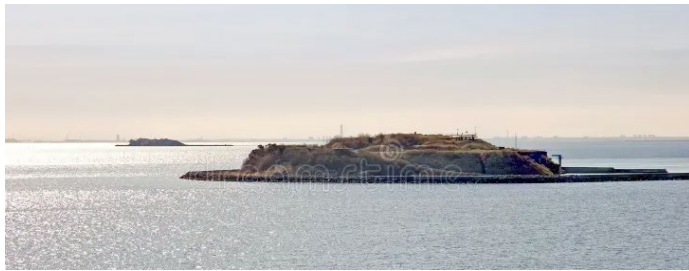
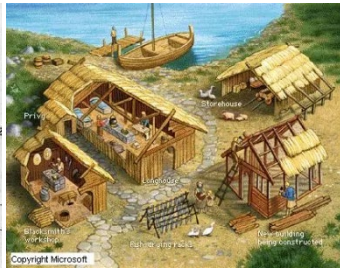


Nienum, almost destroyed during the war, now re-inhabited and restored, effective defense vs. raiders with support from the northern coastal stronghold, importing brass from the upland mines; excellent fishing, using island as a processing base



Sailors' talk: starting to avoid the place, some fear of Rbaja magic from Spurr
 Raiders' bodies spiked and strung along the tide zone; limbs are not broken
 Central display of the remains of a recent captive; fierce anti-magic symbols reinforced with his blood
 Fellow on the road impaled by surprisingly valuable sword, evidence of Helm's arrival
 Knights' arrival: many scattered locations, not just this one spot

Rbaja interference

- Essence
 - Brawn 6, Quickness 6, Armor 6; 5 stored black points for Blast effect
- **Gerda**, mutilated; influenced by the Essence
 - Brawn 4, Quickness 8, Wits 5, Charm 2; sailor, outdoorsman; freeman
 - Oaths so far: hurt Arnald, hurt a local guy she didn't know
 - Switched to "destroy," current target is a ship
 - 1: If she chooses a person, then the only option is "hurt"
 - 2-3: If she chooses to hurt, it targets 1-2 Arnald, 3-4 local person or animal, 5-6 Circle
 - 4-6: If she chooses to destroy, it targets the lammasu
- **Arnald**, the only friend she has left, trying to get her to stop
 - Brawn 5, Quickness 8, Wits 2, Charm 4; scholar, sailor; freeman
 - Staying in the dock/ships area; goes out to the island a lot
 - Really doesn't want the war back, including the Circle
- Dangerous location: specific shore at the island, recent wreck
- Tripwire: *anyone at all uses or gains a Gift of Amboriyon*; current victim swears multiple oaths and acts on them, and the essence defends them with Blast

Amboriyon interference

- Lammasu
 - Brawn 9, Quickness 9, Armor 6; grants white items to influence people who have gained black points
 - Portents beginning as the knights arrive
 - Items: Balm, Beacon, Master, ~~Repair~~, Waft; ~~Blank~~, Haze, Glow, Perfection, Step, Stop; Beast 1, ~~Blade~~, Ward
 - Helm is its current focus; it likes to talk to everyone eligible, however, and Gerda qualifies
- **Sigismund**, old fellow, one of the original inhabitants
 - Brawn 2, Quickness 4, Wits 8, Charm 5; martial (low), sailor; freeman
- **Helm**, his grandson, now returning to the area, soon after the knights
 - **Attributes set by highest knight's**; artisan, sailor; freeman
 - He has Sword, Repair, and Blank (set to single-use; operates on the items) so far, and 3 white points
- Dangerous location: near Sigismund's modest dwelling; surreal and wrong/Amboriyon, totally whacked in the stable where it resides
- Tripwire: *anyone it's talked to gains a Gift of Rbaja*; it goes after them, then anyone with any black points, then anyone who refuses its offer to talk