

## NPC File – Fabledwing Striding

### Stats:

2 characters, name them yourselves according to Navarri convention and note the names on the plot page, lineage of choice with reasonably significant trappings, also note on plot page:

A) 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

B) 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

### Carries:

Some pages of a bestiary, which you believe belonged to a group known as the Venatores Illustres

A list of names of groups that according to tavern rumours on the trods specialise in Monster Hunting

Some coin and mana

### Timings:

8 – 10pm Friday (or later if having fun at Song and Story)

13.30 – 4pm Saturday afternoon – flexible, but by the end of it you MUST be sure that the various groups that will go on the later skirmishes are talking to each other

6-9.30pm Saturday /evening – at least one of you to be present for the actual quests – we'll confirm the time of the quests on Friday, there's some logistics to work out due to damage to the woods

*Recommendation: Use your Friday night time to make appointments to see people at other times*

*If either of you would like to play the battle alongside fellow Navarri as these characters, that'd be great if it doesn't clash with your other NPC roles – its totally optional though. If it is the Saturday battle – it can only be one of you – as we need one of you to stay alive! If it is Sunday it could be both.*

## **Fabledwing Striding – an inspirational paragraph or two**

*“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.*  
”

## Task 1: Find the Venatores Illustres and see whether anyone will trade for their Bestiary

- You have a record of a Varushkan National Assembly declaration that mentions the Venatores Illustres as being an organisation of Dawnish and Urizen
- Vukomir Maryankovich Zverokaz of the Howling Pines placed that declaration – maybe they know more (*visit Varushka briefly to ask after Howling Pines, but looks like they won't be here so don't spend too much time*)
- Tavern rumours say that there is a Dawnish house called House du Soleil that claim to have been involved in establishing the Venatores Illustres when it began – they might be a good point of contact
- Discuss (ideally in field as you go) what you should attempt to get for these pages. A relationship with a group that show enough strength and cohesion for you to call upon when you find places in distress definitely seems like one possibility. But what will you need to see or hear to genuinely trust in monster hunting skill? You are aware that these pages may be of great sentimental value to some people – another good trade would be something similarly important that you can move on to others. A little coin to sweeten the deal and help you enjoy your time at Anvil wouldn't go amiss. (You do not need to return for any permissions to accept a price on this, whatever the two of you settle on is fine)

## Task 2: Protect the tiny steading of Twr Uchel, not far from Bont Goch

- This is where you have come from as fast as you could via Trods. Two brands from Twr Uchel came to Bont Goch to say that they had seen Mandowla nearby, and worse that there seemed to be some Vallorn activity in the area – which in these mountains, relatively shielded from the heart of the Vallorn in Deers Folly is rare.
- You've been close enough to see on a few occasions – you believe that there are between 3 and 6 Mandowla in the area. It seems like at least one of them may have become infested with Vallorn.
- You're pretty certain this is pure bad luck. The older locals at Bont Goch say it isn't the first time it has happened, just the first for a while. But they do know that it is important to stamp on the problem fast, so that the spreading Vallorn doesn't establish a foothold.
- You haven't been close enough to be sure how much miasma there is. There have been a couple of cases of green lung reach Twr Uchel – those who weren't careful about where they were straying, but others are managing to come and go from the tiny steading without disturbing any vallorn and without taking harm.
- You were delighted to arrive in Anvil and discover that there are conjunctions – 3 of them, one after another on Saturday evening to near Twr Uchel (timing and access details available before you go IC, not ready yet)
- You acknowledge that with Vallorn presence you will need SOME navarri help here – but you are also determined to live up to the name you have given yourselves. You WILL find the very best monster hunters you can to make this journey.
- You know that some other Navarri are not as open as you, so you plan to find Monster Hunters first, then introduce them to the Navarr. And find people you think you can trust to put the best hunting parties together.
- Once again, you don't believe you should need to pay the Monster Hunters hugely, nor should the community of Twr Uchel. But brokering support between them and Navarri and others – finding the right people to cast resource boosting rituals, getting hold of ways to defeat the Vallorn, you can stick your noses into as much of that as you like.
- List of Monster Hunting groups you have heard of and want to visit and talk to: **Wyvern's Watch Wintermark** (if they show any signs of trying to take the conjunction to the Wintermark skirmish list, don't let them – it is THEM you want, their reputation, their skills – to be paired with others you've heard of and Navarri vallorn experts, not the rest of Wintermark); **House Rion Dawn** (You've heard one of them has a CtID hunting monsters). **Venatores Illustres**, (if there is a current incarnation of it). **House Tallstag of Dawn** are rumoured to have a growing bestiary – are they skilled? You will consider other groups if people regale you with tales of Monsters they have slain.
- **Make sure no group thinks the conjunctions are for them and them alone, on Friday night, probably refer to yourselves as links, but by Saturday afternoon you can ideally hand coordination to another Navarri, one that you trust not to sideline the other nation groups.**

### **Part 3: Establishing your Hercynian connections and interest in other matters**

- As a striding, you will travel across the Empire, but if you grow you'd like to establish a wayhouse near Twr Uchel, a way to mark your first forming and first brokering of help. So you want to build connections with other Hercynian rooted stridings and Hercynian Steadings
- You know the following names (and any from the known Stridings and Steadings wiki page, across Navarr, not just in Hercynia): Wolfs Bone; Pridestalker;
- You have heard, as all who travel in Hercynia have, about Thule activity throughout the territory (see appendix Hercynian information). Your starting instinct is to be a) interested, but hoping for exciting collaboration not concern b) very pro the peace treaty continuing – you dream of trods into Otgodov and helping Thule steadings as well as all the different communities of the Empire. You may adapt this attitude in play as you wish.
- You are interested in everything that extends the Empire's connections. Not expansion but communication. As such you are fascinated by stories of there being Vallorn in Axos and will enjoy talking to anyone who can tell you more about this
- Review the public wiki page on Bont Goch if you have time, you should know its stories
- Likewise, if you have time review Winds of War relating to the Black Thorns prior to and including Summer 381YE – just enough so you feel that you either were part of, or had loved ones part of that army

### **Part 4: Hunting creatures of the Realms – should we be doing more of it, to hone our skills as Monster Hunters – and A Hungry Key**

- The legends you heard at Bont Goch spoke of creatures that are surely products of the Summer Realm not natural beasts, and even of things heard of only in legend – a village defended from a Manticore. You are not stupid, you know that stories carry exaggeration – but what if! What if! Perhaps it is something that Vates can arrange with Eternals, a trial for both sides. Perhaps there are times when Eternals grow angry with a community and unleash creatures on them “weren't there Heralds of Wendigo leading the Husk army in Dawn”. Your message is “we should be ready for this kind of hunt too”
- You know that usually a creature of the realms of significant power, a major Herald say, cannot cross into Imperial Lands at regios that are not the Hall of Worlds, that invitation is needed. You have heard rumours in taverns in Therunin of an item called a Hungry Key, owned by the Great Forest Orcs, that allows portals to be opened so that those that can't cross can. You surmise that if you had such a key, it might be a useful bargaining tool in conversations with an Eternal about whether they see mutual benefit in permitting such a hunt. Can anyone help you find one?

## Appendix – Hercynia Information

Travel in Hercynia is often hard, and when stopping travellers always take the time to share stories and swap rumours. Some of it is practical, letting other people share information of dangers ahead, but often it is about killing the time and making small talk with strangers you may not know well. It is always a better conversation opener to tell people about possible troubles on the road rather than tell them about the time you slew a dozen Jotun with your father's sword.

Many of the stories that are told mention the Thule. Three years ago the Empire has declared them foreigners which gave them the right to walk unchecked the Empire. Now there seem to be small groups of Thule in almost every region in Hercynia.

In the North Pines a small group of Thule have camped by Myfanwy's glade. They seem relaxed and welcoming to visitors, though they are quite guarded in what they are up to. Visitors to the camp have reported that they had picks and shovels, although they did not seem in any concern to hide them.

In the Glen of Shadows a larger band of Thule have made camp around what was once the old Treji wayhouse (before it was rebuilt over the Summer). As well as the Thule there seem to be some other strange creatures, neither Human nor Orc but dressed in long cream robes, travelling with the mages. This group are more defensive, there have been threats against people who got too near. There are a few stories about people who were harmed by the orcs when they tried to get close, though it sounds like they well have been invoking the laws on unwelcome guests.

In Deer's Folly a small group of well-armed Thule have braved the Vallorn. It was not safe enough for anyone to follow them. This happened long before you had word from Twr Uchel and doesn't seem remotely connected to it.

The largest Thule presence is in Old Ranging where they have built a camp. They have posted guards at the entrance to the camp and there are rumours that one individual who tried to sneak in to find out what was going on was cursed by the wizards in the camp. Many curses are not illegal, but then there are also the rumours that livestock and crops have gone missing nearby the camp, and that would be illegal if it were actually true.

In Summersend the Thule have a small camp near the recently built Great Library of Hacynian. Travellers have tried to speak to them, but they were not conversational and generally kept people away. There has been lurid tales of the Thule there performing rituals in the dark with blood sacrifices, most of which have come from the discovery of a Thule body half-eaten by carrion found in the woods a few miles away. A second group is based by the Gate of Summer and they have been observed performing rituals, but they appear to be using a combination of runes and astronamancy to perform their rites rather than any blood magic. Still, there are rumours that they know more of the history of the gate than the native Navarri do.

But the peace treaty will end soon. They are in our land and soon there is the chance of war again. What do they want in our lands, what are they looking for?