

Carissa Lawbringer

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Iron-Fisted Guard Captain*"To the stocks for disrespect; overnight should cure him."*

Appearance: She sways in beautifully polished boots, an ermine-trimmed half-cape hinting at soft curves...and wears the badge of a guard captain. Classically beautiful, her pale features and ruby lips excite strangers and terrify the people of her district.

Roleplaying: Carissa loves to provoke people and make them jump. She slaps gloves into her hand and sensuously teases before cracking a club against a desk or wagon, always watching the eyes. Is this one prey or a fellow predator?

Personality: She revels in control, pushing ruthlessly when she has the advantage. If she lacks the edge, she quips a one-liner and exits, arranging for the next meeting to be on her terms. Unpredictability keeps her foes wary and on their back foot. An advantage must be exploited to its limit before it's spent.

Motivation: Carissa burns to eradicate criminals, who are barely better than beasts.

Background: A highwayman killed her father. Her mother was abused by the whoremonger she turned to for bread to feed her family. Carissa swore to end vice and enlisted with the guard, garnered respect for her determination, and rocketed up to the position of captain over the city's poor district. Lacking the funding and men to keep her rough district in order, Carissa uses fear to make up the difference.

Traits: (SM) *Beautiful, notorious, police*

Thaddeus Quickmire

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Evil Alchemist*"Here you go, lad! Drink up, it's on the house!"*

Appearance: A short, stout elderly man with a bald scalp and full white beard, Thaddeus wears a number of charms around his neck for various travel deities, all gifts from travelers. Thaddeus wears an apron and, when not serving patrons, is constantly wiping glasses.

Roleplaying: Thaddeus acts as if every patron is an old friend, even if meeting one for the first time. He is always cheery and upbeat, consoling hurting patrons that nothing is as bad as it seems.

Personality: He is almost giddy, but that's because of what he's secretly doing to transient patrons.

Motivation: Thaddeus wants to create monsters in order to make his tavern a more popular destination for adventurers.

Background: Thaddeus is a frustrated alchemist who was unappreciated by his previous employers due to his lack of ethics. He settled down as an innkeeper in a new land. His inn is located in a quiet village that did not sit on any main roads. Thaddeus has decided to drum up business by poisoning travelers with magical beverages, turning them into monsters. The monsters have attracted adventurers from all around and have made the inn quite popular. Thaddeus' drinks are harmless unless the second component, a morning beverage, is taken the next day. As the two drinks are inert otherwise, Thaddeus has managed to fool the few investigators who took notice of the drinks.

Traits: (WC) *Abhorrent, business, criminal, magical, merchant*

High Priest Cyron

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Unholy Priest*"The gods demand your penance. I give you a path to achieve it. Come with me, either as part of my crew or as part of the vessel itself."*

Appearance: His black velvet cloak covers his brilliant crimson robes. His profile is angelic, but his eyes are cold and distant.

Roleplaying: Cyron listens to his surroundings with his eyes closed, as if he were meditating. When he addresses someone, he will turn towards the sound of that person's voice, open his eyes calmly, and will proceed to speak softly and gently of the horrible fates awaiting all sinners.

Personality: He is a sociopath. Guilt and remorse are unknown to him. He will kill without hesitation and believes that all of his actions are divine providence; he can do no wrong.

Motivation: Cyron's ship is his only concern, and its crew is composed only of souls loyal to Cyron. The ship itself is built from the corpses of his victims, bound and shaped by dark magicks. Like all ships, though, it requires regular maintenance.

Background: As a young man, he was a sailor who was shipwrecked upon a rocky and desolate island. For days, he languished under the hot sun with no fresh water. Feeling his life and his mind slipping away, he offered his soul to any god that would save him. At that moment his ghastly ship rose from the sea, shattering his psyche and beginning his journey.

Traits: (PB) *Abhorrent, beautiful, pilot, religious*

Amina Fawneye

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Social Chameleon*"That necklace she wears? See how beautifully it catches the light? It will be mine."*

Appearance: Her large, innocent-looking eyes project integrity and honesty.

Roleplaying: She will say or do whatever it takes to build trust in her target.

Personality: She doesn't care for others; they exist to be manipulated.

Motivation: Amina gets her thrills from both a successful theft and the pretty baubles that are her reward.

Background: Born into a moderately wealthy merchant family, Amina always appreciated the pretty trinkets her father brought home from his travels. When her father's return trips became less and less frequent and the flow of gifts halted altogether, Amina decided to steal them for herself. When she was caught trying to steal from one of her father's clients—a scandal that nearly destroyed the family business—she was disowned, and she's been working the streets ever since. She's quite stealthy, and competent with traps and locks, but her real talent is her social grace. A natural chameleon, she's able to blend into nearly any situation and expertly manipulate others. She could go far in politics, espionage, or business, but Amina doesn't want success or money. She's content with her modest lifestyle, but occasionally will fixate on a piece of jewelry and use her considerable abilities to take it. Afraid that selling her trophies will get her caught, she either melts them down or keeps them well-hidden. She only wears them in private.

Traits: (KS) *Charming, criminal, stealthy*

Najir Matrell

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Inspired Tracker

“Don’t hold back your fear, it makes everything sweeter.”

Appearance: Bulky and strong, Najir bears the scars of many battles and carries many cruel looking weapons. The cold and calculating look on his face is enough to intimidate most of his targets. His wild and dirty appearance belies his intelligence, another of his strengths.

Roleplaying: Najir will track anything for anyone, so long as they are paying. Those who get on the wrong side of his deductive mind and cruel, calculating ways rarely escape.

Personality: Born to a life of cruelty, he has little sympathy for his quarry and remains focused on his work at all times. Any close interaction with Najir quickly reveals his sharp mind.

Motivation: Najir loves the thrill of the hunt, seeing it like a fatal chess game for his body and mind. He would love to find an adversary who could outwit and outfight him.

Background: There was no love for Najir in his filthy hovel and there was rarely enough food for the entire family—until Najir started hunting, that is. In the woods, Najir learned to watch and learn the patterns of his prey before striking. He studied animals and other hunters, picking up techniques and developing incredible new ones. He quickly got bored hunting animals and moved to hunting people. He never cares who he hunts, just that they provide challenge and he gets paid. Najir studies his quarry from for many days before striking.

Traits: (JA) *Criminal, focal, genius, outdoorsman, warrior*



The Reverend Icabod Fraim

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Puritanical Priest

“Why can’t you harlots get a decent job like respectable folk?”

Appearance: Even the most recently pressed black frock hangs disheveled on his pudgy frame. His oval face is sweaty and some part of his greasy hair is always askew.

Roleplaying: He will harangue, accuse, insult, and badger anyone he thinks is giving in to their vices.

Personality: Bluntly put, he is an idealist. Reverend Fraim envisions a day when his district is no longer assailed by ills that result from the corruption of indulgence. He is indignant and confrontational in the face of these ills. He doesn’t hate people in unfortunate circumstances; he just hates what they do.

Motivation: He would save his section of the city by shutting down all the brothels, breweries, and gambling dens. He makes trouble for anyone who frequents the red-lantern district for its many “charms.”

Background: A second son born to privilege, he sought a clerical education when it was clear he wouldn’t inherit a title. He was an astute student of religious theory, whose superiors thought he needed to experience pastoral ministry before receiving an appointment in the church hierarchy. Confronted by the poverty, misery, and depravity in the area of his assignment, he accepted his calling with zeal. However, he was ill-equipped to serve his parish, with his righteous judgment winning out over any impulse for compassion and understanding.

Traits: (TT) *Aggressive, religious*

Najir Matrell

Artist: Matt Morrow