

## Opponent / NPC Cards

<b>Green</b>	<b>Friendly</b>
<b>Grey</b>	<b>Indifferent</b>
<b>Orange</b>	<b>Enemy</b>
<b>Blue</b>	<b>Peth, because who knows with that guy</b>

<b>Name:</b>	<b>Agathe</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Hermetics (J)
Magic:	None
Special Abilities:	None
Notes:	Friend of Orphea, midwife in Redwater.
Goal:	Make the siblings feel at home in Redwater.

<b>Name:</b>	<b>Agner</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	24
Actions:	1
Hit:	1
Damage:	1d6+2
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	Woodsman in hiding the Berian Wood. Father of 2 daughters.
Goal:	Protect his children

<b>Name:</b>	<b>Akard</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J), Thievery (J)
Magic:	None
Special Abilities:	Talent Advantage (Scholar, Thievery)
Notes:	Local manager of the Eclan Traders in Mudrim.
Goal:	Earn a reward for thwarting the sibings. Profit from the arrival of the Lurians.

<b>Name:</b>	<b>Anna</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	9
Health:	6
Actions:	1
Hit:	0
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Concentration (J), Scholar (J)
Magic:	1 Arcane Art (A: 2d4, 20' Area)
Special Abilities:	None
Notes:	Student of Thylera. Worshiper of the Skoggvekk and the Old Masters
Goal:	Expand the powers/influence of the Old Masters

<b>Name:</b>	<b>Ariam</b>
Challenge Level:	6
Family:	Folk
Fear:	1
Defense:	18
Health:	60
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2; Massive Attack
Notes:	Member of the White Guard. Travels with the Regent.
Goal:	Protect the regent, especially from Toreas and Eclan

<b>Name:</b>	<b>Arisia</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	9
Health:	20
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion
Magic:	None
Special Abilities:	None
Notes:	Wife of Charon. Very large and unpleasant woman. Mother of Dionysia or Luria.
Goal:	See her daughter married and spend as little time in Redwater as possible.

<b>Name:</b>	<b>Artil</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	Local merchant of Redwater that testified during the inquiry
Goal:	Make ammends for speaking against Arden at his trial.

<b>Name:</b>	<b>Axim (Fen)</b>
Challenge Level:	3
Family:	Beast
Fear:	1
Defense:	13
Health:	72
Actions:	1
Hit:	1
Damage:	1d6+3
Speed:	40'
Family Talents:	Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Immunity (Fear); Talent Advantage (Endurance, Exertion)
Notes:	Olin's huge black horse.
Goal:	Protect Olin

<b>Name:</b>	<b>Bandit</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	18
Actions:	1
Hit:	2
Damage:	1d6+2
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Stealth (J), Thievery (J)
Magic:	None
Special Abilities:	Talent Advantage (Stealth, Thievery)
Notes:	
Goal:	

<b>Name:</b>	<b>Boar</b>
Challenge Level:	3
Family:	Beast
Fear:	1
Defense:	13
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	30'
Family Talents:	Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Cripple (Bestow State: Lame)
Notes:	
Goal:	

<b>Name:</b>	<b>Boatman</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	36
Actions:	1
Hit:	0
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (A), Swimming (M), Taming (J)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Branimir</b>
Challenge Level:	6
Family:	Folk
Fear:	1
Defense:	16
Health:	84
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	Captain of the Lurian Soldiers
Goal:	Show off Lurian military prowess. Earn the right to stay and lead the detachment in Redwater.

<b>Name:</b>	<b>Britt</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A)
Magic:	None
Special Abilities:	None
Notes:	Barmaid at Trumbo's. Not lovely.
Goal:	Make all feel welcome.

<b>Name:</b>	<b>Brother Bruhn</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Faith)
Notes:	Scribe of the temple in Redwater. Not yet and Acolyte.
Goal:	Be invited to study in Westflood at the Abbey

<b>Name:</b>	<b>Brother Fortin, Acting Curate</b>
Challenge Level:	4
Family:	Folk
Fear:	-2
Defense:	12
Health:	24
Actions:	1
Hit:	0
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Scholar (J)
Magic:	Divine Influence (Nature)(Favor 8)(40' Aura)
Special Abilities:	Talent Advantage (Faith)
Notes:	Acolyte of Illios. Acting Curate of Redwater in Linden's absence.
Goal:	Keep the citizens of Redwater hopeful until Brother Linden's return.

<b>Name:</b>	<b>Brother Lathan</b>
Challenge Level:	6
Family:	Folk
Fear:	1
Defense:	12
Health:	60
Actions:	1
Hit:	0
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J)
Magic:	Divine Influence (Death)(Favor 12)(60'Aura)
Special Abilities:	Talent Advantage (Faith)
Notes:	Acolyte of Erebos. Close advisor to Regent Klain Whiteshield. Participated in the inquiry of Orpheia and Arden by manifesting visages of Eldram and Orpheia.
Goal:	Learn how much of the rumors about Henerick and Thylera are true. Root out heresy in Redwater.

<b>Name:</b>	<b>Brother Linden, Curate of Redwater</b>
Challenge Level:	5
Family:	Folk
Fear:	-2
Defense:	12
Health:	24 (if not injured)
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Scholar (J)
Magic:	Divine Influence (Divination)(Favor 10)(50'Aura)
Special Abilities:	Talent Advantage (Faith)
Notes:	Acolyte of Selene. Spiritual guide of Redwater. His hair turned white during the questioning of Orpheia.
Goal:	See the siblings return to Redwater and take their rightful place.

<b>Name:</b>	<b>Brother Otar</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Charisma)
Notes:	Best singer at the temple in Redwater. Not yet and Acolyte.
Goal:	Hear the Triad and become an Acolyte.

<b>Name:</b>	<b>Brother Stedden</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	9
Health:	24
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Faith)
Notes:	Childhood friend of the one of the younger siblings. Faithful Brother in Redwater. Not yet an Acolyte. He has some secret information forgotten by one of the characters.
Goal:	Be reunited with the siblings. One day take over as Curate of Redwater

<b>Name:</b>	<b>Brother Tash</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	12
Health:	24
Actions:	1
Hit:	0
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Scholar (J), Survival (A), Taming (A)
Magic:	Divine Influence (Rapture)(Favor 6)(30'Aura)
Special Abilities:	Talent Advantage (Faith)
Notes:	Travelling preacher of the Pull Road. Student of Linden. Acolyte of Selene.
Goal:	Help the faithful. Thwart the heretics in Redwater.

<b>Name:</b>	<b>Brother (Young)</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Faith)
Notes:	
Goa:	

<b>Name:</b>	<b>Charon</b>
Challenge Level:	7
Family:	Folk
Fear:	2
Defense:	16
Health:	90
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	Very wealthy and powerful Lurian. Tried to get Henerick and his daughter married in order to get Lurian influence into mainland Lloar.
Goal:	Establish a political position in House Lloar using his future son-in-law's position.

<b>Name:</b>	<b>Chedomir</b>
Challenge Level:	7
Family:	Folk
Fear:	2
Defense:	16
Health:	96
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2, Massive Attack
Notes:	Charon's man-at-arms.
Goal:	Wait until the time is right to take control of the Lurian forces. See the Old Master's power returned.

<b>Name:</b>	<b>Child</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	8
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Commoner</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Dale</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	24
Actions:	1
Hit:	1
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	Suitor of Maie. Retainer of Ranuf.
Goal:	Convince Maie to marry him.

<b>Name:</b>	<b>Dalibor</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J), Thievery (J), Taming (J)
Magic:	None
Special Abilities:	Talent Advantage (Scholar, Thievery)
Notes:	Money counter of House Cerrak in Mudrim.
Goal:	Profit from the transactions with the Lurians.

<b>Name:</b>	<b>Dionysia</b>
Challenge Level:	2
Family:	Folk
Fear:	2
Defense:	9
Health:	20
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (A)
Magic:	None
Special Abilities:	None
Notes:	Daughter of Charon. Betrothed to Henerick. Very large and unpleasant woman.
Goal:	Have the perfect wedding into a noble family.

<b>Name:</b>	<b>Duras</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	Cook at the Book Box.
Goal:	Make the stew last as long as possible.

<b>Name:</b>	<b>Eclan Assassin</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	30
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (J), Thievery (A)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Eclan Cavalryman</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	13
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Eclan Guard</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	13
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Eclan Officer</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	16
Health:	42
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2; Talent Advantage (Charisma)
Notes:	
Goal:	

<b>Name:</b>	<b>E'Gil</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	12
Health:	40
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (M), Survival (J)
Magic:	None
Special Abilities:	Talent Advantage (Taming)
Notes:	Second son of the Horsemaster. Warrior. Singer.
Goal:	Live a long happy life with his new wife.

<b>Name:</b>	<b>Elkhorn Commoner</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (A), Survival (A)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Esben</b>
Challenge Level:	4
Family:	Folk (Elf)
Fear:	0
Defense:	12
Health:	30
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (M), Survival (J)
Magic:	Divine Influence (Nature)(Favor 4)(20'Aura)
Special Abilities:	Talent Advantage (Taming)
Notes:	Elf companion of E'Gil. Doesn't speak. Devout of Selene with Nature powers
Goal:	Avenge the killing of T'Var. Help the siblings.

<b>Name:</b>	<b>Ferox Nomad</b>
Challenge Level:	2
Family:	Folk (Ferox)
Fear:	0
Defense:	12
Health:	40
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J), Survival (J)
Magic:	None
Special Abilities:	Talent Advantage (Survival)
Notes:	
Goal:	

<b>Name:</b>	<b>Fuglmand</b>
Challenge Level:	4
Family:	Faie
Fear:	1
Defense:	14
Health:	66
Actions:	1
Hit:	3
Damage:	2d6+3
Speed:	20'
Family Talents:	Athletics, Charisma, Concentration, Endurance, Hermetics, Notice, Swimming, Taming
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Immunity to Mind Magic
Notes:	Servants of the Skoggvekk, Changelings, Birdmen
Goal:	Serve their creators

<b>Name:</b>	<b>Fuhlgar</b>
Challenge Level:	8
Family:	Folk
Fear:	2
Defense:	16
Health:	120
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J), Thievery (J)
Magic:	None
Special Abilities:	Massive Attack (2)
Notes:	Henerick's bodyguard, friend, and advisor. Killed Orphea
Goal:	See Henerick possessed with the power of the Old Masters. Make the siblings suffer.

<b>Name:</b>	<b>Fuhlgar (Corrupted)</b>
Challenge Level:	10
Family:	Exalted
Fear:	3
Defense:	16
Health:	200
Actions:	2
Hit:	2
Damage:	3d6+3
Speed:	20'
Family Talents:	All
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2, Immune Poison/Bleed, Festering Wounds (minor), Massive Attack (2)
Notes:	Hideous hybrid of Fuhlgar's sickened corpse and the giant demonic birds.
Goal:	Slay all of Thylera's enemits

<b>Name:</b>	<b>Gatekeeper</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	15
Health:	36
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Giant</b>
Challenge Level:	15
Family:	Savage
Fear:	3
Defense:	16
Health:	300
Actions:	1
Hit:	5
Damage:	6d6
Speed:	20'
Family Talents:	Athletics, Endurance, Exertion, Hermetics, Notice, Survival, Swimming, Taming
Family Talent Expertise:	Master
Additional Talents:	None
Magic:	None
Special Abilities:	Beat Ground (Bestow State: Prone 150' Area); Massive Attack (x2); Talent Advantage (Exertion)
Notes:	
Goal:	Find a mate.

<b>Name:</b>	<b>Gil the Shepherd</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J), Survival (J)
Magic:	None
Special Abilities:	Talent Advantage (Survival, Taming)
Notes:	Shepherd of the Salt Plain north of Westflood.
Goal:	Find the thief of sheep. Talk with all that pass.

<b>Name:</b>	<b>Guarin</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J), Discipline (J)
Magic:	None
Special Abilities:	None
Notes:	Charon's Steward
Goal:	Serve Charon and family

<b>Name:</b>	<b>Haalu</b>
Challenge Level:	6
Family:	Beast
Fear:	1
Defense:	13
Health:	222
Actions:	1
Hit:	1
Damage:	2d6
Speed:	30'
Family Talents:	Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Hamon</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	36
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (A), Swimming (M), Taming (J)
Magic:	None
Special Abilities:	Talent Advantage (Charisma, Survival)
Notes:	Captain of the "Lurian Princess"
Goal:	Remain in Lloar on the Valley River serving Henerick

<b>Name:</b>	<b>Henerick, Lord of Redwater</b>
Challenge Level:	8.6
Family:	Folk
Fear:	2
Defense:	17
Health:	120
Actions:	2
Hit:	3
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Stealth (J), Taming (J), Thievery (J)
Magic:	None
Special Abilities:	Massive Attack (x1), Poison, Inj (mod)
Notes:	Son of Eldram and Thylera. Lord of Redwater. He has a scarred face and marled eye from the incident that ended Orpheas's life.
Goal:	Acquire the favor of the Old Masters. Take over as Regent of the Lake.

<b>Name:</b>	<b>Henerick's Guard</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	14
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Hilda</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Stealth (A), Thievery (A)
Magic:	None
Special Abilities:	None
Notes:	Maid and roomkeeper at the Whetstone
Goal:	Learn about every guest.

<b>Name:</b>	<b>Hob</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A)
Magic:	None
Special Abilities:	Talent Advantage (Charisma)
Notes:	Proprietor of Hob's. Short and slight. Happy to buy or sell anything.
Goal:	Acquire things he doesn't have by trading things he has too many of.

<b>Name:</b>	<b>Holger</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Thievery (A)
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	Proprietor of the Whetstone
Goal:	See prosperity return to Redwater

<b>Name:</b>	<b>Horseman</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	30
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Horsemaster (B'Ren)</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	10
Health:	52
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (M), Survival (J)
Magic:	None
Special Abilities:	Talent Advantage (Taming)
Notes:	Father of E'Gil and T'Var. Keeper of the plateau at Mudrim
Goal:	See his sons take over his herd.

<b>Name:</b>	<b>Inga</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A), Swimming (A)
Magic:	None
Special Abilities:	None
Notes:	Co-owner of the Book Box in Gold Bend
Goal:	Attract better clients

<b>Name:</b>	<b>Kahlin</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	11
Health:	24
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Scholar (A)
Magic:	None
Special Abilities:	None
Notes:	Steward of Ranuf
Goal:	Swindle the Horsemen out of the best animals

<b>Name:</b>	<b>Kalimir</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	15
Health:	36
Actions:	1
Hit:	1
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	Lieutenant of the Lurian soldiers.
Goal:	Protect the honor of Luria.

<b>Name:</b>	<b>Kayla</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	8
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Stealth (A)
Magic:	None
Special Abilities:	None
Notes:	Young citizen of Redwater. Daughter of Kjell.
Goal:	See her father.

<b>Name:</b>	<b>Kaylin</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6+2
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Swimming (A)
Magic:	None
Special Abilities:	None
Notes:	Barkeep of the Book Box
Goal:	Keep the peace in the bar.

<b>Name:</b>	<b>Kendrisia</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	8
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Swimming (A)
Magic:	None
Special Abilities:	None
Notes:	Granddaughter of Charon. Very young, pleasant little girl. Niece of Dionysia.
Goal:	See the wedding. Learn about Redwater.

<b>Name:</b>	<b>Kjell</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	11
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Stealth (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	Fugitive from Redwater accused of treason hiding in the Berian Wood. Husband to Sholl. Father of Kayla and Mikl.
Goal:	Be reunited with his family and be able to provide for them.

<b>Name:</b>	<b>Klain Whiteshield, Lord of Westflood, Regent of the Lake</b>
Challenge Level:	7
Family:	Folk
Fear:	2
Defense:	16
Health:	90
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2, Talent Advantage (Charisma, Faith)
Notes:	Regent over all area around the Lake of Swords and west of the Valley River to the mountains. Custodian of the sisters for the last 3+ years. Very religious man.
Goal:	Undo the wrong visited on Redwater by his bad choice of Lord. Quietly help the siblings.

<b>Name:</b>	<b>Lagen</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	12
Health:	42
Actions:	1
Hit:	1
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	Largest of the horseman. Friend of E'Gil.
Goal:	Protect E'Gil. Show the strength of the herd.

<b>Name:</b>	<b>Lurian Cavalry</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	15
Health:	36
Actions:	1
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Lurian Officer</b>
Challenge Level:	5
Family:	Folk
Fear:	1
Defense:	15
Health:	60
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2; Talent Advantage (Charisma)
Notes:	
Goal:	

<b>Name:</b>	<b>Lurian Scout</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	32
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (J), Taming (J)
Magic:	None
Special Abilities:	Talent Advantage (Survival)
Notes:	
Goal:	

<b>Name:</b>	<b>Lurian Soldier</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	15
Health:	36
Actions:	1
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Mads</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	12
Health:	60
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J)
Magic:	None
Special Abilities:	Massive Attack (1)
Notes:	Cook and bouncer at the Whetstone.
Goal:	Figure out a way to buy his own tavern.

<b>Name:</b>	<b>Maie</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	10
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (A)
Magic:	None
Special Abilities:	Talent Advantage (Charisma)
Notes:	Daughter of Ranuf. Married to E'Gil's brother T'Var briefly
Goal:	Make her father happy.

<b>Name:</b>	<b>Mammoth</b>
Challenge Level:	7
Family:	Beast
Fear:	0
Defense:	14
Health:	186
Actions:	1
Hit:	2
Damage:	5d6
Speed:	20'
Family Talents:	Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Immunity (Environment); Knock Over (Bestow State: Prone on successful hit)
Notes:	
Goal:	

<b>Name:</b>	<b>Martea (Possesed)</b>
Challenge Level:	7
Family:	Exalted
Fear:	3
Defense:	14
Health:	78
Actions:	2
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	ALL
Family Talent Expertise:	Journeyman (+3) (+3)
Additional Talents:	None
Magic:	Divine Influence (Death)(Favor 10)(50'Aura)
Special Abilities:	Damage Reduction 2, Immune Poison/Bleed, Festering Wounds (minor)
Notes:	Wife of Otz.
Goal:	Avenge her family.

<b>Name:</b>	<b>Mikl</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	10
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	Young citizen of Redwater. Son of Kjell.
Goal:	Protect his mother and sister.

<b>Name:</b>	<b>Mudrim Guard</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	14
Health:	24
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Nina</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A)
Magic:	None
Special Abilities:	None
Notes:	Barmaid at the Whetstone
Goal:	Find a husband or passage south.

<b>Name:</b>	<b>Olin the Sentinel</b>
Challenge Level:	5
Family:	Folk
Fear:	0
Defense:	14
Health:	48
Actions:	2
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Survival (J), Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2, Horn Blast (Bestow State: Stunned, 100' Area)
Notes:	Sentinel assigned to the Pull Road and Salt Plain between Mudrim and Westfloo
Goal:	Protect anyone on the roads from Westflood north.

<b>Name:</b>	<b>Otz (Possesed)</b>
Challenge Level:	7
Family:	Exalted
Fear:	3
Defense:	14
Health:	78
Actions:	1
Hit:	2
Damage:	4d6
Speed:	20'
Family Talents:	ALL
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2, Immune Poison/Bleed, Festering Wounds (minor), Massive Attack (2)
Notes:	Patriarch of Otz Flat. Friend to the Woodsman that escaped Henerick's Redwater. Husband of Martea.
Goal:	Avenge his family.

<b>Name:</b>	<b>Personal Guard</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	15
Health:	24
Actions:	1
Hit:	2
Damage:	2d6+2
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Peth</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	13
Health:	24
Actions:	2
Hit:	1
Damage:	2d6
Speed:	30'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Stealth (J), Thievery (M)
Magic:	None
Special Abilities:	Talent Advantage (Stealth, Thievery)
Notes:	Teamster and "spy" for Eclan Traders
Goal:	Survive with the least risk possible.

<b>Name:</b>	<b>Powl</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Stealth (A)
Magic:	None
Special Abilities:	None
Notes:	Porter at the Stone Hearth.
Goal:	Seduce Sunniifa.

<b>Name:</b>	<b>Ralak</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	10
Health:	15
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A)
Magic:	None
Special Abilities:	None
Notes:	Keeper of the bunkhouse at the Book Box
Goal:	Find a spot for everyone to sleep.

<b>Name:</b>	<b>Rand</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	9
Health:	18
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	Cook at Trumbo's
Goal:	Prepare the best food on the river.

<b>Name:</b>	<b>Ranuf</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J), Taming (J), Thievery (J)
Magic:	None
Special Abilities:	Talent Advantage (Scholar, Thievery)
Notes:	Wealthy merchant of Redwater. Hosted huge wedding for daughter (Maie). Conspired to sell Mormere Steed to Lurians.
Goal:	Get the best horses and as many of the Lurian coins as possible.

<b>Name:</b>	<b>Ranuf's Man-at-Arms</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	13
Health:	24
Actions:	1
Hit:	2
Damage:	2d6+2
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Massive Attack
Notes:	
Goal:	

<b>Name:</b>	<b>Redwater Archer</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	14
Health:	24
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (A)
Magic:	None
Special Abilities:	Massive Attack
Notes:	
Goal:	

<b>Name:</b>	<b>Redwater Guard</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	14
Health:	24
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Swimming (A)
Magic:	None
Special Abilities:	Massive Attack
Notes:	
Goal:	

<b>Name:</b>	<b>Redwater Sargeant</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	15
Health:	42
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Swimming (A), Taming (A)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Redwater Traveling Guard</b>
Challenge Level:	2
Family:	Folk
Fear:	1
Defense:	12
Health:	36
Actions:	1
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (A)
Magic:	None
Special Abilities:	Massive Attack
Notes:	
Goal:	

<b>Name:</b>	<b>Ruzie</b>
Challenge Level:	1
Family:	Folk
Fear:	-2
Defense:	9
Health:	8
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (A)
Magic:	None
Special Abilities:	None
Notes:	Young girl with goat at the Book Box
Goal:	Get something to eat and a place to stay with her goat.

<b>Name:</b>	<b>Rynar</b>
Challenge Level:	2.1
Family:	Folk
Fear:	0
Defense:	12
Health:	36
Actions:	1
Hit:	0
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (A), Swimming (M), Taming (J)
Magic:	None
Special Abilities:	None
Notes:	Riverboat captain of Brota's Keg on the Valley River and Lake of Swords
Goal:	Get to Redwater as fast as possible. Get a load to bring south.

<b>Name:</b>	<b>Sargeant Otto</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	15
Health:	42
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Swimming (A), Taming (A)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	Local constable in Redwater that drinks and takes advantage of patrons of the Whetstone
Goal:	Get a few septems from some weak patron. Be in charge.

<b>Name:</b>	<b>Sholl</b>
Challenge Level:	1
Family:	Folk
Fear:	-1
Defense:	10
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	None
Notes:	Citizen of Redwater. Wife of Kjell. Mother of Kayla and Mikl.
Goal:	Be safe in Redwater with her family. Protect her children.

<b>Name:</b>	<b>Sick</b>
Challenge Level:	2
Family:	Exalted
Fear:	0
Defense:	12
Health:	30
Actions:	1
Hit:	0
Damage:	1d6+2
Speed:	10'
Family Talents:	ALL
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2, Immunity (Fear, Mind Magic, Poison, State (Bleeding)), Festering Wounds (Minor)
Notes:	
Goal:	

<b>Name:</b>	<b>Sick (Svad the Orc)</b>
Challenge Level:	6
Family:	Exalted
Fear:	0
Defense:	15
Health:	54
Actions:	2
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	All
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2, Immunity (Fear, Mind Magic, Poison, State: Bleeding), Festering Wounds (Minor), Massive Attack(2)
Notes:	
Goal:	

<b>Name:</b>	<b>Sick (Child)</b>
Challenge Level:	1
Family:	Exalted
Fear:	0
Defense:	11
Health:	12
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	ALL
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Immunity (Fear, Mind Magic, Poison, State (Bleeding)), Festering Wounds (Minor)
Notes:	
Goal:	

<b>Name:</b>	<b>Sick (Sewer)</b>
Challenge Level:	4
Family:	Exalted
Fear:	0
Defense:	15
Health:	42
Actions:	1
Hit:	0
Damage:	2d6
Speed:	10'
Family Talents:	All
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2, Immunity (Fear, Mind Magic, Poison, State (Bleeding)), Festering Wounds (Minor)
Notes:	
Goal:	

<b>Name:</b>	<b>Skoggvekk</b>
Challenge Level:	30
Family:	Exalted
Fear:	4
Defense:	18
Health:	600
Actions:	3
Hit:	6
Damage:	4d6
Speed:	30'
Family Talents:	All
Family Talent Expertise:	Master (+6)
Additional Talents:	Taming (J)
Magic:	Divine Influence (Nature, Death)(Favor 20)(100' Aura)
Special Abilities:	Alternate Form (Many), Grandeur (Captivate: Group), Immunity (Fear, Mind Magic, Surprise), Regen (5)
Notes:	Scourge of the Forest, Servant of the Old Masters
Goal:	Slay the enemies of the Old Masters

<b>Name:</b>	<b>Sten</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	Woodsmen in hiding the Berian Wood.
Goal:	Show Stina to be a bad leader. Take control of the woodsmen.

<b>Name:</b>	<b>Stina</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	12
Health:	36
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Survival (J)
Magic:	None
Special Abilities:	Talent Advantage (Charisma)
Notes:	Leader of the woodsmen in hiding the Berian Wood.
Goal:	Keep control.

<b>Name:</b>	<b>Sunnifa</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Charisma, Notice)
Notes:	Owner of Stone Hearth.
Goal:	Make guests feel at home.

<b>Name:</b>	<b>Svad the Orc</b>
Challenge Level:	5
Family:	Folk (Orc)
Fear:	1
Defense:	12
Health:	60
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J)
Magic:	None
Special Abilities:	Massive Attack (2)
Notes:	Orc guard from the Stream Wind that made trouble at the Book Box
Goal:	Get some meat to eat. Make trouble.

<b>Name:</b>	<b>Teamster</b>
Challenge Level:	1
Family:	Folk
Fear:	-1
Defense:	9
Health:	24
Actions:	1
Hit:	-1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (M), Swimming (A)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Thug</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	24
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (M)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Thylera, Lady of Redwater</b>
Challenge Level:	7
Family:	Folk
Fear:	2
Defense:	16
Health:	60
Actions:	2
Hit:	2
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Concentration (J), Scholar (J)
Magic:	Arcane Art (Air)(4d4)(40')
Special Abilities:	Spells (prefers Daze and Sleep), Talent Advantage (Concentration, Faith)
Notes:	Wife of Eldram. Mother to Henerick. Worshiper of the Skoggekk and the Old Masters
Goal:	Get back to climbing the ladder of power of House Lloar by using her son and power of the Old Masters. Restore the power of the Old Masters.

<b>Name:</b>	<b>Tilden</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	24
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	Wheelwright in Mudrim
Goal:	Sell a wagon.

<b>Name:</b>	<b>Toreas</b>
Challenge Level:	7
Family:	Folk
Fear:	2
Defense:	16
Health:	108
Actions:	2
Hit:	2
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2, Talent Advantage (Charisma, Faith)
Notes:	Owner of Eclan Traders. Uncle of Henerick. Brother of Thylera. Spoke for Eldram and the family during the inquiry. Worshiper of the Skoggvekk and the Old Masters.
Goal:	Establish an influx of wealth and influence with Luria. Promote his nephew to regent.

<b>Name:</b>	<b>Tradesman</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	18
Actions:	1
Hit:	1
Damage:	1d6+1
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	None
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	
Goal:	

<b>Name:</b>	<b>Trumbo</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	11
Health:	24
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Scholar (J), Thievery (J)
Magic:	None
Special Abilities:	Talent Advantage (Craft)
Notes:	Tall, thin proprietor of Trumbo's. Thinks everyone is a thief.
Goal:	Keep thieves from taking his stuff.

<b>Name:</b>	<b>Tumed</b>
Challenge Level:	1
Family:	Folk
Fear:	0
Defense:	11
Health:	18
Actions:	1
Hit:	0
Damage:	1d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Thievery (A), Swimming (A)
Magic:	None
Special Abilities:	None
Notes:	Co-owner of the Book Box.
Goal:	Profit from the travelers on the river.

<b>Name:</b>	<b>T'Var</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	30
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Taming (J), Survival (J)
Magic:	None
Special Abilities:	Talent Advnatage (Taming)
Notes:	Oldest son of the Horsemaster. Brother of E'Gil. Friend of Esben. Killed by Lurians over the Mormere Steed
Goal:	Make his wife happy and safe.

<b>Name:</b>	<b>Westflood Guard</b>
Challenge Level:	3
Family:	Folk
Fear:	0
Defense:	14
Health:	36
Actions:	1
Hit:	1
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Westflood Noble</b>
Challenge Level:	4
Family:	Folk
Fear:	1
Defense:	13
Health:	24
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Discipline (J), Scholar (J), Taming (J)
Magic:	None
Special Abilities:	Talent Advantage (Charisma, Discipline)
Notes:	
Goal:	

<b>Name:</b>	<b>White Guard</b>
Challenge Level:	3
Family:	Folk
Fear:	1
Defense:	14
Health:	36
Actions:	1
Hit:	1
Damage:	3d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2
Notes:	
Goal:	

<b>Name:</b>	<b>Wolf</b>
Challenge Level:	3
Family:	Beast
Fear:	1
Defense:	14
Health:	48
Actions:	1
Hit:	1
Damage:	2d6
Speed:	30'
Family Talents:	Athletics, Endurance, Exertion, Notice, Stealth, Survival, Swimming
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	None
Magic:	None
Special Abilities:	Cripple (Bestow State: Lame, on hit); Talent Advantage (Survival)
Notes:	
Goal:	

<b>Name:</b>	<b>Woodsman</b>
Challenge Level:	2
Family:	Folk
Fear:	0
Defense:	12
Health:	30
Actions:	1
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Exertion (J), Survival (J)
Magic:	None
Special Abilities:	None
Notes:	
Goal:	

<b>Name:</b>	<b>Yaris</b>
Challenge Level:	4
Family:	Folk
Fear:	0
Defense:	15
Health:	42
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Journeyman (+3)
Additional Talents:	Discipline (J), Taming (J)
Magic:	None
Special Abilities:	Damage Reduction 2, Talent Advantage (Charisma)
Notes:	Mayor of Mudrim.
Goal:	Protect Mudrim from outside influences.

<b>Name:</b>	<b>Zuan</b>
Challenge Level:	2
Family:	Folk (Goblin)
Fear:	0
Defense:	12
Health:	30
Actions:	2
Hit:	1
Damage:	2d6
Speed:	20'
Family Talents:	Athletics, Charisma, Craft, Endurance, Faith, Notice
Family Talent Expertise:	Apprentice (+1)
Additional Talents:	Survival (J), Thievery (A)
Magic:	None
Special Abilities:	Talent Advantage (Notice)
Notes:	Goblin retainer of Yaris.
Goal:	Serve Yaris above all.