

APPENDIX 2: SAMPLE HEROES



DANKWORTH DARKLEY



Tomnoddin, Age III

Mister Darkley was drawn to humanity through their reaction to death. By day, he runs a Victorian funeral parlour, but frequently exhumes corpses to examine. Hanging around graveyards has familiarised him with the habits of the Undead, who he hunts in order to provide them with a more permanent burial. He is cordial and polite to a fault, but his ghoulish fascination with death reveals his callousness and coldness at times. He is trying (with little success) to teach Tumbleguts the rudiments of manners and etiquette.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d4	d6	d8	d4	d6	d6+3	d4
POWERS	Elastic Form, Many Hands at Work, Wall Crawler, Weaving (The Executioner – Victorian undertaker)					
CRAFT VIRTUE	Physicker					
RENOWN VIRTUE	Munificent Hospitality (Age III)					
SUBTLE VIRTUE	Danger Sense					
TRAITS	Spark of Humanity, Full of Old Wisdom, Politeness Costs Nothing					
DOOM	Place of Ruin			FREE RESPITES		0
INVENTORY	Tea, flint & steel, toolkit (tea set), concealing garb, medical kit, hawthorn stake, Herb (wild garlic)					





JOHN GAMBOL



Heathen Clerk, Age III

John Gambol is a poacher who takes pheasants and deer from big estates to give to the poor tenants. His enemy in Age III is Sanders Dalziel, the gamekeeper on a nearby estate. As a Heathen Clerk of Lord Brock, he can pick any selection of Wands and Swords Spells at the start of an adventure and does not suffer a penalty with weapons.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d8	d6	d4	d4	d6	d6+3	d4
POWERS	Abjuration (Werkynde), Servant of the Saints (Lord Brock – see in darkness, detect traps & snares, use weapons, +2RSV during Breather), Ban (Never retreat)					
ARCANE VIRTUE	Prentice Sorcerer					
CRAFT VIRTUE	Herbalist					
RENOWN VIRTUE	Friendly Constable (Age III)					
TRAITS	Idealistic, Athletic, Hunter's Frith					
DOOM	Under Hanging Sword			FREE RESPITES 1		
INVENTORY	Musket, blackpowder & shot, knife, Herb (wolfsbane), toolkit (snares), flint & steel, leather vest, bedroll, knapsack, talisman (d8, Wands only)					
GRIMOIRE	Swords & Wands focus (Grendel's Visage, Rhiannon's Silver Key, Jenny Greenteeth's Laughter, Whispers of Cernunnos)					





LIZZIE BURROUGHS



Waif, Age IV

Lizzie is a schoolgirl from 1940s Britain, recruited into the Briar Company by Patience Hardy. Lizzie is protected by her Innocence and has become a moral tutor to Tumbleguts the Buggeber, who struggles with right and wrong. Her uncle is an Air Raid Warden (the Friendly Constable). Lizzie acts defensively in dangerous situations and often shouts advice or encouragement (lending her WQd6 to others as an assist).

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>INNOCENCE</u>
d4	d6	d4	d4	d6	d6+3	d12
POWERS	End of Innocence, Still Green, Easily Overlooked					
RENOUN VIRTUE	Friendly Constable (Age IV)					
TRAITS	Impudent, Moral Code, Stiff Upper Lip				FREE RESPITES	2
INVENTORY	Knapsack, lamp (flashlight), gas mask, tiffin (pie), knife, schoolbook, matches					



MEG O'THE MIDDEN



Flayboglin, Age II

Meg is a scarecrow from the 17th century who has watched many innocent people dragged to the scaffold on false charges of witchcraft – but worse, has seen evil flourish under respectable appearances. She hunts down the true Witches (the Cailleach and worshippers of the Raven Margrave) and makes sure that they get the justice that's coming to them.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d6	d8	d4	d4	d6	d8+4	d4
POWERS	Woman of Straw, Fury of the Fields (Worshiping the Dark)					
ARCANE VIRTUE	Druidic Gardener					
MARTIAL VIRTUE	Prodigious Strength					
TRAITS	Tenderhearted, I Have a Bad Feeling, Ear for Gossip					
DOOM	By the Mob Pursued			FREE RESPITES	0	
INVENTORY	Staff, concealing garb, 2 x random Herb, traveling boots, talisman (d6, any), victuals					
GRIMOIRE	Cups focus (Witch's Balm, Sentinel of Camelot, Knight's Milfoil, Jenny Greenteeth's Laughter)					





MILADY DE LA VOLIERE



Ouzel, Age II

Milady is an aristocratic Fay who has made her home in the Age of Plagues, where she works to reconcile families and communities divided by the Civil War. Her romantic temperament means she has more in common with the flamboyant Cavaliers than the puritan Roundheads. She has a number of friends among the nobility and enjoys being a guest at their stately homes.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d4	d6	d8	d6	d6	d6+3	d4
POWERS	Avian Form, Scion of a Siege (Concorde)					
ARCANE VIRTUE	Hex Slinger					
RENOWN VIRTUE	Munificent Hospitality (Age II)					
TRAITS	Honour Bound, Upon My Word, To the Manner Born					
DOOM	Hoisted by Own Petard				FREE RESPITES	0
INVENTORY	Musical instrument (flute), concealing garb, horse, saddle, saddlebags, provender, talisman (d6, any)					
GRIMOIRE	Cups focus (Dragon's Philtre, Witch's Balm, Rhymer's Ragged Robe, Fairy's Wand, Knight's Milfoil, Jenny Greenteeth's Laughter)					





PATIENCE HARDY



Hodkin, Age II

Patience Hardy's husband Josiah was a weak man, so she ended up running his gunsmith business, learning the craft of metallurgy and the use of firearms. Her success in business drew jealousy and she was accused of witchcraft; her husband Josiah (a weak man, remember?) testified against her. Patience was rescued from the gallows by the Light and offered a new life as its champion. The cost was to watch her husband remarry and see her children grow up to call another woman mother. Patience is a devastating pistoleer (from her Musketeer Virtue) and the leader of the group - but she is drawn to acting alone and leaving Mister Darkley in charge.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d6	d6	d6	d4	d6	d10+5	d4
POWERS	Weight of Centuries (Loneliness), Legacy Treasure (Sanguinous Sabre), Pawn of the Light					
MARTIAL VIRTUE	Musketeer					
RENOWN VIRTUE	Friendly Forge (Age II)					
TRAITS	Never Surrender, Takes Charge, Harrow's Bane					
DOOM	Dances on the Abyss				FREE RESPITES	1
INVENTORY	Pistol, 2 x blackpowder & shot, purse of coins, dagger, leather vest, traveling gear, flint & steel, coffee, toolkit (coffee making), Sanguinous Sabre (Legacy)					



RADCLIFFE 'WALLY' WALSH



Motley, Age IV

Wally is a veteran of the Great War who makes a living doing odd jobs around his community – and sometimes stealing from people who don't deserve their own good fortune. He has an unexpressed romantic passion for a local widow who runs the ice cream shop. Behind his whimsical exterior is a great amount of trauma from his war experiences that finds expression in rage or grief.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d6	d8	d4	d4	d6	d6+3	d4

POWERS Holy Poverty, Holy Fool, Secret Wisdom (Saturday's Child – Jester)

RENOWN VIRTUE Old Highway (Age IV)

SUBTLE VIRTUE Eye for Weakness

TRAITS Reckless Spirit, Visionary, Night Sight

DOOM Mastered by the Beast **FREE RESPITES** 1

INVENTORY Nothing





TUMBLEGUTS



Buggeber, Age I

Tumbleguts was a feared troll for centuries and he slew many heroes in the dark years after the Fall of Rome. He was eventually hunted down in the Fens of Athelney by King Alfred's thanes, bound in Cold Iron chains, and brought to the young king, who spoke to the monster in private. No one knows what passed between the Buggeber and Alfred, but Tumbleguts emerged from the audience repentant and resolved to serve the Light with the ferocity he once employed in the service of the Dark.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d8	d4	d6	d4	d6	d8+4	d4
POWERS	Very, Very Ravenous (Undead, Blessed, Enemy, Consenting), Darkness, My Old Friend, Looming with Horrid Claws, Tough as Old Turnips					
ARCANE VIRTUE	Greater Grimoire					
MARTIAL VIRTUE	Prodigious Strength					
TRAITS	Defiant, Bloody but Unbowed, Scourge of Evil					
DOOM	Languishes in Chains			FREE RESPITES		0
INVENTORY	Concealing garb, knapsack, mace, traveling boots, rope & tackle, Herb (mint)					
GRIMOIRE	Swords focus (Rhymer's Ragged Robe, Bedlam Tom's Catechism, Sentinel of Camelot, Jenny Greenteeth's Laughter)					





WOMBARD THE BEEFRIEND



Warlocke, Age I

Wombard is a woodsman of the Dark Ages who carries a branch with a hive of wild bees in the cleft – his Grimoire. Wombard talks to the bees, who in turn perform his Spells and set an Oath for him at the start of the adventure.

<u>MIGHT</u>	<u>WITS</u>	<u>CHARM</u>	<u>GRAMAYRE</u>	<u>VIRTUE</u>	<u>RESOLVE</u>	<u>DOOM</u>
d6	d6	d6	d4	d6	d6+3	d4
POWERS	Ritual Caster, Clumsy Caster, Sentient Grimoire (d4, Minor Arcane Oath)					
ARCANE VIRTUE	Arcane Repertoire					
CRAFT VIRTUE	Bivouac					
RENOWN VIRTUE	Woodland Allies (Bees)					
TRAITS	Perceptive, Navigator, Hunter's Frith					
DOOM	Stuck in a Rut			FREE RESPITES 1		
INVENTORY	Beehive Grimoire (Legacy), knapsack, victuals, dagger, cudgel, flint & tinder, seed cake (tiffin), hunting bow, quiver of arrows					
GRIMOIRE	Wands focus (Rhymer's Ragged Robe, Banquet of Flowers, Sentinel of Camelot, Rhiannon's Silver Key)					

