

NPC File – Fabledwing Striding

Ewan: (Andrew Grey)

Vate, but with Broker tendencies because the whole striding has them

Mage

Spring 2

Autumn 2

Rituals: Call Winged Messenger; Blood of the Hydra, Hands of Sacred Life, Dance of Navarr and Thorn, Fetid Breath of the Teaming Plague, Ties that Bind, The Anvil of Estavus, Streams of Silver

Mana Site Resource

Llinos: (not travelling to Anvil this time, a friend in Bont Goch is ill), Erin (Any additional striding members should stat similar to Llinos)

Broker, also one of many Healers in the striding

Chirurgeon

Hero Points

Extra Hero Point x 2 = 4 per day

Stay with Me

Get it together

Business Resource

Morgan: Changeling, Dani Mines (may still be deciding whether to formally join the striding or not)

Dedication (no virtue, just as prereq) - technically a Priest of The Way - calls self Priest of the Great Dance

Exorcism

Insight

Testimony

Fortitude x 2

(6mins/50 sec bleed count)

Endurance

(=3 hits before armour)

Read up on Great Dance and Guides and see how to reconcile the two in one character

- **Carries:**

Morgan - A list of title holders and what they do, to help people find their place in The Great Dance
some coin and mana

- **Timing:**

7pm Friday at The Forge. Quest is at 9.15pm

- **Main Role at this Event:**

Run the Bestiary and Knowledge sharing meeting, and delegate the responsibility of a quest to save the village of Seraya Derevnya in Vargat, Temeschwar from Plague Wolves and Husks. Challenge is to make sure the meeting is not lost in the focus on the Quest – the advisors and information people matter to you as much as hunters.

Suggestion for how to make the main part work:

- On your journey from Hercynia to Anvil by winding route you passed the village of Seraya Derevnya where Plague Wolves seem to have strayed and be lying in wait outside the town. They have not come into the village but the first few villagers who tried to drive them away have been killed and so now they have a small force of husks with them. They do not seem to be moving on and so you believe it is your role to find help to destroy them
- One of you should hurry straight to the meeting at The Forge to get it started (prepare for it to be busy – there was quite a flurry of comment on the WoF)
- The other should go to the Sentinel Gate and check for a conjunction to Seraya Derevnya (its at 9.15pm for 15 people) and then come to the meeting with this knowledge
- Open the meeting with a brief speech about the importance of sharing knowledge, and the pressing situation – and ask for someone with knowledge/understanding of Plague Wolves to take responsibility for organising Heroes to save the village, whilst you focus on the main sharing of Bestiaries!
- Let the players choose whatever method they want for deciding who gets to go
- Approve if they decide to specifically seek Varushkan expertise. Reinforce IT IS IN TEMESCHWAR but maybe the Varushkans knowledge will matter (because there is a Varushkan Plague Wolf Hunt just before this quest, don't let them get confused)
- Continue to support those discussing bestiaries and stories; back any plans for teaching sessions on specific creatures; allow them to develop leadership or communications structures if they emerge but don't push for them; Do loads of active, supportive listening and looking
- Morgan do as much talking to any individuals that seem to get stuck on the edges of the meeting as you can – help them find their place in the Great Dance

Other Things you can Pick Up and run with

- Have an opinion on Liathaven – any is valid but justify it alongside rest of character – read the Fire WoF
- Mention the Hungry Key (super rare item that it is believed the Great Forest Orcs had which allows powerful Heralds to be called through Portals) and the possibility – with Eternals agreements of course – if hunting Heralds – is anyone interested in tracking it down/doing something?
- You know Llinos wrote to Wyvern's Watch because they wrote to her – not sure what about
- You're still interested to hear more about the Venatores Illustres – are they even a real thing? (the symbol is a chimera rampant with 3 tails in a shield design)
- If you have gaps in your schedule and can make meetings with characters that want to talk more about monster hunting or about finding their place, then make times to go back in for those meetings (these should not be R&R – they should feel meaty enough that you'll have something to debrief about)
- Go to Songs and Stories on Friday if you like (this absolutely can be pure R&R)

Fabledwing Striding – the WoF about you

Ewan shook out his soft brown cloak as he bent his head under the low tavern doorway, making a beeline for the small Cambion who was carefully drying the hem of a similar cloak in front of a gently crackling fire. She looked up and grinned. "All calm at Twr Uchel?"

"I met the red headed twins on the road", he said. "All calm."

He drew another stool up to the fire. "As far as I can tell, the wounded Mandowla that House Tallstag had to leave behind stumbled off up into the higher mountains, where no miasma or vallornspawn followed. It wasn't infested. Bryn and Aelwen were hopping with pride that they finished it off themselves without any trouble." He paused to swig from a tankard on a table, grinning at Llinos and continuing his account before she could complain. "As for the infested ones, we already knew from the Pride of Hercynia that the Wyverns Watch and the Varushkans had done a good job taking them out. And there's been no more reports of miasma anywhere near Twr Uchel or Bont Goch for a week or so now."

"So it really works." Llinos gazed into the flames.

"We can travel the Empire and find villages under threat from the most dreadful beasts that can be imagined and then find the right heroes in Anvil to save them."

"It worked this time" Ewan allowed. "Though it's a good thing the Navarri were around to explain about the vallorn. And I'm not sure even they had seen infested Mandowla before."

"We need more experts then." Llinos eyes were glowing "There must be bands across the Empire who have bestiaries. Maybe not as beautiful as the Venatores Illustres one we gave to Wyvern's Watch. But still useful. We should bring them together!"

Ewan nodded. "Back to Anvil again, then."

"Yes, but it should be more than just wandering the camps seeing who we can find. We need a proper meeting."

"In a tavern." Ewan cheerfully agreed. "And people spread the pages of their drawings and notes across tables and we help them find patterns and hidden knowledge."

Llinos's enthusiasm was easy to catch.

"But who will come?" She second guessed herself, often.

"Everyone."

Both of them turned their heads. The changeling at the far table had stepped out of the shadows.

"Shall I tell you how?"

Llinos reached out and dragged another stool close to the hearth, invitation enough.

Two Navarr of Fabledwing Striding, on the good advice of an unknown changeling, have asked the Civil Service to make visitors to Anvil aware of their presence. During the Spring Equinox a meeting will be held in The Forge at 7 o'clock on the Friday evening. They are interested in speaking to people who compile bestiaries, or track important information about hunting the larger, rarer, or even the mythical beasts of the Empire. Fellow zoologists are invited to send representatives to share information, and perhaps, plan for future hunting parties, rescue missions, acquisitions, or even opportunities to study rare creatures in their natural habitats. Compilers of bestiaries are encouraged to bring their work, and the meeting is also open to folk with first-hand experience of fighting dangerous beasts prepared to share their tales.

Fabledwing Striding – an inspirational paragraph or two

Ewan – this is your background

Morgan – they might have told you a version of this story

“It was an unusual place to choose to go to mourn friends last summer, Bont Goch steading, in Deers Folly, a region of Hercynia with so much vallorn activity that the area is not considered to be under Imperial control. But after the Black Thorns daring thrust into Hordalant too many friends were dead, and this old steading seemed to each of you a place to recover, to decide what to do next. One evening, a storyteller at the fire spun a tale of Helpsped striding of long ago, that walked the trods, linking up with communities that were under threat, not from barbarians, but from beasts. Marshwalkers, Drakes, Dire Astacid – nothing a well prepared group of heros could not deal with, but trouble for any small community, draining on resources, even life threatening sometimes. That striding had brokered connections with heros who specialised in hunting down monsters – and the story went – not only everyday blights, but also loosed creatures of the realms and more.

You didn't know each other well, but happened to look up, across the fire, and see a matching glint in each others' eyes.

Later, an old vate from the steading sought you out, drew you together, and handed over some dusty pages. “Seems like it wasn't just a story” the old man coughed. “Seems as though they came through this place and left some things behind”. You turned the old pages over revealing pictures of beasts, some that you had never seen and scribbled notes in varied hands. Over and over again the phrase “Venatores Illustre” leapt out.

There might have been only two of you that day the steading was formed, but that dream of being the ones who would carry word of fabled creatures attacking and return with aid as swift as a falcon at wing, that gave you a name that very night . And across the seasons since last summer you have grown in numbers – drawing to you those wanting to help, and naturally, given your start in Deers Folly also developing a small Spring Coven, ready to combine with others in the nation and battle the Vallorn threat.

You are resolved that in brokering help for those threatened by monsters with those who love to hunt such things there should not be too heavy a payment in either direction, you are just as keen to take your share of any payment in favours and knowledge as in coin – the true way of a Navarri broker, enhancing life for everyone, not coin for one.

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