

720

Marmmaster

→ seaside

- Weseda in Rethem? - apparently a keep

built by the <sup>10</sup>Thorman guy to extend his

power base <sup>10</sup> ~~20~~ years ago

constable = Sir Pexyn Horsk

- Agric. invasion is legal here

[<sup>Naval</sup> even lands in bolotha] ← still proscribed, no surprise

- Moors and hills seem pretty quiet & neglected

↳ south & shore

seems like his  
son the marm  
reach, not too  
fully controllable

apparently Margoth too  
nice place in

bring out  
outdoors  
rethem

ideas

- Ivashu, captured but loose in town

- Amovian? pretty nasty

- Lia-Kuir are definitely active

gives an awful  
Farming can't prey  
well, but act as fences

- Swajon

- Peony

obviously <sup>the</sup> ~~low~~ <sup>cost</sup>  
Kaborel Irman  
presence

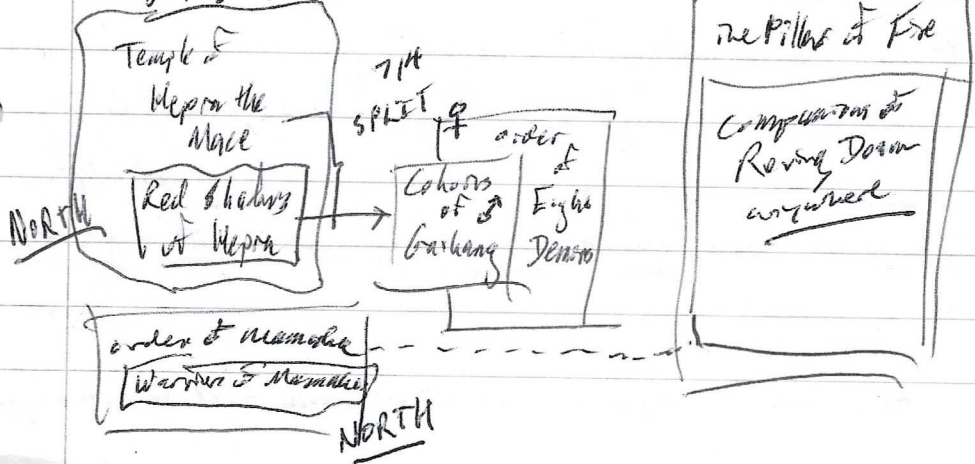
→ meeting w/ Pernilla

+ short inventory:

Order of the Evening Gate  
Company of the  
Lapis Blood

This guy got a little excited...

Spartan



that's about as far as I want to drive  
but it's pretty good! overall seems like a disturbed  
little corner which manages not to be the first priority  
for anyone in Reikem

so: the keep itself → <sup>probably not priors</sup> seems like a constable sees party on press etc

the ordinary bustle of shore + farms

Saxjin [Irish <sup>Irish</sup> presence + traditions], Agricola [Copper Hoche] <sup>as many earthen men?</sup>  
~~Kilbrann~~ <sup>Irish</sup> presence + traditions <sup>seems like Rowing Doom is most likely</sup>

Lia-Kvair - constable solving the problem by managing them

ooh! Davostyis, sea-henmen of Boka Bay

big demonic turtle, kind of <sup>or godling</sup> crystal <sup>or godling</sup> really

↳ tied to Eder Cuff among fishermen ← <sup>obviously</sup>

maybe...

① some actual Freshu is caught from the sea - probably, brood

people want it

② plain old naturalism is not a bad thing

some dynamics though: Rowing Doom, constable, Eder Cuff,

Lia-Kvair <sup>seaguard</sup>

③ people conundrum + alchemist, lich-kavai, merchman, bandit, vagrant putter

ADD NPC profile/creation would work really well for this game

4  
Swordsmen Family - PC is eldest ← average  
@ keep

5+  
Clothes Family - PC is  
@ keep  
next 7 dead, next 2 ♀ living  
could foster, 7 younger siblings  
raised → Clothes mother, 3rd eldest  
popular  
2 older ♂, dead; younger ♀ living  
her brother = 3rd eldest  
undetermined

6  
Labourer Family - PC is eldest = unpopular  
in around town  
♀, ♂, ♂, ♀ all alive

5+  
Parish Family - Fostered, parents were terrible  
in town  
↳ 4th eldest, unpopular  
3 older ♂, dead; 1 younger ♀  
undetermined ♀  
sister!  
♀ dead  
♂ living  
♀ living  
♂ dead  
♂ living  
♀ living

damn that's a bit of a Family

could roll for the starting date in 720  
Azure by autumn

♀ living  
♂ dead  
♀ living

# Trasher

semiaquatic

nocturnal

furtive

wings <sup>1</sup> tail (4/5er)

omnivore

solitary

↳ very slow, 15 heads [with 45]

41  
43 23m  
42 long  
126"

amphibious (salt)

large 30d6?

frame 3d10 21 speed 3d10 26! voice 3d10 12

strength 3d6 9 eyesight 3d6 8 intelligence 3d8 16

endurance 3d4 10 hearing 3d10 13 armor 3d8 21!

~~dexterity~~ 3d8 11 smell/taste 3d2 5 will 3d10 22!

agility 3d10 19 touch 3d10 12 morality 3d8 < 11

clearly senses/vibration; also strong personality, must want or value something

armor = hide B1 E2 F1 F3 S0 T2

condition 74 mobility 118 tail/whisker 55 impact 2

spirit 53 dodge 109 bite 76 impact 3

Fatigue rate 1 ~~massive~~ 112

Fatigue recovery 2 ~~tail/whisker~~ impact

↑  
makes sense

so that's up

prog

5 abilities

• elasticity

• stealth 18 x 3 = 54

• noise

• presence 2 x 3 = 63 <sup>12dx</sup> = 6

• hypnotic

Families [living] - 25 NPLs

seaman/owner - parents, 2 young daughters

clothes - mother + her husband, 1 young daughter  
 guide  
 real father + wife, 2 young daughters

laborer - parents, 2 sons + 2 daughters

prostitute - Foster parents, 1 living sister  
 threat  
 real parents, 2 sons, 2 daughters

event/campaign predicted... 3 months  
 → 1 month Paris Mass, 1 month 3 monthly  
 Wesela, the market, Tormar, Kinlay bar der,  
 Kubora "border" 3 months, 3 months, Redizi Islands, Galotica

1 month 1 month 3 months 1 month  
 Wesley, Tormar, Rethen sew loco, Miaru  
 Redizi Islands + Paris Mass may need another table

1-4 5-8 9-12 13-16 20-26  
 → weather, ministers, ~~disaster~~ disaster, rain/wreck } 20-26  
 17-20 } 27-30 nothing  
 more than ordinary banking.

bad heros

alchemist

can't get herbs, willing to try something else ←

Link-Kvair

parising deal w/constable

merchant

screwed, needs a quick fix ←

sea bandit

trouble provisioning, also maybe winter arrangements

vagrant/pirate

recruiting among desperate underclass

→ so is it legit to "bring in" my monster? mandated to  
stick w/rolled contract or is it contract for whatever?

→ in which case focus on constable and reduced extension  
from both Torment + Heros

→ if it's the monster, then this guy dropped it due to  
venturing well out past the ordinary