

WANDERING WAYFARERS



*beasts and benedictions
friends and foes*

BESTIARIUM

Bogcoil: Despite rumours of giants, these sleek brown squid seem to stay just big enough to be a hazard if you wade through their swamp. 1 HD, AC 12, +1 tentacle (1d6), ML 6, aquatic, camouflage: always win initiative

Dungeonsnaps: Hardy climbing vine. The flowers spit true seeds; the false pods are perfectly edible. 1 HD, AC 10, +1 seed (1d2 + Save or burrows, 2d4 targets), ML 12, burrowed seed sprouts in 6 hrs, -2 to rolls, transplants to stone in 12 hrs

Green Carpenter: Segmented oblong multi-legged arthropod, its chitin overgrown with moss. Harmless unless disturbed, eating detritus. 1 HD, AC 12, +1 spit (1s4 + bleed 1), ML 6, defense roll: curl up for +3 AC

Mellioseus: This skeleton is missing bits and fragments and it offers other shards with its rictus smile. Its strange pastel bones are brittle ... and sweet. 1 HD, AC 10, +1 fist (1d4), ML 12,

undead, sweet death: a palmful of bone sustains as rations

Mistfal: A butterfly now misty, now dawn, now smoky darkness, lands and softly murmurs. 1 HD, AC 12, +1 flutter (stunned 1d12+1 actions), ML 7, flying, create memory jewel

Mournwave: In the water, a silvery shadow; the echo of a merfolk, pining even after death. 1 HD, AC 13, +1 soulshock (1d6), ML 10, mournsong: Fear (1 hr.), dead kiss: water breathing 24 hrs then lose 1d4 hp perm., intangible, undead

Opaleuthis: Squid as long as your arm, before tentacles. Oh and they glow brilliant colours. And fly. In schools. 1 HD, AC 10, +1 swipe or bite (1d4), ML 5, flying, ink: blind 1d10 min.

Stingjewel: Oversized scorpions like crystal sculptures, each one a different colour. 1 HD, AC 13, +1 sting (1d3 + 1d6 elemental) or cling (0, +2 to sting next action), ML 7, elemental: does [element]-type damage, causing vuln to same for 1 hr

Chosen Of The Shimmer: Strange ascetics with silvered eyes and nails like mirrors, offering prophecy or ecstasy or doom as the light guides them. 2 HD, AC 10, +2 mirror-staff (1d6), ML 9, 1d3 spells, dazzle: blind or -1 to rolls, 4 hours

Cinnabone: The skeleton of one violent, stained crimson with the blood once spilled and spilled once more. 2 HD, AC 12, +2 fist or weapon (1d8 + bleed 1d4), ML 12, undead, bloodfeast: heals damage dealt

Cybrute: Limbs and more replaced by crude but lethal alloy, this wight is belligerent or lost or both. 2 HD, AC 16, +2 implanted weapon (1d8+2), ML 8, lightning vuln, 2-in-6 berserk

Fool's Luck: A pile of coin and scrap silver and discarded bits of finery! – or the other skin of a coppery-gold jelly that lunges towards fresh gilt. 2 HD, AC 12, +2 dissolve (1d8, does not affect precious objects), ML 12, tithe: Save or press a small bauble or handful of coins into the jelly

Heronarch: Between blinks this long-necked, long-legged bird is now a callous-handed soul in wool and leather, leister in hand, still not bothered being hip-deep in the marsh. 2 HD, AC 11, +2 weapon or beak (1d6), ML 8, flying, shapechange, animate foliage (20' rad.), marsh compass

Meadow Drake: Tiny but fierce, a grass-green dragon with glittering bright wings and the secrets flowers whisper. 2 HD, AC 13, +2 bite (1d4) or claws (1d3/1d3) or dizzying breath (3d4 + confused), ML 9, flying 1d6+1 spells, 1-in-6 magic reflect

Melit: This hedgeworker is devoted to the honeysuckle and the hive, sweet-tongued and concealing a terrible venom. 2 HD, AC 12, +2 needle dagger (1d4 + paralysis or pain), ML 9, pain: -3 to rolls for 1d4 actions, 1d4+1 spells, create honey ration

Niche Spirit: An empty niche, forgotten icon or even a defaced stela can still have a tiny guardian within. 2 HD, AC 14, +2 spirit bolt

(1d6), ML 9, 1d6 spells, mundane immune, augury for offering

Swiftshell: Sleek elongated insect, chrome and gleaming. Attracted to magic and lightning. 2 HD, AC 16, +2 bite (1d8), ML 8, heal lightning, absorb magic, burrow (metal)

Wildwise: Devotion shines in the eyes of this great grey hound, loyal to a calling greater than any mortal master. 2 HD, AC 12, +2 bite (1d6), ML 9, castigate (the powerful), blessing 2/day, call pack (1d6+1 dogs)

Altarhaunt: The temple is gone, the sacred space empty, yet a pale shade prowls the grounds at night, tracing foundations, lamenting silently. 3 HD, AC 16, +3 mournsoul (2d4), ML 12, mundane immune, phantom ritual: Save or begin pantomiming temple rituals (2d3 hrs), reforms unless site blessed or reconsecrated

Creeping Daisy: Moving carpet of pale flowers looking for filth or flesh. 3 HD, AC 10, +3

rootlets (1d6+feed), ML 12, feed: 1d6/action while in daisies (which heal), fire vuln.

Deceiver Jelly: Thick, viscous jelly that takes the shape of whatever it absorbs and condenses magic. 3 HD, AC 12, +3 buffet (1d4/1d4/1d4), ML 12, engulf, 1d2+1 spells (extractable from mass)

Deepsaurian: In the dark, in your shadow, raptorial exiles clench their claws and wait patiently. 3 HD, AC 12, +3 bite (1d6) or talons (1d4+1/1d4+1), ML 9, darksight, shadowstep 100'

Ferruteuth: Climbing, crawling constructs resembling dark metal squid, their arms lined with hooks. 3 HD, AC 16, +3 tear or constrict (2d6), ML 12, constrict: 1d4/action + immobile, climber

Longwarden: Haggard and quite dead, but no ghoul. A warden of monuments and standing stones, re-tracing engravings and patching barrow and plinth. 3 HD, AC 12, +3 claw (1d6), ML 9 (12 if defending stone), undead, icesigil (1d8), scribesigil, mendsigil (1d8)

Neverwraith: Glitching; a ghost of one who never was alive. Bring, or become, their fetter to give rest eternal. 3 HD, AC 15, +3 perception warp (2d6+ bleed 1d3), ML 11, undead, immaterial, inverted fetter: reforms until tie is gained, memory implant

Sandbrat: All the desire to loll on the beach forever, in a shifting bundle of sand, stubbornness and shed memories. Come play! 3 HD, AC 11, +3 buffet (1d6), ML 8, mirage: compelled to beach frolic for 1d3 hours, sandbite: -1 to rolls for 12 hrs

Vitrosseus: A glittering skeleton, glassy particles trailing in its wake. No mind; but a desire – to share. 3 HD, AC 10, +3 fist (1d4+1, bleed 1d2), ML 12, undead, glitter: 10' rad. Save or -2 to rolls, 1 hr; second Save or turn into vitrosseus in a day

Axiocact: Strangely symmetrical, translucent cacti, fluted and angular and walking on stout prismatic roots. Relentless. 4 HD, AC 13, +4 bash (1d6+1) or volley (1d6 ranged, 1d4+1 targets), ML 11, 2-in-6 magic reflect

Hexengrave: Such a witch may offer weal or woe, but always with a price paid in blood from the vein. 4 HD, AC 12, +4 sickle (1d6) or fangs (1d3+1, heals hexen), ML 9, sunlight bane, 2d4+1 spells, blood tracking, healing blood 1d8+1

Servant Of The End: Wrapped in blackened shrouds, eyes like voids, this sorcerer desires only to feed its master: Nothing. 4 HD, AC 11, +4 strike (1d3), ML 11, 3d4 spells, inflict Fear, black hole: Save or one target/subject disappears, returning if Servant is killed within 12 hrs

Shamak: Devoted to the sun, this willworker has fire in their eyes; and the fire comes when they call. 4 HD, AC 12, +4 weapon (1d6), ML 9, scintilla (blinded 1d10 actions), 2d4 spells, sunbane: -3 in sunlight (2 hrs or break curse)

Sunscream: No phoenix, but a vulture of golden fire. Bitter and malicious, it seeks out weakness of heart and body and steals the senses. 4 HD, AC 14, +4 burning talon (2d6 + burn + bleed 1d3), ML 9, flying, fire immune, destroy sense (cursed until lifted), know desire, know flaw

Clewe: A lion, maneless but regal. Cloud-white, eyes blue as the sky. Come closer. Let your measure be taken. 5 HD, AC 13, +5 bite (1d8+1) or claws (1d10/1d10), ML 10, healing breath (2d6+2), trace bloodline, reveal name

Cor Diaboli: In motion, a gnarled gargoyle of bile; rooted, an ever-spawning incursion of hell. 5 HD, AC 14, +5 hellfire (1d10+1), ML 10, holy vuln, flying or spawn (1d3 2-HD spawn/day) + blight: hell-align environment 1 mil./week

Kludgn: Multiple clockwork limbs, multiple beaten-metal faces. A patchwork centipede of metal desires yours. 5 HD, AC 16, +5 bite (1d8+2), ML 9, sunder: destroy armour, devour: absorb target metal or tech

Refractine: Golden light, like heat-haze, roughly human-shaped; desires to experience flesh and blood. 5 HD, AC 10, +5 dazzle (1d8 + blind 1 hr), ML 9, inner light: Save or possessed, Save daily to keep control until banishment

Silent One: A mantis, 7' tall and sharp as steel, rippled with forge-marks, razor limbs folded

precisely. A gleam of wisdom in black eyes. No sound, but etches poetry. 5 HD, AC 14, +5 jackknife arms (2d6/2d6, impale), ML 8, impale: 1d6/action until freed + immobile, 2-in-6 local lore and legendry

Silversickle: Or silvershears, or moon-sword; all are common names for the witch-knights in silvery chain, dedicated to the moon and its changing ways. 5 HD, AC 14, +5 sickle (1d8+1), ML 9, lunar calling: berserk (self or target), confuse, heal 1d8+2, 20' rad. illusion, invisibility (can use one of these every 1d6 actions)

Corewright: Once a wonder-worker of metal marvels, now an exile, bitter, unshackled or both. More metal than flesh inside. 6 HD, AC 15, +6 implant (2d6) or joltwand (2d4 ranged), ML 8, repair: restore object/heal flesh via metal replacement, 3d4 spells

False Sun: Can slime find enlightenment? This floating, drifting mass of soft glittering facets – a pure crystal of jelly – wishes you to believe, shining softly. 6 HD, AC 12, +6 rays (1d6/1d6, ranged), ML 9, flying, jellymind: sense jelly

experiences (1 mi.), empty wisdom: answer one question

Raiser-of-stones: Colourless figure in worn vestments. Appreciates guidance to fallen shrines. 6 HD, AC 12, +6 rebuke (2d4), ML 9, heal 2d6, shape stone, bless foundation

Stormwrack: Artificial elemental, wild wind and lightning bound around a hovering cobalt prism following a set command. 6 HD, AC 13, +6 bolt (3d6) or fling (100', 1d6 + stunned), ML 12, flying, earth vuln.

Tartari: Fair of face and sweet of tongue, tapered ears and silver promises, in finery of faerie gossamer – but this fae lordling bids thee to hell itself. 6 HD, AC 14, +6 glass blade (1d8+1) or balefire (1d4 ranged + confused 1d4 actions), ML 10, 3d4 spells, create illusion, flesh curse: Save or cannot heal (24 hrs), create fae treasure (24 hrs), iron vuln, holy vuln

Bygone: An aura of nostalgia, a silhouette of the heavenly past, in the shade of bright angelic

wings. 7 HD, AC 15, +7 strike (2d6), ML 10, flying, evoke memory, mundane resist, holy

Benthix: A terrible knot of scales, maws and trailing fins, the castoff of too much magic in the waters. 7 HD, AC 14, +7 manyjaws (2d8, 1d4 targets), ML 12, aquatic, chum: +2 for attack, damage on already wounded target

Drakovis: Compact dragon cloaked in thick fleece, with curling horns and dense taloned paws. A wolf in the fold has something to worry about. 7 HD, AC 14, +7 bite (1d6) or horns (2d4) or sonic breath (3d6, ranged), ML 11, flying, 2d4 spells, trample 2d6 + stunned

Hellmist: Perhaps not sporting, but this sleek demon with skin like stained glass has little care once the deal is done. Perhaps its victims might stumble free? 7 HD, AC 15, +7 claw (1d6+2), ML 9, 2d4 spells, mundane immune, prismatic mist: 40' rad. confusion 3d6 actions, cloud gate: transports subjects anywhere, 4-in-6 a prismatic mist forms to carry to hell 24 hrs later (Save)

Steelmender: Towering pantherine beast of many-limbed groaning metal and glowing glass, extruding humanoid arms to clutch the wounded and push them into the fluid cage inside. 7 HD, AC 17, +7 strike (2d6) or maw beam (1d6, ranged), ML 11, engulf, metal mend: engulfed target healed, including missing limbs, losing 1d3 stat points (1 hr)

Brightshield: This slender-necked, vaguely ox-like beast would really rather be left to graze peacefully, its rows of shining resinous black-plates soaking up the sun. 8 HD, AC 13, +8 tailspikes (3d4), ML 7, dazzle: confused 3d4 actions), trample: 2d4, lose next action

Field Dragon: Slow to move but not to think, lording over fields of growing gold and new crops with scales like grain. 8 HD, AC 15, +8 bite (1d8) or claws (1d6/1d6) or breath (hot wind 4d6), ML 10, flying, burrowing, 2d6 spells

Gravedrake: Coiled on a mound of memorials and bone, a corpse-grey dragon laughs through ragged fangs and beckons visitors closer to death. 8 HD, AC 17, +8 bite (2d6 + graverot) or

claws (1d4/1d4), ML 9, flying, 2d3 spells, graverot: lose 1 from a random stat/day until cured, animate skeletons (2d4)

Magma Lord: Temperamental burning mountain's heart, of many shapes but two desires – to consume, and to renew. Dungeons are maddening. 8 HD, AC 14, +8 strike (1d10+1, burn) or lava gout (2d8 ranged, burn), ML 10, ice vuln, fire immune, flame teleport 5 miles

Nightcaller: Sometimes a smiling, gentle traveller, sometimes a horror of darkness and pain, but always ready with a bargain. 8 HD, AC 15, +8 chill (2d8) or nightbite (1d6 + confused 1d4+1 actions), ML 11, mundane immune, nightwish: grant boon, giftee fails next major endeavour.

Reginrosa: Greenery flesh and tumbling petal mane, robed in garden beauty and warning thorns; a regal figure. Judging. Weighing. 8 HD, AC 14, +8 thorns (1d10+2) or constrict (immobilized, 1d4/action), ML 10, create feast, 2d6 spells, fire vuln

Astrelderan: A stranger in the night – long silvery hair, long silver-grey robes, and eyes like dimming starlight. Grandparental encouragement in a voice older than the earth. 9 HD, AC 15, +9 open palm (2d4 + paralysis or blind, 1d4+4 actions), ML 10, teleport, conjure star lantern, oracle: answers on question (will give minor advice anyway), astral blessing: +2 to next rolls to heal, dispel enchantment

Empty Vessel: Burning black pinions mantle crackling white bones stripped of heaven's glory. Repent thy sin. 9 HD, AC 16, +9 cold blade (2d6) or Shattered Word (1d10+2, stunned, blind, bleed 1d4, 40' rad.), ML 12, flying, undead, 1d6 spells

Grey Candle: White mask, grey shroud, drifting along translucent and silent; leading the dead to and from the underworld, a bridge between. Speaks but does not stop. 9 HD, AC 16, +9 lantern-staff (2d10), ML 12, mundane immune, summon ghost, speak with dead, Fear (-4, 12 hrs), open dead road

Behematiel: A massive beast, shaggy, taloned, horned, gnarled, slavering – but its hunched back bears brilliant wings and a mask of purity crowns its scarred muzzle, a ring of light entwines its horns. It lowers its head closer, listening. 10 HD, AC 16, +10 claws (2d6 + bleed 1d6), ML 11, flying, holy, still aura: 30' rad. cure disease/influence, heavenrend: gains +4 to all rolls and damage (2d3 actions), discern truth, discern emotions, mundane immune

Nehenar: A great monochrome dragon, sleek and stylized and featureless as glass. :*Show me your path to the future.*: 14 HD, AC 18, +14 bite (2d10) or claws (1d12+2/1d12+2) or blackbeam (8d6, Save or lose half hp total as glass memory sand), ML 11, 3d6 spells, flying, teleport, 2-in-6 magic reflect

Thunderwalk: Called by great storms or calling them, it doesn't matter; what matters is the destruction in this lightning-blooded behemoth's whip-tailed long-necked wake. 15 HD, AC 15, +15 lightning bolt (10d6) or thunderwhip (8d8, stunned) or trample (12d6), ML 10, lightning immune, summon storm

ROLL CALL

Human

Rhyn Vare: Pinched, with tangled hair and tattered cloak; but his clothing is surprisingly fine. He claims to have moon-silver to offer for a knife in a local worthy's back.

Tabith: Sometimes leading a string of horses to market, others berating a fool's treatment of their beast; at all times sporting a smile that doesn't reach her eyes.

Rana Owlsight: They're quiet, always have been; they drift from shrine to temple, leaving small offerings. Rana searches for the god that “blessed” them at birth with foresight.

Veleren: The tinkling of bells announces Veleren; bells sewn to their shawls, to the hem of their cloak. And all come from far and wide to see them dance and hear their tales.

Defrith Smithwight: Defrith's strong hands handle woodwork and mending. And as she

crafts and mends, she speaks to someone who cannot be seen.

Iason Sablet: Stiff-spined, aloof, arrogant, his perfectly-formed features seem chiseled from stone. Iason detests being surrounded by “lessers” – he detests injustice even more.

Ratfolk

Tikrit: Tall for ratfolk and brawny, with moss-green pelt and a notched ear and a cheerful, easygoing nature. She's thinking it might be time to give the warhen she rides an honourable retirement.

Chaa: Sleek black coat; rare indeed. They brush off all questions as unimportant unless involving illness or emergency stitching – they'll talk your ear off then while pressing poultices into your hand or fetching their needles.

Pekk Bobtail: Brindled viridian and white under a lovingly-maintained oil cape and broad-brimmed hat; please don't call attention to his

tail. Pekk deals in chapbooks and messages and gossip.

Akri Earth-Drover: Leafy green, pink-eyed, and proud of his family's Golden Sunwing chickens (best for stewing, best for pillows!); maybe in too much debt over his own flock.

Nikpa: They've seen it all, Nikpa has. Now their grizzled-moss pelt is thinning and they'd rather raise warhens in peace – but a clash against the Black River will stir their old bones.

Sersek: All good things come to an end, even beloved chickens. Sersek's fur is threaded with bone beads; and if it's beads you're looking for, or fine bone needles, or death-rituals, she's your crafter.

 **Elf**

Orulaia Thornwind: The rows of amber studs lining Orulaia's ears mark their scholarship at the Ambrine Towers, each pair a century. They

have dozens of manuscripts to their name, a sage of sun-sigils and warding glyphs.

Asheyi Elian: A living ghost, hair shocked colourless by kin and barrow-glade reduced to black dust. Searching for the source of the scourge, for an end to the nightmares.

Eruve Willowbite: Warden of wild spaces and patient stalker of those who find themselves lost in the darkling forest. Few see her sharp features or twining tattoos; many see the white arrowshot leading them to safety.

Iririn Dahai: Haunter of salons, scriptoria and sacred circles alike, Iririn lurks and titters to himself, runs magic-stained fingers over his docked ears like he does any tomes he finds, and giggles, and giggles.

Moon-Dark Amri: Dowsing and dream-reading. Finding that crock lost last summer, or the blessed blade that chooses the emperor. All these small mysteries that are so very big come to roost at Amri's ancient feet, and she smiles.

Cururai Riverchase: Sword-poet , once companion to fallen lords, Cururai lives a freesword life now. Their kin and clan would dearly love them, and their secrets, returned.

Mech

Main-Stalwart: Rugged and rust-flecked, her body a patchwork of metal mementos of places seen and companions lost. A fount of knowledge of many places and peoples.

Tamtam: Disconnected and dreamy, an eerie contrast to the countless tiny holes that riddle their body. Idly seeking something called the Forever Stone, but doesn't remember why.

Cobalt: Appears more armoured than he is, but the sculpted metal can't hide his boyish enthusiasm for alchemy, natural science, and even household maintenance. Would like to see more of the world.

Fortuna: Wears a dozen faces, or at least that many tweaks to her body, all in the name of

keeping attention away from the contraband and stranger things she smuggles concealed inside. Friendly, not trustworthy.

Hunter: Is exactly what their name says, a hunter – of spellcasters, relentless and unbending. Ragged scorch-scars blackened one eye dead. They'll share news if aided in their goal in any way.

Morning-Glory: Has filled himself with, not tools nor armour nor shining things, but with greenery; roses and clover, marigold and herbs. Generous with produce, plant lore and time.

Orc

Sevash Hunak: Aspiring sorcerer-priest, already sporting the first of many steel studs in his flesh. His current focus is forgotten gods, and he will offer service in return for new lore.

Kutallak: Driven and prone to black moods, a smith specializing in unusual alloys. Scarred by forge accidents and a scattering of old injuries

that look delivered by blade, not molten metal. Will talk shop, offer tips, and is always interested in samples of new metals.

Nurash White-Eye: Scion of a high guild, proud of their lineage but not quite to the point of arrogance. (yet.) Traveling the world with sword and sidearm to report back to their guild-kin what they experience.

Bakunan Vos: Broad-shouldered, Bakunan stands watch over her charges – implanters to incarnates – with equal and bombastic aplomb, glasscaster in strong bronze hands.

Doruk Tesh: Delicate clockworks spring to life in Doruk's clever hands; whether clocks or locks, puzzles or magery-calendars, they can and have forged them all. Their patience is immeasurable as their precision.

Quarik Ren: Not metal, but glass is her mastery, ground into a dizzying array of lenses and foci intended to reveal all. Quarik values truth above all things; her philosophy, as much as her vowed dedication.

Beastfolk

Mara Silverwish: Patient and motherly, Mara is known for her baking and her ability to lead folks to the best bramble patches around. Threaten her charges, and a badger has things to say about it.

Hound: He's tossed away any other name, just like everything else – it gets in the way of tracking the bloody-handed and their victims. The violent fear the brindled, snarling Hound.

Jory: Quick on their feet and quicker in the air. Jory is a messenger by trade, toting anything that fits in the silvery cylinder sized perfectly for a crow's clawed foot.

Brazen Tom: Called so not for his temperament – Tom's a phlegmatic sort – but for the colour of his oxhide as this small-merchant pulls his own wagon with his own strength. His circuit is familiar, his wares needed notions.

Dena Blackhart: Dena walks the forests and meadow-edges lightly, plucking wild forage to

barter to villagers; known as the shy hermit of the woods. They don't know she lures hunters to their deaths in deer-shape, pitiless.

Fantasia: Fantasia used to pretend to be a simple beast, slipping into corrals to play pranks. But such a fine steed caught the eye of the king – and oh what Fantasia's learned. But how to act on it? Or escape, for that matter?

Dwarf

Rannach: Grim, but not unfriendly; but the pall of loss hangs over him as heavy as the ironwool cloak around his shoulders. Rannach carries a pouch of seed-gems from his fallen delvehold's mine and seeks to set his dead to rest.

Cor Brunnan: Fiery and feisty as the lava tubes she scouts for, hair wrapped up tight while she plumbs for the earth's fire. Delvelords pay well for a new forge tap; and Cor likes to tempt fate.

Lai Lannir: His hair and beard are white as gypsum now, but Lai's still spry, travelling from

hold to delve to hall with his prisms and measuring cords, his charts and half-drafted plans. He'll set a place straight.

Taven Kurru: Envoy to the surface, and bearer of its strange bounty to the court of their lord. Calm and diplomatic, ready with an offer of aid or a chiding tap of their history-etched hammer.

Penno Fracture: Penno is sure she'll never live down the accident that gave her her "title". But it doesn't matter! Not when ever since she's placed every last facet with perfect precision, thank you!

Memna Varrun: Memna knows how stone thinks. How it needs to be coaxed to give up the riches it holds, sweet-talked and offered to – or so they say to the gullible surface miners who come looking for guidance.

 **Dhampir**

Carmin: Smiling and sensuous, they play the role of the forbidden temptation well – and

pass along the knowledge of the real threats to their community to those who can act openly.

Loraeth Dusk: His near-silence when he comes into town or meets with guest on behalf of his unliving sire does not quite hide the rare flicker of discontent in dead eyes, despite all his finery.

Faehalla: With skin streaked with scars, Faehalla seeks to ease guilt over her existence by serving as confessor and scapegoat to any who need to unburden themselves.

Lucien: They look the part of the exorcist-hunter, with blessed talismans and silvered blades and all the rest; and hunt the dead they do. But most of all they hunt the betrayer who drove their mother to monstrosity.

Vorhaen Ruven: A simple apothecary, or so she claims, keeping her heritage – and her connection to a long-extinct lineage of note – as hidden as the real reason she occasionally asks blood samples of her customers.

Lord Shadow: Arrogant and complacent. A “lord of the night” built on lies, using his looks and gifts to convince the gullible he’s a true vampire; and one to be revered, no less.

Esper

Loni Bright: Brilliant orange hair; maybe it's a stereotype that he's very much interested in all sources of, or texts about, fire-centric talents. Maybe a little too eager, even, but he pays well.

Kurmaya: Her first talent was a rotting touch and she’s never gotten over that trauma. She schooled herself into farseeing, but is wary of her ability. Skittish but thorough.

Zevri Aya: Has plumbed the depths of their talent over the years; there is no one who sets those wards against the depths as well, and so elegantly, in leagues. They accept no payment from the truly needy.

Gentian Snow: Can speak to beasts and touch their minds, and refuses to eat flesh because of

it. She carries distressed or wounded creatures, soothing them, and offers helpful words to any passing by.

Zafan Plumar: Condescending, contemptuous of both those without inborn power and those not born into power. Infuriated that his own talent is literally cosmetic; takes this out on others by degrading their clothing.

Merril: Shocked to their core, convinced they encountered a radiant being who promised to unlock a multitude of gifts – and not just for them – if Merrill can find their physical shell. Half-sure it was a dream, but seeking anyway.

Damned

Rirai Nightlark: Appears to be a tavern tough, technically hired to be a tavern tough, but that's not all, oh no. They do so enjoy hexing a cheating gambler at just the right moment.

Mekli Danna: Discovering the source of his family's good fortune – and the brand on his

palm, his strange gifts – was not good for Mekli. Now he's fled with treasures and secrets, desperate for aid against his kin.

Sworn Pyi: Brimstone eyes close as the hymn begins, a perennially bloody mouth lifts voice in praise; because Pyi knows that her wretched ancestor be, indeed, damned – her faith is unwavering, and her grace extends to others.

Agate: The devil's luck? If you must; Agate shrugs off all accusations with a sharp-toothed smile as he carries back his barrow bounty time and again, avoiding traps and terrors.

The Mourning One: They appear at crossroads, bloody tears tracing their cheeks. They are ancient beyond words, and know many things; but their master sets the price.

Golden Ushan: She promises vengeance alongside a warm doss and a good meal and an evening of listening to her praise her lady of gold – the one who raised her up, who made her stronger. Wouldn't you like to have the same?



FANGED MOON GAMES

E. A. Bisson

2024