

Petrayne

- Awareness, Intrigue, Stealth, Unarmed, Oratory, Rhetoric
- Alchemy, Math, Herbology, Mineralcraft, Physician, Script, Astrology, Ceramics

Morality 13
Pietry 21

Dafydd

His work is not as extreme as some, but he knows all about it

- Awareness, Intrigue, Stealth, Unarmed, Oratory, Rhetoric
- Rhetoric, Intrigue, Math, Weapon, Language, Script, Cartography

Morality 12
Pietry 22

Narvil

- Awareness, Intrigue, Stealth, Unarmed, Oratory, Rhetoric
- Seamanship, Climbing, Club, Dagger, Fishing, Weather, Pilot, Shipwright, Oratory, Axe, Spear, Bow

Morality 8

Pietry 15

Morality 11

New guy: Ehrmund, highest ranked among local Morgath people, possibly the only one who's fully out

Shadyr - Vars low stand → Fergal

- Awareness, Intrigue, Stealth, Unarmed, Oratory, Rhetoric
- Ritual, Cooking, Embalming, Dagger

tempted to have an
Amazons in our world in
its right somewhere

Pietry 13 ?

Mercantylor issues

- Sir Petryn cracks down on usury (upsetting the guy who just cashed Dafydd's notes), adjusts hawking tax

Brion might be more important
as well, given mentorship for Arthur
and Luther to Fergal
Morality 15
Pietry 21

larger church influence? 7 monthly decision
can't be popular - no matter how legal
& family topic for Fergal → other people first

Agri: low man on Day 8 ← ub syncretic politically
→ history piece (or resolution?) might → pressure on Morgath
want a middle ceremony to acquire
for their faction → Petryn would support this

Factions & pressure?
Rising Doom [order 3
Pillar of Fire]
Copper Hawk [order 3
Funding Gate]

Innisan	main/imperial		Celsh-ish	
Eilar	Perclyne	Sardura	Aled	Anwen
Ugnarl	Hyrrik	Kulina	Ancarin	Eitipeld
Eynwit	Vedamin	Eidine	Cadell	Meiriona
Idjar	Dolithor	Orthain	Geraldit	Sian
	Orthas		Maldwyn	Tesni
			Rhodri	

Trade and keep-associated

- Narvjl, ship captain/sea bandit; **secured lodgings in town**
 - Lost one small ship to the monster, dumped or fled it, disinclined to get back on the water
 - Some crew, **mingling at the keep**
- Dafydd, merchant; **contracted trade partners with Petrayne**
 - Wife, two daughters; actually Oscwen's father
 - **Oscwen**, unacknowledged daughter; unacknowledged bastard; **contracted lodgings for the sea captain**

The inn/etc

- Petrayne, alchemist from Golotha; **trip to marshes/coast for herbs**
 - Dernil, his guard – **spotted Fergal's activity at that little coast-side hamlet** ← *Ivesha here*
- Inn/prostitute family
 - Husband and wife, one daughter
 - **Lothar**, beggar; fostered, disliked by father; actual parents are free thralls with five living kids; **hanging around at the keep**

The constable and keep

- Brion, swordmaster family at the keep
 - Wife, two living daughters
 - **Fergal**, acolyte of Morgath; eldest; they're OK with him; **accompanying the alchemist**
- Men-at-arms and general fighting force
 - **Arthor**, man-at-arms at the keep, Gurd's son, disliked by family; **training at the keep**
- Ycgwen, clothier family at the keep
 - Husband, one daughter by him; Oscwen's mother, fond of her

Around town

- Gurd, laborer family, ethnic Ivinian
 - Wife, two sons & two daughters

which means it is definitely all about Fergal

OK: it can see that Dernil swiped the gem
↳ all right, it knows it's pay day, knows it needs allies among them, cannot afford for them to unity

At Meryn, crossing the water

- Dernil - pretty motivated to protect Petrayne
 - No armor, short bow (average), hand-axe (average), potion (milky liquid, concentrated, stimulant; this is his payment), cut gem (jet, 14 carats, 196; he nicked it while packing)
- Petrayne
 - Leather shirt, **wax tablet with map** (local, fair condition), 22 silver (carrying 5; the rest is with Dafydd)
- A donkey, Fergal, the ivashu
 - The ivashu is very intelligent and is striking at the moment with extremely clear purpose

seems a bit low considering his paid
↓ necessary after all?

↳ but it can't read or process accordingly it is basically an animal

At the keep, training yard

- Lothar, Uthor, Brion, some fighting-men, some crew
 - No evident conflict - Narvil arrives, whether that changes anything
- Dafydd and Sir Petryn
 - Dafydd: 9 trade goods (3 are good-will for populace); **rare statuette, 19 ounces, unadorned silver**; pewter necklace/chain, 5 ounces, jade inlay (this is sentimental); unadorned amber necklace, 8 ounces (local style); ivory bracelet, 6 ounces, engraved with content (political for Sir Petryn)
 - Heavy spear, heavy shortsword; purple resin, single dose, stimulant

the spinning petreer Vorogd

In the marketplace (loosely speaking)

- Oscwen inquiring about Petrayne

but it's not a terrible secret
↳ it's super dangerous

Resolved: the map, statue, and search in the fens are all one thing, and Dafydd has obviously cleared accounts in anticipation of a big economic return

- Oscwen should have a chance to figure out some of this

The populace is worried and surly regarding the bad harvest

The crew is damn happy to be off the water and to stay off it - maybe even inclined to talk about it if asked
What's Narvil's take? - maybe inclined to help with the brewing security problem

Church/religion stuff is very dubious at this point: what is in fact Morgrath worship like, and what is Fergal acting upon if anything?
Plus Agrik presence, given that the Earl of Tormau must be an observant too

some kind of Kuboran shrine has to be in place

local cults: Qarontysis, turtle sea-deamon worship/god thing
↳ Elder Cult among fishermen

see, it would be identified if the statuette were at the entrance, but (a) how and (b) what does that have to do w/ some place in the fens

Deal Petryn plants

the crowd the crew the crowd

At Meryn, crossing the water

- Dernil – pretty motivated to protect Petrayne
 - No armor, short bow (average), hand-axe (average), potion (milky liquid, concentrated, stimulant; this is his payment), cut gem (jet, 14 carats, 196; probably for his clanhead)
- Petrayne
 - Leather shirt, **wax tablet with map** (local, fair condition), 22 silver (carrying 5; the rest is with Dafydd)
- A donkey, Fergal, the ivashu
 - The ivashu is very intelligent and is striking at the moment with extremely clear purpose: it knows its new favorite prey is dangerous when organized, so it seeks allies – right now, it knows that Fergal is local and focuses vs. Dernil

In the marketplace (loosely speaking)

- Oscwen inquiring about Petrayne
- Possible insight: the map, statue, and search in the fens are all one thing, and Dafydd has obviously cleared accounts in anticipation of a big economic return

At the keep, training yard

- Lothar, Uthor, Brion, some fighting-men, some crew; Vorogo is the sparring partner
 - No evident conflict – Narvil arrives, whether that changes anything
- Dafydd and Sir Petryn
 - Dafydd: 9 trade goods (3 are good-will for populace); **rare statuette, 19 ounces, unadorned silver**; pewter necklace/chain, 5 ounces, jade inlay (this is sentimental); unadorned amber necklace, 8 ounces (local style); ivory bracelet, 6 ounces, engraved with content (political for Sir Petryn)
 - Heavy spear, heavy shortsword; purple resin, single dose, stimulant

The populace is worried and surly regarding the bad harvest – might gather

- Qavontysis cult, turtle sea-demon/cryptid/godling; get a little ecstatic and parade about calling for everyone to pitch in to appease it
- Other local cults: the founder of Rethem (with some Kuboran roots)

The crew is damn happy to be off the water and to stay off it – maybe even inclined to talk about it if asked

- And easily rattled by the locals going on about monsters in the water

Narvil's take – inclined to help with the brewing security problem

Church/religion stuff is very dubious at this point: what is in fact Morgrath worship like, and what is Fergal acting upon if anything?

Plus Agrik presence, given that the Earl of Tormau must be an observant too

Still vague as well regarding Sir Petryn – loyalty to Tormau seems given, but he must have to tap-dance among all the different power-players' goons who show up there