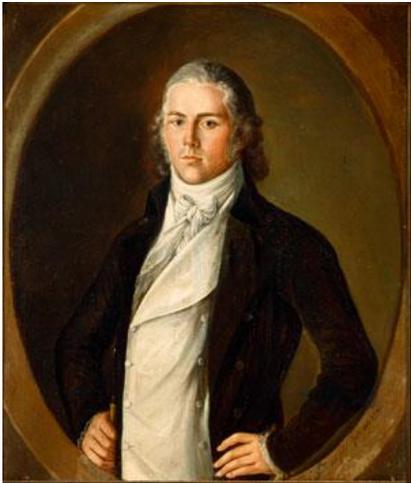
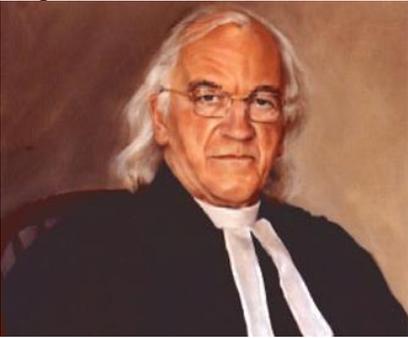


ERADAIN

ERADAIN DRAMITAS PERSONAE

| CHARACTER NAME Short Description | DESCRIPTION |
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| MAJOR CHARACTERS | |
| <p data-bbox="110 457 358 527">LAITHAN FIONN Clan Fionn Elder</p>  | <p data-bbox="557 457 1219 485">Quote: "I have a feeling the Clan is in for difficult times."</p> <p data-bbox="557 520 1487 638">Description: Laithan is a gray-haired and tough looking gentleman farmer in his fifties. He is a veteran of goblin conflicts of the past and you can see some old faded scars on his neck. He dresses conservatively in good quality clothing, which is usually dirty from his hands on approach to managing his lands.</p> <p data-bbox="557 674 1487 791">Background: Laithan is one of the Elders of Clan Fionn and his lands include the farming village Carumyr. He also runs the main water powered mills for the clan. He has no children of his own and is mentoring his niece Eitaen to be his successor.</p> <p data-bbox="557 827 1503 1094">Notes: Laithan Fionn made a deal with the player characters to include his foster daughter Maera (Mary) Tunaire on their team for the Fianna Competition, so that she could win money to help her establish her wizard's lab. As part of the deal Laithan offered the players three months free room and board at the Four Winds Tavern (he is a part owner of the Tavern along with the proprietor Tenetty "One-Eye" and the local Clan Elder Kene Fionn. Laithan has two yeoman "Bear" a ranger who acts as Laithan's Woodward and "Atlan" who manages the militia and is a strict believer in the law.</p> <p data-bbox="557 1129 1487 1188">Laithan has hinted that he feels that Clan Fionn may be heading for hard times and he admitted that he is looking for "arms-length" allies for the times ahead.</p> <p data-bbox="557 1224 1487 1341">Laithan has attempted to bring the new Fianna closer into his circle. He invited Aed, Rowan, Nemsey and Drust to dinner where he talked about the current state of Fionn politics and his concerns. He also invited the party to be introduced at the Clan Elders Council and sit in during their meeting.</p> |
| <p data-bbox="110 1365 505 1434">MAERA (MARY) TUNAIRE Fianna Competition Wizard</p>  | <p data-bbox="557 1365 1187 1392">Quote: "I'm sure I could whip something up for you..."</p> <p data-bbox="557 1428 1487 1486">Description: Maera is a slight and attractive young woman with brown hair and eyes. She always carries her staff, which is already worn from constant use.</p> <p data-bbox="557 1522 1487 1667">Background: Maera is originally from another clan, but fostered with Laithan Fionn and found she prefers her foster family. Since completing her novice training, she is seeking to establish her wizards lab here in Rhan Fionn. Using the gold from the Fianna Competition, she is going to start refurbishing an abandoned manor house on the road between the Four Winds and Carumyr.</p> <p data-bbox="557 1703 1422 1820">Notes: Maera told the party that she should be able to assist them if they needed magical assistance, such as creating potions (preferably with payment in advance), or accompanying them on adventures.</p> |
| <p data-bbox="110 1843 521 1955">TENETTY "ONE-EYE" Proprietor of the Four Winds Roadhouse</p> | <p data-bbox="557 1843 935 1871">Quote: "I've got my eye on you."</p> <p data-bbox="557 1906 1422 1965">Description: Tenetty is a tough older woman in her fifties. Her hands are gnarled up with arthritis, and she can frequently be seen massaging and</p> |

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|  | <p>stretching her hands. She normally wears faded second hand clothing and a somewhat dirty leather apron. She is gruff and sharp and doesn't put up with any 'foolishness' in her establishment. She has a mean looking truncheon near at hand and has drug men twice her size out of the bar by the ear. She often makes a point of "eyeing" (sizing up) people with her patched eye.</p> <p>Background: Tenetty is a retired adventurer and veteran of goblyn wars of the past and part owner of the Four Winds Tavern along with Fionn Clan Elders Laithan and Kene.</p> <p>Notes: Tenetty doesn't much care for the arrangement Laithan made for "those freeloader" Fianna behind her back, but she has warmed up to the player characters a little since they won the competition and their notoriety and presence has drawn additional custom to the Four Winds.</p> |
| <p>MINOR CHARACTERS</p> | |
| <p>GLLUCAN Deacon of Ceirin Temple of Lugh</p>  | <p>Quote: "Where did I leave my glasses this time?"</p> <p>Description: Gllucan is an elder priest of Lugh, with gray wispy hair and eyeglasses. He always dresses in traditional priest garb of a kilt with a golden sun medallion.</p> <p>Background: Gllucan is an elder priest and head of the Temple of Lugh in Ceirin. He is rather absent minded in recent years, but is still a practical and intelligent man.</p> <p>Notes: Gllucan is nominally Aed's superior and a longtime friend of Sorcha, Aed's mentor back at the Sun Temple of Lugh. Aed has reported to and sought advice from Gllucan periodically since he returned to Rhan Fionn. Gllucan is also in regular communication with Sorcha.</p> |
| <p>FARNE FIONN Fianna Competition Rival</p>  | <p>Quote: "Some people don't know their place."</p> <p>Description: Farne Fionn is a good looking young man, who is always stylishly dressed in the finest clothing with a touch of the Fionn Clan colors and a small red fox brooch.</p> <p>Background: Farne Fionn is a younger son of Fionn Clan Elder Lyniver, a prominent merchant and head of the Ceirin Weavers Guild. Lyniver also manages Queen Reanna's manors and lands in Rhan Fionn as Balif. Farne is somewhat known for his rakish charm.</p> <p>Notes: Farne approached the player characters with a not-so-subtle attempt to bribe them into throwing the competition, hinting that he would be "going places" and that it would be best to "go along to get along". The players have not seen or heard much about him since they won the competition.</p> <p>It was hinted by Cofrud head bouncer at the Harlot, that Farne has an unpaid gambling debt at The Laughing Wench. The players offered to pay the debt, but Cofrud deferred, saying it was more valuable to have Farne owing than to be paid.</p> |

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| <p>EITAEN FIONN Niece of Elder Laithan Fionn</p> | <p>Quote: "I've got some ideas."</p> <p>Description: Eitaen dresses in plain earth toned colors and is a rather solidly built mother of four children. When not in the kitchen or herding her rambunctious children, she is quiet, almost mousy seeming, but when she speaks she displays wit and intelligence.</p> <p>Background: Eitaen never thought that Laithan would choose her to be his successor and was surprised when he made it known to the Clan. However she is definitely up to the responsibility.</p> <p>Notes: The characters met Eitaen briefly during the Fianna competition.</p> |
| <p>BELORM Fianna Veteran Judge</p> | <p>Quote: "The Fianna are my brotherhood and my life."</p> <p>Description: Belorum is the archtypical ranger, wearing worn and weathered leather gear, with his bow close at hand. He is in his 40's but looks in his 60's. He proudly displays his gold Finanna armband which is the only thing on him polished and shining.</p> <p>Background: Belorm is an frontiersman through and through, living most of his life traveling from place to place and working to protect the Angharad people. He is a known figure throughout the Dathi Forest regions and is respected by most. Belorm is thought to rank highly within the Fianna, and usually acts as judge for the larger competitions in the region. Belorm is also known to get a little maudlin when he drinks to much and lament about how much better things were in the past.</p> <p>Notes: Belorm initiated the players into the Fianna, provided their bronze armbands and left a day or two after the Fianna competition. He said he was going to travel east and north through the wild to the Fianna headquarter in Medrius to enter the character's names in the role books.</p> |
| <p>TREC Fianna Competition "warf rat"</p> | <p>Quote: "I wants me to be a Fianna!"</p> <p>Description: Trec showed up at the Fianna competition wearing only raggedy short pants with a rope belt and an old cast off shirt and a large hat, scrawny but not starved.</p> <p>Background: Trec is obviously one of the river clans that are the lifeblood of trade along the riverways of Angtiria. Some just transport goods, and others are traveling merchants themselves.</p> <p>Notes: Trec took his leave from the party with his portion of the winnings saying he had some ideas about cargo's he could invest in, and that he'd be back for the next competition.</p> |

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| <p>ELDACH THE SAGE Sage of Ceirin</p> | <p>Quote: "Why yes, I can translate that."</p> <p>Description: Eldach is a rather portly middle aged man, who dresses in the finest robes of Sarhard style, which gives him a rather exotic look, marred somewhat by the perpetual ink stains he has on his fingers and on the rag tucked into his sash. Eldach is generally of good humor, but is also known to be quite harsh with his employees.</p> <p>Background: Eldach is a Sarharad from the great city of Gilad, known to be in exile for his former political affiliations ("a victim of troubled times"). He runs a small sciptorium where he employs several scribes offering public services and book copying. Eldach is offers tutoring in various areas of knowledge, but in particular his expertise is Linguistics (he is thought to speak and read at least seven languages fluently), and Arcana. Eldach also has a small library where he runs his tutoring lessons and also keeps a small stock of wizard scrolls of 1st level.</p> <p>Notes: Eldach is rather expensive, charging approximately 1gp per hour up to 5 students at one time. He charges similar rates for monitored access to his library.</p> |
| <p>VELAN THE BARD Entertainer at the Red Roof Inn</p> | <p>Quote: "What better than a good song?"</p> <p>Description: Velan is usually dressed in a black suede vest with a crimson tunic embroidered with elvish script, and his lute or wineglass close at hand.</p> <p>Background: Velan is a half-elven bard employed at the Red Roof Inn of Ceirin and offers regular entertainments there as well as teaching music. He was hired by Vaemyr Fionn (owner of the Inn) several years ago and spends his free time writing music and songs and assists in organizing other entertainments in town.</p> <p>Notes: If you are an entertainer of any type, Velan is the person to speak with as the unofficial booker/agent with contacts throughout Ceirin.</p> |
| <p>ADASSE FIONN Woman of Cerin</p> | <p>Second daughter of Keedon Fionn, High Priest of Clan Fionn. She has been seen in the company of Aed.</p> |
| <p>ANWEN Wild Druid, Nemsey's mother.</p> | <p>Anwen is a known but mysterious figure around Rhan Fionn, particularly in the village of Carumyr where she lived for a time with a younger Nemsey.</p> |
| <p>KEAYR Card dealer at Laughing Wench (The Harlot)</p> | <p>Keayr works at the Laughing Wench and knows of Drust's family. He also has a cousin serving at Crosswatch named Drade.</p> |
| <p>ASCOS Owner of the Laughing Wench (The Harlot)</p> | <p>Owner of the Laughing Wench tavern (aka The Harlot), who is known to run gambling and prostitution.</p> |

COFRUD
Head Bouncer at the
Laughing Wench
(The Harlot)



Cofrud is the head bouncer at the Harlot. Cofrud and some of his thugs got into an altercation with Rowan, Drust, Aed and Nemsey one night when they interrupted the collection of a gambling debt one night in an alley.

One of the thugs was killed in the fight, but Cofrud later seemed unconcerned, like it was the price of tangling with Fianna. During a later conversation with Rowan, he hinted that Farne Fionn was one being collected from.

CALT
Bouncer at the
Laughing Wench
(The Harlot)



Calt was with Cofrud when they were interrupted collecting on a gambling debt. He was beaten by Drust in a one-on-one confrontation. Rumor is that Calt is looking to settle the score.

MARSHAL CORT MABRYN
Marshal of Crosswatch



Quote: "It takes more than a sword to make a soldier."

Description: Cort is a strong man, about 40 years old with unusually dark hair and blue eyes. Despite his exile, Cort still wears his Clan Mabryn colors (a blue rose on a purple field). He typically wears studded leather when attending his duties in the keep, but will wear his full armor otherwise.

Background: Cort Mabryn has been Marshal of Crosswatch for many years. It is rumored that he was banished from his clan for some scandal. Cort is intelligent manages his limited assets at Crosswatch very well and is well respected by the clans contributing to Crosswatch's defenses. He is distant and reserved with most of the men as part of his standard discipline.

Notes:

For some reason the Marshal has taken a liking to the scrawny foreigner wizard Nefer and plays chess with him on occasion.

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| <p>CAPTAIN SCARLING Captain of Crosswatch</p>  | <p>Quote: "If they would send us more men we could take the fight to the goblins."</p> <p>Description: Captain Scarling is somewhat fastidious in his appearance and dress. His clothing and gear is of good quality, but not flashy. He tends to grey colors under his signature dark iron chainmail and helm.</p> <p>Background: Captain Scarling has been serving at Crosswatch for many years. A commoner risen to his current rank based on his ability, he rides a tough line commanding sergeants who are typically of Clan blood and higher in station. The other commoner soldiers respect him.</p> <p>Notes: It is rumored that Scarling is looking for prospects elsewhere, as Crosswatch offers limited opportunities for advancement.</p> <p>Scarling is known to dislike Nefer "that scrawny foreigner hedge-wizard".</p> |
| <p>DRADE Ostler at Crosswatch</p> | <p>Drade is the main ostler at Crosswatch taking care of the 20 or so mounts maintained at the fort, plus any travelers or merchant mounts stabled there. His cousin Keary is a card dealer at The Harlot in Ceirin.</p> |
| <p>BRANOIC HETH Sergeant at Crosswatch</p> | <p>Branovic is a Clan Heth sergeant of militia currently serving at Crosswatch.</p> <p>Branovic has a personal grudge against Nefer over an "accounting error" Nefer discovered.</p> |
| <p>MADRIN MORYAN Herald of Clan Moran</p> | <p>Madrin Moryan first encountered the party at Crosswatch when he was withdrawing the Moryan troops due to the escalating conflict with Clan Fionn over the disputed grazing lands. Later he was with the party as they investigated some of the killings and assisted them in the Moryan settlement of Brekken's Point. Neva Moryan is his elder sister and the senior Herald.</p> <p>Madrin has hinted that the Fionn are not trustworthy and if the party was ever at Weisand or "wanted a change of scenery" that they should look him up.</p> |
| <p>NEVA MORAN Senior Herald and Envoy of Clan Moryan</p> | <p>Neva Moryan is the senior Moryan Herald and envoy and was at Ceirin to mediate the escalating issues in the disputed grazing lands. She assisted in obtaining a "writ of safe passage" for her brother Madrin to assist the party Fianna in their investigation of the crimes of the murdered herdsman.</p> |
| <p>WACE FIONN Yeoman Herdmaster of Clan Fionn</p> | <p>Wace Moryan is the herdmaster, leader of the herder camp north of Silferd who reports to Fionn Clan Elder Garm.</p> <p>He was found to be under the influence of some kind of enchantment and was pushing to escalate violence against Clan Moryan.</p> |
| <p>KAE MORYAN Yeoman Herdmaster of Clan Fionn, leader of Brekken's Point</p> | <p>Kae Moryan is the herdmaster, leader of the Moryan settlement Brekken's Point. Kae is a large man who rarely leaves his offices in Brekken's Point. Until recently his man Devis ran things at the Moryan herder camps.</p> <p>The party last encountered Kae when they were investigating the fugitive they believe was responsible for the murder of the Fionn herders and possibly enchanting Wace Fionn.</p> |
| <p>DEVIS Moryan Herdmaster DECEASED</p> | <p>Devis was in charge of the Moryan Herder camps and ran the operations there. It was discovered that he was responsible for the murder of several Moryan Herders in a drunken rage when he discovered they allowed Fionn cattle rustlers to take some of their herd. He covered up the crime with his unwilling accomplice Charl. Devis was to hang for his crimes, but he was discovered dead in his cell, victim of a snake bite.</p> |

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| <p>GAR LAERA Leader of Silferd Settlement</p> | <p>Silferd is a small fort guarding a ford which crosses the Silver River and leads to Crosswatch. The settlement officially belongs to the River Clans, managed by River Clan Laera, but the defenses are manned by Clan Fionn militia soldiers.</p> <p>Gar maintains operation of the common house and storage facilities there, he is never without his pipe, which is usually clenched hard between his teeth whether is it lit or not.</p> <p>Gar doesn't care about the local politics except as to how it might impact the travel of goods up and down the river.</p> |
| <p>SCOUT Silver Band Fianna</p>  | <p>Scout is a confident Silver Banded Fianna with a wicked looking composite shortbow. Scout is optimistic and observant. While quiet the other regular Fianna deferred readily to her "suggestions". Scout specializes in stealth and ambush techniques.</p> <p>The party encountered Scout in the expedition to slay the ogre raiders near Weisand, and she got along readily with Rowan. The party saw her last when they left Weisand, she planned to patrol and carry word of the ogres defeat north to Argenton.</p> |
| <p>ADEPT NIRA Silver Band Fianna</p> | <p>Unlike many other Fianna, Adept Nira was very formal and reserved, insisting on her title. She notably carried an oversized satchel with her healing supplies, carefully decorated with the symbol of The Circle (representing the whole pantheon rather than a specific deity).</p> <p>The party encountered Adept Nira in the expedition to slay the ogre raiders near Weisand. The party last saw Adept Nira returning to one of the hamlets outside Weisand where she acts as the local healer.</p> |
| <p>PENDALD FIONN Clan Fionn Elder</p> | <p>Quote: "If it was that way in my grand-daddies time, it's good enough for me."</p> <p>Description: Pendald is another gray haired gentleman farmer cut from the same cloth as Laithan, but he is conservative and stubborn. If anything he dresses more plainly in patched clothing. He is gruff and generally can be unpleasant.</p> <p>Notes: The party encountered Pendald for the first time after the Tor Gweddan Troglodytes made a raid on several farmsteads.</p> <p>Pendald has heard about some of the party's adventures and the body they brought back from the mountain caves. He accosted the party, chastising them for "meddling in things best left along in the dark, now we have these terrible things happening. You've stirred up horrors which have brought death and damage to regular simple folk. If you want to search for danger, take yourselves off to the wilds, someplace away from good folks where your folly won't bring others to grief..."</p> <p>Some of the party felt that Pendald was more concerned for the damage done to his property and the income loss it would represent.</p> |