

Feni Brief



“Considered inbred and backwards”

- **Isolated clans** - extended family groups from a specific geographic area
- **Raiders and thieves** - fight to take what they need and to protect their lands
- **Restrained savages** - avoid destruction unless necessary, rarely execute their foes

“Skilled scouts, ambush warriors, and herbalists”

- **Deficient in magic** - no battle mages or ritualists, in awe of magical power
- **Hatred for orcs** - absolutely despise orcs of any tribe - barbarians or Imperials
- **Lineages of Spring and Winter** - Draughir and Briar are the most prominent lineages

LOOT THE FALLEN

EXECUTE WARRIORS, BUT LEAVE THE WEAK

Feni Chief

Seasoned warrior, clan leader

- Brave leader and fighter
- Fights with their warriors
- Inspires them through action
- Vital to Feni morale

1 Chief per band of Feni Warriors

“My clanfolk! My raiders! My gatherers! My family!”

Spear

- Light armour
- Thrown
- Spear
- 3 hits
- 3 hero points
- Mighty Strikedown
- Unstoppable

Sword and Shield

- Light armour
- Thrown
- Sword and Shield
- 3 hits
- 3 hero points
- Cleaving Strike
- Unstoppable

Paired weapons

- Light armour
- Thrown
- Paired Weapons
- 3 hits
- 3 hero points
- Cleaving Strike
- Unstoppable

Feni Healer

Clan herbalist, respected elder

- Knowledge of simple potions
- Tends to the clan warriors
- Avoids the heat of combat
- Vital for the warrior's survival

1 Healer for every 10 Feni Warriors

2x Herb Garden

“Herb and fungus, poultice and salve, potion and poison”

Healer

- Light armour
- Thrown
- Sword and Buckler
- 3 hits
- Chirurgeon
- Physick
- Apothecary

May be carrying:

- Elixir Vitae
- Ossean Solution
- Oil of Blackthorn
- Redwillow Paste
- Goosewhisper Infusion

Feni Warriors

Barbarian combatants

- Competent clan fighters
- Simple equipment and armour
- Poorly coordinated and weak resolve
- Fight in small skirmishing groups

ONLY USE HERO SKILLS IF NECESSARY

Spear

- Light armour
- Thrown
- Spear
- 3 hits

- *2 hero points*
- *Mighty Strikedown*

Sword and Shield

- Light armour
- Thrown
- Sword and Buckler
- 3 hits

- *2 hero points*
- *Cleaving Strike*

Bow

- Light armour
- Bow
- 2 hits
- Hero
- Relentless

Paired weapons

- Light armour
- Thrown
- Paired Weapons
- 3 hits

- *2 hero points*
- *Cleaving Strike*