5/D8  
**Perception** (16): 7/D12  
**Charisma** (16): 7/D12

#### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 9  
**Social Defense:** 9

**Initiative:** 6/D10  
**Physical Armor:** 2  
**Mystic Armor:** 5

**Death Rating:** 34  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 26

**Recovery Tests:** 2  
**Knockdown:** 5/D8

**Combat Movement:** 28    **Full Movement:** 56

#### Talents

Questor of Jaspre (5): 5  
—Animate Plant, Plant Growth (5): 11/D10+D8  
—Command Animal (5): 12/2D10

#### Skills

##### Artisan:

Gardening (5): 12/2D10

##### Knowledge:

Alchemy and Potions (6): 13/D12+D10  
Botany (5): 12/2D10  
Creature Lore (3): 10/D10+D6  
Greenmarket Lore (2): 9/D8+D6

##### General:

Alchemy (6): 13/D12+D10  
Conceal Weapon (2): 8/2D6  
Haggle (4): 11/D10+D8  
Melee Weapons (5): 11/D10+D8  
Physician (5): 12/2D10  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Search (2): 9/D8+D6  
Speak Language (2): 9/D8+D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (2): 9/D8+D6  
Surprise Strike (3): 8/2D6  
Wilderness Survival (5): 12/2D10

#### Equipment

Fernweave (Phys 2; Myst 3)  
Knife (Damage 6/D10; Range 6–10–12)  
Short Sword (Damage 9/D8+D6)  
Adventurer's Kit  
Belt Pouch  
Gardening Tools  
Healing Kit (3 uses)  
Kelia's Antidote; Fireleaf Poison (2 doses)  
Kelix's Poultice  
Physician Kit (3 uses)

Star Root (1 dose)  
Trail Rations (1 week)  
Traveler's Garb  
Waterskin  
Alchemy Lab (at her house)

#### Loot

130 silver pieces (in belt pouch)

#### Legend Award

195 Legend Points

#### Notes

Duchalia possesses the elf Low-Light Vision racial ability.

### DUCHALIA'S BODYGUARDS (6)

#### Attributes

**Dexterity** (18): 7/D12  
**Toughness** (12): 5/D8  
**Willpower** (14): 6/D10

**Strength** (14): 6/D10  
**Perception** (13): 6/D10  
**Charisma** (12): 5/D8

#### Characteristics

**Physical Defense:** 10  
**Spell Defense:** 7  
**Social Defense:** 7

**Initiative:** 5/D8  
**Physical Armor:** 7  
**Mystic Armor:** 5

**Death Rating:** 34  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 26

**Recovery Tests:** 2  
**Knockdown:** 6/D10\*

\* Duchalia's Bodyguards know the Wound Balance skill.

**Combat Movement:** 38    **Full Movement:** 76

#### Skills

##### Artisan:

Wood Carving (2): 7/D12

##### Knowledge:

Botany (3): 9/D8+D6  
Greenmarket Lore (3): 9/D8+D6

##### General:

Avoid Blow (3): 10/D10+D6  
Conceal Weapon (3): 10/D10+D6  
Detect Weapon (2): 8/2D6  
Melee Weapons (4): 11/D10+D8  
Quickblade (5): 10/D10+D6\*  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Riposte (3): 10/D10+D6  
Search (2): 8/2D6  
Speak Language (2): 8/2D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (2): 8/2D6  
Surprise Strike (3): 9/D8+D6  
Tactics (2): 8/2D6  
Throwing Weapons (4): 11/D10+D8  
Wound Balance (2): 8/2D6

\* Skill modified by –2 Initiative penalty.

#### Equipment

Body Shield (Phys 5; Init 2; Shatter 21)  
Fernweave (Phys 2; Myst 3)  
Broadsword (Damage 11/D10+D8)  
Dagger (Damage 8/2D6; Range 9–15–18)



2 × Flasks of Fireleaf Oil (Range 6–10–12; Spell Defense 6; Damage Step Number 8)  
 2 × Flight Daggers (Damage 8/2D6; Range 21–35–42)  
 Adventurer's Kit  
 Belt Pouch  
 2 × Booster Potions  
 Wood Carving Tools  
 Kelia's Antidote; Fireleaf Poison (2 doses)  
 Kelix's Poultice  
 Trail Rations (1 week)  
 Traveler's Garb  
 Waterskin

### Loot

25 silver pieces (in belt pouch)

### Legend Award

165 Legend Points

### Notes

Duchalia's bodyguards possess the elf Low-Light Vision racial ability.



## EMPLE PLAZA

The following characters appear in the **Temple Plaza** chapter of the **Kratas: The City of Thieves** sourcebook.

### N'GELIANA

Sadly, a truly selfless person does not seem to exist in Kratas. N'geliana is not quite the weary old woman she pretends to be. She is in fact a quite spry member of the Brocher's Brood, though none of the other questors of Garlen know this. She is occasionally spirited out of the Temple by Vistrosh to attend to the wounds of one of his gang, but far more importantly, she gathers information from the wounded under her care. She is very good at prying loose the tongues of the injured, both with her charming bedside manner, and with a variety of potions. This is one reason why she is particularly interested in treating the members of the Force of the Eye.

N'geliana is a Fifth Circle elf Thief and Rank 5 Questor of Garlen.

### Attributes

**Dexterity** (16): 7/D12  
**Toughness** (9): 4/D6  
**Willpower** (12): 5/D8

**Strength** (10): 5/D8  
**Perception** (17): 7/D12  
**Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 9  
**Spell Defense:** 9  
**Social Defense:** 8

**Initiative:** 7/D12  
**Physical Armor:** 0  
**Mystic Armor:** 1

**Death Rating:** 29 (54)\*  
**Wound Threshold:** 7  
**Unconsciousness Rating:** 20 (40)\*

\* These values have been modified for blood magic.

**Combat Movement:** 34

**Full Movement:** 68

**Karma Points:** 20

**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 12/2D10  
 Climbing (5): 12/D10  
 Detect Trap (5): 12/2D10  
 Disarm Trap<sup>D</sup> (5): 12/2D10  
 Durability (5/4) (5): 5  
 Fence<sup>D</sup> (5): 11/D10+D8  
 Karma Ritual (5): 5  
 Lock Picking<sup>D</sup> (5): 12/2D10  
 Lock Sense<sup>D</sup> (5): 12/2D10  
 Melee Weapons (6): 13/D12+D10  
 Picking Pockets<sup>D</sup> (5): 12/2D10  
 Questor of Garlen (5): 5  
 —Comfort, Heal (5): 11/D10+D8  
 —Seal Home (5): 10/D10+D6  
 Silent Walk<sup>D</sup> (6): 13/D12+D10 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (5): 10/D10+D6  
 Thread Weaving (Thief Weaving)<sup>D</sup> (5): 12/2D10 (Thread Masking)  
 Trap Initiative<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Acting (3): 9/D8+D6  
 Storytelling (3): 9/D8+D6

#### Knowledge:

Alchemy and Potions (3): 10/D10+D6  
 Botany (3): 10/D10+D6  
 Brocher's Brood Lore (3): 10/D10+D6  
 Force of the Eye Lore (3): 10/D10+D6  
 Gangs of Kratas (3): 10/D10+D6  
 Passion Lore (3): 10/D10+D6

#### General:

Alchemy (3): 10/D10+D6  
 Conversation (3): 9/D8+D6  
 Etiquette (3): 9/D8+D6  
 Fast Grab (3): 10/D10+D6  
 First Impression (3): 9/D8+D6  
 Flirting (3): 9/D8+D6  
 Physician (3): 10/D10+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Search (3): 10/D10+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), Or'zet  
 Streetwise (3): 10/D10+D6

### Equipment

Dagger (Damage 7/D12; Range 9–15–18)  
 Quarterstaff (Damage 7/D12)  
 Thread Vial (Rank 4; 1/day; Imbiber gets +7 bonus to a Recovery Test, Step 7 Recovery Test if imbiber has no Recovery Tests, or heals 1 Wound)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Healing Kit (3 uses)  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Physician Kit (3 uses)  
 Trail Rations (1 week)

Traveler's Garb  
Alchemy Kit (at Temple of Garlen)

### Loot

160 silver pieces (in quiet pouch)

### Legend Award

395 Legend Points

### Notes

N'geliana possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests



## THE STABLES

The following characters appear in the **The Stables** chapter of the **Kratas: The City of Thieves** sourcebook.

## WORANGA

During Woranga's early, formative years, she learned a great deal in her hometown, a small farming village south of Throal. She learned about agriculture and farming, flora and fauna, and barn raising and house building, and reveled in the tales of legends and heroes and comparing them to real histories. These skills came in handy after her induction into the Elf Eaters. She took her knowledge of the outdoors and applied it to survival in the wilderness. She took her knowledge of the history of Throal and the organization of Throal's armies to design tactics to counter their formations and strategies. She learned firsthand that knowledge properly applied is power, and quickly rose in the ranks of the Elf Eaters, building her legend with every day and every battle. She created Woranga's Place by using her knowledge of architecture and building from her youth and creating a solution to the problem of catering to clientele that do not like to eat and drink indoors and prefer the carpet of earth outside instead.

Ever since the loss of her leg, Woranga has not bonded with a new mount. Her injury has made it difficult to ride living animals. She refuses to get a crystal limb leg to replace her lost leg even though it could be easily obtained through the black market. She considers it a form of corrupt Theran magic. However, this has not stopped her from getting a death cheat blood charm, as her last battle brought her too perilously close to death for her comfort. It would be foolish to underestimate her despite her apparent disability. She still rides the waves, soars the skies, and glides over the land with her spirit mount when summoned. For those that have set off her *gahad*, one of her favorite tactics is to summon her air mount, fly up, and then rain a volley of arrows down upon the surprised offender. Woranga is a Tenth Circle ork Cavalryman.

### Attributes

**Dexterity** (8): 4/D6  
**Toughness** (16): 7/D12  
**Willpower** (14): 6/D10

**Strength** (10): 5/D8  
**Perception** (16): 7/D12  
**Charisma** (12): 5/D8

### Characteristics

**Physical Defense:** 6  
**Spell Defense:** 10  
**Social Defense:** 11

**Initiative:** 4/D6  
**Physical Armor:** 0  
**Mystic Armor:** 2

**Death Rating:** 36 (106)\*

**Recovery Tests:** 3

**Wound Threshold:** 11

**Knockdown:** 5/D8\*\*

**Unconsciousness Rating:** 28 (88)\*

\* These values have been modified for blood magic.  
\*\* Woranga knows the Sure Mount talent.

**Combat Movement:** 18

**Full Movement:** 36

**Karma Points:** 40

**Karma Step:** 5/D8

### Talents (Knacks)

Animal Bond (9): 14/D20+D4  
Armor Mount (10): 16/D20+D8  
Avoid Blow (11): 15/D20+D6  
Blood Share<sup>D</sup> (10): 17/D20+D10 (Wound Share)  
Call Mount<sup>D</sup> (10): 16/D20+D8  
*Champion Challenge* (10): 15/D20+D6  
Charge<sup>D</sup> (10): 15/D20+D6 (Feinting Lunge)  
Dominate Beast (10): 16/D20+D8  
Down Strike (10): 15/D20+D6  
Durability (7/6) (10): 10  
Empathic Command<sup>D</sup> (10): 16/D20+D8  
Fearsome Charge<sup>D</sup> (10): 16/D20+D8  
Karma Ritual (10): 10  
*Lasting Impression* (10): 15/D20+D6  
Melee Weapons (11): 15/D20+D6  
Missile Weapons (10): 14/D20+D4  
Mount Durability (6/5) (10): 10  
Resist Taunt<sup>D</sup> (10): 16/D20+D8  
Rally<sup>D</sup> (10): 15/D20+D6  
Spirit Mount<sup>D</sup> (11): 18/D20+D12 (Air Mount, Water Mount)  
Sure Mount<sup>D</sup> (10): 15/D20+D6  
Thread Weaving (Rider Weaving)<sup>D</sup> (10): 17/D20+D10 (Thread Masking)  
Trample<sup>D</sup> (10): 10  
Trick Riding<sup>D</sup> (10): 14/D20+D4 (Feinting Retreat)  
*Wheeling Attack* (10): 14/D20+D4  
Wheeling Defense<sup>D</sup> (10): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

### Skills

#### Artisan:

Storytelling (5): 10/D10+D6  
Wood Carving (5): 10/D10+D6

#### Knowledge:

Architecture (5): 12/2D10  
Botany (3): 10/D10+D6  
Cara Fahd History (3): 10/D10+D6  
Creature Lore (5): 12/2D10  
Elf Eaters Lore (5): 12/2D10  
Farming (3): 10/D10+D6  
Gangs of Kratas (5): 12/2D10  
Legends and Heroes (5): 12/2D10  
Kratas History (3): 10/D10+D6  
Negotiation (5): 12/2D10  
The Stables (6): 13/D12+D10  
Throal History (3): 10/D10+D6  
Throal Military Organization (4): 11/D10+D8

#### General:

Animal Handling (5): 11/D10+D8



Animal Training (5): 10/D10+D6  
 Conversation (5): 10/D10+D6  
 Creature Analysis (5): 12/2D10  
 Etiquette (5): 10/D10+D6  
 Fence (5): 10/D10+D6  
 Hunting (5): 9/D8+D6  
 Read and Write Language (3): 10/D10+D6  
 —Dwarf (Throalic), *Or'zet*, *Sperethiel*  
 Research (3): 10/D10+D6  
 Rhetoric (3): 10/D10+D6  
 Speak Language (5): 12/2D10  
 —Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang  
 Streetwise (5): 12/2D10  
 Tactics (5): 12/2D10  
 Tracking (5): 12/2D10  
 Unarmed Combat (4): 8/2D6  
 Wilderness Survival (5): 12/2D10

## Equipment

Club (Damage 8/2D6)  
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
 Spear (Forged +3; Damage 12/2D10; Range 18–30–36)  
 Light Crossbow (Damage 9/D8+D6; Range 50–100–200)  
 Quiver (with 15 light crossbow bolts)  
 Thread Lightning-Bolt Earrings (Rank 5; Dexterity-only Tests +5; 1 to 3 Strain Points to gain a +1 to +3 bonus on any Dexterity-based Test including Initiative Tests; 3 Strain Points to gain +3 Spell Defense versus visible spell Effects for 1 round)  
 Thread Oratory Necklace (Rank 8; Charisma-only Tests +4; +3 Social Defense; May spend 2 Karma Points on any Charisma-only Test; Crowds react as if they were one degree more favorable toward the wearer; 1 or 2 Strain Points to gain a +1 or +2 bonus on any Charisma-based Test)  
 Thread Ring of Accuracy (Rank 4; close/ranged combat Attack Tests +3 bonus when using hand with ring worn on it; close/ranged combat Damage Tests +2 bonus when using hand with ring worn on it)  
 Death Cheat Blood Charm (3 Damage Points)  
 Adventurer's Kit  
 Carving Tools  
 Cloaksense Brooch  
 Crutches  
 3× Healing Potions  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb  
 Writing Kit

## Loot

100 silver pieces (in quiet pouch), 2,000 silver pieces stashed in various locations at Woranga's Place

## Legend Award

3,905 Legend Points

## Notes

Woranga possesses the ork Low-Light Vision and *Gahad* racial abilities.

**Fourth Circle:** Karma on Strength-only Tests

**Fifth Circle:** Karma on Toughness-only Tests

**Sixth Circle:** Karma on Charisma-only Tests

**Seventh Circle:** Karma on mount Damage Tests

**Eighth Circle:** +1 Physical Defense

**Ninth Circle:** Karma on Recovery Tests

**Tenth Circle:** +1 Social and Spell Defense

## THUMAD BROKENTHUMB

Thumad has a strong impulse to steal, bordering on kleptomania. This impulse often makes him steal even from allies who consider this behavior treacherous. This is what caused his thumbs to be broken and forced him out of the main company of Herok's Lancers. Acting as the representative of Herok's Lancers in Kratas has allowed him to sate his urge to steal whenever he wishes in a city of lawlessness.

His kleptomania is only equaled by his cowardice. He feels he can steal with impunity since no one will see through his disguise as a cripple with broken thumbs. Even if they did see through his act, he feels invulnerable since only a fool would cross a representative of Herok's Lancers. Denigrating his Discipline and way of life is one of the few ways to set off his *gahad*.

Thumad Brokenthumb is a Fifth Circle ork Thief.

## Attributes

**Dexterity** (15): 6/D10

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (13): 6/D10

**Perception** (12): 5/D8

**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 7

**Social Defense:** 9

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 1

**Death Rating:** 35 (60)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 27 (47)\*

\* These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 24

**Karma Step:** 5/D8

## Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 11/D10+D8

Climbing (5): 11/D10+D8

Detect Trap (5): 10/D10+D6

Disarm Trap<sup>D</sup> (5): 11/D10+D8

Durability (5/4) (5): 5

Karma Ritual (6): 6

Fence<sup>D</sup> (6): 13/D12+D10 (Covet Item)

Lock Picking<sup>D</sup> (5): 11/D10+D8

Lock Sense<sup>D</sup> (5): 10/D10+D6

Melee Weapons (6): 12/2D10

Picking Pockets<sup>D</sup> (6): 12/2D10 (Offguard)

Silent Walk<sup>D</sup> (6): 12/2D10 (Shadow Hide)

Surprise Strike<sup>D</sup> (5): 11/D10+D8

Thread Weaving (Thief Weaving)<sup>D</sup> (5): 10/D10+D6 (Thread Masking)

Trap Initiative<sup>D</sup> (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

**Artisan:**

Acting (4): 11/D10+D8

**Knowledge:**

Caravan Trade Routes (3): 8/2D6

Gangs of Kratas (3): 8/2D6

Herok's Lancers Lore (3): 8/2D6  
 Negotiation (4): 9/D8+D6  
**General:**  
 Disguise (3): 9/D8+D6  
 Evaluate (3): 8/2D6  
 Fast Grab (3): 9/D8+D6  
 Fast Hand (3): 9/D8+D6  
 Physician (3): 9/D8+D6  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Search (3): 8/2D6  
 Speak Language (2): 7/D12  
 —Dwarf (Throalic), *Or'zet*  
 Streetwise (3): 8/2D6

## Equipment

Leather (Phys 3)  
 Broadsword (Forged +2; Damage 13/D12+D10)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10 weight items inside)  
 Adventurer's Kit  
 Climbing Kit  
 Cloaksense Brooch  
 Disguise Kit  
 Healing Kit (3 uses)  
 Quiet-Fingers Gloves  
 Physician Kit (3 uses)  
 Trail Rations (1 week)  
 Traveler's Garb

## Loot

160 silver pieces (in quiet pouch)

## Legend Award

325 Legend Points



## Notes

Thumad possesses the ork Low-Light Vision and *Gahad* racial abilities.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

## FORANAL THE LOST

Foranal the Lost is an imposing and attractive woman who has managed to assemble a group of outcasts such as herself into a devoted and dangerous crew. When not wearing her crystal raider armor, she wears the dignified troll-sized versions of the latest Throalic fashions.

Foranal the Lost is a Sixth Circle troll Sky Raider.

## Attributes

**Dexterity** (16): 7/D12  
**Toughness** (16): 7/D12  
**Willpower** (15): 6/D10

**Strength** (19): 8/2D6  
**Perception** (10): 5/D8  
**Charisma** (15): 6/D10

## Characteristics

**Physical Defense:** 9  
**Spell Defense:** 6  
**Social Defense:** 8

**Initiative:** 2/D4-1  
**Physical Armor:** 10  
**Mystic Armor:** 10

**Death Rating:** 37 (85)\*  
**Wound Threshold:** 11  
**Unconsciousness Rating:** 29 (65)\*

**Recovery Tests:** 3  
**Knockdown:** 8/2D6

These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 20

**Karma Step:** 3/D4

## Talents (Knacks)

Air Sailing<sup>D</sup> (11): 17/D20+D10<sup>G</sup>  
 Avoid Blow (6): 13/D12+D10  
 Battle Bellow<sup>D</sup> (6): 12/2D10  
 Battle Shout<sup>D</sup> (6): 12/2D10  
 Durability (8/6) (6): 6  
 Fence (6): 12/2D10  
 Fireblood<sup>D</sup> (7): 14/D20+D4 (Flaming Wounds)  
 Great Leap<sup>D</sup> (6): 13/D12+D10 (Vertical Jump)  
 Karma Ritual (6): 6  
 Melee Weapons<sup>D</sup> (7): 14/D20+D4  
 Momentum Attack<sup>D</sup> (6): 13/D12+D10  
 Shield Charge<sup>D</sup> (6): 14/D20+D4  
 Steely Stare<sup>D</sup> (6): 12/2D10

Swift Kick (6): 13/D12+D10  
 Thread Weaving (Sky Weaving)<sup>D</sup>  
 (7): 12/2D10 (Talent Linking, Thread Masking)  
 Unarmed Combat (6): 13/D12+D10  
 Windcatcher<sup>D</sup> (11): 17/D20+D10<sup>G</sup>

D Indicates a Discipline talent.  
 G Talent modified by Group Pattern (see Notes).

## Skills

### Artisan:

Mapmaking (3): 8/2D6  
 Sail Embroidery (3): 9/D8+D6  
 Wood Carving (3): 9/D8+D6

### Knowledge:

Creature Lore (3): 8/2D6  
 Death's Thunder Lore (3): 8/2D6



Gangs of Kratas (3): 8/2D6  
Trollmoots Lore (3): 8/2D6

#### General:

First Impression (3): 9/D8+D6  
Flirting (3): 9/D8+D6  
Hunting (3): 10/D10+D6  
Read and Write Language (1): 6/D10  
—Dwarf (Throalic)  
Seduction (3): 9/D8+D6  
Speak Language (2): 7/D12  
—Dwarf (Throalic), Troll  
Streetwise (3): 8/2D6  
Tactics (3): 8/2D6  
Wilderness Survival (3): 8/2D6

#### Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 18)  
Crystal Ringlet (Phys 4; Myst 4; Init 2)  
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
Crystal Battle-Axe (Forged +2; Damage 16/D20+D8)  
Troll Dagger (Damage 11/D10+D8; Range 9–15–18)  
Troll Spear (Damage 13/D12+D10; Range 18–30–36)  
Troll Sling (Damage 12/2D10; Range 30–60–120)  
Belt Pouch (with 15 sling stones)  
Cloaksense Brooch  
Adventurer's Kit  
Belt Pouch  
Wood Carving Tools  
Climbing Kit  
Embroidered Robe  
Embroidery Tools  
Last Chance Salve  
Mapmaking Tools  
Navigation Charts (in map/scroll case)  
Shipwright Tools  
Trail Rations (1 week)  
Wealthy Traveler's Garb  
Writing Kit

#### Loot

260 silver pieces (in belt pouch), 3,000 silver pieces hidden in her quarters on the *Death's Thunder*

#### Legend Award

1,100 Legend Points

#### Notes

Foranal possesses the troll Heat Sight racial ability. Foranal has 2 Damage Points from Death's Thunder's group True pattern. She has two Rank 5 threads attached to her Air Sailing and Windcatcher talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

**Fourth Circle:** Karma on Strength-only Tests

**Fifth Circle:** Karma on Dexterity-only Tests

**Sixth Circle:** Karma on Toughness-only Tests

## ELAMIAN SITALIN

Elamian is a striking elf, who wears flamboyant, bright silks, but is rather shy. Hailing from the shipyards of Jerris,

she left for the excitement of Kratas. Elamian is a Fifth Circle elf Air Sailor.

#### Attributes

**Dexterity** (18): 7/D12  
**Toughness** (10): 5/D8  
**Willpower** (17): 7/D12

**Strength** (12): 5/D8  
**Perception** (13): 6/D10  
**Charisma** (12): 5/D8

#### Characteristics

**Physical Defense:** 10  
**Spell Defense:** 7  
**Social Defense:** 7

**Initiative:** 6/D10  
**Physical Armor:** 8  
**Mystic Armor:** 4

**Death Rating:** 29 (65)\*  
**Wound Threshold:** 8  
**Unconsciousness Rating:** 20 (50)\*

**Recovery Tests:** 2  
**Knockdown:** 5/D8\*\*

\* These values have been modified for blood magic.  
\*\* Elamian knows the Wound Balance talent.

**Combat Movement:** 38

**Full Movement:** 76

**Karma Points:** 20

**Karma Step:** 4/D6

#### Talents (Knacks)

Acrobatic Strike (5): 12/2D10  
Air Dance (5): 11/D10+D8\*  
Air Sailing<sup>D</sup> (10): 17/D20+D10<sup>G</sup> (Air Legs)  
Avoid Blow<sup>D</sup> (6): 13/D12+D10  
Climbing<sup>D</sup> (5): 12/2D10 (Swinging in the Rigging)  
Durability (6/5) (6): 6  
Haggle<sup>D</sup> (5): 10/D10+D6  
Great Leap<sup>D</sup> (6): 13/D12+D10 (Vertical Jump)  
Karma Ritual (5): 5  
Melee Weapons<sup>D</sup> (6): 13/D12+D10  
Thread Weaving (Sky Weaving)<sup>D</sup> (6): 12/2D10 (Talent Linking, Thread Masking)  
Throwing Weapons (5): 12/2D10  
Unarmed Combat (5): 12/2D10  
Windcatcher<sup>D</sup> (10): 17/D20+D10<sup>G</sup>  
Wound Balance<sup>D</sup> (5): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

<sup>G</sup> Talent modified by Group Pattern (see Notes).

Talent modified by -1 Initiative penalty.

#### Skills

##### Artisan:

Mapmaking (3): 9/D8+D6  
Painting (3): 8/2D6  
Sail Embroidery (3): 8/2D6

##### Knowledge:

Airship Building (4): 10/D10+D6  
Death's Thunder Lore (3): 9/D8+D6  
Gangs of Kratas (3): 9/D8+D6  
Jerris History (3): 9/D8+D6

##### General:

Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Speak Language (2): 8/2D6  
—Dwarf (Throalic), Human  
Streetwise (3): 9/D8+D6  
Tactics (3): 9/D8+D6

#### Equipment

Buckler (Phys 1; Shatter 17)  
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
Padded Leather (Phys 4)  
Broadsword (Forged +2; Damage 12/2D10)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
 2 × Hawk Hatchets (Damage 9/D8+D6; Range 24–40–48)  
 Short Sword (Damage 9/D8+D6)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Belt Pouch  
 Climbing Kit  
 Embroidered Silk Robe  
 Embroidery Tools  
 Healing Potion  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Shipwright Tools  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

## Loot

160 silver pieces (in belt pouch), 2,000 silver pieces hidden in her quarters on the *Death's Thunder*

## Legend Award

585 Legend Points

## Notes

Elamian possesses the elf Low-Light Vision racial ability. Elamian has 2 Damage Points from Death's Thunder's group pattern. She has two Rank 5 threads attached to her Air Sailing and Windcatcher talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Strength-only Tests

## TR'KALANI

Foranal usually lets Tr'kalani handle negotiations for the crew. Tr'kalani's skin is purple in color, and his body is covered with scars. It is suspected that these (and the stolen fire cannons on board) may have something to do with why he is no longer working on a riverboat, but no one has obtained the full story from this otherwise personable t'skrang. As a k'stulaami, Tr'kalani will often tie himself to a rope behind the ship and glide behind, sometimes for the sheer joy of it, but sometimes with throwing spears in each hand.

Tr'kalani is a Fifth Circle *k'stulaami* t'skrang Boatman.

## Attributes

**Dexterity** (17): 7/D12  
**Toughness** (13): 6/D10  
**Willpower** (13): 6/D10

**Strength** (11): 5/D8  
**Perception** (13): 6/D10  
**Charisma** (17): 7/D12

## Characteristics

**Physical Defense:** 9  
**Spell Defense:** 7  
**Social Defense:** 9  
**Initiative:** 6/D10  
**Physical Armor:** 7  
**Mystic Armor:** 2

**Death Rating:** 33 (69)\*  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 25 (55)\*  
**Recovery Tests:** 2  
**Knockdown:** 5/D8\*\*

\* These values have been modified for blood magic.  
 \*\* Tr'kalani knows the Wound Balance talent.

**Combat Movement:** 34      **Full Movement:** 68

**Karma Points:** 20

**Karma Step:** 4/D6

## Talents (Knacks)

Acrobatic Strike (5): 12/2D10  
 Avoid Blow<sup>D</sup> (6): 13/D12+D10  
 Cast Net<sup>D</sup> (5): 12/2D10  
 Climbing<sup>D</sup> (5): 12/2D10 (Swinging in the Rigging)  
 Durability (6/5) (6): 6  
 Evaluate<sup>D</sup> (10): 16/D20+D8<sup>G</sup>  
 Haggle<sup>D</sup> (10): 17/D20+D10<sup>G</sup>  
 Karma Ritual (5): 5  
 Melee Weapons<sup>D</sup> (6): 13/D12+D10  
 Pilot Boat<sup>D</sup> (5): 11/D10+D8  
 Swimming<sup>D</sup> (5): 11/D10+D8  
 Thread Weaving (River Weaving)<sup>D</sup> (6): 12/2D10 (Thread Masking)  
 Throwing Weapons (5): 12/2D10  
 Unarmed Combat (5): 12/2D10  
 Wound Balance<sup>D</sup> (5): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

<sup>G</sup> Talent modified by Group Pattern (see Notes).  
 Talent modified by -1 Initiative penalty.

## Skills

### Artisan:

Mapmaking (3): 9/D8+D6  
 Sail Embroidery (3): 10/D10+D6  
 Storytelling (3): 10/D10+D6

### Knowledge:

Death's Thunder Lore (3): 9/D8+D6  
 Gangs of Kratas (3): 9/D8+D6  
 Negotiation (3): 9/D8+D6

### General:

Air Sailing (4): 10/D10+D6  
 Fishing (3): 9/D8+D6  
 Gliding (5): 12/2D10  
 Navigation (3): 9/D8+D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Sailing (3): 10/D10+D6  
 Speak Language (3): 9/D8+D6  
 —Dwarf (Throalic), T'skrang (*K'stulaami*), T'skrang  
 Streetwise (3): 9/D8+D6  
 Trading (3): 10/D10+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Padded Leather (Phys 4)  
 Broadsword (Forged +2; Damage 12/2D10)  
 Casting Net (Entangle 10)  
 Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 9–15–18)  
 Short Sword (Damage 9/D8+D6)  
 2 × Spears (Damage 9/D8+D6; Range 18–30–36)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Belt Pouch  
 2 × Booster Potions  
 Climbing Kit  
 Embroidery Tools  
 Fishing Kit  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Trail Rations (1 week)



Traveler's Garb  
Writing Kit

### Loot

200 silver pieces (in belt pouch), 1,000 silver pieces hidden in his quarters on the *Death's Thunder*

### Legend Award

580 Legend Points

### Notes

Tr'kalani possesses the t'skrang racial ability of Tail Attack (Damage 5/D8). Tr'kalani has 2 Damage Points from Death's Thunder's group pattern. He has two Rank 5 threads attached to his Evaluate and Haggle talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

## FIREWIND

Firewind's skin has become a mottled mix of the many colors the ship is painted. The Windmaster's wings are fiery red at the top, fading to an icy silver at the bottom. She is as flighty as most windlings, with the addition of an explosive temper.

Firewind is a Fifth Circle windling Elementalism and Third Circle Windmaster.

### Attributes

**Dexterity** (17): 7/D12  
**Toughness** (10): 5/D8  
**Willpower** (14): 6/D10

**Strength** (7): 4/D6  
**Perception** (17): 7/D12  
**Charisma** (13): 6/D10

### Characteristics

**Physical Defense:** 11  
**Spell Defense:** 9  
**Social Defense:** 7

**Initiative:** 7/D12  
**Physical Armor:** 3  
**Mystic Armor:** 3

**Death Rating:** 29 (53)<sup>+</sup>  
**Wound Threshold:** 8  
**Unconsciousness Rating:** 20 (38)<sup>+</sup>

**Recovery Tests:** 2  
**Knockdown:** 4/D6<sup>++</sup>

<sup>+</sup> These values have been modified for blood magic.  
<sup>++</sup> Firewind knows the Wound Balance skill.

**Combat Movement:** 18/38<sup>+</sup>

**Full Movement:** 36/76<sup>+</sup>

<sup>+</sup> The second value is Firewind's Flying Movement rate.

**Karma Points:** 29

**Karma Step:** 6/D10

### Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (5): 12/2D10 (Far Speaking)  
Astral Sight (5): 12/2D10  
Durability (4/3) (6): 6  
Elemental Hold<sup>D</sup> (5): 11/D10+D8  
Elemental Tongues<sup>D</sup> (4): 11/D10+D8  
Fire Heal<sup>D</sup> (5): 11/D10+D8 (Heal Others, Wound Heal)  
Karma Ritual (5): 5  
Read and Write Language (5): 12/2D10  
—Or'zet, Sperethiel, Troll, T'skrang, Windling  
Read and Write Magic<sup>D</sup> (5): 12/2D10  
Spellcasting<sup>D</sup> (8): 15/D20+D6<sup>G</sup>  
Spell Matrix (5): 5  
Spell Matrix (5): 5  
Spell Matrix (5): 5

Spell Matrix (5): 5

Summon (Elemental Spirits)<sup>D</sup> (5): 11/D10+D8

Thread Weaving (Elementalism)<sup>D</sup> (8): 15/D20+D6 (Thread

Masking, Unraveling, Weave Element)<sup>G</sup>

<sup>D</sup> Indicates a Discipline talent.

<sup>G</sup> Talent modified by Group Pattern (see Notes).

### Windmaster Talents

Anticipate Blow<sup>D</sup> (3): 10/D10+D6

Avoid Blow<sup>D</sup> (3): 10/D10+D6

Dive Attack<sup>D</sup> (3): 7/D12

Melee Weapons<sup>D</sup> (3): 10/D10+D6

Taunt (3): 9/D8+D6

Throwing Weapons (3): 10/D10+D6

Tiger Spring (3): 3

Unarmed Combat (3): 10/D10+D6

Wood Skin<sup>D</sup> (3): 8/2D6

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Dancing (3): 9/D8+D6

Robe Embroidery (3): 9/D8+D6

#### Knowledge:

Death's Thunder Lore (3): 10/D10+D6

Gangs of Kratas (3): 10/D10+D6

#### General:

Air Sailing (3): 9/D8+D6

Maneuver (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Windling

Streetwise (3): 10/D10+D6

Wind Dance (3): 10/D10+D6

Wound Balance (3): 7/D12

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

2 × Windling Daggers (Forged +1; Damage 6/D10; Range 6–10–12)

2 × Windling Spears (Damage 6/D10; Range 9–15–18)

Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)

Cloaksense Brooch

Adventurer's Kit

Belt Pouch

Embroidered Robe

Embroidery Tools

Forge Tools

Grimoire

Healing Potion

Windling Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

### Spells

Air Armor<sup>M</sup>, Air Blast, Air Spear, Air Mattress, Fingers of Wind, Fireball<sup>M</sup>, Fire Spear, Fire Whip, Flame Strike, Flameweapon, Fuel Flame, Heat Food, Inflamm Self, Lighten Load, Metal Wings<sup>M</sup>, Plant Feast, Plant Talk, Porter, Purify Water, Repair, Resist Cold, Resist Fire, Rust, Sky Lattice<sup>M</sup>

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

8 gold pieces (in belt pouch), 80 gold pieces hidden in her quarters on the *Death's Thunder*

## Legend Award

775 Legend Points

## Notes

Firewind possesses the windling racial abilities of Astral-Sensitive Sight, Flight, and Increased Physical Defense. Firewind has 2 Damage Points from Death's Thunder's group pattern. She has two Rank 3 threads attached to her Spellcasting and Thread Weaving (Elementalism) talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Willpower-only Tests

## ZORADAN

Zoradan is quite a taciturn Archer, even for a dwarf. He wears his black hair and beard in long braids, and wears black Leather. Occasionally at night, Foranal flies the ship low and without lights, while Zoradan uses his Heat Sight to snipe at targets on the ground.



Zoradan is on the verge of following the Sniper's Way, having accumulated 5 Temptation Points already, by killing five people in this way.

Zoradan is a Fifth Circle dwarf Archer.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (14): 6/D10

**Willpower** (11): 5/D8

**Strength** (18): 7/D12

**Perception** (13): 6/D10

**Charisma** (10): 5/D8

## Characteristics

**Physical Defense:** 9

**Spell Defense:** 7

**Social Defense:** 6

**Initiative:** 7/D12

**Physical Armor:** 3

**Mystic Armor:** 1

**Death Rating:** 34 (64)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 26 (51)\*

\* These values have been modified for blood magic.  
\*\* Zoradan knows the Wound Balance talent.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 20

**Karma Step:** 4/D6

## Talents (Knacks)

Avoid Blow (6): 13/D12+D10

Direction Arrow<sup>D</sup> (10): 16/D20+D8<sup>G</sup>

Durability (6/5) (5): 5

Flame Arrow<sup>D</sup> (5): 10/D10+D6 (Fire Arrow, Spirit Flame)

Karma Ritual (5): 5

Melee Weapons (5): 12/2D10

Missile Weapons<sup>D</sup> (10): 17/D20+D12<sup>G</sup>

Mystic Aim<sup>D</sup> (5): 11/D10+D8

Sprint (5): 12/2D10

Stopping Aim<sup>D</sup> (5): 10/D10+D6

Thread Weaving (Arrow Weaving)<sup>D</sup> (6): 13/D12+D10  
(Thread Masking)

Throwing Weapons<sup>D</sup> (5): 12/2D10

True Shot (6): 13/D12+D10

Wound Balance (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.  
<sup>G</sup> Talent modified by Group Pattern (see Notes).  
Italicized talents require Karma.

## Skills

### Artisan:

Wood Carving (3): 8/2D6

### Knowledge:

Creature Lore (3): 9/D8+D6

Death's Thunder Lore (3): 9/D8+D6

Gangs of Kratas (3): 9/D8+D6

### General:

Air Sailing (3): 8/2D6

Climbing (3): 10/D10+D6

Creature Analysis (3): 9/D8+D6

Great Leap (3): 10/D10+D6

Hunting (3): 10/D10+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (2): 8/2D6

—Dwarf (Throalic), Troll

Streetwise (3): 9/D8+D6

Tracking (3): 9/D8+D6

Wilderness Survival (3): 9/D8+D6



## Equipment

Black Leather (Phys 3)  
Dwarf Sword (Forged +1; Damage 11/D10+D8)  
Dagger (Forged +1; Damage 10/D10+D6)  
2 × Hawk Hatchets (Forged +2; Damage 13/D12+D10; Range 24–40–48)  
Medium Crossbow (Damage 12/2D10; Range 70–140–280)  
Quiver (with 40 medium crossbow bolts)  
Adventurer's Kit  
Belt Pouch  
2 × Booster Potions  
Wood Carving Tools  
Climbing Kit  
Forge Tools  
Trail Rations (1 week)  
Wealthy Traveler's Garb

## Loot

200 silver pieces (in belt pouch), 500 silver pieces hidden in his quarters on the *Death's Thunder*

## Legend Award

465 Legend Points

## Notes

Zoradan possesses the dwarf Heat Sight racial ability. Zoradan has 2 Damage Points from Death's Thunder's group pattern. He has two Rank 5 threads attached to his Direction Arrow and Missile Weapons talents. The drakkar, *Death's Thunder*, serves as the Minor pattern item for the whole group.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests



## MERCHANTS' ROW

The following characters appear in the **Gangs of Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

### GREMOR THE BLACK

Gremor the Black is a Sixth Circle dwarf Traveled Scholar.

## Attributes

**Dexterity** (11): 5/D8  
**Toughness** (14): 6/D10  
**Willpower** (14): 6/D10

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (13): 6/D10

## Characteristics

**Physical Defense:** 7  
**Spell Defense:** 9  
**Social Defense:** 10

**Initiative:** 5/D8  
**Physical Armor:** 3  
**Mystic Armor:** 2

**Death Rating:** 36 (72)

**Wound Threshold:** 10

**Unconsciousness Rating:** 28 (58)

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Combat Movement:** 18

**Full Movement:** 36

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

*Arcane Mutterings* (6): 12/2D10  
Astral Sight (6): 13/D12+D10  
Avoid Blow (7): 12/2D10  
Book Memory<sup>D</sup> (6): 12/2D10 (Remember Conversation)  
Book Recall<sup>D</sup> (6): 13/D12+D10  
Durability (6/5) (6): 6  
Engaging Banter<sup>D</sup> (2): 8/2D6  
Evidence Analysis (6): 13/D12+D10  
Graceful Exit<sup>D</sup> (6): 12/2D10  
Item History<sup>D</sup> (7): 14/D20+D4  
Karma Ritual (6): 6  
Melee Weapons (7): 12/2D10  
Read and Write Language<sup>D</sup> (6): 13/D12+D10  
—Human (Dinganni), Human (Iopan), *Or'zet*, *Sperethiel*,  
Theran, T'skrang  
Research<sup>D</sup> (7): 14/D20+D4  
Search<sup>D</sup> (6): 13/D12+D10  
Speak Language<sup>D</sup> (6): 13/D12+D10 (Secret Language)  
—Human (Dinganni), Human (Iopan), *Or'zet*, *Sperethiel*,  
Theran, T'skrang  
Thread Weaving (Lore Weaving)<sup>D</sup> (6): 13/D12+D10 (Thread Masking)

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (3): 9/D8+D6  
Craftsman: Tailor (4): 9/D8+D6

### Knowledge:

Barsaivian Politics (4): 11/D10+D8  
Caravan Trade Routes (4): 11/D10+D8  
Espionage (4): 11/D10+D8  
Gangs of Kratas (3): 10/D10+D6  
Merchants' Row Lore (3): 10/D10+D6  
Negotiation (3): 10/D10+D6  
Throal Merchant Houses (3): 10/D10+D6  
Throal Politics (3): 10/D10+D6

### General:

Evaluate (3): 10/D10+D6  
Haggle (3): 9/D8+D6  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Rhetoric (3): 10/D10+D6  
Silent Walk (5): 10/D10+D6  
Speak Language (1): 8/2D6  
—Dwarf (Throalic)  
Streetwise (3): 10/D10+D6  
Trading (3): 9/D8+D6  
Wilderness Survival (3): 10/D10+D6

## Equipment

Black Leather (Phys 3)  
Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
Dwarf Sword (Forged +2; Damage 11/D10+D8)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Adventurer's Kit  
3 × Booster Potions  
Cloaksense Brooch  
Craftsman Tools  
Embroidery Tools  
Mapmaking Tools  
Navigation Charts (in map/scroll case)

Quiet Pouch  
Trail Rations (1 week)  
Black Traveler's Garb (with hooded mask)  
Writing Kit

## Loot

190 silver pieces (in quiet pouch)

## Legend Award

435 Legend Points

## Notes

Gremor possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

**Sixth Circle:** +1 Social Defense

## ELIANDER OF THE SHARPEYE

Eliander of the Sharpeye is a Sixth Circle elf Illusionist.

## Attributes

**Dexterity** (15): 6/D10  
**Toughness** (8): 4/D6  
**Willpower** (17): 7/D12

**Strength** (10): 5/D8  
**Perception** (19): 8/2D6  
**Charisma** (15): 6/D10

## Characteristics

**Physical Defense:** 8  
**Spell Defense:** 10  
**Social Defense:** 8

**Initiative:** 6/D10  
**Physical Armor:** 0  
**Mystic Armor:** 3

**Death Rating:** 25 (53)\*  
**Wound Threshold:** 7

**Recovery Tests:** 2  
**Knockdown:** 5/D8

**Unconsciousness Rating:** 16 (38)\*

\* These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

Astral Sight<sup>D</sup> (6): 14/D20+D4  
Dead Fall<sup>D</sup> (6): 13/D12+D10  
Disguise Self<sup>D</sup> (6): 14/D20+D4  
Durability (4/3) (7): 7  
False Sight<sup>D</sup> (6): 6  
Fast Hand<sup>D</sup> (7): 13/D12+D10 (Not So Fast)  
Karma Ritual (6): 6  
Read and Write Language (6): 14/D20+D4  
—*Or'zet*, *Sperethiel*, *Theran*, *Troll*, *T'skrang*, *Winding*  
Read and Write Magic<sup>D</sup> (6): 14/D20+D4  
Slough Blame<sup>D</sup> (6): 12/2D10  
Speak Language (6): 14/D20+D4  
—*Human*, *Or'zet*, *Theran*, *Troll*, *T'skrang*, *Winding*  
Spellcasting<sup>D</sup> (7): 15/D20+D6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Spell Matrix (6): 6  
Thread Weaving (Illusionism)<sup>D</sup> (7): 15/D20+D6 (Thread Masking)  
Willforce (6): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (3): 9/D8+D6  
Poetry (3): 9/D8+D6  
Robe Embroidery (3): 9/D8+D6

### Knowledge:

Elven Philosophy (5): 13/D12+D10  
Force of the Eye Lore (4): 12/2D10  
Games of Chance (4): 12/2D10  
Gangs of Kratas (3): 11/D10+D8  
Merchants' Row Lore (3): 11/D10+D8  
Passion Lore (4): 12/2D10  
Security (3): 11/D10+D8

### General:

Bribery (3): 9/D8+D6  
Conversation (3): 9/D8+D6  
Fast Grab (3): 9/D8+D6  
Picking Pockets (3): 9/D8+D6  
Read and Write Language (1): 9/D8+D6  
—Dwarf (Throalic)  
Search (3): 11/D10+D8  
Speak Language (2): 10/D10+D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (3): 11/D10+D8

## Equipment

Add Amulet of the Eye (2 Damage Points)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Hand-Axe (Forged +2; Damage 11/D10+D8)  
Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of items inside)  
Adventurer's Kit  
Cloaksense Brooch  
Elven Path Cards Deck  
Embroidered Robe  
Embroidery Tools  
Grimoire  
Quiet-Fingers Gloves  
Healing Potion  
Passions Dice Set  
6 yards of rope  
Trail Rations (1 week)  
Wealthy Traveler's Garb  
Writing Kit

## Spells

And Then I Woke Up, Bellow of the Thundras, Best Face, Blindness, Chosen Path<sup>M</sup>, Disguise Metal, Displace Image, Enter and Exit, Eyes Have It<sup>M</sup>, Eye of Truth, Foreseeing<sup>M</sup>, Innocent Activity, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen<sup>M</sup>, Stop Right There, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

360 silver pieces (in quiet pouch)

## Legend Award

1,280 Legend Points

## Notes

Eliander possesses the elf Low-Light Vision racial ability.



**Fourth Circle:** Glamour (1 Damage Point)  
**Fifth Circle:** Karma on Perception-only Tests  
**Sixth Circle:** Karma on Willpower-only Tests

## ROGAN, LOGAN, AND TROGAN

This set of identical dwarf triplets are non-adept tavern owners.

### Attributes

**Dexterity** (9): 4/D6      **Strength** (11): 5/D8  
**Toughness** (13): 6/D10      **Perception** (12): 5/D8  
**Willpower** (9): 4/D6      **Charisma** (8): 4/D6

### Characteristics

**Physical Defense:** 6      **Initiative:** 4/D6  
**Spell Defense:** 7      **Physical Armor:** 0  
**Social Defense:** 5      **Mystic Armor:** 0  
**Death Rating:** 35      **Recovery Tests:** 2  
**Wound Threshold:** 9      **Knockdown:** 5/D8  
**Unconsciousness Rating:** 27

**Combat Movement:** 14      **Full Movement:** 28

### Skills

#### Artisan:

Music (Drum) (3): 7/D12  
 Storytelling (4): 8/2D6

#### Knowledge:

Creature Lore (2): 7/D12  
 Gangs of Kratas (3): 8/2D6  
 Merchants' Row Lore (3): 8/2D6

#### General:

Animal Handling (1): 5/D8  
 Conversation (4): 8/2D6  
 Creature Analysis (1): 6/D10  
 Melee Weapons (1): 5/D8  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Speak Language (7): 12/2D10  
 —Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Troll, T'skrang  
 Windling  
 Unarmed Combat (2): 6/D10

### Equipment

Club (Damage 8/2D6)  
 Knife (Damage 6/D10; Range 6–10–12)  
 Sap (Damage 6/D10)  
 Belt Pouch  
 Drum  
 Lizard  
 Traveler's Garb

### Loot

10 silver pieces (in belt pouch)

### Legend Award

45 Legend Points

### Notes

Rogan, Logan, and Trogan each possess the dwarf Heat Sight racial ability.

## SERIAN

Serian is an ork non-adept.

### Attributes

**Dexterity** (13): 6/D10      **Strength** (14): 6/D10  
**Toughness** (12): 5/D8      **Perception** (13): 6/D10  
**Willpower** (10): 5/D8      **Charisma** (11): 5/D8

### Characteristics

**Physical Defense:** 7      **Initiative:** 6/D10  
**Spell Defense:** 7      **Physical Armor:** 3  
**Social Defense:** 7      **Mystic Armor:** 0  
**Death Rating:** 34      **Recovery Tests:** 2  
**Wound Threshold:** 9      **Knockdown:** 6/D10  
**Unconsciousness Rating:** 26

**Combat Movement:** 28      **Full Movement:** 56

### Skills

#### Artisan:

Storytelling (4): 9/D8+D6

#### Knowledge:

Force of the Eye Lore (4): 10/D10+D6  
 Gangs of Kratas (3): 9/D8+D6  
 Merchants' Row Lore (2): 8/2D6  
 Negotiation (2): 8/2D6

#### General:

Conversation (4): 9/D8+D6  
 Fence (4): 9/D8+D6  
 Lock Picking (2): 8/2D6  
 Melee Weapons (3): 9/D8+D6  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Speak Language (4): 10/D10+D6  
 —Dwarf (Throalic), *Or'zet*, *Sperethiel*, T'skrang  
 Trading (4): 9/D8+D6  
 Unarmed Combat (2): 8/2D6

### Equipment

Leather (Phys 3)  
 Battle-Axe (Damage 12/2D10)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Belt Pouch  
 Thieves' Picks and Tools  
 Traveler's Garb

### Loot

65 silver pieces (in belt pouch)

### Legend Award

70 Legend Points

### Notes

Serian possesses the ork Low-Light Vision and *Gahad* racial abilities. Serian's *gahad* explodes if anyone breaks the rules of the Sanctuary. His *gahad* is never set off by events outside the Sanctuary. As soon as both feet are out the door, you are on your own.

## CK'TENAL

Ck'tenal is a Fifth Circle t'skrang Boatman.

### Attributes

**Dexterity** (12): 5/D8  
**Toughness** (17): 7/D12  
**Willpower** (14): 6/D10

**Strength** (12): 5/D8  
**Perception** (14): 6/D10  
**Charisma** (15): 6/D10

### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 8  
**Social Defense:** 10

**Initiative:** 5/D8  
**Physical Armor:** 3  
**Mystic Armor:** 3

**Death Rating:** 40 (70)  
**Wound Threshold:** 11

**Recovery Tests:** 3  
**Knockdown:** 5/D8\*

**Unconsciousness Rating:** 31 (56)

\* Ck'tenal knows the Wound Balance talent.

**Combat Movement:** 24

**Full Movement:** 48

**Karma Points:** 20

**Karma Step:** 4/D6

### Talents (Knacks)

Avoid Blow (5): 10/D10+D6  
Cast Net<sup>D</sup> (6): 11/D10+D8  
Climbing<sup>D</sup> (6): 11/D10+D8 (Swinging in the Rigging)  
Durability (6/5) (5): 5  
Evaluate<sup>D</sup> (6): 12/2D10  
Fence<sup>D</sup> (6): 12/2D10  
Karma Ritual (5): 5  
Melee Weapons<sup>D</sup> (6): 11/D10+D8  
Pilot Boat<sup>D</sup> (5): 11/D10+D8 (Safe Footing)  
Surprise Strike (6): 11/D10+D8  
Swimming<sup>D</sup> (5): 10/D10+D6  
Thread Weaving (River Weaving)<sup>D</sup> (4): 10/D10+D6  
Throwing Weapons (5): 10/D10+D6  
Unarmed Combat (5): 10/D10+D6  
Wound Balance (5): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Singing (3): 9/D8+D6  
T'skrang Poetry (3): 9/D8+D6

#### Knowledge:

Gangs of Daiche (3): 9/D8+D6  
Gangs of Kratas (3): 9/D8+D6  
Merchants' Row Lore (3): 9/D8+D6  
Negotiation (3): 9/D8+D6  
Serpent River Trade Routes (3): 9/D8+D6  
T'skrang Politics (4): 10/D10+D6  
Tylon River Trade Routes (3): 9/D8+D6

#### General:

Conversation (3): 9/D8+D6  
Etiquette (3): 9/D8+D6  
First Impression (3): 9/D8+D6  
Fishing (3): 9/D8+D6  
Flirting (3): 9/D8+D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Seduction (3): 9/D8+D6  
Speak Language (2): 8/2D6  
—Dwarf (Throalic), T'skrang  
Streetwise (3): 9/D8+D6  
Trading (3): 9/D8+D6

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)  
2 × Casting Nets (Entangle 10)  
Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range 6–10–12)  
Sap (Damage 6/D10)  
2 × Throwing Nets (Range 5–8–13; Entangle 9)  
Whip (Damage 8/2D6; Entangle 9)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Cloaksense Brooch  
Adventurer's Kit  
3 × Booster Potions  
Climbing Kit  
Fishing Kit  
Leather Gloves  
Quiet Pouch  
Wealthy Traveler's Garb

### Loot

320 silver pieces (in quiet pouch), 3,000 silver pieces stashed in the Riverboat Inn

### Legend Award

385 Legend Points

### Notes

Ck'tenal possesses the t'skrang Tail Attack (Damage 5/D8) racial ability. Ck'tenal is a pirate Boatman specialist.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

## TYPICAL ADDLED WRETCH

These are the typical statistics for a drug-addled human wretch.

### Attributes

**Dexterity** (8): 4/D6  
**Toughness** (11): 5/D8  
**Willpower** (4): 3/D4

**Strength** (5): 3/D4  
**Perception** (10): 5/D8  
**Charisma** (7): 4/D6

### Characteristics

**Physical Defense:** 5  
**Spell Defense:** 6  
**Social Defense:** 4

**Initiative:** 4/D6  
**Physical Armor:** 0  
**Mystic Armor:** 0

**Death Rating:** 32

**Recovery Tests:** 2

**Wound Threshold:** 8

**Knockdown:** 3/D4

**Unconsciousness Rating:** 24

**Combat Movement:** 16

**Full Movement:** 32

### Skills

#### Artisan:

Storytelling (1): 5/D8

#### Knowledge:

Gangs of Kratas (1): 6/D10  
Horror Lore (1): 6/D10  
Merchants' Row Lore (1): 6/D10  
Panhandling (1): 6/D10  
Scourge History (1): 6/D10

#### General:

Arcane Mutterings (1): 5/D8



Conversation (1): 5/D8  
 Melee Weapons (1): 5/D8  
 Picking Pockets (1): 5/D8  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Speak Language (2): 7/D12  
 —Dwarf (Throalic), Human  
 Streetwise (1): 6/D10  
 Throwing Weapons (1): 5/D8  
 Unarmed Combat (1): 5/D8

### Equipment

Knife (Damage 4/D6; Range 6–10–12)  
 Brick (Damage 5/D8; Range 6–10–12; improvised: -2 to Throwing Weapons Test)  
 Belt Pouch  
 Peasant's Garb

### Loot

D4 copper pieces (in belt pouch)

### Legend Award

30 Legend Points

## YŌŌLGANO

Yoolgano is a human non-adept.

### Attributes

**Dexterity** (9): 4/D6      **Strength** (10): 5/D8  
**Toughness** (9): 4/D6      **Perception** (15): 6/D10  
**Willpower** (9): 4/D6      **Charisma** (4): 3/D4

### Characteristics

**Physical Defense:** 6      **Initiative:** 4/D6  
**Spell Defense:** 8      **Physical Armor:** 0  
**Social Defense:** 4      **Mystic Armor:** 0  
**Death Rating:** 30      **Recovery Tests:** 2  
**Wound Threshold:** 7      **Knockdown:** 5/D8  
**Unconsciousness Rating:** 21  
**Combat Movement:** 18      **Full Movement:** 36

### Skills

**Artisan:**  
 Brewing (3): 6/D10  
**Knowledge:**  
 Alchemy and Potions (3): 9/D8+D6  
 Gangs of Kratas (2): 8/2D6  
 Horror Lore (2): 8/2D6  
 Kratas Undercity (2): 8/2D6  
 Merchants' Row Lore (2): 8/2D6  
 Scourge History (2): 8/2D6  
**General:**  
 Alchemy (3): 9/D8+D6  
 Arcane Mutterings (2): 5/D8  
 Melee Weapons (1): 5/D8  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Speak Language (2): 8/2D6  
 —Dwarf (Throalic), Human  
 Streetwise (2): 8/2D6

Throwing Weapons (1): 5/D8  
 Unarmed Combat (1): 5/D8

### Equipment

Dagger (Damage 7/D12; Range 9–15–18)  
 Adventurer's Kit  
 Belt Pouch  
 2 × Flasks of Dread Iota-tainted ale  
 Peasant's Garb  
 Trail Ration (1 weeks worth)  
 Alchemy Kit (in Undercity sewers)

### Loot

12 copper pieces (in belt pouch)

### Legend Award

610 Legend Points

### Notes

Yoolgano has been infected by dread iotas and has lost -3 points from all Attribute values permanently in the time he has been infected so far. Yoolgano can gain access to the dread iotas' Karma through their Karma Tap power whenever he brews his vile liquor, when he attempts to sell the noxious brew to others, convince others that the drink is 'safe,' and to defend himself if he is attacked.

## MELARIE

Melarie is a human madam and brothel owner.

### Attributes

**Dexterity** (12): 5/D8      **Strength** (11): 5/D8  
**Toughness** (13): 6/D10      **Perception** (10): 5/D8  
**Willpower** (6): 3/D4      **Charisma** (12): 5/D8

### Characteristics

**Physical Defense:** 7      **Initiative:** 5/D8  
**Spell Defense:** 6      **Physical Armor:** 0  
**Social Defense:** 7      **Mystic Armor:** 0  
**Death Rating:** 35      **Recovery Tests:** 2  
**Wound Threshold:** 9      **Knockdown:** 5/D8  
**Unconsciousness Rating:** 27  
**Combat Movement:** 24      **Full Movement:** 48

### Skills

**Artisan:**  
 Sewing (1): 6/D10  
**Knowledge:**  
 Gangs of Kratas (1): 6/D10  
 Merchants' Row Lore (1): 6/D10  
**General:**  
 First Impression (1): 6/D10  
 Flirting (2): 7/D12  
 Melee Weapons (1): 6/D10  
 Picking Pockets (1): 6/D10  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Seduction (2): 7/D12  
 Speak Language (4): 9/D8+D6  
 —Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*  
 Streetwise (2): 7/D12  
 Unarmed Combat (1): 6/D10

## Equipment

Dagger (Damage 7/D12; Range 9–15–18)  
Belt Pouch  
Cheap Cosmetics  
Leather Gloves  
Sewing Tools  
Well-worn Wealthy Traveler's Garb

## Loot

25 copper pieces (in belt pouch)

## Legend Award

35 Legend Points

## KREE'KLIN SILVERTAIL

### Attributes

|                             |                               |
|-----------------------------|-------------------------------|
| <b>Dexterity</b> (11): 5/D8 | <b>Strength</b> (10): 5/D8    |
| <b>Toughness</b> (12): 5/D8 | <b>Perception</b> (14): 6/D10 |
| <b>Willpower</b> (7): 4/D6  | <b>Charisma</b> (13): 6/D10   |

### Characteristics

|                            |                          |
|----------------------------|--------------------------|
| <b>Physical Defense:</b> 7 | <b>Initiative:</b> 5/D8  |
| <b>Spell Defense:</b> 8    | <b>Physical Armor:</b> 0 |
| <b>Social Defense:</b> 7   | <b>Mystic Armor:</b> 0   |

|                                   |                          |
|-----------------------------------|--------------------------|
| <b>Death Rating:</b> 34           | <b>Recovery Tests:</b> 2 |
| <b>Wound Threshold:</b> 9         | <b>Knockdown:</b> 5/D8   |
| <b>Unconsciousness Rating:</b> 26 |                          |

**Combat Movement:** 22    **Full Movement:** 44

### Skills

#### Artisan:

Brewing (3): 9/D8+D6

#### Knowledge:

Alchemy and Potions (5): 11/D10+D8

Botany (3): 9/D8+D6

Force of the Eye Lore (2): 8/2D6

Gangs of Kratas (1): 7/D12

Merchants' Row Lore (2): 8/2D6

Negotiation (2): 8/2D6

#### General:

Alchemy (3): 9/D8+D6

Evaluate (2): 8/2D6

Haggle (2): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (5): 11/D10+D8

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang

Streetwise (2): 8/2D6

Unarmed Combat (1): 6/D10

Trading (2): 8/2D6

## Equipment

Dagger (Damage 7/D12; Tail Damage 6/D10; Range 9–15–18)  
Belt Pouch  
Coreliander (2 doses)  
2 × Flasks of Fine Elven Wine  
Jikar Root (2 doses)  
Leather Gloves  
Tranceweed (2 doses)

Wealthy Traveler's Garb

Alchemy Kit (at the Dream Palace)

## Loot

Silver tail band (worth 100 silver pieces)

## Legend Award

45 Legend Points

## Notes

Kree'klin possesses the t'skrang Tail Attack (5/D8) racial ability.

## QUELLANDAR

Quellandar is a dwarf Questor of Chorrolis.

### Attributes

|                              |                               |
|------------------------------|-------------------------------|
| <b>Dexterity</b> (9): 4/D6   | <b>Strength</b> (11): 5/D8    |
| <b>Toughness</b> (13): 6/D10 | <b>Perception</b> (15): 6/D10 |
| <b>Willpower</b> (9): 4/D6   | <b>Charisma</b> (12): 5/D8    |

### Characteristics

|                            |                          |
|----------------------------|--------------------------|
| <b>Physical Defense:</b> 6 | <b>Initiative:</b> 4/D6  |
| <b>Spell Defense:</b> 8    | <b>Physical Armor:</b> 3 |
| <b>Social Defense:</b> 7   | <b>Mystic Armor:</b> 0   |

|                                   |                          |
|-----------------------------------|--------------------------|
| <b>Death Rating:</b> 35           | <b>Recovery Tests:</b> 2 |
| <b>Wound Threshold:</b> 9         | <b>Knockdown:</b> 5/D8   |
| <b>Unconsciousness Rating:</b> 27 |                          |

**Combat Movement:** 14    **Full Movement:** 28

### Talents

Questor of Chorrolis (3): 3

—Encourage Trade, Incite Greed (3): 8/2D6

—Locate Valuables (3): 9/D8+D6

### Skills

#### Artisan:

Storytelling (3): 8/2D6

#### Knowledge:

Gangs of Kratas (2): 8/2D6

Merchants' Row Lore (3): 9/D8+D6

Negotiation (3): 9/D8+D6

#### General:

Conversation (4): 9/D8+D6

Evaluate (3): 9/D8+D6

Fence (3): 8/2D6

Haggle (3): 8/2D6

Melee Weapons (1): 5/D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (5): 11/D10+D8

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang

Streetwise (3): 9/D8+D6

Unarmed Combat (2): 6/D10

Trading (3): 8/2D6

## Equipment

Leather (Phys 3)  
Dagger (Damage 7/D12; Range 9–15–18)  
Dwarf Sword (Damage 8/2D6)  
Quiet Pouch  
Wealthy Traveler's Garb



## Loot

60 silver pieces (in quiet pouch)

## Legend Award

145 Legend Points

## Notes

Quellandar possesses the dwarf Heat Sight racial ability.

## DORELIUS HOBBLE

Dorelius Hobble is a retired human adventurer. Although he laments the end of his kaer journeying days, he refuses to replace his lost hand and foot through any kind of magic. Some rumors say that he lost the hand and foot through a magic trap and has developed a fear of magic as a result.

## Attributes

**Dexterity** (8): 4/D6

**Toughness** (13): 6/D10  
D12

**Willpower** (14): 6/D10  
D10

**Strength** (5): 3/D4

**Perception** (16): 7/  
D12

**Charisma** (14): 6/  
D10

## Characteristics

**Physical Defense:** 5

**Spell Defense:** 9

**Social Defense:** 8

**Initiative:** 4/D6

**Physical Armor:** 4

**Mystic Armor:** 2

**Death Rating:** 35

**Wound Threshold:** 9

**Unconsciousness Rating:** 27

**Recovery Tests:** 2

**Knockdown:** 3/D4\*

Dorelius knows the Wound Balance skill

**Combat Movement:** 16

**Full Movement:** 32

## Skills

### Artisan:

Craftsman: Mason (3): 7/D12

Mapmaking (5): 12/2D10

Storytelling (5): 11/D10+D8

### Knowledge:

Gangs of Kratas (3): 10/D10+D6

The Hammersing Lore (3): 10/D10+D6

Kaer Lore (5): 12/2D10

Legends and Heroes (3): 10/D10+D6

Merchants' Row Lore (3): 10/D10+D6

Rites of Protection and Passage (3): 10/D10+D6

Scourge History (3): 10/D10+D6

Snares and Traps (7): 14/D20+D4

The Stables Lore (3): 10/D10+D6

Tylon Mountain Citadels and Kaers (6): 13/D12+D10

### General:

Climbing (5): 9/D8+D6

Conceal Weapon (3): 7/D12

Conversation (5): 11/D10+D8

Detect Trap (7): 14/D20+D4

Detect Weapon (3): 10/D10+D6

Disarm Trap (7): 11/D10+D8

Great Leap (5): 9/D8+D6

Hunting (3): 7/D12

Lock Picking (5): 9/D8+D6

Melee Weapons (5): 9/D8+D6

Missile Weapons (5): 9/D8+D6

Navigation (3): 10/D10+D6

Physician (2): 9/D8+D6

Read and Write Language (2): 9/D8+D6

—Dwarf (Throalic), Theran

Read and Write Magic (3): 10/D10+D6

Research (3): 10/D10+D6

Second Attack (3): 7/D12

Silent Walk (5): 9/D8+D6

Speak Language (6): 13/D12+D10

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Theran,

T'skrang

Streetwise (3): 10/D10+D6

Surprise Strike (3): 6/D10

Throwing Weapons (5): 9/D8+D6

Tracking (3): 10/D10+D6

Trap Initiative (8): 12/2D10

Unarmed Combat (5): 9/D8+D6

Wilderness Survival (5): 12/2D10

Wound Balance (5): 8/2D6

## Equipment

Padded Leather (Phys 4)

Dagger (Damage 5/D8; Range 9–15–18)

2 × Throwing Daggers (Damage 5/D8; Range 15–25–30)

Sling (Damage 5/D8; Range 20–40–80)

Belt Pouch (with 15 sling stones)



Adventurer's Kit  
Belt Pouch  
Climbing Kit  
Healing Kit (3 uses)  
Mapmaking Tools  
Masonry Tools  
Navigation Charts (in map/scroll case)  
Physician's Kit (3 uses)  
Thieves' Picks and Tools  
Traveler's Garb  
Writing Kit

## Loot

70 silver pieces (in belt pouch), 1,000 silver pieces hidden in the Shattered Kaer inn.

## Legend Award

255 Legend Points

## FRANICALIS

Franicalis is a stunningly handsome Eighth Circle human Troubadour.

### Attributes

**Dexterity** (14): 6/D10      **Strength** (11): 5/D8  
**Toughness** (11): 5/D8      **Perception** (16): 7/D12  
**Willpower** (11): 5/D8      **Charisma** (18): 7/D12

### Characteristics

**Physical Defense:** 8      **Initiative:** 6/D10  
**Spell Defense:** 9      **Physical Armor:** 6  
**Social Defense:** 12      **Mystic Armor:** 4

**Death Rating:** 29 (77)\*      **Recovery Tests:** 2  
**Wound Threshold:** 8      **Knockdown:** 5/D8  
**Unconsciousness Rating:** 21 (61)\*

\* These values have been modified for blood magic.

**Combat Movement:** 28      **Full Movement:** 56

**Karma Points:** 25      **Karma Step:** 4/D6

### Talents (Knacks)

Astral Sight (4): 11/D10+D8<sup>V</sup>  
Disguise Self<sup>D</sup> (8): 15/D20+D6  
Durability (6/5) (8): 8  
Emotion Song<sup>D</sup> (9): 16/D20+D8 (Epic, Telling the Tale)  
Empathic Sense<sup>D</sup> (8): 15/D20+D6 (Disassociate)  
Engaging Banter<sup>D</sup> (8): 15/D20+D6  
First Impression (8): 15/D20+D6  
Graceful Exit (8): 15/D20+D6  
Haggle (8): 15/D20+D6  
Hypnotize (8): 15/D20+D6  
Incite Mob<sup>D</sup> (8): 13/D12+D10 (Defuse Mob)  
Item History (8): 15/D20+D6  
Lip Reading (4): 11/D10+D8<sup>V</sup>  
Karma Ritual (8): 8  
Melee Weapons (9): 15/D20+D6  
Mimic Voice<sup>D</sup> (9): 16/D20+D8 (Mimic Music)  
Missile Weapons (8): 14/D20+D4  
Orbiting Spy (4): 11/D10+D8<sup>V</sup>  
Read and Write Language<sup>D</sup> (7): 14/D20+D4  
—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling

Resist Taunt<sup>D</sup> (8): 13/D12+D10  
Silent Walk (4): 10/D10+D6<sup>V</sup>  
Speak Language<sup>D</sup> (6): 13/D12+D10  
—*Or'zet*, *Sperethiel*, Theran, Troll, T'skrang, Windling  
Taunt (8): 15/D20+D6  
Thread Weaving (Story Weaving)<sup>D</sup> (8): 15/D20+D6 (Thread Masking, Unraveling)  
Throwing Weapons (8): 14/D20+D4  
Versatility (4): 4

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.  
<sup>V</sup> Indicates a talent learned through Versatility.

## Skills

### Artisan:

Acting (4): 11/D10+D8  
Singing (4): 11/D10+D8

### Knowledge:

Alchemy and Potions (3): 10/D10+D6  
Botany (3): 10/D10+D6  
Espionage (5): 12/2D10  
Force of the Eye Lore (4): 11/D10+D8  
Gangs of Kratas (3): 10/D10+D6  
Merchants' Row Lore (3): 10/D10+D6  
Negotiation (3): 10/D10+D6

### General:

Alchemy (3): 10/D10+D6  
Conversation (4): 11/D10+D8  
Etiquette (4): 11/D10+D8  
Flirting (4): 11/D10+D8  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Seduction (4): 11/D10+D8  
Speak Language (2): 9/D8+D6  
—Dwarf (Throalic), Human  
Streetwise (4): 11/D10+D8

## Equipment

Buckler (Phys 1; Shatter 17)  
Thread Leather (Rank 4; Phys 5; Myst 3)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Whip (Forged +2; Damage 10/D10+D6; Entangle 9)  
Thread Throwing Axe (Rank 4; Damage 11/D10+D8; Range 18–30–36)  
Thread Longbow (Rank 3; Damage 12/2D10; Range 80–160–320)  
Quiver (with 20 longbow arrows)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Amulet of the Eye (2 Damage Points)  
Adventurer's Kit  
Cloaksense Brooch  
Elfweave Robe  
Quiet Pouch  
Trail Rations (1 week)  
Tranceweed (2 doses)  
Wealthy Traveler's Garb  
Alchemy Kit (at the Blooming Lily)

## Loot

420 silver pieces (in quiet pouch)

## Legend Award

1,160 Legend Points



## Notes

Franicalis possesses the human Versatility racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Charisma-only Tests

**Seventh Circle:** Karma on supporting another character's social Action Test

**Eighth Circle:** The Kiss (1 Damage Point)

## OURNUUU

Ournuuu is an obsidiman non-adept.

### Attributes

**Dexterity** (8): 4/D6

**Toughness** (17): 7/D12

**Willpower** (11): 5/D8

**Strength** (21): 8/2D6

**Perception** (10): 5/D8

**Charisma** (10): 5/D8

### Characteristics

**Physical Defense:** 5

**Spell Defense:** 6

**Social Defense:** 6

**Initiative:** 4/D6

**Physical Armor:** 3

**Mystic Armor:** 1

**Death Rating:** 40

**Wound Threshold:** 11

**Unconsciousness Rating:** 32

**Recovery Tests:** 3

**Knockdown:** 8/2D6

**Combat Movement:** 10

**Full Movement:** 20

### Skills

**Artisan:**

Stone Carving (2): 7/D12

**Knowledge:**

Gem Appraisal (3): 8/2D6

Liferock Rebellion Lore (2): 7/D12

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

Overland Trading Company Trade Routes (4): 9/D8+D6

**General:**

Conversation (2): 7/D12

Evaluate (3): 8/2D6

Fence (3): 8/2D6

Haggle (3): 8/2D6

Melee Weapons (1): 5/D8

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (8): 13/D12+D10

—Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Unarmed Combat (2): 6/D10

Trading (5): 10/D10+D6

### Equipment

Stone Troll Dagger (Damage 11/D10+D8; Range 9–15–18)

Stone Troll Mace (Damage 13/D12+D10)

Quiet Pouch

Stone Carving Tool

Wealthy Traveler's Garb

### Loot

100 silver pieces (in quiet pouch)

## Legend Award

90 Legend Points

## Notes

Ournuuu possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

## IONELLA

Ionella is a humna non-adept.

### Attributes

**Dexterity** (12): 5/D8

**Toughness** (10): 5/D8

**Willpower** (11): 5/D8

**Strength** (11): 5/D8

**Perception** (12): 5/D8

**Charisma** (13): 6/D10

### Characteristics

**Physical Defense:** 7

**Spell Defense:** 7

**Social Defense:** 7

**Initiative:** 5/D8

**Physical Armor:** 5

**Mystic Armor:** 1

**Death Rating:** 31

**Wound Threshold:** 8

**Unconsciousness Rating:** 22

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 24

**Full Movement:** 48

### Skills

**Artisan:**

Storytelling (2): 8/2D6

**Knowledge:**

Dream Spire Company Trade Routes (4): 9/D8+D6

Gangs of Kratas (1): 6/D10

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

The Stables Lore (1): 6/D10

Warehouse District Lore (2): 7/D12

**General:**

Conversation (2): 8/2D6

Etiquette (2): 8/2D6

Evaluate (3): 8/2D6

Fence (2): 8/2D6

First Impression (2): 8/2D6

Flirting (2): 8/2D6

Haggle (2): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (8): 13/D12+D10

—Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Trading (5): 11/D10+D8

### Equipment

Buckler (Phys 1; Shatter 17)

Padded Leather (Phys 4)

Dagger (Damage 7/D12; Range 9–15–18)

Short Sword (Damage 9/D8+D6)

Quiet Pouch

Wealthy Traveler's Garb

### Loot

75 silver pieces (in quiet pouch)

## Legend Award

65 Legend Points

## REHELLIAN

Rehellian is a dwarf non-adept.

### Attributes

**Dexterity** (13): 6/D10  
**Toughness** (14): 6/D10  
**Willpower** (14): 6/D10

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (11): 5/D8

### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 9  
**Social Defense:** 9

**Initiative:** 5/D8  
**Physical Armor:** 6  
**Mystic Armor:** 3

**Death Rating:** 35 (65)\*  
**Wound Threshold:** 10  
**Unconsciousness Rating:** 27 (52)\*

**Recovery Tests:** 3  
**Knockdown:** 6/D10

\* These values have been modified for blood magic.

**Combat Movement:** 22

**Full Movement:** 44

**Karma Points:** 15

**Karma Step:** 4/D6

### Talents

Abate Curse<sup>D</sup> (5): 11/D10+D8  
Avoid Blow (4): 10/D10+D6  
Detect Weapon<sup>D</sup> (4): 11/D10+D8  
Durability (6/5) (5): 5  
Forge Blade<sup>D</sup> (5): 12/2D10  
Haggle<sup>D</sup> (5): 10/D10+D6  
Karma Ritual (4): 4  
Melee Weapons (4): 10/D10+D6  
Read and Write Language (4): 11/D10+D8  
—Human, Obsidiman, *Or'zet, Sperethiel*  
Speak Language (4): 11/D10+D8  
—Human, Obsidiman, *Or'zet, Sperethiel*  
Steel Thought<sup>D</sup> (4): 10/D10+D6  
Thread Weaving (Thread Smithing)<sup>D</sup> (4): 11/D10+D8  
Weapon History<sup>D</sup> (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Storytelling (2): 7/D12  
Weapon Runic Carving (2): 7/D12

#### Knowledge:

Blood Steel Forge Lore (3): 10/D10+D6  
Gangs of Kratas (1): 8/2D6  
House Chaozun Lore (4): 11/D10+D8  
Merchants' Row Lore (3): 10/D10+D6  
Negotiation (3): 10/D10+D6  
Ork Racial Lore (1): 8/2D6  
Ork Scorcher Tribes (1): 8/2D6  
The Stables Lore (3): 10/D10+D6  
Throal Politics (3): 8/2D6  
Warehouse District Lore (3): 10/D10+D6

#### General:

Conversation (3): 8/2D6  
First Impression (2): 7/D12  
Flirting (2): 7/D12  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Seduction (2): 7/D12

Speak Language (1): 8/2D6  
—Dwarf (Throalic)  
Streetwise (3): 10/D10+D6  
Throwing Weapons (2): 8/2D6  
Trading (5): 10/D10+D6  
Unarmed Combat (2): 8/2D6

### Equipment

Buckler (Phys 1; Shatter 17)  
Hide (Phys 5; Myst 1; Init 1)  
2 × Daggers (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
Dwarf Sword (Forged +2; Damage 11/D10+D8)  
2 × Throwing Axes (Damage 9/D8+D6; Range 12–20–24)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Adventurer's Kit  
Cloaksense Brooch  
Forge Tools  
Quiet Pouch  
Trail Rations (1 week)  
Traveler's Garb

### Loot

160 silver pieces (in quiet pouch)

## Legend Award

215 Legend Points

### Notes

Rehellian possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Evaluate Weapon (1 Damage Point)

## TOOMAND

Toomand is a dwarf non-adept.

### Attributes

**Dexterity** (11): 5/D8  
**Toughness** (14): 6/D10  
**Willpower** (8): 4/D6

**Strength** (13): 6/D10  
**Perception** (14): 6/D10  
**Charisma** (11): 5/D8

### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 8  
**Social Defense:** 7

**Initiative:** 5/D8  
**Physical Armor:** 3  
**Mystic Armor:** 0

**Death Rating:** 36  
**Wound Threshold:** 10  
**Unconsciousness Rating:** 28

**Recovery Tests:** 3  
**Knockdown:** 6/D10

**Combat Movement:** 18

**Full Movement:** 36

### Talents

Questor of Chorrolis (5): 5  
—Encourage Trade, Incite Greed (5): 10/D10+D6  
—Locate Valuables (5): 11/D10+D8

### Skills

#### Artisan:

Storytelling (3): 8/2D6

#### Knowledge:

Force of the Eye Lore (3): 9/D8+D6  
Gangs of Daiche (2): 8/2D6  
Gangs of Kratas (2): 8/2D6  
House Ludi Lore (4): 10/D10+D6



Merchants' Row Lore (3): 9/D8+D6

Negotiation (3): 9/D8+D6

Throal Politics (3): 9/D8+D6

#### General:

Conversation (3): 8/2D6

Evaluate (3): 9/D8+D6

Fence (3): 8/2D6

Haggle (3): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (8): 14/D20+D4

—Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 9/D8+D6

Unarmed Combat (2): 7/D12

Trading (5): 10/D10+D6

### Equipment

Leather (Phys 3)

Dagger (Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Damage 9/D8+D6)

Quiet Pouch

Wealthy Traveler's Garb

### Loot

100 silver pieces (in quiet pouch)

### Legend Award

180 Legend Points

### Notes

Toomand possesses the dwarf Heat Sight racial ability.

## VOOXONA

\* Vooxona is a dwarf non-adept.

### Attributes

**Dexterity** (11): 5/D8

**Toughness** (13): 6/D10

**Willpower** (11): 5/D8

**Strength** (12): 5/D8

**Perception** (12): 5/D8

**Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 7

**Spell Defense:** 7

**Social Defense:** 8

**Initiative:** 5/D8

**Physical Armor:** 3

**Mystic Armor:** 0

**Death Rating:** 35

**Wound Threshold:** 9

**Unconsciousness Rating:** 27

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 18

**Full Movement:** 36

### Skills

#### Artisan:

Dancing (3): 9/D8+D6

Storytelling (3): 9/D8+D6

#### Knowledge:

Court Dancing (3): 8/2D6

Force of the Eye Lore (3): 8/2D6

Gangs of Kratas (2): 7/D12

House Mikul Lore (4): 9/D8+D6

Merchants' Row Lore (3): 8/2D6

Negotiation (3): 8/2D6

Throal Politics (3): 8/2D6

#### General:

Bribery (2): 8/2D6

Conversation (3): 9/D8+D6

Etiquette (3): 9/D8+D6

Evaluate (3): 8/2D6

Fence (2): 8/2D6

Flirting (2): 8/2D6

Haggle (2): 8/2D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (8): 13/D12+D10

—Dwarf (Throalic), Human, Obsidiman, *Or'zet*, *Sperethiel*,

Troll, T'skrang, Windling

Streetwise (3): 8/2D6

Trading (5): 11/D10+D8

### Equipment

Leather (Phys 3)

Dagger (Damage 7/D12; Range 9–15–18)

Dwarf Sword (Damage 8/2D6)

Quiet Pouch

Traveler's Garb

Wealthy Traveler's Garb (for consultation with senior member of the Force of the Eye)

### Loot

50 silver pieces (in quiet pouch)

### Legend Award

65 Legend Points

### Notes

Vooxona possesses the dwarf Heat Sight racial ability.

## TURNARAK IRONEATER

Turnarak is a Fifth Circle ork Liberator.

### Attributes

**Dexterity** (12): 5/D8

**Toughness** (19): 8/2D6

**Willpower** (16): 7/D12

**Strength** (19): 8/2D6

**Perception** (11): 5/D8

**Charisma** (10): 5/D8

### Characteristics

**Physical Defense:** 7

**Spell Defense:** 7

**Social Defense:** 8

**Initiative:** 5/D8

**Physical Armor:** 5

**Mystic Armor:** 2

**Death Rating:** 42 (77)\*

**Wound Threshold:** 12

**Unconsciousness Rating:** 34 (64)\*

**Recovery Tests:** 3

**Knockdown:** 8/2D6

\* These values have been modified for blood magic.

**Combat Movement:** 26

**Full Movement:** 52

**Karma Points:** 24

**Karma Step:** 5/D8

### Talents (Knacks)

Anticipate Blow (5): 10/D10+D6

Avoid Blow (5): 10/D10+D6

Durability (7/6) (5): 5

False Shackles<sup>D</sup> (5): 10/D10+D6

Freedom Search<sup>D</sup> (5): 10/D10+D6

Free Mind<sup>D</sup> (5): 10/D10+D6

*Heart of Freedom* (5): 12/2D10  
 Karma Ritual (5): 5  
 Lock Picking<sup>D</sup> (6): 11/D10+D8  
 Melee Weapons<sup>D</sup> (5): 10/D10+D6 (Improvised Weapons)  
 Shackle Shrug<sup>D</sup> (6): 11/D10+D8  
 Shout of Justice<sup>D</sup> (5): 10/D10+D6  
 Thread Weaving (Freedom Weaving)<sup>D</sup> (4): 9/D8+D6  
 Throwing Weapons (5): 10/D10+D6  
 Unarmed Combat<sup>D</sup> (5): 10/D10+D6 (Head Butt)

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (3): 8/2D6  
 Dancing (3): 8/2D6

### Knowledge:

Court Dancing (3): 8/2D6  
 Dwarf Caravan Trade Routes (3): 8/2D6  
 Gangs of Kratas (3): 8/2D6  
 House Yilwaz Lore (4): 9/D8+D6  
 Merchants' Row Lore (3): 8/2D6  
 Negotiation (3): 8/2D6  
 Throal Politics (3): 8/2D6

### General:

Conversation (3): 8/2D6  
 Etiquette (4): 9/D8+D6  
 First Impression (3): 8/2D6  
 Flirting (3): 8/2D6  
 Haggle (2): 7/D12  
 Read and Write Language (2): 7/D12  
 —Dwarf (Throalic), Theran  
 Seduction (3): 8/2D6  
 Speak Language (3): 8/2D6  
 —Dwarf (Throalic), *Or'zet*, Theran  
 Streetwise (3): 8/2D6  
 Tracking (3): 8/2D6  
 Trading (2): 7/D12  
 Wilderness Survival (3): 8/2D6

## Equipment

Buckler (Phys 1; Shatter 17)  
 Padded Leather (Phys 4)  
 Dagger (Damage 10/D10+D6; Range 9–15–18)  
 Flail (Forged +2; Damage 15/D20+D6)  
 2 × Hawk Hatchets (Damage 12/2D10; Range 24–40–48)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Adventurer's Kit  
 3 × Booster Potion  
 Cloaksense Brooch  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb (worn when hunting slavers)  
 Wealthy Traveler's Garb (worn during negotiations for House Yilwaz)

## Loot

100 silver pieces (in quiet pouch)

## Legend Award

325 Legend Points

## Notes

Turnarak possesses the ork Low-Light Vision and *Gahad* racial abilities. Turnarak's *gahad* is triggered by slights or aggression against servants or slaves, but is never set off by comments or actions against her person.

**Fourth Circle:** Freedom Song (1 Damage Point)

**Fifth Circle:** Karma on Willpower-only Tests

## JULERICANI

Julericani is a Sixth Circle dwarf Wizard.

## Attributes

**Dexterity** (11): 5/D8  
**Toughness** (13): 6/D10  
**Willpower** (17): 7/D12  
**Strength** (12): 5/D8  
**Perception** (16): 7/D12  
**Charisma** (10): 5/D8

## Characteristics

**Physical Defense:** 7  
**Spell Defense:** 10  
**Social Defense:** 6  
**Initiative:** 5/D8  
**Physical Armor:** 4  
**Mystic Armor:** 3

**Death Rating:** 35 (59)  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 27 (45)  
**Recovery Tests:** 2  
**Knockdown:** 5/D8

**Combat Movement:** 18  
**Full Movement:** 36

**Karma Points:** 25  
**Karma Step:** 4/D6

## Talents (Knacks)

Arcane Mutterings<sup>D</sup> (6): 11/D10+D8  
 Astral Sight<sup>D</sup> (6): 13/D12+D10  
 Book Memory<sup>D</sup> (7): 14/D20+D4 (Remember Conversation)  
 Book Recall<sup>D</sup> (6): 13/D12+D10  
 Durability (4/3) (6): 6  
 Enhanced Matrix (6): 6  
 Evidence Analysis<sup>D</sup> (6): 13/D12+D10  
 Karma Ritual (6): 6  
*Lip Reading* (6): 11/D10+D8  
 Read and Write Language<sup>D</sup> (6): 13/D12+D10  
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang  
 Read and Write Magic<sup>D</sup> (6): 13/D12+D10  
 Speak Language<sup>D</sup> (6): 13/D12+D10  
 —Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang  
 Spellcasting<sup>D</sup> (7): 14/D20+D4 (Anchored Spell)  
 Spell Matrix (6): 6  
 Spell Matrix (6): 6  
 Spell Matrix (6): 6  
 Thread Weaving (Wizardry)<sup>D</sup> (7): 14/D20+D4 (Create Thread Item, Thread Masking)  
 Willforce (6): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Craftsman: Trapmaking (4): 9/D8+D6  
 Mapmaking (4): 11/D10+D8  
 Robe Embroidery (3): 8/2D6

### Knowledge:

Barsaivian Geography (3): 10/D10+D6  
 Gangs of Kratas (3): 10/D10+D6  
 House Neumani Lore (4): 11/D10+D8  
 Merchants' Row Lore (3): 10/D10+D6



Negotiation (3): 10/D10+D6  
 Throal Politics (3): 10/D10+D6  
**General:**  
 Detect Trap (3): 10/D10+D6  
 Disarm Trap (3): 8/2D6  
 Evaluate (3): 10/D10+D6  
 Haggle (3): 8/2D6  
 Melee Weapons (4): 9/D8+D6  
 Navigation (4): 11/D10+D8  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Speak Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Streetwise (3): 10/D10+D6  
 Tracking (3): 10/D10+D6  
 Trading (3): 8/2D6  
 Trap Initiative (3): 8/2D6  
 Wilderness Survival (3): 10/D10+D6

## Equipment

Padded Leather (Phys 4)  
 Dwarf Sword (Forged +2; Damage 10/D10+D6)  
 Throalic Ornamental Dagger (Forged +1; Damage 8/2D6;  
 Range 9–15–18)  
 Thread Map of Location for Central Barsaive (Rank 3; 1 Strain  
 Point for Thread Weaving Test versus SD 25 to activate three  
 powers. Rank 1: Shows the owner's location on the map;  
 Rank 2: Shows a location on the map if the owner owns an  
 item from that location; Rank 3: Shows the quickest route to  
 a location the owner has been or if the owner owns an item  
 from that location; location on map is shown for one hour; (in  
 map/scroll case))  
 Adventurer's Kit  
 Cloaksense Brooch  
 Embroidered Robe  
 Embroidery Tools  
 Grimoire  
 2 × Healing Potions  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Quiet Pouch  
 Thieves' Picks and Tools  
 Trail Rations (1 week)  
 Trapmaking Tools  
 Wealthy Traveler's Garb  
 Writing Kit

## Spells

And His Money<sup>M</sup>, Aura Strike, Ball of String, Binding Threads,  
 Catwalk, Crushing Will, Dispel Magic, Displace Self, Doom  
 Missile, Flame Flash, Ignite, Inventory<sup>M</sup>, Kaer Knocking,  
 Kaer Pictographs, Leaps and Bounds, Levitate, Makeshift  
 Weapon, Mind Dagger, Quicken Pace, Sanctuary, Seal, Shatter  
 Lock, Solo Flight, Thorny Retreat, Triangulate, Trust<sup>E</sup>, Vines,  
 Wake-Up Call<sup>M</sup>, Wall Walker

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

160 silver pieces (in quiet pouch)

## Legend Award

1,240 Legend Points

## Notes

Julericani possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Willpower-only Tests

**Sixth Circle:** +1 Spell Defense



## HE SCRABBLES

The following characters appear in the **The Scrabbles** chapter of the **Kratas: The City of Thieves** sourcebook.

## FENGHAT

Fenghat is a Seventh Circle human Scout Infiltrator specialist.

## Attributes

**Dexterity** (21): 8/2D6

**Toughness** (14): 6/D10

**Willpower** (12): 5/D8

**Strength** (13): 6/D10

**Perception** (21): 8/2D6

**Charisma** (15): 6/D10

## Characteristics

**Physical Defense:** 15

**Spell Defense:** 11

**Social Defense:** 10

**Initiative:** 8/2D6

**Physical Armor:** 8

**Mystic Armor:** 5

**Death Rating:** 35 (77)<sup>\*</sup>

**Wound Threshold:** 10

**Unconsciousness Rating:** 27 (62)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 43

**Full Movement:** 86

**Karma Points:** 37

**Karma Step:** 5/D8

## Talents (Knacks)

Astral Sight<sup>D</sup> (8): 16/D20+D8

Avoid Blow<sup>D</sup> (8): 16/D20+D8

Climbing<sup>D</sup> (8): 16/D20+D8<sup>\*</sup> (By The Fingernails)

Detect Trap<sup>D</sup> (7): 15/D20+D6

Disarm Trap (4): 12/2D10<sup>V</sup>

Durability (6/5) (7): 7

Endure Cold<sup>D</sup> (6): 14/D20+D4

Karma Ritual (7): 7

Great Leap (7): 15/D20+D6

Haggle (4): 10/D10+D6<sup>V</sup>

Lock Picking (4): 12/2D10<sup>V</sup>

Lock Sense (8): 16/D20+D8

Maneuver (7): 15/D20+D6

Melee Weapons (7): 15/D20+D6

Read and Write Language (7): 15/D20+D6

—Human (Dinganni), *Or'zet*, *Sperethiel*, Theran, T'skrang,  
 Troll, Windling

Riposte (7): 15/D20+D6

Silent Walk<sup>D</sup> (8): 16/D20+D8 (Shadow Hide)

Speak Language (7): 15/D20+D6

—Human (Dinganni), *Or'zet*, *Sperethiel*, Theran, T'skrang,  
 Troll, Windling

Sprint (6): 14/D20+D4

Thread Weaving (Scout Weaving)<sup>D</sup> (7): 15/D20+D6 (Thread

Masking, Unraveling)

Tiger Spring (4): 4<sup>V</sup>

Tracking<sup>D</sup> (6): 14/D20+D4 (Identify Tracks)

Trap Initiative<sup>D</sup> (7): 15/D20+D6

Versatility (4): 4

<sup>D</sup> Indicates a Discipline talent.

<sup>V</sup> Indicates a talent learned through Versatility.

<sup>\*</sup> Talent modified by Climbing rank +1 from thread boots.

## Skills

### Artisan:

Acting (4): 10/D10+D6

Dancing (4): 10/D10+D6

### Knowledge:

Botany (4): 12/2D10

Court Dancing (4): 12/2D10

Creature Lore (4): 12/2D10

Daiche History (4): 12/2D10

Espionage (5): 13/D12+D10

Gangs of Kratas (5): 13/D12+D10

Gangs of Daiche (4): 12/2D10

Kratas History (5): 13/D12+D10

Kratas Undercity Lore (5): 13/D12+D10

Merchants' Row Lore (4): 12/2D10

Negotiation (4): 12/2D10

The Stables Lore (5): 13/D12+D10

The Scrabbles Lore (7): 15/D20+D6

Throalic Merchant Houses (4): 12/2D10

Throalic Noble Houses (4): 12/2D10

Throal Politics (2): 10/D10+D6

### General:

Bribery (4): 10/D10+D6

Conversation (4): 10/D10+D6

Disguise (5): 13/D12+D10

Etiquette (4): 10/D10+D6

First Impression (4): 10/D10+D6

Forgery (5): 13/D12+D10

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)

Read and Write Magic (5): 13/D12+D10

Search (5): 13/D12+D10

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), Human

Streetwise (5): 13/D12+D10

Trading (4): 10/D10+D6

## Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Broadsword (Forged +3; Damage 14/D20+D4)

2 × Daggers (Damage 8/2D6; Range 9–15–18)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

Climbing Kit

Cloaksense Brooch

Disguise Kit

3 × Healing Potions

Last Chance Salve

Light Quartz Lantern

Quiet Pouch

Mapmaking Tools

Navigation Charts (in map/scroll case)

Trail Rations (1 week)

Traveler's Garb

Writing Kit

## Loot

420 silver pieces (in quiet pouch), ten well-hidden stashes in various locations underneath, in, and around Kratas of 400–500 silver pieces each

## Legend Award

1,170 Legend Points

## Notes

Fenghat possesses the human Versatility racial ability.

**Fourth Circle:** Scout: Enhanced Senses (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense



## THE WAREHOUSE DISTRICT

The following characters appear in the **The Warehouse District** chapter of the **Kratas: The City of Thieves** sourcebook.

## BERRY BLOSSOM

Berry Blossom is a Eighth Circle windling Illusionist and Fifth Circle Horror Stalker.

### Attributes

**Dexterity** (9): 4/D6

**Toughness** (15): 6/D10

**Willpower** (20): 8/2D6

**Strength** (4): 3/D4

**Perception** (21): 8/2D6

**Charisma** (16): 7/D12

### Characteristics

**Physical Defense:** 13<sup>G</sup>

**Spell Defense:** 12

**Social Defense:** 9

**Initiative:** 2/D4-1

**Physical Armor:** 8

**Mystic Armor:** 5

**Death Rating:** 32 (68)<sup>\*</sup>

**Wound Threshold:** 10

**Unconsciousness Rating:** 24 (51)<sup>\*</sup>

**Recovery Tests:** 3

**Knockdown:** 3/D4<sup>\*\*</sup>

<sup>G</sup> Enhanced by +5 through group True pattern.

<sup>\*</sup> These values have been modified for blood magic.

<sup>\*\*</sup> Berry knows the Wound Balance skill.

**Combat Movement:** 5<sup>+</sup>

**Full Movement:** 10<sup>+</sup>

<sup>+</sup> Berry has no wings and thus no Flying Movement rate. When using her Flying Carpet she has a Flying Movement rate of 46/92.

**Karma Points:** 60

**Karma Step:** 6/D10

### Horror Stalker Talents (Knacks)

Abate Curse<sup>D</sup> (5): 13/D12+D10

Avoid Blow<sup>D</sup> (10): 14/D20+D4<sup>G</sup>

Bear Mark<sup>D</sup> (6): 14/D20+D4 (Locate Horror)

Creature Analysis<sup>D</sup> (6): 14/D20+D4 (Horror Analysis)

*Heartening Laugh* (5): 12/2D10

Lion Heart<sup>D</sup> (5): 13/D12+D10

Melee Weapons<sup>D</sup> (5): 9/D8+D6

Silent Walk (5): 9/D8+D6

Steel Thought<sup>D</sup> (5): 13/D12+D10

Temper Self<sup>D</sup> (5): 13/D12+D10

Tracking<sup>D</sup> (5): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

<sup>G</sup> *Italicized* talents require Karma.

<sup>G</sup> Enhanced by +5 through group True pattern.



## Illusionist Talents (Knacks)

Astral Sight<sup>D</sup> (9): 17/D20+D10  
 Dead Fall<sup>D</sup> (8): 16/D20+D8  
 Disguise Self<sup>D</sup> (8): 16/D20+D8  
 Durability (4/3) (9): 9  
 Engaging Banter<sup>D</sup> (8): 15/D20+D6  
 Enhanced Matrix (8): 8  
 Enhanced Matrix (8): 8  
 False Sight<sup>D</sup> (8): 8  
 Fast Hand<sup>D</sup> (8): 12/2D10  
 Karma Ritual (9): 9  
*Leadership* (8): 15/D20+D6  
 Read and Write Language (8): 16/D20+D8  
 —Human, Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, T'skrang, Windling  
 Read and Write Magic<sup>D</sup> (8): 16/D20+D8  
 Slough Blame<sup>D</sup> (8): 15/D20+D6  
 Speak Language (7): 15/D20+D6  
 —Human, Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, T'skrang  
 Spellcasting<sup>D</sup> (10): 18/D20+D12 (Anchored Spell, Maintain Spell Threads, Spell Stacking)  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Thread Weaving (Illusionism)<sup>D</sup> (10): 18/D20+D12 (Thread Masking, Unraveling)  
 True Sight<sup>D</sup> (8): 8  
 Willforce (8): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

## Skills

### Artisan:

Robe Embroidery (4): 11/D10+D8  
 Wardrobe and Style (4): 11/D10+D8  
 Tattooing (1): 8/2D6

### Knowledge:

Barsaive Geography (4): 12/2D10  
 Caravan Troupe Routes (4): 12/2D10  
 Creature Lore (3): 11/D10+D8  
 Grim Legion Lore (4): 12/2D10  
 Props and Special Effects Lore (4): 12/2D10  
 Warehouse District Lore (4): 12/2D10

### General:

Evidence Analysis (3): 11/D10+D8  
 Read and Write Language (1): 9/D8+D6  
 —Dwarf (Throalic)  
 Search (5): 13/D12+D10  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), Windling  
 Streetwise (4): 12/2D10  
 Surprise Strike (3): 6/D10  
 Tactics (3): 11/D10+D8  
 Wilderness Survival (4): 12/2D10  
 Wound Balance (4): 7/D12

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)  
 Windling Dagger (Forged +1; Damage 5/D8; Range 6–10–12)

Winding Sword (Forged +1; Damage 6/D10)  
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10 weight)  
 Animated Flying Carpet (2 Damage Points)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Embroidered Robe  
 Embroidery Tools  
 Grimoire  
 3 × Healing Potions  
 Tattooing Tools  
 Winding Trail Rations (1 week)  
 Winding Traveler's Garb

## Spells

And Then I Woke Up<sup>M</sup>, Astral Shadow, Assuring Touch, Awaken, Bellow of the Thundras, Best Face, Bouncing Blaster, Conceal Tracks, Detect Illusionism Magic, Disaster, Disguise Metal, Dispel Illusionism Magic<sup>E</sup>, Displace Image, Ephemeral Bolt, Eye of Truth<sup>M</sup>, False Floor, Flying Carpet, Fun With Doors, Great Weapon, Illusion, Illusory Missiles<sup>E</sup>, Impossible Lock, Improved Alarm, Light, Massive Missiles, Monstrous Mantle, Multi-Missile, Nobody Here, See The Unseen<sup>M</sup>, Silent Stampede, Soothe the Savage Beast, True Ephemeral Bolt<sup>M</sup>, Unmask, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

42 gold pieces (in quiet pouch)

## Legend Award

5,400 Legend Points

## Notes

Berry possesses the windling racial abilities of Astral-Sensitive Sight, Flight, and Increased Physical Defense. She has lost



the ability to fly due to her wings being torn off. Berry has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has two Rank 5 threads attached to her Physical Defense and her Avoid Blow talent.

**Fourth Circle:** Horror Stalker: Spiritual Sanctuary (1 Damage Point); Illusionist: Glamour (1 Damage Point)  
**Fifth Circle:** Horror Stalker: Karma on Willpower-only Tests; Illusionist: Karma on Perception-only Tests  
**Sixth Circle:** Karma on Willpower-only Tests  
**Seventh Circle:** Karma on spell Effect Tests  
**Eighth Circle:** +1 Spell Defense

## LLODONA

Llodona, a Sixth Circle dwarf Weaponsmith approaching middle age, considers herself the caretaker of the group. She assiduously inspects and repairs the group members' armor, and hones and forges their weapons. She is also a questor, but unlike many Weaponsmiths, Upandal is not her patron Passion. Llodona is a Rank 4 questor of Garlen, and cares for the bodies of her comrades as sedulously as she cares for their gear. She usually seals the warehouse every night.

### Attributes

|                              |                               |
|------------------------------|-------------------------------|
| <b>Dexterity</b> (14): 6/D10 | <b>Strength</b> (13): 6/D10   |
| <b>Toughness</b> (14): 6/D10 | <b>Perception</b> (16): 7/D12 |
| <b>Willpower</b> (17): 7/D12 | <b>Charisma</b> (16): 7/D12   |

### Characteristics

|   |                           |
|---|---------------------------|
| <b>Physical Defense:</b> 13 <sup>G</sup>            | <b>Initiative:</b> 3/D4   |
| <b>Spell Defense:</b> 9                             | <b>Physical Armor:</b> 10 |
| <b>Social Defense:</b> 9                            | <b>Mystic Armor:</b> 4    |
| <b>Death Rating:</b> 34 (70) <sup>*</sup>           | <b>Recovery Tests:</b> 3  |
| <b>Wound Threshold:</b> 10                          | <b>Knockdown:</b> 6/D10   |
| <b>Unconsciousness Rating:</b> 26 (56) <sup>*</sup> |                           |

<sup>G</sup> Enhanced by +5 through group True pattern.  
<sup>\*</sup> These values have been modified for blood magic.

|                            |                          |
|----------------------------|--------------------------|
| <b>Combat Movement:</b> 24 | <b>Full Movement:</b> 48 |
| <b>Karma Points:</b> 25    | <b>Karma Step:</b> 4/D6  |

### Talents (Knacks)

Abate Curse<sup>D</sup> (6): 13/D12+D10  
 Avoid Blow (7): 13/D12+D10  
 Conceal Weapon (6): 12/2D10  
 Detect Weapon<sup>D</sup> (6): 13/D12+D10  
 Durability (6/5) (6): 6  
 Forge Blade<sup>D</sup> (7): 14/D20+D4 (Forge Arrow)  
 Haggle<sup>D</sup> (6): 13/D12+D10  
 Karma Ritual (6): 6  
 Melee Weapons (7): 13/D12+D10  
 Questor of Garlen (4): 4  
 —Comfort, Heal, Seal Home (4): 11/D10+D8  
 Read and Write Language (6): 13/D12+D10  
 —Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, Windling  
 Speak Language (6): 13/D12+D10  
 —Human (Vorst), Obsidiman, *Or'zet*, *Sperethiel*, Troll, Windling  
 Spot Armor Flaw<sup>D</sup> (6): 13/D12+D10  
 Steel Thought<sup>D</sup> (6): 13/D12+D10  
 Temper Self<sup>D</sup> (6): 13/D12+D10

Thread Weaving (Thread Smithing)<sup>D</sup> (6): 13/D12+D10  
 (Thread Masking, Unraveling)  
 Warp Missile<sup>D</sup> (6): 13/D12+D10  
 Weapon History<sup>D</sup> (6): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

### Skills

#### Artisan:

Cooking (3): 10/D10+D6  
 Runic Carving (4): 11/D10+D8

#### Knowledge:

Alchemy and Potions (3): 10/D10+D6  
 Baking (3): 10/D10+D6  
 Botany (3): 10/D10+D6  
 Creature Lore (3): 10/D10+D6  
 Grim Legion Lore (3): 10/D10+D6  
 Passion Lore (4): 11/D10+D8  
 Warehouse District Lore (3): 10/D10+D6

#### General:

Alchemy (3): 10/D10+D6  
 Maneuver (3): 9/D8+D6  
 Physician (3): 10/D10+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Research (3): 10/D10+D6  
 Rushing Attack (3): 9/D8+D6  
 Speak Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Streetwise (3): 10/D10+D6  
 Trading (3): 10/D10+D6  
 Wilderness Survival (3): 10/D10+D6

### Equipment

Buckler (Phys 1; Shatter 17)  
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Black Ring Mail with silvered studs, one shaped like a blossom (Phys 6; Init 2; Grim Legion Pattern Item; 2 Damage Points)  
 Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
 Dwarf Sword (Forged +2; Damage 11/D10+D8)  
 Scythian Axe (Forged +3; Damage 14/D20+D4; Climbing Tests +1 bonus)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Carving Tools  
 Firestarter  
 Forge Tools  
 Healing Kit (3 uses)  
 Hot Pot  
 Quiet Pouch  
 Physician Kit (3 uses)  
 Trail Rations (1 week)  
 Traveler's Garb  
 Alchemy Kit (at Warehouse Base)

### Loot

190 silver pieces (in quiet pouch)

### Legend Award

620 Legend Points

### Notes

Llodona possesses the dwarf Heat Sight racial ability. Llodona has 2 Damage Points from the Grim Legion group pattern.



She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 5 thread attached to her Physical Defense.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Willpower-only Tests

## RIGART MORBICULUM AND SLICANT

Rigart Morbiculum is a Fifth Circle elf Nethermancer. He has a surprisingly chipper attitude for a member of the Grim Legion and for one of his Discipline, though this does not indicate naivety on his part, but quite the opposite. He has assumed long ago that he will meet his end in some truly nasty way, and so seeks to enjoy as much of life as possible until then. He joined Blossom's Squad primarily to further his knowledge of the dark realms, but he has since become as devoted and loyal as any of the Squad. He also has developed a bit of a crush on Berry Blossom, though he would never admit this. Rigart and Eemala spend much time consulting with each other about Horror and Scourge lore, and the two of them can often be found in the Darks, discussing arcane matters.

Rigart also has a familiar, a felux Named Slicant. Slicant is fairly tame, and is content to lie around the warehouse headquarters, curled up in the group's bedding, though Rigart often takes her outside of Kratas to allow her to hunt.

Rigart has placed various wards around the warehouse, most often with the Pass Ward spell. In addition, he often anchors the Pain or Tears of the Scourge spells. Rigart also maintains a Bone Circle in one corner of the warehouse.

### Attributes

**Dexterity** (13): 6/D10

**Toughness** (9): 4/D6

**Willpower** (18): 7/D12

**Strength** (11): 5/D8

**Perception** (18): 7/D12

**Charisma** (14): 6/D10

### Characteristics

**Physical Defense:** 7

**Spell Defense:** 15<sup>G</sup>

**Social Defense:** 8

**Initiative:** 4/D6

**Physical Armor:** 8

**Mystic Armor:** 4

**Death Rating:** 24 (48)<sup>\*</sup>

**Wound Threshold:** 7

**Unconsciousness Rating:** 15 (33)<sup>\*</sup>

**Recovery Tests:** 2

**Knockdown:** 5/D8

<sup>G</sup> Enhanced by +5 through group True pattern. These values have been modified for blood magic.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 20

**Karma Step:** 4/D6

### Talents (Knacks)

Animal Possession (6): 13/D12+D10

Astral Sight<sup>D</sup> (5): 12/2D10

Blood Share (Familiar only) (4): 8/2D6

Durability (4/3) (6): 6

Frighten (5): 12/2D10

Karma Ritual (6): 6

Read and Write Language (5): 12/2D10

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

Read and Write Magic<sup>D</sup> (5): 12/2D10

Spellcasting<sup>D</sup> (9): 16/D20+D8<sup>G</sup>

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (Familiar Matrix) (1): 1

Spirit Hold<sup>D</sup> (5): 12/2D10

Spirit Talk<sup>D</sup> (5): 12/2D10

Summon (Ally Spirits)<sup>D</sup> (5): 12/2D10

Thread Weaving (Nethermancy)<sup>D</sup> (7): 14/D20+D4 (Thread

Masking, Unraveling)

Thought Link (Familiar only) (1): 8/2D6

<sup>D</sup> Indicates a Discipline talent.

*Italicized* talents require Karma.

<sup>G</sup> Talent modified by Group Pattern (see Notes).

### Skills

#### Artisan:

Robe Embroidery (3): 9/D8+D6

#### Knowledge:

Botany (3): 10/D10+D6

Creature Lore (3): 10/D10+D6

The Darks Lore (3): 10/D10+D6

Grim Legion Lore (3): 10/D10+D6

Horror Lore (4): 11/D10+D8

Scourge History (4): 11/D10+D8

Warehouse District Lore (3): 10/D10+D6

#### General:

Animal Bond (4): 10/D10+D6

Animal Handling (3): 10/D10+D6

Animal Training (3): 9/D8+D6

Creature Analysis (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (3): 10/D10+D6

—Dwarf (Throalic), *Sperethiel*, Windling

Streetwise (3): 10/D10+D6

Wilderness Survival (3): 10/D10+D6

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Cloaksense Brooch

Adventurer's Kit

Belt Pouch

Embroidered Elfweave Robe

Embroidery Tools

Grimoire

2 × Healing Potions

Large Sack (with bag of bones)

Trail Rations (2 weeks)

Traveler's Garb

Waterskin

### Spells

Arrow of Night, Astral Flare, Astral Spear<sup>M</sup>, Bone Circle, Circle of Astral Protection, Detect Nethermancy Magic, Dispel Nethermancy Magic, Detect Undead, Experience Death, Insect Repellent, Last Chance, Life Circle of One, Pain<sup>M</sup>, Pass Ward, Pocket Guardian, Sculpt Darkness, Sense Horror, Shadow Meld, Shield Mist<sup>M</sup>, Spirit Dart, Spirit Grip<sup>F</sup>, Spirit Double<sup>M</sup>, Star Shower, Tears of the Scourge, Undead Struggle

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>F</sup> Denotes a spell currently in a Familiar Spell Matrix.

## Loot

80 silver pieces (in belt pouch)

## Legend Award

1,015 Legend Points

## Notes

Rigart possesses the elf Low-Light Vision racial ability. Rigart has 2 Damage Points from the Grim Legion group pattern and 4 Damage Points from his familiar bond. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 5 thread attached to his Spell Defense and one Rank 3 thread attached to his Spellcasting talent. He has formed a Familiar bond with his felux, Slicant, and has one Rank 5 thread attached to Slicant's Durability talent.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Willpower-only Tests

## SLICANT, FELUX FAMILIAR

**DEX:** 10

**STR:** 8

**TOU:** 9

**PER:** 6

**WIL:** 8

**CHA:** 5

**Initiative:** 10

**Physical Defense:** 13

**Number of Actions:** 2

**Spell Defense:** 10

**Attack (2):** 12

**Social Defense:** 8

**Damage:**

**Physical Armor:** 4

Bite (10): 18

**Mystic Armor:** 5

2 × Claws (4): 12

**Death Rating:** 48 (84)

**Recovery Tests:** 4

**Wound Threshold:** 14

**Knockdown:** 9

**Unconsciousness Rating:** 41 (71)

**Combat Movement:** 70

**Full Movement:** 140

**Powers:** Battle Shout<sup>S</sup> (Roar) (2): 7, Blinding Glare (4): 10, Climbing<sup>S</sup> (3): 13, Durability (6)<sup>F</sup>, Flashing Glare (4): 10, Great Leap<sup>S</sup> (3): 13, Hunting<sup>S</sup> (3): 13, Low-Light Vision, Silent Walk<sup>S</sup> (2): 12

<sup>F</sup> Enhanced by +5 Rank bonus through the familiar bond.

**Legend Points (2):** 700

**Equipment:** None

**Loot:** Extremely delicate eyes, worth 300 silver pieces each (counts as treasure worth Legend Points)

## EEMALA

Eemala is a Fifth Circle dwarf Traveled Scholar, specializing in Horror Lore, as well as a Rank 3 questor of Mynbruje. Her hair has turned prematurely white from her studies, and she has begun wondering why Mynbruje was not driven mad during the Scourge and the truths it revealed. Nevertheless, Eemala is possibly the greatest expert on Horrors in Kratas. She will sometimes be found in the Darks with Rigart, discussing Horror Lore with him and others. Occasionally she has been known to wander into the Fringe, but none outside the Squad have dared to ask her why. She usually carries a dwarf sword and a footman's shield.

## Attributes

**Dexterity (12):** 5/D8

**Strength (12):** 5/D8

**Toughness (13):** 6/D10

**Perception (18):** 7/D12

**Willpower (14):** 6/D10

**Charisma (15):** 6/D10

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 15<sup>G</sup>

**Social Defense:** 8

**Initiative:** 2/D4-1

**Physical Armor:** 11

**Mystic Armor:** 3

**Death Rating:** 33 (69)<sup>\*</sup>

**Recovery Tests:** 2

**Wound Threshold:** 9

**Knockdown:** 5/D8

**Unconsciousness Rating:** 25 (55)<sup>\*</sup>

<sup>G</sup> Enhanced by +5 through group True pattern.  
<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 20

**Full Movement:** 40

**Karma Points:** 20

**Karma Step:** 4/D6

## Talents (Knacks)

*Arcane Mutterings* (5): 11/D10+D8

*Astral Sight* (5): 12/2D10

*Avoid Blow* (5): 10/D10+D6

*Book Memory*<sup>D</sup> (6): 12/2D10 (Remember Conversation)

*Book Recall*<sup>D</sup> (5): 12/2D10

*Durability* (6/5) (6): 6

*Evidence Analysis* (5): 12/2D10

*Item History*<sup>D</sup> (5): 12/2D10

*Karma Ritual* (5): 5

*Melee Weapons* (6): 11/D10+D8

*Questor of Mynbruje* (3): 3

—Ease Suffering, Increase Perception (3): 9/D8+D6

—Perceive Emotion (3): 10/D10+D6

*Read and Write Language*<sup>D</sup> (5): 12/2D10

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

*Research*<sup>D</sup> (6): 13/D12+D10

*Search*<sup>D</sup> (5): 12/2D10

*Speak Language*<sup>D</sup> (6): 13/D12+D10 (Secret Language)

—Human (Vorst), Obsidiman, *Sperethiel*, Troll, Windling

*Thread Weaving (Lore Weaving)*<sup>D</sup> (5): 12/2D10 (Thread

Masking, Unraveling)

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

*Craftsman:* Book Binding (4): 9/D8+D6

### Knowledge:

*Citadel and Kaer Lore* (5): 12/2D10

*The Darks Lore* (3): 10/D10+D6

*Grim Legion Lore* (3): 10/D10+D6

*Horror Lore* (7): 14/D20+D4

*Magical Lore* (3): 10/D10+D6

*Passion Lore* (3): 10/D10+D6

*Scourge History* (5): 12/2D10

*Warehouse District Lore* (3): 10/D10+D6

### General:

*Conversation* (3): 10/D10+D6

*Maneuver* (3): 8/2D6

*Read and Write Language* (1): 8/2D6

—Dwarf (Throalic)

*Rhetoric* (3): 10/D10+D6

*Rushing Attack* (3): 8/2D6

*Speak Language* (1): 8/2D6

—Dwarf (Throalic)

*Streetwise* (3): 10/D10+D6

*Quickblade* (3): 5/D8<sup>\*</sup>

<sup>\*</sup> Skill modified by −3 Initiative penalty.



## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Footman's Shield (Phys 3; Init 1; Shatter 19)  
 Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)  
 Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
 Dwarf Sword (Forged +2; Damage 10/D10+D6)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Book Binding Tools  
 2 × Healing Potions  
 Mapmaking Tools  
 Navigation Charts (in map/scroll case)  
 Quiet Pouch  
 Trail Rations (1 week)  
 Traveler's Garb  
 Writing Kit

## Loot

80 silver pieces (in quiet pouch)

## Legend Award

490 Legend Points

## Notes

Eemala possesses the dwarf Heat Sight racial ability. Eemala has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 5 thread attached to her Spell Defense.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

## DRANNOQUINN

Drannoquinn is Fourth Circle obsidiman Purifier and Rank 4 questor of Jaspree who, having seen the best of his work at repairing the damage done by the Scourge destroyed by another Horror, came to the conclusion that the best way to heal the earth was to root out its ongoing infection. Shortly thereafter, he met up with Berry Blossom and joined her squad. Now, he also helps to maintain the gardens of the Temple of Jaspree in Temple Plaza.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (22): 9/D8+D6

**Willpower** (14): 6/D10

**Strength** (22): 9/D8+D6

**Perception** (10): 5/D8

**Charisma** (13): 6/D10

## Characteristics

**Physical Defense:** 9

**Spell Defense:** 10<sup>G</sup>

**Social Defense:** 7

**Initiative:** 3/D4

**Physical Armor:** 13

**Mystic Armor:** 3

**Death Rating:** 44 (79)\*

**Wound Threshold:** 16

**Unconsciousness Rating:** 37 (67)\*

**Recovery Tests:** 4

**Knockdown:** 9/D8+D6\*\*

**Combat Movement:** 26

**Full Movement:** 52

**Karma Points:** 14

**Karma Step:** 3/D4



## Talents (Knacks)

Avoid Blow (4): 11/D10+D8

Battle Shout (4): 10/D10+D6

Body Control<sup>D</sup> (5): 14/D20+D4

Clay Skin<sup>D</sup> (4): 13/D12+D10

Creature Analysis (4): 9/D8+D6

Durability (7/6) (5): 5

Earth Bond (4): 13/D12+D10

Elemental Tongues<sup>D</sup> (4): 9/D8+D6

Karma Ritual (4): 4

Lifesight<sup>D</sup> (5): 10/D10+D6 (Lay of the Land)

Questor of Jaspree (4): 4

—Animate Plant, Command Animal, Plant Growth (4): 10/D10+D6

Thread Weaving (Earth Weaving)<sup>D</sup> (4): 9/D8+D6

Unarmed Combat<sup>D</sup> (5): 12/2D10

Unshakable Earth<sup>D</sup> (4): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Stone Carving (2): 8/2D6

### Knowledge:

Creature Lore (2): 7/D12

Grim Legion Lore (2): 7/D12

Horror Lore (2): 7/D12

Passion Lore (4): 9/D8+D6

Scourge History (2): 7/D12  
 Temple Garden Lore (2): 7/D12  
 Warehouse District Lore (2): 7/D12

#### General:

Maneuver (2): 9/D8+D6  
 Melee Weapons (2): 9/D8+D6  
 Read and Write Language (1): 6/D10  
 —Dwarf (Throalic)  
 Rushing Attack (2): 9/D8+D6  
 Speak Language (2): 7/D12  
 —Dwarf (Throalic), Obsidiman  
 Streetwise (2): 7/D12  
 Tracking (2): 7/D12  
 Wilderness Survival (3): 8/2D6

#### Equipment

Buckler (Phys 1; Shatter 17)  
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Obsidian Stone Disk with silvered studs, one shaped like a blossom (Phys 6; Init 3; Grim Legion Pattern Item; 2 Damage Points)  
 Stone Troll Dagger (Damage 12/2D10; Range 9–15–18)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Stone Carving Tools  
 Trail Rations (1 week)  
 Traveler's Garb

#### Loot

50 silver pieces (in belt pouch)

#### Legend Award

420 Legend Points

#### Notes

Drannoquinn possesses the obsidiman racial abilities of Increased Wound Threshold and Natural Armor. Drannoquinn has 2 Damage Points from the Grim Legion group pattern. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 4 thread attached to his Spell Defense.

**Fourth Circle:** Karma on Strength-only Tests

### INOSH TEM

Inosh Tem is a Fourth Circle Vorst Archer. As is typical of the Vorst, Tem is extremely cautious and meticulous in all of his preparations for fighting the Horrors. He actually has enough experience that he could have reached Journeyman status by now, but he has instead spent the time mastering his current talents rather than rushing to gain new ones. He has also taken charge of fortifying the Squad's warehouse, reinforcing the walls and the roof.

#### Attributes

**Dexterity** (16): 7/D12  
**Toughness** (15): 6/D10  
**Willpower** (15): 6/D10

**Strength** (13): 6/D10  
**Perception** (16): 7/D12  
**Charisma** (11): 5/D8

#### Characteristics

**Physical Defense:** 9  
**Spell Defense:** 9  
**Social Defense:** 11<sup>G</sup>

**Initiative:** 5/D8  
**Physical Armor:** 8  
**Mystic Armor:** 3

**Death Rating:** 36 (66)<sup>\*</sup>

**Wound Threshold:** 10

**Unconsciousness Rating:** 28 (53)<sup>\*</sup>

<sup>G</sup> Enhanced by +4 through group True pattern.  
<sup>\*</sup> These values have been modified for blood magic.  
<sup>\*\*</sup> Inosh knows the Wound Balance talent.

**Combat Movement:** 32

**Recovery Tests:** 3

**Knockdown:** 6/D10<sup>\*\*</sup>

**Full Movement:** 64

**Karma Points:** 24

**Karma Step:** 5/D8

#### Talents (Knacks)

Abate Curse (2): 8/2D6<sup>V</sup>  
 Avoid Blow (5): 12/2D10  
 Bear Mark (2): 9/D8+D6<sup>V</sup>  
 Direction Arrow<sup>D</sup> (4): 11/D10+D8  
 Durability (6/5) (5): 5  
 Flame Arrow<sup>D</sup> (6): 12/2D10 (Fire Arrow, Spirit Flame)  
 Karma Ritual (5): 5  
 Melee Weapons (5): 12/2D10  
 Missile Weapons (5): 12/2D10  
 Mystic Aim<sup>D</sup> (5): 12/2D10  
 Sprint (5): 12/2D10  
 Steel Thought (2): 8/2D6<sup>V</sup>  
 Thread Weaving (Arrow Weaving)<sup>D</sup> (4): 11/D10+D8  
 Throwing Weapons<sup>D</sup> (5): 12/2D10  
 True Shot (5): 12/2D10  
 Versatility (3): 3  
 Wound Balance (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.  
<sup>V</sup> Indicates a talent learned through Versatility.

#### Skills

##### Artisan:

Craftsman: Mason (2): 9/D8+D6  
 Craftsman: Carpenter (2): 9/D8+D6

##### Knowledge:

Architecture and Engineering (2): 9/D8+D6  
 Citadel and Kaer Lore (2): 9/D8+D6  
 Grim Legion Lore (2): 9/D8+D6  
 Horror Lore (3): 10/D10+D6  
 Scourge History (3): 10/D10+D6  
 Vorst Racial Lore (2): 9/D8+D6  
 Warehouse District Lore (2): 9/D8+D6

##### General:

Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), Human (Vorst)  
 Streetwise (2): 9/D8+D6  
 Tracking (2): 9/D8+D6  
 Wilderness Survival (2): 9/D8+D6

#### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)  
 Vorst Broadsword (Forged +3; Damage 14/D20+D4)  
 Vorst Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)  
 2 × Vorst Hawk Hatchets (Forged +2; Damage 12/2D10; Range 24–40–48)  
 Medium Crossbow (Forged +4; Damage 15/D20+D6; Range 70–140–280)  
 Quiver (with 30 Forged +1 Vorst medium crossbow bolts; Damage 16/D20+D8; Range 52–104–208)



Cloaksense Brooch  
 Adventurer's Kit  
 Forge Tools  
 Masonry Tools  
 3× Healing Potions  
 Trail Rations (1 week)  
 Traveler's Garb

### Loot

50 silver pieces (in belt pouch)

### Legend Award

325 Legend Points

### Notes

Inosh Tem possesses the human Versatility racial ability. Inosh Tem has 2 Damage Points from the Grim Legion group pattern. He has formed a group True pattern within his own sect of the Grim Legion and has one Rank 4 thread attached to his Social Defense.

**Fourth Circle:** Karma on Dexterity-only Tests

## FREYWAK NOSEBREAKER

Freywak Nosebreaker is the youngest of Blossom's Squad. She was discovered when she was only a young child in the ruins of a Horror-decimated village, still covered with the blood of her parents. The Squad took her with them as they chased the Horror, intending to find a suitable home for her later. Instead, she grew up in the group, and early on manifested her Discipline. The Grim Legion has been her family as long as she has known, and she is fiercely loyal to them, and to Berry Blossom in particular. She has also seen a number of her "aunts" and "uncles" die in the pursuit of Horrors, which has strengthened her dedication all the more.

\*Freywak Nosebreaker is a Fourth Circle troll Warrior

### Attributes

**Dexterity** (16): 7/D12

**Toughness** (20): 8/2D6

**Willpower** (17): 7/D12

**Strength** (19): 8/2D6

**Perception** (10): 5/D8

**Charisma** (11): 5/D8

### Characteristics

**Physical Defense:** 9

**Spell Defense:** 10<sup>G</sup>

**Social Defense:** 7

**Initiative:** 3/D4

**Physical Armor:** 13

**Mystic Armor:** 4

**Death Rating:** 42 (87)<sup>\*</sup>

**Wound Threshold:** 13

**Unconsciousness Rating:** 34 (69)<sup>\*</sup>

**Recovery Tests:** 4

**Knockdown:** 8/2D6

<sup>G</sup> Enhanced by +4 through group True pattern. These values have been modified for blood magic.

**Combat Movement:** 32

**Full Movement:** 64

**Karma Points:** 14

**Karma Step:** 3/D4

### Talents

Acrobatic Strike (4): 11/D10+D8

Air Dance (4): 7/D12<sup>\*</sup>

Anticipate Blow<sup>D</sup> (4): 9/D8+D6

Avoid Blow<sup>D</sup> (4): 11/D10+D8

Down Strike<sup>D</sup> (4): 12/2D10

Durability (9/7) (5): 5

Karma Ritual (4): 4

Melee Weapons<sup>D</sup> (5): 12/2D10

Thread Weaving (War Weaving)<sup>D</sup> (4): 9/D8+D6

Throwing Weapons (4): 11/D10+D8

Tiger Spring (4): 4

Unarmed Combat (5): 12/2D10

Wood Skin<sup>D</sup> (4): 12/2D10

<sup>D</sup> Indicates a Discipline talent.  
<sup>\*</sup> Talent modified by -4 Initiative penalty.

### Skills

#### Artisan:

Craftsman: Leatherworking (2): 9/D8+D6

#### Knowledge:

Grim Legion Lore (2): 7/D12

Horror Lore (2): 7/D12

Warehouse District Lore (2): 7/D12

#### General:

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), Troll

Streetwise (2): 7/D12

Wilderness Survival (2): 7/D12

### Equipment

Body Shield (Phys 5; Init 2; Shatter 21)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Black Hardened Leather with silvered studs, one shaped like a blossom (Phys 5; Init 1; Grim Legion Pattern Item; 2 Damage Points)

Troll Sword (Forged +4; Damage 18/D20+D12)

Troll Dagger (Forged +1; Damage 12/2D10; Range 9–15–18)

2× Hawk Hatchets (Forged +2; Damage 14/D20+D4; Range 24–40–48)

Cloaksense Brooch

Adventurer's Kit

Forge Tools

Leatherworking Tools

Trail Rations (1 week)

Traveler's Garb

### Loot

50 silver pieces (in belt pouch)

### Legend Award

395 Legend Points

### Notes

Freywak Nosebreaker possesses the troll Heat Sight racial ability. Freywak Nosebreaker has 2 Damage Points from the Grim Legion group pattern. She has formed a group True pattern within her own sect of the Grim Legion and has one Rank 4 thread attached to her Spell Defense.

**Fourth Circle:** Karma on Willpower-only Tests



## THE SAFEHEARTHS

The following characters appear in the **The Safehearts** chapter of the **Kratas: The City of Thieves** sourcebook.

### THRONT

Thront is a huge Fifth Circle troll Archer and Sky Raider.

#### Attributes

**Dexterity** (16): 7/D12  
**Toughness** (21): 8/2D6  
**Willpower** (16): 7/D12

**Strength** (24): 9/D8+D6  
**Perception** (13): 6/D10  
**Charisma** (12): 5/D8

#### Characteristics

**Physical Defense:** 12  
**Spell Defense:** 9  
**Social Defense:** 9

**Initiative:** 4/D6  
**Physical Armor:** 11  
**Mystic Armor:** 11

**Death Rating:** 39 (87)\*  
**Wound Threshold:** 13

**Recovery Tests:** 4  
**Knockdown:** 9/D8+D6\*\*

**Unconsciousness Rating:** 32 (68)\*

\* These values have been modified for blood magic.  
 \*\* Thront knows the Wound Balance talent.

**Combat Movement:** 32      **Full Movement:** 64

**Karma Points:** 20      **Karma Step:** 3/D4

#### Archer Talents (Knacks)

Direction Arrow<sup>D</sup> (6): 12/2D10  
 First Impression (3): 8/2D6  
 Flame Arrow<sup>D</sup> (3): 10/D10+D6 (Fire Arrow)  
 Missile Weapons (6): 13/D12+D10 (Placed Shot)  
 Mystic Aim<sup>D</sup> (5): 11/D10+D8  
 Sprint (5): 12/2D10  
 Stopping Aim<sup>D</sup> (6): 11/D10+D8  
 Throwing Weapons<sup>D</sup> (5): 12/2D10  
*True Shot* (5): 12/2D10  
 Wound Balance (5): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

#### Sky Raider Talents (Knacks)

Air Sailing<sup>D</sup> (3): 10/D10+D6  
 Avoid Blow<sup>D</sup> (6): 13/D12+D10  
 Battle Bellow<sup>D</sup> (5): 10/D10+D6  
 Battle Shout<sup>D</sup> (5): 10/D10+D6  
*Blood Share* (Urranum only) (1): 9/D8+D6  
 Durability (8/6) (6): 6  
 Empathic Sense (Urranum only) (1): 6/D10  
 Fence (5): 10/D10+D6  
 Fireblood<sup>D</sup> (5): 13/D12+D10  
 Great Leap<sup>D</sup> (5): 12/2D10  
 Karma Ritual (6): 6  
 Melee Weapons<sup>D</sup> (7): 14/D20+D4  
 Shield Charge<sup>D</sup> (5): 14/D20+D4  
 Swift Kick (5): 12/2D10  
 Thread Weaving (Sky Weaving)<sup>D</sup> (6): 12/2D10 (Talent Linking, Thread Masking)  
 Thought Link (Urranum only) (1): 7/D12  
 Unarmed Combat<sup>D</sup> (5): 12/2D10  
 Wind Catcher<sup>D</sup> (3): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

#### Skills

##### Artisan:

Acting (4): 9/D8+D6  
 Arrow Fletching (4): 9/D8+D6

##### Knowledge:

Caravan Trade Routes (4): 10/D10+D6  
 Gangs of Kratas (4): 10/D10+D6  
 Kratas Hideouts and Safehouses (4): 10/D10+D6  
 Safehearts Lore (4): 10/D10+D6

##### General:

Conceal Weapon (4): 11/D10+D8  
 Detect Trap (4): 10/D10+D6  
 Detect Weapon (4): 10/D10+D6  
 Disarm Trap (4): 11/D10+D8  
 Disguise (4): 10/D10+D6  
 Evaluate (4): 10/D10+D6  
 Hunting (4): 11/D10+D8  
 Read and Write Language (1): 7/D12  
 —Dwarf (Throalic)  
 Search (4): 10/D10+D6  
 Silent Walk (4): 11/D10+D8  
 Speak Language (3): 9/D8+D6  
 —Dwarf (Throalic), Obsidiman, Troll  
 Streetwise (4): 10/D10+D6  
 Tactics (4): 10/D10+D6  
 Tracking (4): 10/D10+D6  
 Trap Initiative (4): 11/D10+D8  
 Wilderness Survival (4): 10/D10+D6

#### Equipment

Crystal Raider Shield (Phys 3; Myst 3; Init 2; Shatter 19)  
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Troll Sword (Forged +4; Damage 19/D20+2D6)  
 Club (Damage 12/2D10)  
 Troll Dagger (Damage 12/2D10; Range 9–15–18)  
 2 × Bolas (Damage 12/2D10; Range 12–20–24; Entangle 9)  
 Net (Size 6; Range 6–10–12; Entangle 12; can't use shield)  
 Medium Crossbow (Damage 14/D20+D4; Range 70–140–280)  
 Quiver (with 30 medium crossbow bolts)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1; Climbing<sup>T</sup> (1): 7/D12)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1; Spellcasting<sup>T</sup> (1): 7/D12, SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)  
 Death Cheat Blood Charm (3 Damage Points)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Arrow Fletching Tools  
 Disguise Kit  
 Forge Tools  
 Kelix's Poultice  
 Quiet Pouch  
 Last Chance Salve  
 Whadrya Poison (2 doses)  
 Kelia's Antidote (Whadrya; 2 doses)  
 Thieves' Picks and Tools



Trail Rations (1 week)

Traveler's Garb

## Loot

160 silver pieces (in quiet pouch) hidden in forest robe compartment

## Legend Award

725 Legend Points

## Notes

Thront possesses the troll Heat Sight racial ability. Thront is Blood Sworn to Urranum and has 4 Permanent Damage Points.

**Fourth Circle:** Archer: Karma on Dexterity-only Tests; Sky Raider: Karma on Strength-only Tests.

**Fifth Circle:** Archer: Karma on Perception-only Tests; Sky Raider: Karma on Dexterity-only Tests

## URRANUM

Urranum is a Seventh Circle obsidiman Warrior.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (23): 9/D8+D6

**Willpower** (14): 6/D10

**Strength** (26): 10/D10+D6

**Perception** (13): 6/D10

**Charisma** (10): 5/D8

## Characteristics

**Physical Defense:** 11

**Spell Defense:** 9

**Social Defense:** 8

**Initiative:** 5/D8

**Physical Armor:** 9

**Mystic Armor:** 8

**Death Rating:** 44 (116)\*

**Wound Threshold:** 17

**Unconsciousness Rating:** 37 (93)\*

**Recovery Tests:** 4

**Knockdown:** 10/D10+D6

\* These values have been modified for blood magic.

**Combat Movement:** 22

**Full Movement:** 44

**Karma Points:** 20

**Karma Step:** 3/D4

## Talents (Knacks)

Acrobatic Strike (7): 13/D12+D10

Air Dance (7): 12/2D10\*

Anticipate Blow<sup>D</sup> (7): 13/D12+D10

Avoid Blow<sup>D</sup> (7): 13/D12+D10

Blood Share (Thront only) (1): 10/D10+D6

Down Strike<sup>D</sup> (7): 17/D20+D10

Durability (9/7) (8): 8

Earth Skin (7): 16/D20+D8

Empathic Sense (Thront only) (1): 6/D10

Gliding Stride (8): 14/D20+D4

Karma Ritual (7): 7

Life Check<sup>D</sup> (7): 16/D20+D8

Melee Weapons<sup>D</sup> (8): 14/D20+D4 (Armor Beater, Improvised Weapons)

Missile Weapons (7): 13/D12+D10

Second Attack (7): 13/D12+D10

Swift Kick<sup>D</sup> (7): 13/D12+D10

Thread Weaving (War Weaving)<sup>D</sup> (7): 13/D12+D10 (Talent Linking, Thread Masking)

Thought Link (Thront only) (1): 7/D12

Throwing Weapons (7): 13/D12+D10

Tiger Spring (7): 7

Unarmed Combat<sup>D</sup> (9): 15/D20+D6 (Head Butt, Pin Down)

Wood Skin<sup>D</sup> (7): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.

\* Talent modified by -1 Initiative penalty.  
*Italicized talents require Karma.*

## Skills

### Artisan:

Acting (4): 9/D8+D6

Stone Sculpting (4): 9/D8+D6

### Knowledge:

Caravan Trade Routes (4): 10/D10+D6

Creature Lore (4): 10/D10+D6

Gangs of Kratas (4): 10/D10+D6

Kratas Hideouts and Safehouses (4): 10/D10+D6

Safehearts Lore (4): 10/D10+D6

### General:

Conceal Weapon (4): 10/D10+D6

Detect Trap (4): 10/D10+D6

Detect Weapon (4): 10/D10+D6

Disarm (4): 10/D10+D6

Disarm Trap (4): 10/D10+D6

Disguise (4): 10/D10+D6

Evaluate (4): 10/D10+D6

Fence (4): 9/D8+D6

Hunting (4): 10/D10+D6

Pin (4): 10/D10+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Rushing Attack (4): 10/D10+D6

Search (4): 10/D10+D6

Silent Walk (4): 10/D10+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), Obsidiman, Troll

Streetwise (4): 10/D10+D6

Tactics (4): 10/D10+D6

Tracking (4): 10/D10+D6

Trap Initiative (4): 10/D10+D6

Weapon Breaker (4): 14/D20+D4

Wilderness Survival (4): 10/D10+D6

## Equipment

Buckler (Phys 1; Shatter 17)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Fernweave (Phys 2; Myst 3)

Stone Battle-Axe (Forged +4; Damage 20/D20+D8+D6)

Stone Club (Damage 13/D12+D10)

Stone Troll Dagger (Damage 13/D12+D10; Range 9–15–18)

2 × Bolas (Damage 13/D12+D10; Range 12–20–24; Entangle 9)

Net (Size 6; Range 6–10–12; Entangle 12; can't use shield)

Medium Crossbow (Damage 15/D20+D6; Range 70–140–280)

Quiver (with 30 medium crossbow bolts)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1;

Climbing<sup>T</sup> (1): 7/D12)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Forest Robe (Rank 4; Spellcasting talent rank +1;

Spellcasting<sup>T</sup> (1): 7/D12, SpellDef +2; Myst 2; Earth Blend

4 times per day; 4 hidden compartments; Thread Weaving

(9+number of objects) Test to hide objects, Perception (14)

Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)

Cloaksense Brooch

Adventurer's Kit

Disguise Kit  
Forge Tools  
Quiet Pouch  
Last Chance Salve  
Stone Sculpting Tools  
Thieves' Picks and Tools  
Trail Rations (1 week)  
Traveler's Garb  
Waterskin

## Loot

210 silver pieces (in quiet pouch) hidden in forest robe compartment

## Legend Award

1,815 Legend Points

## Notes

Urranum possesses the obsidiman racial abilities of Increased Wound Threshold and Natural Armor. Urranum is blood sworn to Thront and has 4 Permanent Damage Points.

**Fourth Circle:** Karma on Willpower-only Tests; Karma on melee weapons Damage Tests

**Fifth Circle:** Karma on Dexterity-only Tests

**Sixth Circle:** Karma on Strength-only Tests

## QUEAANA

The current leader of the Silent Shepherds is an ancient elf Named Queaana. Her exact age is unknown but she occasionally speaks as if she knew Hurmon personally; perhaps this is merely pretense on her part. She looks like a small, frail old woman who walks stooped over a cane. She has been known to show surprising speed and strength when needed, however. She rarely goes on jobs these days, but instead leads the clan and instructs the others. She is a tough and ruthless trainer, but treats her students with great affection when not running them through their paces.

Queaana is a Twelfth Circle elf Thief and Eighth Circle Warrior.

## Attributes

**Dexterity** (22): 9/D8+D6

**Toughness** (14): 6/D10

**Willpower** (15): 6/D10

**Strength** (16): 7/D12

**Perception** (19): 8/2D6

**Charisma** (15): 6/D10

## Characteristics

**Physical Defense:** 13

**Spell Defense:** 12

**Social Defense:** 10

**Initiative:** 8/2D6

**Physical Armor:** 11

**Mystic Armor:** 7

**Death Rating:** 28 (93)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 20 (72)\*

**Recovery Tests:** 4

**Knockdown:** 7/D12\*\*

\* These values have been modified for blood magic.

\*\* Queaana knows the Wound Balance talent.

**Combat Movement:** 49

**Full Movement:** 98

**Karma Points:** 25

**Karma Step:** 4/D6

## Thief Talents (Knacks)

Astral Pocket<sup>D</sup> (12): 20/D20+D8+D6

Avoid Blow<sup>D</sup> (15): 24/D20+D12+D10\*

Climbing (11): 20/D20+D8+D6

Conceal Weapon<sup>D</sup> (12): 21/D20+D10+D6

Detect Trap (12): 20/D20+D8+D6

Detect Weapon (12): 20/D20+D8+D6

Disarm Trap<sup>D</sup> (12): 21/D20+D10+D6

*Disguise Self* (12): 20/D20+D8+D6

Durability (5/4) (13): 13

Karma Ritual (12): 12

*Leadership* (12): 18/D20+D12

Lock Picking<sup>D</sup> (12): 21/D20+D10+D6

Lock Sense<sup>D</sup> (12): 20/D20+D8+D6

Melee Weapons (13): 22/D20+D10+D8

Missile Weapons (12): 21/D20+D10+D6

Quickblade (12): 21/D20+D10+D6

Ritual of the Ghostmaster<sup>D</sup> (12): 20/D20+D8+D6

Sense Poison<sup>D</sup> (12): 20/D20+D8+D6

Silent Walk<sup>D</sup> (15): 24/D20+D12+D10\* (Shadow Hide)

Sprint (12): 21/D20+D10+D6

Surprise Strike<sup>D</sup> (13): 20/D20+D8+D6

Thread Weaving (Thief Weaving)<sup>D</sup> (12): 20/D20+D8+D6

(Thread Masking, Unraveling)

Throwing Weapons<sup>D</sup> (12): 21/D20+D10+D6 (Improvised

Missiles, Lightning Throw, Placed Throw)

Trap Initiative<sup>D</sup> (12): 21/D20+D10+D6

Wound Balance (12): 19/D20+2D6

<sup>D</sup> Indicates a Discipline talent.

*Italicized* talents require Karma.

\* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

## Warrior Talents

Acrobatic Strike (8): 17/D20+D10

Air Dance (8): 16/D20+D8\*

Anticipate Blow<sup>D</sup> (8): 16/D20+D8

Cobra Strike<sup>D</sup> (8): 16/D20+D8\*

Down Strike<sup>D</sup> (8): 15/D20+D6

*Earth Skin* (8): 14/D20+D4

Gliding Stride (8): 17/D20+D10

Life Check<sup>D</sup> (8): 14/D20+D4

*Second Attack* (8): 17/D20+D10

Spirit Strike<sup>D</sup> (8): 14/D20+D4

Swift Kick<sup>D</sup> (8): 17/D20+D10

Tiger Spring (8): 8

Unarmed Combat<sup>D</sup> (8): 17/D20+D10

Wood Skin<sup>D</sup> (8): 14/D20+D4

<sup>D</sup> Indicates a Discipline talent.

*Italicized* talents require Karma.

\* Talents modified by -1 Initiative penalty.

## Skills

### Artisan:

Acting (6): 12/2D10

Wood Sculpture (7): 13/D12+D10

### Knowledge:

Creature Lore (5): 13/D12+D10

Gangs of Kratas (6): 14/D20+D4

Legends and Heroes (5): 13/D12+D10

Kratas Hideouts and Safehouses (6): 14/D20+D4

Safehearts Lore (6): 14/D20+D4

Silent Shepherds Lore (9): 17/D20+D10

### General:

Hunting (5): 14/D20+D4

Read and Write Language (2): 10/D10+D6

—Dwarf (Throalic), *Sperethiel*

Search (6): 14/D20+D4

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), *Sperethiel*

Streetwise (6): 14/D20+D4



Tracking (5): 13/D12+D10

Wilderness Survival (5): 13/D12+D10

## Equipment

Thread Buckler (Rank 3; Phys 3; Myst 1; Shatter 17)

Éspagra-Scal Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Shepherd's Crook (Forged +5; Damage 17/D20+D10; w/metal blade; Climbing Tests +2 bonus when using the crook)

Dagger (Damage 9/D8+D6; Range 9–15–18)

Polished Cane (Damage 10/D10+D6; Improvised Weapon)

12 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35s)

2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)

Thread Longbow (Rank 3; Damage 14/D20+D4; Range 80–160–320)

Quiver (with 40 longbow arrows)

Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)

Astral-Sensitive Eye (2 Damage Points)

Orichalcum Pledge Coin (3 Damage Points)

Cloaksense Brooch

Adventurer's Kit

Climbing Kit

Forge Tools

Light Quartz Lantern

Quiet Pouch

Wood Sculpting Tools

2 × Smoke Bombs

Trail Rations (1 week)

Traveler's Garb

## Loot

150 gold pieces (in quiet pouch)

## Legend Award

43,225 Legend Points

## Notes

Queaana possesses the elf Low-Light Vision racial ability.

Queaana did not take the 2 permanent Damage Points and does not possess the Evaluate Item ability at Eighth Circle Thief.

**Fourth Circle:** Thief: Thieves' Tongue (1 Damage Point);

Warrior: Karma on Willpower-only Tests

**Fifth Circle:** Thief: Karma on Perception-only Tests;

Warrior: Karma on Dexterity-only Tests

**Sixth Circle:** Thief: Karma on Dexterity-only Tests; Warrior:

Karma on Strength-only Tests

**Seventh Circle:** Thief: +1 Physical Defense; Warrior: Karma on melee weapons Damage Tests

**Eighth Circle:** Karma on unarmed combat Damage Tests

**Ninth Circle:** Karma on Recovery Tests; +1 Spell Defense

**Tenth Circle:** +1 Recovery Test/day; +1 Social Defense

**Eleventh Circle:** +1 Physical and Spell Defense

**Twelfth Circle:** Shadowcloak (2 Damage Points); +1 Social Defense

## ROOLAN

Number two in the organization is a charming dwarf Named Roolan. He is a master of disguise, and has a chameleon-like ability to blend into any crowd, whether it is the most brutal street gang in Kratas, or the highest society affair in the Theran quarter of Vivane. He is an avid student of languages and accents as well. It is he who most often handles negotiations with clients. Roolan is an Eighth Circle dwarf Thief and Fifth Circle Illusionist.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (14): 6/D10

**Willpower** (15): 6/D10

**Strength** (13): 6/D10

**Perception** (18): 7/D12

**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 10

**Spell Defense:** 12

**Social Defense:** 11

**Initiative:** 6/D10

**Physical Armor:** 8

**Mystic Armor:** 8

**Death Rating:** 29 (79)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 21 (61)\*

**Recovery Tests:** 3

**Knockdown:** 6/D10

These values have been modified for blood magic.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Illusionist Talents (Knacks)

Dead Fall<sup>D</sup> (5): 11/D10+D8

False Sight<sup>D</sup> (5): 5

Read and Write Language (5): 12/2D10

—Human, *Or'zet*, *Sperethiel*, Theran, T'skrang

Read and Write Magic<sup>D</sup> (5): 12/2D10

Speak Language (7): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang,

Winding

Spellcasting<sup>D</sup> (6): 13/D12+D10\*

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Spell Matrix (5): 5

Thread Weaving (Illusionism)<sup>D</sup> (6): 13/D12+D10 (Thread

Masking, Unraveling)

Willforce (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

\* Talent modified by Spellcasting rank +1 from Thread Forest Robe.

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (11): 18/D20+D12\*

Climbing (8): 15/D20+D6

Detect Trap (8): 15/D20+D6

Detect Weapon (8): 15/D20+D6

Disarm Trap<sup>D</sup> (8): 15/D20+D6

*Disguise Self* (8): 15/D20+D6

Durability (5/4) (10): 10

Fence<sup>D</sup> (9): 16/D20+D8 (Covet Item)

Karma Ritual (8): 8

Lock Picking<sup>D</sup> (8): 15/D20+D6

Lock Sense<sup>D</sup> (8): 15/D20+D6

Melee Weapons (9): 16/D20+D8

Missile Weapons (8): 15/D20+D6

Silent Walk<sup>D</sup> (12): 19/D20+2D6\* (Shadow Hide)

*Slough Blame* (8): 15/D20+D6

Surprise Strike<sup>D</sup> (8): 14/D20+D4

Throwing Weapons<sup>D</sup> (10): 17/D20+D10 (Improvised Missiles,

Lightning Throw, Placed Throw)

Trap Initiative<sup>D</sup> (8): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.

*Italicized talents require Karma.*

\* Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

## Skills

### Artisan:

Acting (5): 12/2D10

Dancing (5): 12/2D10

Robe Embroidery (5): 12/2D10

### Knowledge:

Court Dancing (5): 12/2D10

Creature Lore (5): 12/2D10

Gangs of Kratas (5): 12/2D10

Kratas Hideouts and Safehouses (5): 12/2D10

Negotiation (5): 12/2D10

Safehearts Lore (5): 12/2D10

Silent Shepherds Lore (6): 13/D12+D10

### General:

Conversation (5): 12/2D10

Etiquette (5): 12/2D10

Evaluate (5): 12/2D10

First Impression (5): 12/2D10

Haggle (5): 12/2D10

Hunting (5): 12/2D10

Mimic Voice (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (5): 12/2D10

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (6): 13/D12+D10

Tracking (5): 12/2D10

Trading (5): 12/2D10

Wilderness Survival (5): 12/2D10

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Shepherd's Crook (Forged +5; Damage 17/D20+D10; w/metal blade; +2 bonus to Climbing Tests when using the crook)

Dagger (Damage 9/D8+D6; Range 9–15–18)

10 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35)

2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)

Thread Longbow (Rank 3; Damage 14/D20+D4; Range 80–160–320)

Quiver (with 40 longbow arrows)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)

Thread Forest Robe (Rank 4; Spellcasting talent rank +1;

SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects. Willpower (14) Test with Good result to remove objects)

Death Cheat Blood Charm (3 Damage Points)

Victim's used Death Cheat Blood Charm (worn as necklace;

Roolan claims it as his own)

Cloaksense Brooch

Adventurer's Kit

Climbing Kit

Embroidered Robe

Embroidery Tools

Grimoire

Hambrell's Contract

3 × Healing Potions

Quiet Pouch

2 × Smoke Bombs

Trail Rations (1 week)

Traveler's Garb

Writing Kit

## Spells

Astral Sense Illusionism, Bellow of the Thundras, Best Face, Catseyes, Circle of Well Being, Conceal Tracks, Detect Illusionism Magic, Dispel Illusionism Magic, Displace Image, Encrypt M, Enter and Exit, Ephemeral Bolt M, Light, Multi-Missile, Noble Manner M, Nobody Here, Rope Guide, Send Message, Stop Right There M, Switch, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

M Denotes a spell currently in a Spell Matrix.

## Loot

550 silver pieces (in quiet pouch)

## Legend Award

6,910 Legend Points

## Notes

Roolan possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief: Thieves' Tongue (1 Damage Point).

**Fifth Circle:** Illusionist/Thief: Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** Evaluate Item (2 Damage Points)

## XELLIANA

The best assassin of the shepherds is a Ninth Circle human Archer and Third Circle Elementalalist Named Xelliana. She is incredibly patient and will lie in wait for a target for days. She prides herself on being able to take out most targets with a single shot. Xelliana has designed and constructed the Arrows of the Assassins, which she uses on particularly difficult assignments.

## Attributes

**Dexterity** (20): 8/2D6

**Toughness** (10): 5/D8

**Willpower** (16): 7/D12

**Strength** (13): 6/D10

**Perception** (19): 8/2D6

**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 13

**Spell Defense:** 15

**Social Defense:** 8

**Initiative:** 7/D12

**Physical Armor:** 8

**Mystic Armor:** 8

**Death Rating:** 31 (91)

**Wound Threshold:** 8

**Unconsciousness Rating:** 22 (72)

**Recovery Tests:** 3

**Knockdown:** 6/D10\*

\* Xelliana knows the Wound Balance talent.

**Combat Movement:** 40

**Full Movement:** 80

**Karma Points:** 40

**Karma Step:** 5/D8 Archer

Talents (Knacks)



Avoid Blow (12): 20/D20+D8+D6<sup>\*</sup>  
 Bank Shot<sup>D</sup> (9): 17/D20+D10 (Backbiter)  
 Call Arrow<sup>D</sup> (9): 17/D20+D10  
 Dead Fall (5): 12/2D10<sup>V</sup>  
 Detect Trap (5): 13/D12+D10<sup>V</sup>  
*Disguise Self* (5): 13/D12+D10<sup>V</sup>  
 Direction Arrow<sup>D</sup> (10): 18/D20+D12  
 Disarm Trap (5): 13/D12+D10<sup>V</sup>  
 Durability (6/5) (10): 10  
 Eagle Eye<sup>D</sup> (10): 18/D20+D12  
 Flame Arrow<sup>D</sup> (10): 17/D20+D10 (Spirit Flame)  
 Karma Ritual (9): 9  
 Lock Sense (5): 13/D12+D10<sup>V</sup>  
 Melee Weapons (8): 16/D20+D8  
 Missile Weapons (10): 18/D20+D12 (Extend Range, Placed Shot)  
 Mystic Aim<sup>D</sup> (10): 18/D20+D12  
 Silent Walk (12): 20/D20+D8+D6<sup>\*</sup>  
 Sprint (6): 14/D20+D4  
 Stopping Aim<sup>D</sup> (10): 16/D20+D8  
 Thread Weaving (Arrow Weaving)<sup>D</sup> (9): 17/D20+D10 (Thread Masking, Unraveling)  
 Throwing Weapons<sup>D</sup> (9): 17/D20+D10  
 Tracking (5): 13/D12+D10<sup>V</sup>  
*True Shot* (8): 16/D20+D8  
 Versatility (6): 6  
 Wound Balance (7): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.  
<sup>V</sup> Indicates a talent learned through Versatility.  
<sup>\*</sup> Talents modified by Avoid Blow and Silent Walk rank +3 from Thread Espagra Boots.

## Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (3): 11/D10+D8  
 Fire Heal<sup>D</sup> (3): 10/D10+D6  
 Read and Write Language (1): 9/D8+D6  
 —Human  
 Read and Write Magic<sup>D</sup> (3): 11/D10+D8  
 Spellcasting<sup>D</sup> (4): 12/2D10<sup>\*</sup>  
 Spell Matrix (3): 3  
 Spell Matrix (3): 3  
 Spell Matrix (3): 3  
 Thread Weaving (Elementalism)<sup>D</sup> (4): 12/2D10 (Weave Element)

<sup>D</sup> Indicates a Discipline talent.  
<sup>\*</sup> Talent modified by Spellcasting rank +1 from Thread Forest Robe.

## Skills

### Artisan:

Acting (5): 11/D10+D8  
 Arrow Fletching (5): 11/D10+D8  
 Robe Embroidery (2): 8/2D6

### Knowledge:

Creature Lore (5): 13/D12+D10  
 Gangs of Kratas (5): 13/D12+D10  
 Kratas Hideouts and Safehouses (5): 13/D12+D10  
 Alchemy and Potions (5): 13/D12+D10  
 Safehearts Lore (5): 13/D12+D10  
 Silent Shepherds Lore (6): 14/D20+D4

### General:

Alchemy (5): 13/D12+D10  
 Climbing (5): 13/D12+D10  
 Conceal Weapon (5): 13/D12+D10  
 Detect Weapon (5): 13/D12+D10  
 Great Leap (5): 13/D12+D10  
 Hunting (5): 13/D12+D10

Lock Picking (5): 13/D12+D10  
 Read and Write Language (1): 9/D8+D6  
 —Dwarf (Throalic)  
 Search (5): 13/D12+D10  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), Human  
 Streetwise (5): 13/D12+D10  
 Surprise Strike (5): 11/D10+D8  
 Swimming (5): 11/D10+D8  
 Trap Initiative (5): 13/D12+D10  
 Wilderness Survival (5): 13/D12+D10

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Shepherd's Crook (Forged +5; Damage 16/D20+D8; w/metal blade; Climbing Tests +2 bonus when using the crook)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 2 × Hawk Hatchets (Damage 10/D10+D6; Range 24–40–48)  
 Thread Elven Warbow Named Warbow of the Assassin (Rank 4; Forged +5; Damage 19/D20+2D6 Range 100–200–400 ; 2 Strain Points to extend range to 150–300–600 for a single shot.)  
 Quiver (with 20 warbow arrows and 20 Arrows of the Assassins; Range 150–300–600 ; 2 Strain Points to extend range to 225–450–900 for a single shot)  
 Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)  
 Thread Espagra Boots (Rank 5; Avoid Blow and Silent Walk talents rank +3)  
 Thread Forest Robe (Rank 4; Spellcasting talent rank +1; SpellDef +2; Myst 2; Earth Blend 4 times per day; 4 hidden compartments; Thread Weaving (9+number of objects) Test to hide objects, Perception (14) Test to notice hidden objects; Willpower (14) Test with Good result to remove objects)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Arrow Fletching Tools  
 Climbing Kit  
 Embroidered Robe  
 Embroidery Tools  
 Forge Tools  
 Grimoire  
 Quiet Pouch  
 2 × Smoke Bombs  
 Shadowmant Poison (3 doses)  
 Remis Berries Poison (3 doses)  
 Kelia's Antidote (Shadowmant; 3 doses)  
 Kelia's Antidote (Remis Berries; 3 doses)  
 Thieves' Picks and Tools  
 Trail Rations (1 week)  
 Traveler's Garb  
 Alchemy Kit (at the Bolthole)

## Spells

Air Armor<sup>M</sup>, Astral Sense Elementalism, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend, Flameweapon, Gills, Hunter's Sense<sup>M</sup>, Ice Spear<sup>M</sup>, Moonglow, Plant Feast, Purify Water, Repair, Resist Cold, Resist Fire, Smoke Cloud

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

580 silver pieces (in quiet pouch) and 5 True air kernels (in an orichalcum box) hidden in forest robe compartment

## Legend Award

2,125 Legend Points

## Notes

Xelliana possesses the human Versatility racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** +1 Physical Defense

**Seventh Circle:** Karma on missile weapons Damage Tests

**Eighth Circle:** +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests; +1 Recovery Test/day

## S'LANNTHASH

S'lanntash is a middle-aged t'skrang non-adept.

## Attributes

**Dexterity** (10): 5/D8

**Toughness** (11): 5/D8

**Willpower** (9): 4/D6

**Strength** (9): 4/D6

**Perception** (12): 5/D8

**Charisma** (11): 5/D8

## Characteristics

**Physical Defense:** 6

**Spell Defense:** 7

**Social Defense:** 7

**Initiative:** 5/D8

**Physical Armor:** 0

**Mystic Armor:** 0

**Death Rating:** 32

**Wound Threshold:** 8

**Unconsciousness Rating:** 24

**Recovery Tests:** 2

**Knockdown:** 4/D6

**Combat Movement:** 20

**Full Movement:** 40

## Skills

### Artisan:

Singing (1): 6/D10

Storytelling (1): 6/D10

### Knowledge:

Legends and Heroes (2): 7/D12

Gangs of Kratas (3): 8/2D6

Safehearts Lore (3): 8/2D6

### General:

Conversation (4): 9/D8+D6

Melee Weapons (1): 6/D10

Read and Write Language (1): 6/D10

—Dwarf (Throalic)

Speak Language (5): 10/D10+D6

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, T'skrang

Streetwise (3): 8/2D6

Unarmed Combat (2): 7/D12

## Equipment

Dagger (Damage 6/D10; Tail Damage 5/D8; Range 9–15–18)

Club (Damage 7/D12)

Sap (Damage 5/D8)

Belt Pouch

Traveler's Garb

## Loot

25 silver pieces (in belt pouch)

## Legend Award

40 Legend Points

## Notes

S'lanntash possesses the t'skrang Tail Attack (4/D6) racial ability.

## SOLITERIS

Soliteris is a retired Sixth Circle Troubadour.

## Attributes

**Dexterity** (13): 6/D10

**Toughness** (9): 4/D6

**Willpower** (12): 5/D8

**Strength** (11): 5/D8

**Perception** (19): 8/2D6

**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 10

**Social Defense:** 11

**Initiative:** 6/D10

**Physical Armor:** 6

**Mystic Armor:** 4

**Death Rating:** 28 (64)

**Wound Threshold:** 7

**Unconsciousness Rating:** 19 (49)

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

Disguise Self<sup>D</sup> (6): 14/D20+D4

Durability (6/5) (6): 6

Emotion Song<sup>D</sup> (7): 14/D20+D4 (Epic, Telling the Tale)

Empathic Sense<sup>D</sup> (6): 13/D12+D10

Engaging Banter<sup>D</sup> (6): 13/D12+D10

First Impression (6): 13/D12+D10

Haggle (6): 13/D12+D10

Item History (6): 14/D20+D4

Karma Ritual (6): 6

Melee Weapons (7): 13/D12+D10

Mimic Voice<sup>D</sup> (6): 14/D20+D4 (Mimic Music)

Read and Write Language<sup>D</sup> (6): 14/D20+D4

—Human, *Or'zet*, *Sperethiel*, Theran, Troll, T'skrang

Resist Taunt<sup>D</sup> (6): 11/D10+D8

Speak Language<sup>D</sup> (6): 14/D20+D4

—Human, *Or'zet*, Theran, Troll, T'skrang, Windling

Taunt (6): 13/D12+D10

Thread Weaving (Story Weaving)<sup>D</sup> (6): 14/D20+D4 (Thread Masking)

Throwing Weapons (6): 12/2D10

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

## Skills

### Artisan:

Storytelling (4): 11/D10+D8

### Knowledge:

Gangs of Kratas (3): 11/D10+D8

Kratas History (4): 12/2D10

Legends and Heroes (4): 12/2D10

Passion Lore (3): 11/D10+D8

Safehearts Lore (4): 12/2D10

Scourge History (5): 13/D12+D10

### General:

Conversation (4): 11/D10+D8

Read and Write Language (1): 9/D8+D6



—Dwarf (Throalic)  
 Speak Language (2): 10/D10+D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (4): 12/2D10

## Equipment

Buckler (Phys 1; Shatter 17)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 2 × Bolas (Damage 8/2D6; Range 12–20–24; Entangle 9)  
 Broadsword (Forged +2; Damage 11/D10+D8)  
 Dagger (Damage 7/D12; Range 9–15–18)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Adventurer's Kit  
 Cloaksense Brooch  
 Elfweave Robe  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

## Loot

190 silver pieces (in quiet pouch)

## Legend Award

455 Legend Points

## Notes

Soliteris possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Charisma-only Tests

## MADAME VENIAH INDIRIJAN

Madame Veniah Indirijan is an Fourth Circle elf Illusionist and Third Circle Elementalist and former slave whose beauty is sung far beyond Kratas.

## Attributes

**Dexterity** (16): 7/D12

**Toughness** (11): 5/D8

**Willpower** (16): 7/D12

**Strength** (13): 6/D10

**Perception** (16): 7/D12

**Charisma** (19): 8/2D6

## Characteristics

**Physical Defense:** 9

**Spell Defense:** 9

**Social Defense:** 12

**Initiative:** 6/D10

**Physical Armor:** 8

**Mystic Armor:** 4

**Death Rating:** 30 (50)\*

**Wound Threshold:** 8

**Unconsciousness Rating:** 22 (37)\*

**Recovery Tests:** 2

**Knockdown:** 6/D10\*\*

\* These values have been modified for blood magic.  
 \*\* Veniah knows the Wound Balance skill.

**Combat Movement:** 34

**Full Movement:** 68

**Karma Points:** 21

**Karma Step:** 4/D6

## Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (3): 10/D10+D6

Elemental Tongues<sup>D</sup> (4): 11/D10+D8

Fire Heal<sup>D</sup> (3): 10/D10+D6

Thread Weaving (Elementalism)<sup>D</sup> (4): 11/D10+D8 (Weave Element)

<sup>D</sup> Indicates a Discipline talent.

## Illusionist Talents (Knacks)

Dead Fall<sup>D</sup> (4): 11/D10+D8

Disguise Self<sup>D</sup> (4): 11/D10+D8

Durability (4/3) (5): 5

Karma Ritual (4): 4

Read and Write Language (4): 11/D10+D8

—Human, Maracian, *Sperethiel*, Theran

Read and Write Magic<sup>D</sup> (4): 11/D10+D8

Speak Language (4): 11/D10+D8

—Human, Maracian, Theran, Troll

Spellcasting<sup>D</sup> (6): 13/D12+D10 (Name Spell, Signature Spells)

Spell Matrix (4): 4

Spell Matrix (4): 4

Spell Matrix (4): 4

Spell Matrix (4): 4

Thread Weaving (Illusionism)<sup>D</sup> (5): 12/2D10 (Thread

Masking, Unraveling)

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (3): 11/D10+D8

Dancing (3): 11/D10+D8

Robe Embroidery (3): 11/D10+D8

Sail Embroidery (2): 10/D10+D6

### Knowledge:

Court Dancing (3): 10/D10+D6

Gangs of Kratas (3): 10/D10+D6

Marac History (4): 11/D10+D8

Safehearths Lore (3): 10/D10+D6

Theran History (4): 11/D10+D8

### General:

Air Sailing (2): 9/D8+D6

Climbing (2): 9/D8+D6

Conversation (3): 11/D10+D8

Engaging Banter (3): 11/D10+D8

Etiquette (3): 11/D10+D8

False Shackles (3): 10/D10+D6



First Impression (3): 11/D10+D8  
 Flirting (3): 11/D10+D8  
 Great Leap (2): 9/D8+D6  
 Haggle (3): 11/D10+D8  
 Melee Weapons (2): 9/D8+D6  
 Mimic Voice (1): 8/2D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Rhetoric (2): 9/D8+D6  
 Seduction (3): 11/D10+D8  
 Shackle Shrug (3): 10/D10+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (3): 10/D10+D6  
 Surprise Strike (2): 8/2D6  
 Wound Balance (2): 8/2D6

## Equipment

Thread Hardened Leather (Rank 4; Phys 8; Mystic 2; Init 1)  
 Broadsword (Forged +1; Damage 12/2D10)  
 Dagger (Damage 8/2D6; Range 9–15–18)  
 Whip (Damage 9/D8+D6; Entangle 9)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Adventurer's Kit  
 Cloaksense Brooch  
 Disguise Kit (with expensive cosmetics)  
 Embroidered Elfweave Robe  
 2 × Embroidery Tools  
 Healing Potion  
 Quiet Pouch  
 2 × Grimoires  
 Rope (6 yards)  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb

## Elementalism Spells

Air Armor, Air Mattress, Astral Sense Elementalism, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Earth Blend, Earth Darts, Flameweapon, Heat Food, Moonglow, Plant Feast, Purify Water, Repair, Resist Cold, Sky Lattice<sup>M</sup>, Smoke Cloud<sup>M</sup>, Sterilize Object, Stick Together

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Illusionism Spells

Astral Sense Illusionism, Assuring Touch<sup>M</sup>, Bellow of the Thundras, Best Face, Bleeding Edge, Detect Illusionism Magic, Disaster, Dispel Illusionism Magic, Displace Image, Ephemeral Bolt<sup>M</sup>, Great Weapon, Nobody Here, Rope Guide, Suffocation, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

110 silver pieces (in quiet pouch); silver earrings, rings, and necklace worth 750 silver pieces

## Legend Award

570 Legend Points

## Notes

Veniah possesses the elf Low-Light Vision racial ability. Veniah has a Sky Lattice cast on the Purple Barque for extra stability (1 Damage Point). Veniah has an alternate version of the Smoke Cloud spell modified by her Signature Spell talent

knack to appear as a fog instead. She has Named the spell on the hull of the Purple Baroque. She has healed the Blood Wound with a Healing Potion and has a runic scar.

**Fourth Circle:** Glamour (1 Damage Point)



## THE HAMMERSING

The following characters appear in the **The Hammersing** chapter of the **Kratas: The City of Thieves** sourcebook.

## KRUGMAAR

### Attributes

**Dexterity** (13): 6/D10  
**Toughness** (20): 8/2D6  
**Willpower** (16): 7/D12

**Strength** (22): 9/D8+D6  
**Perception** (15): 6/D10  
**Charisma** (10): 5/D8

### Characteristics

**Physical Defense:** 7  
**Spell Defense:** 9  
**Social Defense:** 8

**Initiative:** 4/D6  
**Physical Armor:** 15  
**Mystic Armor:** 10

**Death Rating:** 36 (90)<sup>\*</sup>  
**Wound Threshold:** 16  
**Unconsciousness Rating:** 28 (73)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 20      **Full Movement:** 40

**Karma Points:** 20      **Karma Step:** 3/D4

### Talents (Knacks)

Abate Curse<sup>D</sup> (8): 15/D20+D6  
 Avoid Blow (8): 14/D20+D4  
 Conceal Weapon (8): 14/D20+D4  
 Detect Weapon<sup>D</sup> (8): 14/D20+D4  
 Disarm (8): 14/D20+D4  
 Durability (6/5) (9): 9  
 Forge Blade<sup>D</sup> (9): 15/D20+D6 (Forge Arrow)  
 Haggle<sup>D</sup> (8): 13/D12+D10 (Here's the Deal)  
 Improve Blade<sup>D</sup> (8): 14/D20+D4  
 Karma Ritual (8): 8  
*Leadership* (8): 13/D12+D10  
 Melee Weapons (9): 15/D20+D6  
 Read and Write Language (8): 14/D20+D4  
 —Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling  
 Read and Write Magic (3): 9/D8+D6  
 Speak Language (7): 13/D12+D10  
 —Human, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling  
 Spot Armor Flaw<sup>D</sup> (8): 14/D20+D4  
 Steel Thought<sup>D</sup> (8): 15/D20+D6  
 Temper Other<sup>D</sup> (8): 15/D20+D6  
 Temper Self<sup>D</sup> (8): 15/D20+D6  
 Thread Weaving (Thread Smithing)<sup>D</sup> (9): 15/D20+D6 (Create Thread Item, Talent Linking, Thread Masking, Weave Element)  
 Warp Missile<sup>D</sup> (8): 14/D20+D4  
 Weapon History<sup>D</sup> (9): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*



## Skills

### Artisan:

Weapon Runic Carving (4): 10/D10+D6

### Knowledge:

Alchemy and Potions (5): 11/D10+D8

Blood Magic Lore (5): 11/D10+D8

Blood Steel Forge Lore (6): 12/2D10

Forge Administration (4): 10/D10+D6

Hammersing Lore (4): 10/D10+D6

Negotiation (4): 10/D10+D6

### General:

Alchemy (5): 11/D10+D8

Conversation (4): 9/D8+D6

Etiquette (4): 9/D8+D6

Evaluate (4): 10/D10+D6

Fence (4): 9/D8+D6

First Impression (4): 9/D8+D6

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Research (4): 10/D10+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), Obsidiman

Streetwise (4): 10/D10+D6

Trading (4): 9/D8+D6

## Equipment

Thread Crystal Buckler (Rank 4; Phys 4; Myst 4; Shatter 17)

Blood Pebble (Phys 5; Myst 3; Init 1; 4 Damage Points)

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Troll Dagger (Forged +1; Damage 13/D12+D10 ; Range 9–15–18)

Thread Crystal Battle-Axe (Rank 4; Forged +4; Damage 23/D20+2D10)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Desperate Blow Charm (3 Damage Points)

Clpaksense Brooch

Adventurer's Kit



Weapon Runic Carving Tools

Forge Tools

Hambrell's Contracts

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Alchemy Lab (at Blood Steel Forge)

## Loot

420 silver pieces (in quiet pouch), 2,000 silver pieces stashed at the Blood Steel Forge and other hiding spots

## Legend Award

1,850 Legend Points

## Notes

Krugmaar possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

**Fourth Circle:** Evaluate Weapon (1 Damage Point)

**Fifth Circle:** Karma on Dexterity-only Tests

**Sixth Circle:** Karma on Perception-only Tests

**Seventh Circle:** Karma on Willpower-only Tests

**Eighth Circle:** +1 Spell Defense

## GLINDELLA

Glindella is a Ninth Circle human Weaponsmith and Seventh Circle Thief.

## Attributes

**Dexterity** (18): 7/D12

**Toughness** (12): 5/D8

**Willpower** (13): 6/D10

**Strength** (11): 5/D8

**Perception** (16): 7/D12

**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 14

**Spell Defense:** 10

**Social Defense:** 8

**Initiative:** 6/D10

**Physical Armor:** 8

**Mystic Armor:** 5

**Death Rating:** 31 (81)\*

**Wound Threshold:** 9

**Unconsciousness Rating:** 23 (63)\*

\* These values have been modified for blood magic.

**Combat Movement:** 36

**Full Movement:** 72

**Karma Points:** 40

**Karma Step:** 5/D8

## Thief Talents (Knacks)

Armored Matrix (4): 4<sup>v</sup>

Avoid Blow<sup>D</sup> (10): 17/D20+D10

Climbing (8): 15/D20+D6\*

Detect Trap (7): 14/D20+D4

Detect Weapon (10): 17/D20+D10

Disarm Trap<sup>D</sup> (7): 14/D20+D4

Disguise Self (7): 14/D20+D4

Durability (5/4) (10): 10

Karma Ritual (10): 10

Fast Hand<sup>D</sup> (7): 14/D20+D4

Fence<sup>D</sup> (9): 15/D20+D6 (Covet Item)

Lock Picking<sup>D</sup> (7): 14/D20+D4

Lock Sense<sup>D</sup> (7): 14/D20+D4

Melee Weapons (10): 17/D20+D10

Picking Pockets<sup>D</sup> (7): 14/D20+D4

Silent Walk<sup>D</sup> (8): 15/D20+D6 (Shadow Hide)

Spell Matrix (4): 4<sup>v</sup>  
 Spell Matrix (4): 4<sup>v</sup>  
 Spell Matrix (4): 4<sup>v</sup>  
 Surprise Strike<sup>D</sup> (9): 14/D20+D4\*\*  
 Throwing Weapons<sup>D</sup> (8): 15/D20+D6 (Improvised Missiles, Lightning Throw, Pin Up, Placed Shot)  
 Thread Weaving (Thief Weaving)<sup>D</sup> (5): 12/2D10 (Thread Masking)  
 Trap Initiative<sup>D</sup> (7): 14/D20+D4  
 Versatility (5): 5  
 Willforce (4): 10/D10+D6<sup>v</sup>

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.  
<sup>v</sup> Indicates a talent learned through Versatility.  
<sup>\*</sup> Talent modified by +1 rank bonus from Thread Boots.  
<sup>\*\*</sup> Talent modified by +1 rank bonus from Thread Flight Dagger of the Cutthroat.

## Weaponsmith Talents (Knacks)

Abate Curse<sup>D</sup> (9): 15/D20+D6  
 Conceal Weapon (7): 14/D20+D4  
 Disarm (9): 16/D20+D8  
 Enhanced Matrix (3): 3  
 Forge Blade<sup>D</sup> (9): 16/D20+D8  
 Haggle<sup>D</sup> (9): 15/D20+D6 (Faulty Goods, Here's the Deal)  
 Improve Blade<sup>D</sup> (9): 16/D20+D8  
 Leadership (9): 15/D20+D6  
 Read and Write Language (8): 15/D20+D6  
 —Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling  
 Read and Write Magic (4): 11/D10+D8  
 Speak Language (7): 14/D20+D4  
 —Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang, Troll, Windling  
 Spellcasting (4): 11/D10+D8  
 Spot Armor Flaw<sup>D</sup> (9): 16/D20+D8  
 Steel Thought<sup>D</sup> (9): 15/D20+D6  
 Temper Other<sup>D</sup> (9): 15/D20+D6  
 Temper Self<sup>D</sup> (9): 15/D20+D6  
 Thread Weaving (Elementalism) (5): 12/2D10 (Unraveling, Weave Element)  
 Thread Weaving (Thread Smithing)<sup>D</sup> (8): 15/D20+D6 (Create Thread Item, Talent Linking)  
 Warp Missile<sup>D</sup> (9): 16/D20+D8  
 Weapon History<sup>D</sup> (9): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

## Skills

### Artisan:

Robe Embroidery (1): 7/D12  
 Weapon Runic Carving (5): 11/D10+D8

### Knowledge:

Alchemy and Potions (5): 12/2D10  
 Ancient Daggers and Knives (5): 12/2D10  
 Dagger and Knife Lore (6): 13/D12+D10  
 Daggerwrights Lore (6): 13/D12+D10  
 Force of the Eye Lore (5): 12/2D10  
 Gangs of Kratas (4): 11/D10+D8  
 Hammersing Lore (5): 12/2D10  
 Magic Lore (1): 8/2D6  
 Magical Theory (1): 8/2D6  
 Metallurgy (5): 12/2D10

### General:

Alchemy (5): 12/2D10  
 Evaluate (5): 12/2D10  
 Read and Write Language (1): 8/2D6

—Dwarf (Throalic)  
 Research (5): 12/2D10  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), Human  
 Streetwise (5): 12/2D10  
 Trading (5): 11/D10+D8

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +3; Damage 13/D12+D10)  
 8×Night-Black Daggers (Forged +1; Damage 8/2D6; Range 9–15–18; Conceal Weapon Tests +1 bonus when wearing dark colored clothes)  
 Thread Flight Dagger of the Cutthroat (Rank 5; Forged +1; Damage 12/2D10; Range 21–35–42; Throwing Weapons Tests +2 bonus; Conceal Weapon Tests +1 bonus; +2 bonus when wearing dark colored clothes; Surprise Strike rank bonus +1; Weaponback; 1 Damage Point, 2 Strain Points to activate; 8 rounds duration; Will +6 Effect step)  
 Thread Hook Hatchet (Rank 4; Forged +3; Damage 15/D20+D6; Range 24–40–48; Throwing Weapons Tests +2 bonus; Conceal Weapon Tests +1 bonus when wearing dark colored clothes; 1 Strain Point with rope attached to attempt to entangle an opponent; Entangle 8; can be used as grappling hook)  
 Thread Boots (Rank 4; PhysDef +3; Climbing talent rank bonus +1)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Weapon Runic Carving Tools  
 Climbing Kit  
 Embroidered Robe  
 Embroidery Tools  
 Forge Tools  
 Grimoire  
 Quiet-Fingers Gloves  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Alchemy Lab (at Daggerwrights Forge)

## Spells

Air Armor<sup>M</sup>, Astral Sense Elementalism, Boil Water, Crunch Climb, Detect Elementalism Magic, Dispel Elementalism Magic, Fuel Flame, Ice Mace and Chain, Lighten Load, Porter<sup>M</sup>, Purify Water, Repair<sup>M</sup>, Resist Fire, Smoke Cloud, Snuff<sup>E</sup>, Sterilize Object, Stick Together, Sunlight, Weaponback<sup>A</sup>

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix  
<sup>A</sup> Denotes a spell currently in an Armored Matrix

## Loot

670 silver pieces (in quiet pouch), 4,000 silver pieces stashed at Daggerwrights Forge and other hideaways

## Legend Award

9,990 Legend Points

## Notes

Glindella possesses the human Versatility racial ability.

**Fourth Circle:** Thief: Thieves' Tongue (1 Damage Point); Weaponsmith: Evaluate Weapon (1 Damage Point)



**Fifth Circle:** Thief: Karma on Perception-only Tests;  
Weaponsmith: Karma on Dexterity-only Tests  
**Sixth Circle:** Thief: Karma on Dexterity-only Tests;  
Weaponsmith: Karma on Perception-only Tests  
**Seventh Circle:** Thief: +1 Physical Defense; Weaponsmith:  
Karma on Willpower-only Tests  
**Eighth Circle:** +1 Spell Defense  
**Ninth Circle:** Karma on Recovery Tests; +1 Physical Defense

## RYGER SQUINTEYE

Ryger is a Ninth Circle dwarf Weaponsmith and Eighth Circle Elementalist.

### Attributes

**Dexterity** (16): 7/D12      **Strength** (12): 5/D8  
**Toughness** (13): 6/D10      **Perception** (16): 7/D12  
**Willpower** (16): 7/D12      **Charisma** (9): 4/D6

### Characteristics

**Physical Defense:** 12      **Initiative:** 6/D10  
**Spell Defense:** 14      **Physical Armor:** 8  
**Social Defense:** 10      **Mystic Armor:** 6

**Death Rating:** 33 (93)\*      **Recovery Tests:** 2  
**Wound Threshold:** 9      **Knockdown:** 5/D8\*\*  
**Unconsciousness Rating:** 25 (75)\*

\* These values have been modified for blood magic.  
\*\* Ryger knows the Unshakable Earth talent.

**Combat Movement:** 28      **Full Movement:** 56  
**Karma Points:** 25      **Karma Step:** 4/D6

### Elementalist Talents (Knacks)

Astral Sight (8): 15/D20+D6  
Cold Purify<sup>D</sup> (8): 15/D20+D6  
Elemental Hold<sup>D</sup> (8): 15/D20+D6  
Elemental Tongues<sup>D</sup> (4): 11/D10+D8  
Enhanced Matrix (9): 9  
Enhanced Matrix (8): 8  
Fire Heal<sup>D</sup> (8): 15/D20+D6 (Wound Heal)  
Read and Write Magic<sup>D</sup> (9): 16/D20+D8  
Spellcasting<sup>D</sup> (9): 16/D20+D8 (Anchored Spellcasting)  
Spell Matrix (8): 8  
Spell Matrix (8): 8  
Spell Matrix (8): 8  
Summon (Elemental Spirits)<sup>D</sup> (8): 15/D20+D6  
Temperature<sup>D</sup> (8): 15/D20+D6  
Thread Weaving (Elementalism)<sup>D</sup> (9): 16/D20+D8  
(Unraveling, Weave Element)  
Unshakable Earth (8): 13/D12+D10  
Willforce (8): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.

### Weaponsmith Talents (Knacks)

Abate Curse<sup>D</sup> (9): 16/D20+D8  
Avoid Blow (10): 17/D20+D10  
Conceal Weapon (9): 16/D20+D8  
Detect Weapon<sup>D</sup> (9): 16/D20+D8  
Disarm (9): 16/D20+D8  
Durability (6/5) (10): 10  
Forge Blade<sup>D</sup> (9): 16/D20+D8  
Haggle<sup>D</sup> (9): 13/D12+D10 (Faulty Goods, Here's the Deal)  
Improve Blade<sup>D</sup> (9): 16/D20+D8

Karma Ritual (9): 9  
Leadership (9): 13/D12+D10  
Melee Weapons (10): 17/D20+D10  
Read and Write Language (8): 15/D20+D6  
—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang,  
Troll, Windling  
Speak Language (8): 15/D20+D6  
—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, T'skrang,  
Troll, Windling  
Spot Armor Flaw<sup>D</sup> (9): 16/D20+D8  
Steel Thought<sup>D</sup> (9): 16/D20+D8  
Temper Other<sup>D</sup> (9): 16/D20+D8  
Temper Self<sup>D</sup> (9): 16/D20+D8  
Thread Weaving (Thread Smithing)<sup>D</sup> (9): 16/D20+D8 (Create  
Thread Item, Talent Linking, Thread Masking)  
Warp Missile<sup>D</sup> (9): 16/D20+D8  
Weapon History<sup>D</sup> (9): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

### Skills

#### Artisan:

Craftsman: Blacksmith (5): 12/2D10  
Craftsman: Trapmaking (6): 13/D12+D10  
Robe Embroidery (4): 8/2D6

#### Knowledge:

Hammersing Lore (5): 12/2D10  
Snare and Traps Lore (5): 12/2D10  
Tinkerers' Lore (6): 13/D12+D10

#### General:

Detect Trap (5): 12/2D10  
Disarm Trap (5): 12/2D10  
Evaluate (5): 12/2D10  
Lock Picking (5): 12/2D10  
Read and Write Language (1): 8/2D6  
—Dwarf (Throalic)  
Research (5): 12/2D10  
Speak Language (1): 8/2D6  
—Dwarf (Throalic)  
Streetwise (5): 12/2D10  
Trading (5): 9/D8+D6  
Trap Initiative (5): 12/2D10

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
Thread Leather (Rank 4; Phys 5; Myst 3)  
Broadsword (Forged +3; Damage 13/D12+D10)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Thread Bracers (Rank 4; PhysDef +2; SpellDef +2)  
Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
Thread Ring (Rank 4; SocDef +2; SpellDef +2)  
Cloaksense Brooch  
Adventurer's Kit  
Blacksmith Tools  
Embroidered Robe  
Embroidery Tools  
Forge Tools  
Grimoire  
Quiet Pouch  
Thieves' Picks and Tools  
Trail Rations (1 week)  
Trapmaking Tools  
Traveler's Garb

## Spells

Air Armor<sup>M</sup>, Air Blast<sup>E</sup>, Boil Water, Crushing Hand of Earth, Detect Elementalism Magic, Dispel Elementalism Magic, Fireball<sup>E</sup>, Fire Hounds, Fuel Flame, Grasping Hand of Earth, Icy Surface, Ironwood<sup>M</sup>, Lighten Load, Lodestone's Touch, Perimeter Alarm, Porter, Puddle Deep, Purify Water, Repair, Resist Fire<sup>M</sup>, Resist Poison<sup>M</sup>, Smoke Cloud, Snuff, Sterilize Object, Stick Together, Stone Cage, Storm Manacles, Sunlight

<sup>M</sup> Denotes a spell currently in a Spell Matrix.  
<sup>E</sup> Denotes a spell currently in an Enhanced Matrix

## Loot

980 silver pieces (in quiet pouch), 5,000 silver pieces inside Thief's Bane Chest (at the Tinkerer's Forge)

## Legend Award

6,180 Legend Points

## Notes

Ryger possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Elementalist: Karma on Perception-only Tests; Weaponsmith: Evaluate Weapon (1 Damage Point)

**Fifth Circle:** Elementalist: Karma on Willpower-only Tests; Weaponsmith: Karma on Dexterity-only Tests

**Sixth Circle:** Elementalist: Fire and Ice (1 Damage Point); Weaponsmith: Karma on Perception-only Tests

**Seventh Circle:** Elementalist: +1 Spell Defense; Weaponsmith: Karma on Willpower-only Tests

**Eighth Circle:** Elementalist: Karma on spell Effect Tests; Weaponsmith: +1 Spell Defense

**Ninth Circle:** Karma on Recovery Tests; +1 Physical Defense

## B'RAKORL

B'arakorl is a Fifth Circle t'skrang Troubadour, a Third Circle Weaponsmith, and a Third Circle Illusionist Disciplines.

## Attributes

**Dexterity** (15): 6/D10

**Toughness** (12): 5/D8

**Willpower** (14): 6/D10

**Strength** (11): 5/D8

**Perception** (16): 7/D12

**Charisma** (17): 7/D12

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 9

**Social Defense:** 11

**Initiative:** 6/D10

**Physical Armor:** 4

**Mystic Armor:** 2

**Death Rating:** 34 (70)

**Wound Threshold:** 9

**Unconsciousness Rating:** 26 (56)

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 30

**Full Movement:** 60

**Karma Points:** 25

**Karma Step:** 4/D6

## Illusionist Talents

Dead Fall<sup>D</sup> (3): 9/D8+D6

Read and Write Magic<sup>D</sup> (3): 10/D10+D6

Spellcasting<sup>D</sup> (3): 10/D10+D6

Spell Matrix (3): 3

Spell Matrix (3): 3

Spell Matrix (3): 3

Thread Weaving (Illusionism)<sup>D</sup> (3): 10/D10+D6

<sup>D</sup> Indicates a Discipline talent.

## Troubadour Talents (Knacks)

Disguise Self<sup>D</sup> (6): 13/D12+D10

Durability (6/5) (6): 6

Emotion Song<sup>D</sup> (6): 13/D12+D10 (Telling the Tale)

Engaging Banter<sup>D</sup> (5): 12/2D10

First Impression (5): 12/2D10

*Item History* (5): 12/2D10

Karma Ritual (6): 6

Melee Weapons (6): 12/2D10

Mimic Voice<sup>D</sup> (5): 12/2D10

Read and Write Language<sup>D</sup> (5): 12/2D10

—Human, Or'zet, Sperethiel, Theran, T'skrang

Speak Language<sup>D</sup> (5): 12/2D10

—Human, Or'zet, Sperethiel, Theran, Windling

Taunt (5): 12/2D10

Thread Weaving (Story Weaving)<sup>D</sup> (4): 11/D10+D8

Throwing Weapons (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma.*

## Weaponsmith Talents

Abate Curse<sup>D</sup> (3): 9/D8+D6

Avoid Blow (3): 9/D8+D6

Detect Weapon<sup>D</sup> (3): 10/D10+D6

Forge Blade<sup>D</sup> (3): 10/D10+D6

Haggle<sup>D</sup> (4): 11/D10+D8

Steel Thought<sup>D</sup> (3): 9/D8+D6

Weapon History<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Robe Embroidery (2): 9/D8+D6

Storytelling (3): 10/D10+D6

### Knowledge:

Antiques (3): 10/D10+D6

Hammersing Lore (3): 10/D10+D6

### General:

Arcane Mutterings (2): 9/D8+D6

Conversation (3): 10/D10+D6

Evaluate (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Speak Language (2): 9/D8+D6

—Dwarf (Throalic), T'skrang

Streetwise (3): 10/D10+D6

Trading (3): 10/D10+D6

## Equipment

Padded Leather (Phys 4)

Broadsword (Forged +3; Damage 13/D12+D10)

2× Bolas (Forged +2; Damage 10/D10+D6; Range 12–20–24;

Entangle 9)

Dagger (Forged +1; Damage 8/2D6; Tail Damage 6/D10;

Range 9–15–18)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

Belt Pouch

Cloaksense Brooch

Embroidered Robe

Embroidery Tools

Forge Tools

Grimoire

Rope (6 yards)



Trail Rations (1 week)  
Traveler's Garb

## Spells

Alarm, Astral Sense Illusionism, Bellow of the Thundras, Best Face, Catseyes, Detect Illusionism Magic, Dispel Illusionism Magic, Displace Image<sup>M</sup>, Encrypt, Ephemeral Bolt<sup>M</sup>, Impossible Lock, Light, Nobody Here, Rope Guide, See the Unseen<sup>M</sup>, Tailor, True Ephemeral Bolt, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

170 silver pieces (in belt pouch)

## Legend Award

435 Legend Points

## Notes

B'rakorl possesses the t'skrang Tail Attack (Damage 5/D8) racial ability.

**Fourth Circle:** Karma on Dexterity-only Tests

**Fifth Circle:** Karma on Perception-only Tests

## REEPNICK

Reepnick is more than just a tailor. He is a freelance intelligence agent and broker. He previously worked with the Barsaivian Resistance in Vivane, although he left after a botched operation almost got him killed. He now mostly works for the Eye of Throal, but, while he does have a general dislike for the Therans, he is more motivated by self-interest than politics or ideology.

Reepnick is an Eighth Circle windling Windscout and Third Circle Elementalism.

## Attributes

**Dexterity** (18): 7/D12

**Toughness** (10): 5/D8

**Willpower** (14): 6/D10

**Strength** (7): 4/D6

**Perception** (19): 8/2D6

**Charisma** (22): 9/D8+D6

## Characteristics

**Physical Defense:** 13

**Spell Defense:** 11

**Social Defense:** 13

**Initiative:** 7/D12

**Physical Armor:** 5

**Mystic Armor:** 5

**Death Rating:** 30 (78)<sup>+</sup>

**Wound Threshold:** 8

**Unconsciousness Rating:** 22 (62)<sup>+</sup>

**Recovery Tests:** 2

**Knockdown:** 4/D6<sup>++</sup>

<sup>+</sup> These values have been modified for blood magic.

<sup>++</sup> Reepnick knows the Wound Balance skill.

**Combat Movement:** 20/40<sup>+</sup>

**Full Movement:** 40/80<sup>+</sup>

<sup>+</sup> The second value is Reepnick's Flying Movement rate.

**Karma Points:** 56

**Karma Step:** 6/D10

## Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (3): 11/D10+D8

Elemental Tongues<sup>D</sup> (4): 12/2D10

Fire Heal<sup>D</sup> (3): 9/D8+D6 (Wound Heal)

Read and Write Language<sup>D</sup> (3): 11/D10+D8

—Sperethiel, Theran, Windling

Read and Write Magic<sup>D</sup> (3): 11/D10+D8

Spellcasting<sup>D</sup> (3): 11/D10+D8

Spell Matrix (3): 3

Spell Matrix (3): 3

Spell Matrix (3): 3

Thread Weaving (Elementalism)<sup>D</sup> (3): 11/D10+D8 (Weave Element)

<sup>D</sup> Indicates a Discipline talent.

## Windscout Talents (Knacks)

Air Dance<sup>D</sup> (8): 15/D20+D6

Animal Possession (8): 14/D20+D4

Anticipate Blow<sup>D</sup> (8): 16/D20+D8

Avoid Blow<sup>D</sup> (8): 15/D20+D6 (Bounce)

Bird Song<sup>D</sup> (9): 17/D20+D10

Creature Analysis<sup>D</sup> (8): 16/D20+D8

Durability (6/5) (8): 8

Eagle Eye (8): 16/D20+D8

Endure Cold<sup>D</sup> (8): 13/D12+D10 (Endure Heat)

Evidence Analysis<sup>D</sup> (8): 16/D20+D8

Karma Ritual (8): 8

Melee Weapons (8): 15/D20+D6

Missile Weapons (9): 16/D20+D8

Scent Identifier<sup>D</sup> (8): 16/D20+D8

Speak Language<sup>D</sup> (7): 15/D20+D6

—Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll,

T'skrang

Search<sup>D</sup> (8): 16/D20+D8

Spot Armor Flaw (8): 16/D20+D8

Surprise Strike (8): 12/2D10

Thread Weaving (Scent Weaving)<sup>D</sup> (8): 16/D20+D8 (Thread

Masking, Unraveling)

Tracking<sup>D</sup> (9): 17/D20+D10 (Astral Tracking, Identify Tracks)

Trap Initiative<sup>D</sup> (8): 15/D20+D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Craftsman: Tailor (4): 11/D10+D8

Dancing (3): 12/2D10

Embroidery (4): 13/D12+D10

Wardrobe and Style (4): 13/D12+D10

### Knowledge:

Barsaivian Vivane Lore (3): 11/D10+D8

Court Dancing (3): 11/D10+D8

Creature Lore (4): 12/2D10

Eye of Throal Lore (4): 12/2D10

Gangs of Kratas (4): 12/2D10

Hammersing Lore (3): 11/D10+D8

Vivane Resistance Lore (3): 11/D10+D8

### General:

Detect Trap (4): 12/2D10

Disarm Trap (4): 11/D10+D8

False Shackles (4): 11/D10+D8

Lock Picking (4): 11/D10+D8

Read and Write Language (1): 9/D8+D6

—Dwarf (Throalic)

Shackle Shrug (4): 11/D10+D8

Silent Walk (4): 11/D10+D8

Speak Language (2): 10/D10+D6

—Dwarf (Throalic), Windling

Streetwise (4): 12/2D10

Wind Dance (4): 12/2D10

Wound Balance (4): 8/2D6

## Equipment

Thread Leather (Rank 4; Phys 5; Myst 3)  
 Windling Dagger (Forged +1; Damage 6/D10; Range 6–10–12)  
 Windling Two-Handed Sword (Forged +2; Damage 9/D8+D6)  
 Mini Crossbow (Damage 6/D10; Range 8–16–32)  
 Thread Quiver (Rank 4; 1/10th weight; 5 × capacity; with 30 mini crossbow bolts)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Adventurer's Kit  
 Craftsman Tools for tailoring  
 Embroidered Robe  
 Embroidery Tools  
 Grimoire  
 Keesra Poison (2 doses)  
 Kelia's Antidote (Keesra; 2 doses)  
 Kelix's Poultice  
 Orichalcum Jar (with 5 True fire kernels)  
 Orichalcum Jar (with 5 True wood kernels)  
 Quiet Pouch  
 2 × Smoke Bombs  
 Smoke Cloak  
 Cloaksense Brooch  
 Thieves' Picks and Tools  
 Windling Trail Rations (1 week)  
 Flashy Wealthy Traveler's Garb  
 Writing Kit

## Spells

Air Armor, Air Mattress, Billowing Cloak, Earth Blend<sup>M</sup>, Earth Darts, Fingers of Wind, Flame Strike, Flame Weapon, Plant Feast, Plant Talk, Porter, Purify Water, Repair<sup>M</sup>, Resist Cold, Resist Fire, Small Slayer, Smoke Cloud<sup>M</sup>, Sterilize Object, Stick Together

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

37 gold pieces (in quiet pouch), 370 gold pieces hidden in Reepnick's Dancing Threads

## Legend Award

1,395 Legend Points

## Notes

Reepnick possesses the windling Astral-Sensitive Sight, Flight, and Increased Physical Defense racial abilities. The crickets scattered around Reepnick's shop are more than pets; Reepnick uses them as sentries through his Bird Song talent. He also has a collection of tiny black beetles that he can place in strategic locations to gather information. He has even gone so far as to conceal them in customers' clothing when it suits his needs.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Improved Senses (1 Damage Point)

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** +1 Spell Defense

## ERGAN THE ALCHEMIST

Ergan is a Fifth Circle Vorst Journeyman.

## Attributes

**Dexterity** (14): 6/D10  
**Toughness** (16): 7/D12  
**Willpower** (17): 7/D12

**Strength** (11): 5/D8  
**Perception** (18): 7/D12  
**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 8  
**Spell Defense:** 10  
**Social Defense:** 7

**Initiative:** 4/D6  
**Physical Armor:** 8  
**Mystic Armor:** 7

**Death Rating:** 27 (63)<sup>\*</sup>

**Wound Threshold:** 11

**Recovery Tests:** 3  
**Knockdown:** 5/D8

**Unconsciousness Rating:** 19 (49)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 24

**Karma Step:** 5/D8

## Talents

Abate Curse<sup>D</sup> (5): 12/2D10  
 Astral Sight<sup>D</sup> (5): 12/2D10  
 Bear Mark<sup>D</sup> (5): 12/2D10  
 Dominate Beast (5): 12/2D10  
 Durability (6/5) (6): 6  
 Fireblood (5): 12/2D10  
*Frighten* (5): 12/2D10  
*Item History* (5): 12/2D10  
 Karma Ritual (5): 5  
 Read and Write Magic<sup>D</sup> (5): 12/2D10  
 Spellcasting<sup>D</sup> (5): 12/2D10  
 Spell Matrix (5): 5  
 Thread Weaving (Nethermancy)<sup>D</sup> (5): 12/2D10  
 Willforce (5): 12/2D10

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents* require Karma.

## Skills

### Artisan:

Robe Embroidery (3): 8/2D6

### Knowledge:

Alchemy and Potions (6): 13/D12+D10  
 Blood Magic Lore (6): 13/D12+D10  
 Botany (4): 11/D10+D8  
 Creature Lore (4): 11/D10+D8  
 Gangs of Kratas (3): 10/D10+D6  
 Hammersing Lore (3): 10/D10+D6  
 Vorst Racial Lore (3): 10/D10+D6

### General:

Alchemy (6): 13/D12+D10  
 Creature Analysis (4): 11/D10+D8  
 Detect Trap (3): 10/D10+D6  
 Disarm Trap (3): 9/D8+D6  
 Evaluate (3): 10/D10+D6  
 Fence (3): 8/2D6  
 Haggle (3): 8/2D6  
 Lock Picking (3): 9/D8+D6  
 Melee Weapons (3): 9/D8+D6  
 Picking Pockets (3): 9/D8+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Silent Walk (3): 9/D8+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), Human (Vorst)  
 Streetwise (3): 10/D10+D6  
 Trading (3): 8/2D6



Trap Initiative (3): 9/D8+D6  
Unarmed Combat (3): 9/D8+D6

## Equipment

Blood Pebble (Phys 5; Myst 3; Init 1; 4 Damage Points)  
Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
Vorst Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Vorst Short Sword (Forged +2; Damage 11/D10+D8)  
Absorb Blow Charm (2 Damage Points)  
Desperate Blow Charm (3 Damage Points)  
Potion Charm (2 Damage Points; with last chance salve)  
Cloaksense Brooch  
Adventurer's Kit  
Embroidered Robe  
Embroidery Tools  
Grimoire  
Lethe's Tears (Paralyzation, Effect Step 7; SD 9; 2 doses)  
Kelia's Antidote (Lethe's Tears; 2 doses)  
Kelix's Poultice  
Quiet-Fingers Gloves  
Theft-Proof Pouch (1 Damage Point)  
Thieves' Picks and Tools  
Trail Rations (1 week)  
Traveler's Garb

## Spells

Blood Servitor, Command Nightflyer, Dark Messenger, Dark Spy, Death's Head<sup>M</sup>, Fog of Fear, Insect Repellant, Nightflyer's Cloak, Pain, Pocket Guardian, Preserve, Repel Animal, Spirit Grip

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

110 silver pieces (in theft-proof pouch), Current prototypes of Blood Finger and Blood Toes charms (see the **New Goods and Services** chapter of the **Kratas: The City of Thieves** sourcebook)

## Legend Award

410 Legend Points

## Notes

Because of the unique nature of his Discipline, Ergon does not have access to the human Versatility racial ability. Ergon has a number of caged death moths in his basement that he extracts venom from to create Lethe's Tears (see the **New Goods and Services** chapter of the **Kratas: The City of Thieves** sourcebook).

## WUURLIESAANA

Wuurliesaana is an Eleventh Circle obsidiman Elementalist and Sixth Circle Purifier.

## Attributes

**Dexterity** (13): 6/D10  
**Toughness** (19): 8/2D6  
**Willpower** (16): 7/D12

**Strength** (22): 9/D8+D6  
**Perception** (15): 6/D10  
**Charisma** (9): 4/D6

## Characteristics

**Physical Defense**: 9  
**Spell Defense**: 10  
**Social Defense**: 7

**Initiative**: 6/D10  
**Physical Armor**: 5  
**Mystic Armor**: 5

**Death Rating**: 42 (90)\*

**Wound Threshold**: 15

**Unconsciousness Rating**: 34 (70)\*

\* These values have been modified for blood magic.  
\*\* Wuurliesaana knows the Unshakable Earth talent.

**Recovery Tests**: 3

**Knockdown**: 9/D8+D6\*\*

**Combat Movement**: 20

**Full Movement**: 40

**Karma Points**: 20

**Karma Step**: 3/D4

## Elementalist Talents (Knacks)

Air Speaking<sup>D</sup> (11): 17/D20+D10  
*Animate Object* (11): 18/D20+D12  
Armored Matrix (11): 11  
Astral Sight (12): 18/D20+D12  
Cold Purify<sup>D</sup> (11): 18/D20+D12 (Halt Disease)  
Durability (4/3) (12): 12  
Elemental Hold<sup>D</sup> (11): 18/D20+D12  
Elemental Tongues<sup>D</sup> (5): 11/D10+D8  
Enhanced Matrix (11): 11  
Enhanced Matrix (11): 11  
Fire Heal<sup>D</sup> (11): 18/D20+D12  
Karma Ritual (11): 11  
*Leadership* (8): 12/2D10  
Metal Ward<sup>D</sup> (11): 17/D20+D10  
Plant Shelter<sup>D</sup> (11): 15/D20+D6  
Read and Write Language (8): 14/D20+D4  
—Human, Obsidiman, *Or'zet*, Rugarian, *Sperethiel*, Theran, Troll, Windling  
Read and Write Magic<sup>D</sup> (11): 17/D20+D10  
Reshape Object<sup>D</sup> (11): 18/D20+D12  
Safe Path<sup>D</sup> (11): 17/D20+D10  
Spellcasting<sup>D</sup> (12): 18/D20+D12 (Anchored Spell, Maintain Spell Threads, Name Spell)  
Spell Matrix (11): 11  
Spell Matrix (11): 11  
Spell Matrix (11): 11  
Spell Matrix (11): 11  
Summon (Elemental Spirits)<sup>D</sup> (11): 18/D20+D12 (Bind Spirit)  
Summoning Circle<sup>D</sup> (11): 18/D20+D12  
Thread Weaving (Elementalism)<sup>D</sup> (12): 18/D20+D12 (Create Armored Matrix Object, Create Enhanced Matrix Object, Create Orichalcum, Create Spell Matrix Object, Create Thread Item, Thread Masking, Unraveling, Weave Element)  
Temperature<sup>D</sup> (11): 18/D20+D12  
Unshakable Earth (12): 21/D20+D10+D6  
Willforce (11): 18/D20+D12

<sup>D</sup> Indicates a Discipline talent.  
*Italicized* talents require Karma.

## Purifier Talents (Knacks)

Avoid Blow (6): 12/2D10  
Battle Shout (6): 10/D10+D6  
Body Control<sup>D</sup> (6): 15/D20+D6  
Clay Skin<sup>D</sup> (6): 14/D20+D4  
Creature Analysis<sup>D</sup> (6): 12/2D10  
Earth Bond (6): 14/D20+D4  
Life Check<sup>D</sup> (6): 14/D20+D4  
Lifesight<sup>D</sup> (6): 12/2D10 (Lay of the Land)  
Steel Thought<sup>D</sup> (6): 13/D12+D10  
Swift Kick (6): 12/2D10  
Tiger Spring (6): 6  
Unarmed Combat<sup>D</sup> (7): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Robe Embroidery (6): 10/D10+D6

Stone Carving (3): 7/D12

### Knowledge:

Giant Rock Lore (5): 11/D10+D8

Hammersing Lore (3): 9/D8+D6

Obsidiman Racial Lore (6): 12/2D10

Rugaria Lore (6): 12/2D10

### General:

Evaluate (6): 12/2D10

Haggle (6): 10/D10+D6

Melee Weapons (6): 12/2D10

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Research (6): 12/2D10

Resist Taunt (6): 13/D12+D10

Speak Language (3): 9/D8+D6

—Dwarf (Throalic), Obsidiman, Rugarian

Streetwise (6): 12/2D10

Trading (6): 10/D10+D6

## Equipment

Fernweave (Phys 2; Myst 3)

Stone Troll Dagger (Forged +1; Damage 13/D12+D10; Range 9–15–18)

Adventurer's Kit

Cloaksense Brooch

Stone Carving Tools

Embroidered Robe

Embroidery Tools

Giant Rock

Grimoire

Quiet Pouch

Orichalcum Jar (with 5 True earth kernels)

Trail Rations (1 week)

Waterskin

Wealthy Traveler's Garb

## Spells

Cloud Banish, Cloud Summon, Crunch Climb, Crushing Hand of Earth, Detect Elementalism Magic<sup>E</sup>, Dispel Elementalism Magic<sup>M</sup>, Earth Blend, Earth Darts, Earth Q'wril, Earth Surfing, Earth Staff<sup>E</sup>, Earth Spear, Earth Wall, Engulf Earth, Engulf Wood, Grasping Hand of Earth, Great Sticky Vines, Ironwood, Living Wall, Petrify<sup>A</sup>, Plant Feast, Plant Talk<sup>M</sup>, Porter, Purify Earth, Purify Water, Repair<sup>M</sup>, Resist Poison, Root Trap, Shattering Stone, Sterilize Object<sup>M</sup>, Stone Cage, Stone Rain, Sunlight, Thrive, Tossing Earth, Tree Merge, Uneven Ground, Weather Change, Wood Blade, Wood Spear

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

<sup>A</sup> Denotes a spell currently in an Armored Matrix.

## Loot

1,630 silver pieces (in quiet pouch)

## Legend Award

24,760 Legend Points

## Notes

Wuurliesaana possesses the obsidiman Increased Wound Threshold and Natural Armor racial abilities.

**Fourth Circle:** Elementalist: Karma on Perception-only

Tests; Purifier: Karma on Strength-only Tests

**Fifth Circle:** Elementalist: Karma on Willpower-only Tests;

Purifier: Karma on Dexterity-only Tests

**Sixth Circle:** Elementalist: Fire and Ice (1 Damage Point);

Purifier: Karma on Toughness-only Tests

**Seventh Circle:** +1 Spell Defense

**Eighth Circle:** Karma on spell Effect Tests

**Ninth Circle:** Karma on Recovery Tests; +1 Physical Defense

**Tenth Circle:** +1 Social Defense

**Eleventh Circle:** +1 Physical and Spell Defense

## GREEN TARL

Green Tarl is a human non-adept.

### Attributes

**Dexterity** (14): 6/D10

**Toughness** (11): 5/D8

**Willpower** (11): 5/D8

**Strength** (10): 5/D8

**Perception** (14): 6/D10

**Charisma** (13): 6/D10

### Characteristics

**Physical Defense:** 8

**Spell Defense:** 8

**Social Defense:** 7

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 2

**Death Rating:** 32

**Wound Threshold:** 8

**Unconsciousness Rating:** 24

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 28

**Full Movement:** 56

### Skills

#### Artisan:

Craftsman: Jeweler (5): 11/D10+D8

#### Knowledge:

Force of the Eye Lore (3): 9/D8+D6

Gangs of Kratas (2): 8/2D6

Gem Appraisal (3): 9/D8+D6

Hammersing Lore (3): 9/D8+D6

Jewelry Appraisal (6): 12/2D10

Smelting (3): 9/D8+D6

#### General:

Evaluate (5): 11/D10+D8

Haggle (5): 11/D10+D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Research (3): 9/D8+D6

Speak Language (2): 8/2D6

—Dwarf (Throalic), Human

Streetwise (2): 8/2D6

Trading (5): 11/D10+D8

### Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Jeweled Dagger (Damage 7/D12; Range 9–15–18; worth 50 silver pieces)

Thread Brooch

Thread Ring

Cloaksense Brooch

Adventurer's Kit

Craftsman Tools (for crafting jewelry)

Quiet Pouch



Trail Rations (1 week)  
Wealthy Traveler's Garb

## Loot

Bracelets, jewelry, necklaces, and rings worth 500 silver pieces; 5 small gems worth 500 silver pieces (in quiet pouch)

## Legend Award

70 Legend Points

## VRENAT THE KEEN

Vrenat is a Fourth Circle elf Illusionist and Third Circle Thief.

### Attributes

**Dexterity** (18): 7/D12  
**Toughness** (9): 4/D6  
**Willpower** (17): 7/D12

**Strength** (10): 5/D8  
**Perception** (19): 8/2D6  
**Charisma** (12): 5/D8

### Characteristics

**Physical Defense:** 10  
**Spell Defense:** 10  
**Social Defense:** 7

**Initiative:** 6/D10  
**Physical Armor:** 7  
**Mystic Armor:** 4

**Death Rating:** 29 (49)<sup>\*</sup>  
**Wound Threshold:** 7  
**Unconsciousness Rating:** 20 (35)<sup>\*</sup>

<sup>\*</sup> These values have been modified for blood magic.

**Combat Movement:** 38

**Full Movement:** 76

**Karma Points:** 25

**Karma Step:** 4/D6

### Illusionist Talents

Dead Fall<sup>D</sup> (4): 11/D10+D8  
Disguise Self<sup>D</sup> (4): 12/2D10  
Durability (4/3) (5): 5  
False Sight<sup>D</sup> (4): 4  
Karma Ritual (4): 4  
Read and Write Language (4): 12/2D10  
—Human, *Sperethiel*, Theran, T'skrang  
Read and Write Magic<sup>D</sup> (4): 12/2D10  
Speak Language (4): 12/2D10  
—Human, Theran, T'skrang, Windling  
Spellcasting<sup>D</sup> (5): 13/D12+D10  
Spell Matrix (4): 4  
Spell Matrix (4): 4  
Spell Matrix (4): 4  
Spell Matrix (4): 4  
Thread Weaving (Illusionism)<sup>D</sup> (5): 13/D12+D10

<sup>D</sup> Indicates a Discipline talent.

### Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (3): 10/D10+D6  
Climbing (3): 10/D10+D6  
Fence<sup>D</sup> (4): 9/D8+D6  
Lock Picking<sup>D</sup> (3): 10/D10+D6  
Lock Sense<sup>D</sup> (3): 11/D10+D8  
Melee Weapons (4): 11/D10+D8  
Picking Pockets<sup>D</sup> (3): 10/D10+D6  
Silent Walk<sup>D</sup> (3): 10/D10+D6 (Shadow Hide)  
Surprise Strike<sup>D</sup> (3): 8/2D6

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (2): 7/D12  
Robe Embroidery (2): 7/D12

### Knowledge:

Force of the Eye Lore (3): 11/D10+D8  
Gangs of Kratas (2): 10/D10+D6  
Hammersing Lore (2): 10/D10+D6  
Security (3): 11/D10+D8

### General:

Read and Write Language (1): 9/D8+D6  
—Dwarf (Throalic)  
Search (3): 11/D10+D8  
Speak Language (2): 10/D10+D6  
—Dwarf (Throalic), *Sperethiel*  
Streetwise (3): 11/D10+D8

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
Padded Leather (Phys 4)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Short Sword (Forged +1; Damage 10/D10+D6)  
Cloaksense Brooch  
Adventurer's Kit  
Climbing Kit  
Embroidered Robe  
Embroidery Tools  
Grimoire  
Quiet-Fingers Gloves  
Quiet Pouch  
Trail Rations (1 week)  
Wealthy Traveler's Garb

## Spells

Alarm, And Then I Woke Up, Astral Sense Illusionism, Best Face, Detect Illusionism Magic, Dispel Illusionism Magic, Disguise Metal<sup>M</sup>, Displace Image, Ephemeral Bolt, False Floor, Fun With Doors, Impossible Knot, Impossible Lock, Improved Alarm<sup>M</sup>, Innocent Activity, Light, Nobody Here, Pauper's Purse, Rope Guide, See the Unseen<sup>M</sup>, Stop Right There<sup>M</sup>, True Ephemeral Bolt, Unmask, Unseen Voices, You Got Me

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

## Loot

80 silver pieces (in quiet pouch)

## Legend Award

465 Legend Points

## Notes

Vrenat possesses the elf Low-Light Vision racial ability.

**Fourth Circle:** Glamour (1 Damage Point)

## GORTOO NARGAN

Gortoo is a dwarf questor of Upandal.

### Attributes

**Dexterity** (13): 6/D10  
**Toughness** (15): 6/D10  
**Willpower** (16): 7/D12

**Strength** (14): 6/D10  
**Perception** (14): 6/D10  
**Charisma** (9): 4/D6

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 8

**Social Defense:** 6

**Initiative:** 6/D10

**Physical Armor:** 5

**Mystic Armor:** 2

**Death Rating:** 38

**Wound Threshold:** 10

**Unconsciousness Rating:** 30

**Recovery Tests:** 3

**Knockdown:** 6/D10

**Combat Movement:** 22

**Full Movement:** 44

## Talents

Questor of Upandal (5): 5

—Create Structure, Create Weapon, Fortify Structure (5): 12/2D10

## Skills

### Artisan:

Craft Armor (5): 11/D10+D8

Craft Weapon (5): 11/D10+D8

Craftsman: Blacksmith (5): 11/D10+D8

Craftsman: Gardener (1): 7/D12

Craftsman: Jeweler (1): 7/D12

Craftsman: Leatherworker (2): 8/2D6

Craftsman: Mason (5): 11/D10+D8

Craftsman: Trapmaking (1): 7/D12

Craftsman: Woodworker (2): 8/2D6

### Knowledge:

Ancient Tools (5): 11/D10+D8

Antiques (3): 9/D8+D6

Hammersing Lore (3): 9/D8+D6

Passion Lore (3): 9/D8+D6

### General:

Evaluate (3): 9/D8+D6

Fast Grab (5): 11/D10+D8

Fast Hand (5): 11/D10+D8

Fence (3): 7/D12

Haggle (3): 7/D12

Lock Picking (5): 11/D10+D8

Melee Weapons (2): 8/2D6

Picking Pockets (5): 11/D10+D8

Read and Write Language (1): 7/D12

—Dwarf (Throalic)

Speak Language (7): 13/D12+D10

—Dwarf (Throalic), Human, *Or'zet*, *Sperethiel*, Troll, T'skrang,

Winding

Streetwise (3): 9/D8+D6

Trading (3): 7/D12

## Equipment

Buckler (Phys 1; Shatter 17)

Padded Leather (Phys 3)

Dagger (Forged +1; Damage 9/D8+D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 11/D10+D8)

Adventurer's Kit

Blacksmith Tools

Forge Tools

Gardening Tools

Jeweler Tools

Leatherworking Tools

Masonry Tools

Quiet-Fingers Gloves

Quiet Pouch

Symbol to Upandal

Thieves' Picks and Tools

Trapmaking Tools

Wealthy Traveler's Garb

Woodworking Tools

## Loot

80 silver pieces (in quiet pouch)

## Legend Award

240 Legend Points

## Notes

Gortoo possesses the dwarf Heat Sight racial ability.

## TIRZENALOS THE LORE MERCHANT

Tirzenalos is a Sixth Circle Spy Thief.

## Attributes

**Dexterity** (13): 6/D10

**Toughness** (10): 5/D8

**Willpower** (12): 5/D8

**Strength** (11): 5/D8

**Perception** (17): 7/D12

**Charisma** (14): 6/D10

## Characteristics

**Physical Defense:** 7

**Spell Defense:** 9

**Social Defense:** 8

**Initiative:** 5/D8

**Physical Armor:** 9

**Mystic Armor:** 5

**Death Rating:** 27 (57)\*

**Wound Threshold:** 8

**Unconsciousness Rating:** 18 (42)\*

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 28

**Full Movement:** 56

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

*Book Memory* (6): 11/D10+D8

*Climbing*<sup>D</sup> (6): 12/2D10

*Detect Trap* (6): 13/D12+D10

*Disarm Trap*<sup>D</sup> (6): 12/2D10

*Disguise Self* (6): 13/D12+D10

*Durability* (5/4) (6): 6

*Fast Hand*<sup>D</sup> (6): 12/2D10

*Karma Ritual* (6): 6

*Lock Picking*<sup>D</sup> (6): 12/2D10

*Lock Sense*<sup>D</sup> (6): 13/D12+D10

*Melee Weapons* (7): 13/D12+D10

*Read and Write Language*<sup>D</sup> (6): 13/D12+D10

—*Or'zet*, *Sperethiel*, *Theran*, *Troll*, *T'skrang*, *Winding*

*Ritual of the Ghostmaster*<sup>D</sup> (6): 13/D12+D10

*Search*<sup>D</sup> (7): 14/D20+D4

*Silent Walk*<sup>D</sup> (6): 12/2D10 (Shadow Hide)

*Surprise Strike*<sup>D</sup> (6): 11/D10+D8

*Thread Weaving* (*Thief Weaving*)<sup>D</sup> (6): 13/D12+D10 (*Thread Masking*)

*Trap Initiative*<sup>D</sup> (6): 12/2D10

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (3): 9/D8+D6

Mapmaking (3): 10/D10+D6

### Knowledge:

Ancient Kratas (5): 12/2D10



Ancient Weapons (4): 11/D10+D8  
 Gangs of Kratas (3): 10/D10+D6  
 Hammersing Lore (3): 10/D10+D6  
 Kratas History (4): 11/D10+D8  
 Legends and Heroes (4): 11/D10+D8  
 Magic Lore (4): 11/D10+D8  
 Scourge History (4): 11/D10+D8  
 Subterranean Kratas (4): 11/D10+D8

#### General:

Bribery (3): 9/D8+D6  
 Fast Grab (3): 9/D8+D6  
 Navigation (3): 10/D10+D6  
 Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Read and Write Magic (3): 10/D10+D6  
 Research (3): 10/D10+D6  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), *Sperethiel*  
 Streetwise (3): 10/D10+D6

#### Equipment

Buckler (Phys 1; Shatter 17)  
 Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Broadsword (Forged +2; Damage 12/2D10)  
 Dagger (Damage 7/D12; Range 9–15–18)  
 Cloaksense Brooch  
 Adventurer's Kit  
 Ancient Tomes and Scrolls  
 Orichalcum Pledge Coin (3 Damage Points)  
 Climbing Kit  
 Elfweave Robe  
 Mapmaking Tools  
 Navigation Maps (in map/scroll case)  
 Quiet Pouch  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

#### Loot

130 silver pieces (in quiet pouch)

#### Legend Award

495 Legend Points

#### Notes

Tirzenalos possesses the elf Low-Light Vision racial ability.  
 Tirzenalos is a Thief spy specialist.

**Fourth Circle:** Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests



## OUTSIDE KRATAS

The following characters appear in the **Outside Kratas** chapter of the **Kratas: The City of Thieves** sourcebook.

## SAGRAMON STEELTOE

Sagramon Steeltoe is one of Garlthik's most powerful lieutenants besides Terricia and Bleritis. Hiding from Sagramon in Daiche is practically impossible for most Name-givers, as his considerable experience as a fence and supervision of the construction of the port town means he knows almost every alleyway and warehouse. He works closely with Glanis Trul and K'tryklen in order to move stolen goods from Kratas to Daiche to be loaded on ships and sold at other ports or loaded on caravans and taken to other cities.

Sagramon is an Eighth Circle dwarf Thief and Fourth Circle Warrior.

#### Attributes

**Dexterity** (19): 8/2D6

**Toughness** (17): 7/D12

**Willpower** (11): 5/D8

**Strength** (16): 7/D12

**Perception** (16): 7/D12

**Charisma** (12): 5/D8

#### Characteristics

**Physical Defense:** 14

**Spell Defense:** 9

**Social Defense:** 9

**Initiative:** 7/D12

**Physical Armor:** 8

**Mystic Armor:** 5

**Death Rating:** 35 (80)\*

**Wound Threshold:** 11

**Unconsciousness Rating:** 27 (63)\*

\* These values have been modified for blood magic.

**Combat Movement:** 34

**Full Movement:** 68

**Karma Points:** 25

**Karma Step:** 4/D6

#### Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (9): 17/D20+D10

Climbing (9): 17/D20+D10\*

Detect Trap (8): 15/D20+D6

Detect Weapon (8): 15/D20+D6

Disarm Trap<sup>D</sup> (8): 16/D20+D8

*Disguise Self* (8): 15/D20+D6

Durability (5/4) (9): 9

Fast Hand<sup>D</sup> (9): 17/D20+D10

Fence<sup>D</sup> (10): 15/D20+D6 (Covet Item)

Karma Ritual (8): 8

Lock Picking<sup>D</sup> (8): 16/D20+D8 Lock Sense<sup>D</sup> (8): 15/D20+D6

Melee Weapons (9): 17/D20+D10

Missile Weapons (8): 16/D20+D8

Picking Pockets<sup>D</sup> (9): 17/D20+D10 (Offguard)

Silent Walk<sup>D</sup> (9): 17/D20+D10 (Shadow Hide)

*Slough Blame* (3): 8/2D6

Sprint (8): 16/D20+D8

Surprise Strike<sup>D</sup> (8): 15/D20+D6

Thread Weaving (Thief Weaving)<sup>D</sup> (8): 15/D20+D6 (Thread Masking)

Throwing Weapons<sup>D</sup> (8): 16/D20+D8 (Improvised Missiles, Lightning Throw, Placed Throw)

Trap Initiative<sup>D</sup> (8): 16/D20+D8 (Act on Instinct)

<sup>D</sup> Indicates a Discipline talent.

<sup>\*</sup> *Italicized* talents require Karma.

<sup>\*</sup> Talents modified by Climbing rank +1 from thread boots.

#### Warrior Talents

Acrobatic Strike (4): 12/2D10

Air Dance (4): 11/D10+D8\*

Anticipate Blow<sup>D</sup> (4): 11/D10+D8

Down Strike<sup>D</sup> (4): 11/D10+D8

Tiger Spring (4): 4

Unarmed Combat<sup>D</sup> (4): 12/2D10

Wood Skin<sup>D</sup> (4): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.  
\* Talent modified by -1 Initiative penalty.

## Skills

### Artisan:

Acting (5): 10/D10+D6

Calligraphy (1): 6/D10

Craftsman: Mason (5): 13/D12+D10

Mapmaking (5): 12/2D10

### Knowledge:

Architecture and Engineering (5): 12/2D10

Caravan Trade Routes (5): 12/2D10

Construction Administration (5): 12/2D10

Daiche History (5): 12/2D10

Force of the Eye Lore (5): 12/2D10

Gangs of Daiche (5): 12/2D10

Gangs of Kratas (3): 10/D10+D6

Negotiation (4): 11/D10+D8

Security (2): 9/D8+D6

Serpent River Trade Routes (3): 10/D10+D6

Tylon River Trade Routes (5): 12/2D10

### General:

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Search (5): 12/2D10

Speak Language (3): 10/D10+D6

—Dwarf (Throalic), *Or'zet*, T'skrang

Streetwise (5): 12/2D10

Tracking (4): 11/D10+D8

Trading (4): 9/D8+D6

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)

Thread Leather (Rank 4; Phys 5; Myst 3)

Dagger (Damage 9/D8+D6; Range 9–15–18)

8 × Throwing Daggers (Damage 9/D8+D6; Range 15–25–35)

2 × Hawk Hatchets (Damage 11/D10+D8; Range 24–40–48)

Medium Crossbow (Damage 12/2D10; Range 70–140–280)

Quiver (with 30 medium crossbow bolts)

Thread Boots (Rank 4; PhysDef +3; Climbing talent rank +1)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Cloaksense Brooch

Amulet of the Eye (2 Damage Points)

Adventurer's Kit

Calligraphy Tools

Climbing Kit

Forge Tools

Healing Potion

Last Chance Salve

Mapmaking Tools

Masonry Tools

Quiet Pouch

2 × Smoke Bombs

Thieves' Picks and Tools

Trail Rations (1 week)

Wealthy Traveler's Garb

## Loot

490 silver pieces (in quiet pouch), 4,000 silver pieces hidden in his castle

## Legend Award

5,265 Legend Points

## Notes

Sagramon possesses the dwarf Heat Sight racial ability.

**Fourth Circle:** Thief: Thieves' Tongue (1 Damage Point);

Warrior: Karma on Willpower-only Tests

**Fifth Circle:** Karma on Perception-only Tests

**Sixth Circle:** Karma on Dexterity-only Tests

**Seventh Circle:** +1 Physical Defense

**Eighth Circle:** Evaluate Item (2 Damage Points)



## SECRET SOCIETIES

The following characters appear in the **Secret Societies** chapter of the **Kratas: The City of Thieves** sourcebook.

### U'KITALANK

U'kitalank is a t'skrang Eighth Circle Illusionist and Fifth Circle Thief.

### Attributes

**Dexterity** (15): 6/D10

**Toughness** (14): 6/D10

**Willpower** (20): 8/2D6

**Strength** (11): 5/D8

**Perception** (16): 7/D12

**Charisma** (15): 6/D10

### Characteristics

**Physical Defense:** 8

**Spell Defense:** 10

**Social Defense:** 10

**Initiative:** 5/D8

**Physical Armor:** 8

**Mystic Armor:** 8

**Death Rating:** 34 (74)\*

**Wound Threshold:** 10

**Unconsciousness Rating:** 26 (56)\*

\* These values have been modified for blood magic.

**Combat Movement:** 30

**Full Movement:** 60

**Karma Points:** 25

**Karma Step:** 4/D6

### Illusionist Talents (Knacks)

Astral Sight<sup>D</sup> (8): 15/D20+D6

Dead Fall<sup>D</sup> (8): 16/D20+D8

Disguise Self<sup>D</sup> (8): 15/D20+D6 (Angelic Appearance)

Durability (4/3) (10): 10

Enhanced Matrix (8): 8

Enhanced Matrix (8): 8

False Sight<sup>D</sup> (8): 8

Fast Hand<sup>D</sup> (8): 14/D20+D4

Karma Ritual (8): 8

Leadership (10): 16/D20+D8

Questor of Vestrial (8): 8

—Deceit (8): 14/D20+D4

—Discover Desire, Manipulate Desire (8): 16/D20+D8

Read and Write Language (8): 15/D20+D6

—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll,

T'skrang, Windling

Read and Write Magic<sup>D</sup> (8): 15/D20+D6

Slough Blame<sup>D</sup> (8): 14/D20+D4

Speak Language (7): 14/D20+D4

—Human, Obsidiman, *Or'zet*, *Sperethiel*, Theran, Troll,



Winding  
 Spellcasting<sup>D</sup> (9): 16/D20+D8 (Gaping Wounds)  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Spell Matrix (8): 8  
 Thread Weaving (Illusionism)<sup>D</sup> (9): 16/D20+D8 (Thread  
 Masking, Unraveling)  
 True Sight<sup>D</sup> (8): 8  
 Willforce (8): 16/D20+D8

<sup>D</sup> Indicates a Discipline talent.  
*Italicized talents require Karma*

## Thief Talents (Knacks)

Avoid Blow<sup>D</sup> (5): 11/D10+D8  
 Climbing (5): 11/D10+D8  
 Detect Trap (5): 12/2D10  
 Disarm Trap<sup>D</sup> (5): 11/D10+D8  
 Fence<sup>D</sup> (5): 11/D10+D8  
 Lock Picking<sup>D</sup> (5): 11/D10+D8  
 Lock Sense<sup>D</sup> (5): 12/2D10  
 Melee Weapons (5): 11/D10+D8  
 Picking Pockets<sup>D</sup> (5): 11/D10+D8  
 Silent Walk<sup>D</sup> (5): 11/D10+D8 (Shadow Hide)  
 Surprise Strike<sup>D</sup> (5): 10/D10+D6  
 Trap Initiative<sup>D</sup> (5): 11/D10+D8

<sup>D</sup> Indicates a Discipline talent.

## Skills

### Artisan:

Acting (4): 10/D10+D6  
 Robe Embroidery (4): 10/D10+D6

### Knowledge:

Courtiers of Valvidius Lore (5): 12/2D10  
 Force of the Eye Lore (3): 10/D10+D6  
 Gangs of Kratas (4): 11/D10+D8  
 Kratas History (4): 11/D10+D8  
 Legends and Heroes (5): 12/2D10  
 Passion Lore (5): 12/2D10

### General:

Read and Write Language (1): 8/2D6  
 —Dwarf (Throalic)  
 Research (4): 11/D10+D8  
 Search (4): 11/D10+D8  
 Speak Language (2): 9/D8+D6  
 —Dwarf (Throalic), T'skrang  
 Streetwise (4): 11/D10+D8  
 Unarmed Combat (5): 11/D10+D8

## Equipment

Espagra-Scale Cloak (Phys 3; Myst 1; Init 0/1)  
 Thread Leather (Rank 4; Phys 5; Myst 3)  
 Knife (Forged +1; Damage 7/D12; Tail Damage 6/D10; Range  
 6–10–12)  
 Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)  
 Thread Quiet Pouch (Rank 4; 5 × capacity; 1/10th weight of  
 items inside)  
 Cloaksense Brooch  
 Adventurer's Kit  
 3 × Booster Potions  
 Climbing Kit  
 Embroidered Robe  
 Embroidery Tools  
 Grimoire

Quiet-Fingers Gloves  
 Rope (6 yards)  
 Trail Rations (1 week)  
 Wealthy Traveler's Garb  
 Writing Kit

## Spells

Astral Nightmare<sup>E</sup>, Astral Shadow, Best Face, Blazing Fists  
 of Rage<sup>M</sup>, Catseyes, Clarion Call<sup>M</sup>, Clothing Gone, Conceal  
 Tracks, Crafty Thought, Disaster, Disguise Metal, Displace  
 Image<sup>M</sup>, Encrypt, Enter and Exit, False Enchantment, False  
 Floor, Form Exchange, Fun With Doors, Impossible Knot,  
 Impossible Lock, Innocent Activity, Light, Memory Blank,  
 Memory Scribe<sup>M</sup>, Mind Fog, Noble Manner, Nobody Here,  
 Pauper's Purse, Pleasant Visions<sup>M</sup>, Reversal of Passion<sup>E</sup>, Rope  
 Guide, Send Message, Silent Stampede, Switch, Tailor, True  
 Blazing Fists of Rage, Unseen Voices

<sup>M</sup> Denotes a spell currently in a Spell Matrix.

<sup>E</sup> Denotes a spell currently in an Enhanced Matrix.

## Loot

550 silver pieces (in quiet pouch)

## Legend Award

5,315 Legend Points

## Notes

U'kitalank possesses the t'skrang Tail Attack (Damage 5/D8)  
 racial ability.

**Fourth Circle:** Illusionist: Glamour (1 Damage Point); Thief:  
 Thieves' Tongue (1 Damage Point)

**Fifth Circle:** Illusionist, Thief: Karma on Perception-only  
 Tests

**Sixth Circle:** Karma on Willpower-only Tests

**Seventh Circle:** Karma on spell Effect Tests

**Eighth Circle:** +1 Spell Defense

## KLAR TREGON

Klar Tregon is a Fourth Circle dwarf Warrior.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (16): 7/D12

**Willpower** (14): 6/D10

**Strength** (16): 7/D12

**Perception** (10): 5/D8

**Charisma** (10): 5/D8

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 8

**Social Defense:** 8

**Initiative:** 5/D8

**Physical Armor:** 6

**Mystic Armor:** 2

**Death Rating:** 39 (75)

**Wound Threshold:** 11

**Unconsciousness Rating:** 31 (59)

**Recovery Tests:** 3

**Knockdown:** 7/D12

**Combat Movement:** 28

**Karma Points:** 19

**Full Movement:** 56

**Karma Step:** 5/D8

## Talents (Knacks)

Acrobatic Strike (4): 10/D10+D6

Air Dance (4): 9/D8+D6<sup>\*</sup>

Avoid Blow<sup>D</sup> (4): 10/D10+D6

Durability (9/7) (4): 4

Forge Blade (2): 7/D12<sup>V</sup>

Karma Ritual (4): 4  
Item History (2): 7/D12<sup>V</sup>  
Melee Weapons<sup>D</sup> (5): 11/D10+D8 (Improvised Weapons)  
Throwing Weapons (4): 10/D10+D6  
Thread Weaving (War Weaving)<sup>D</sup> (4): 9/D8+D6  
Tiger Spring (4): 4  
Unarmed Combat<sup>D</sup> (5): 11/D10+D8 (Pin Down, Head Butt)  
Wood Skin<sup>D</sup> (5): 12/2D10  
Versatility (2): 2

<sup>D</sup> Indicates a Discipline talent.  
<sup>V</sup> Indicates a talent learned through the Versatility talent.  
*Italicized talents require Karma.*  
\* Talent modified by -1 Initiative penalty.

## Skills

### Artisan:

Cooking (2): 7/D12  
Craftsman: Woodworker (2): 8/2D6

### Knowledge:

Ancient Weapons (2): 7/D12  
Botany (2): 7/D12  
Creature Lore (2): 7/D12  
Farming (2): 7/D12  
Greenmarkets Lore (2): 7/D12  
Kratas History (3): 8/2D6  
Legends and Heroes (3): 8/2D6  
The Magisterium Resurgent Lore (3): 8/2D6  
Military History (1): 6/D10  
Redtree Lore (2): 7/D12

### General:

Evaluate (2): 7/D12  
Haggle (2): 7/D12  
Read and Write Language (1): 6/D10  
—Dwarf (Throalic)  
Read and Write Magic (2): 7/D12  
Research (2): 7/D12  
Search (2): 7/D12  
Speak Language (2): 7/D12  
—Dwarf (Throalic), Human  
Streetwise (2): 7/D12  
Surprise Strike (2): 9/D8+D6  
Tactics (2): 7/D12  
Wilderness Survival (3): 8/2D6

## Equipment

Buckler (Phys 1; Shatter 17)  
Hardened Leather (Phys 5; Init 1)  
2 × Daggers (Forged +1; Damage 10/D10+D6; Range 9–15–18)  
Hoe (Forged +2; Damage 13/D12+D10; Size 5; Cannot use shield; Improvised Weapon)  
2 × Torches (Damage 10/D10+D6 + Fire 4/D6; Improvised Weapon)  
Thread Ring (Rank 4; SpellDef +2; SocDef +2)  
Adventurer's Kit  
Belt Pouch  
Farming Tools  
Forge Tools  
Iron Pot  
Peasant's Garb  
Trail Rations (1 week)  
Woodworking Tools

## Loot

70 silver pieces (in belt pouch)

## Legend Award

365 Legend Points

## Notes

Klar possesses the human Versatility racial ability.

**Fourth Circle:** Karma on Willpower-only Tests

## SARGAN THE BLUE

Sargan is a dwarf merchant. His black beard and mustache are trimmed short and neat, and he wears luxurious dark blue robes, hence his Name.

## Attributes

**Dexterity** (10): 5/D8  
**Toughness** (13): 6/D10  
**Willpower** (10): 5/D8

**Strength** (12): 5/D8  
**Perception** (14): 6/D10  
**Charisma** (12): 5/D8

## Characteristics

**Physical Defense:** 6  
**Spell Defense:** 8  
**Social Defense:** 7

**Initiative:** 5/D8  
**Physical Armor:** 4  
**Mystic Armor:** 0

**Death Rating:** 35  
**Wound Threshold:** 9  
**Unconsciousness Rating:** 27

**Recovery Tests:** 2  
**Knockdown:** 5/D8

**Combat Movement:** 16

**Full Movement:** 32

## Skills

### Artisan:

Acting (3): 8/2D6  
Calligraphy (3): 8/2D6  
Storytelling (3): 8/2D6

### Knowledge:

Caravan Trade Routes (6): 12/2D10  
Gangs of Kratas (6): 12/2D10  
The Hand of Corruption Lore (6): 12/2D10  
Merchants' Row Lore (3): 9/D8+D6  
Negotiation (3): 9/D8+D6

### General:

Bribery (6): 11/D10+D8  
Conversation (3): 8/2D6  
Evaluate (3): 9/D8+D6  
Fence (3): 8/2D6  
Forgery (3): 8/2D6  
Haggle (6): 11/D10+D8  
Melee Weapons (3): 8/2D6  
Read and Write Language (1): 7/D12  
—Dwarf (Throalic)  
Speak Language (9): 15/D20+D6  
—Dwarf (Throalic), Human, Obsidiman, Or'zet, Sperethiel, Theran, Troll, T'skrang, Windling  
Streetwise (6): 12/2D10  
Unarmed Combat (4): 9/D8+D6  
Trading (3): 8/2D6

## Equipment

Padded Leather (Phys 4)  
Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)  
Dwarf Sword (Forged +2; Damage 10/D10+D6)  
Adventurer's Kit  
Calligraphy Tools  
Quiet Pouch



Wealthy Traveler's Garb (with dark blue robe)

Writing Kit

## Loot

100 silver pieces (in quiet pouch)

## Legend Award

145 Legend Points

## Notes

Sargan possesses the dwarf Heat Sight racial ability.

## ELIANA THROM

Eliana is a Sixth Circle dwarf Traveled Scholar.

## Attributes

**Dexterity** (14): 6/D10

**Toughness** (13): 6/D10

**Willpower** (14): 6/D10

**Strength** (12): 5/D8

**Perception** (18): 7/D12

**Charisma** (16): 7/D12

## Characteristics

**Physical Defense:** 8

**Spell Defense:** 10

**Social Defense:** 12

**Initiative:** 6/D10

**Physical Armor:** 3

**Mystic Armor:** 2

**Death Rating:** 35 (71)

**Wound Threshold:** 9

**Unconsciousness Rating:** 27 (57)

**Recovery Tests:** 2

**Knockdown:** 5/D8

**Combat Movement:** 24

**Full Movement:** 48

**Karma Points:** 25

**Karma Step:** 4/D6

## Talents (Knacks)

*Arcane Mutterings* (6): 13/D12+D10

*Astral Sight* (6): 13/D12+D10

*Avoid Blow* (6): 12/2D10

*Book Memory*<sup>D</sup> (6): 12/2D10 (Remember Conversation)

*Book Recall*<sup>D</sup> (6): 13/D12+D10

*Durability* (6/5) (6): 6

*Engaging Banter*<sup>D</sup> (7): 14/D20+D4

*Evidence Analysis* (6): 13/D12+D10

*Graceful Exit*<sup>D</sup> (6): 13/D12+D10

*Item History*<sup>D</sup> (6): 13/D12+D10

*Karma Ritual* (6): 6

*Melee Weapons* (6): 12/2D10

*Questor of All Twelve Passions* (1): 1

—No Powers

*Read and Write Language*<sup>D</sup> (6): 13/D12+D10

—Human (Dinganni), Obsidiman, *Or'zet*, *Sperethiel*, Troll,

T'skrang

*Research*<sup>D</sup> (7): 14/D20+D4

*Search*<sup>D</sup> (7): 14/D20+D4

*Speak Language*<sup>D</sup> (6): 13/D12+D10 (Secret Language)

—Human (Dinganni), Obsidiman, *Or'zet*, *Sperethiel*, Troll,

T'skrang

*Thread Weaving (Lore Weaving)*<sup>D</sup> (6): 13/D12+D10 (Thread

Masking)

<sup>D</sup> Indicates a Discipline talent.  
Italicized talents require Karma.

## Skills

### Artisan:

Craftsman: Bookbinding (3): 9/D8+D6

Storytelling (3): 10/D10+D6

## Knowledge:

Ancient Texts (6): 13/D12+D10

The Darks Lore (3): 10/D10+D6

Followers of the Twelve Lore (6): 13/D12+D10

Gangs of Kratas (3): 10/D10+D6

Great Library of Throal Lore (4): 11/D10+D8

Kratas History (3): 10/D10+D6

Negotiation (3): 10/D10+D6

Passion Lore (6): 13/D12+D10

Safehearths Lore (3): 10/D10+D6

Tylon Mountain Geography (3): 10/D10+D6

## General:

Conversation (3): 10/D10+D6

Etiquette (3): 10/D10+D6

First Impression (3): 10/D10+D6

Flirting (3): 10/D10+D6

Haggle (3): 10/D10+D6

Read and Write Language (1): 8/2D6

—Dwarf (Throalic)

Rhetoric (3): 10/D10+D6

Speak Language (1): 8/2D6

—Dwarf (Throalic)

Streetwise (3): 10/D10+D6

## Equipment

Leather (Phys 3)

Dagger (Forged +1; Damage 8/2D6; Range 9–15–18)

Dwarf Sword (Forged +2; Damage 10/D10+D6)

Thread Brooch (Rank 3; SocDef +2; Charisma-only Tests +1)

Adventurer's Kit

Arcane Tomes and Scrolls

Bookbinding Tools

2 × Booster Potions

Dwarf Winternight Cloak

Cloaksense Brooch

Mapmaking Tools

Navigation Charts (in map/scroll case)

Quiet Pouch

Trail Rations (1 week)

Wealthy Traveler's Garb

Writing Kit

## Loot

160 silver pieces (in quiet pouch)

## Legend Award

345 Legend Points

## Notes

Eliana possesses the dwarf Heat Sight racial ability. Eliana has Rank 1 in all twelve questor talents, but they effectively cancel each other out, and so she is unable to use any questor abilities. Moreover, as her devotions were performed to the ideals and in the Name of Rashomon and Erendis, it is unclear if Raggok or Dis would have granted her any abilities anyway.

**Fourth Circle:** Karma on Perception-only Tests

**Fifth Circle:** Karma on Charisma-only Tests

**Sixth Circle:** +1 Social Defense

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# THE CITY OF THIEVES

Home to the clever and the desperate, the wealthy and the destitute, the fallen citadel of Kratas is the center of all mercenary and illegal activities in Barsaive. The legendary ork Thief, Garlthik One-Eye, controls the city through his gang, the Force of the Eye. Kratas is a veritable hub of information and stolen goods. Adventure and intrigue—both can be found here, in the dirty streets of the City of Thieves!

**Kratas: The City of Thieves** offers gamemasters and players an in-depth look at Barsaive's most disreputable city. This file adds game statistics to dozens of gamemaster characters featured in the sourcebook: from simple thieves, greedy merchants and vicious gangmembers, offering gamemasters a handy ressource for adventures based in the City of Thieves. Requires use of the **Player's**, **Gamemaster's** and **Name-giver's Compendiums**.



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