

FRIENDS, FOES, & FOLLOWERS



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Photoillustration: **Brent Bailey**

Photo source: **Dunadan1964's "Renaissance/
Medieval Faires"** album at webshots.com

GENERAL INFORMATION

Name: **Eäwonn Pyn**
Species: **Human**
Sex: **Male**
Apparent Age: **Early thirties**
Culture: **Feudal**
Social Class: **Unguilded**
Height: **6 ft 0 in**
Frame: **Heavy**
Weight: **197 lbs.**
Appearance: **Average**
Hair Color: **Brown**
Eye Color: **Green**
Voice: **Pleasant**
Obvious Medical Traits: **None**
Apparent Occupation: **Huntsman**
Apparent Wealth: **Moderate**
Weapons: **Spear, crossbow, shortsword**
Armour: **Scale and leather**
Companions: **None**
Other obvious features: **Facial hair**

Special GM Comments:

HUNTSMAN 27-D-02

EÄWONN PYN

Huntsman (Uthriem Roliri Ranger)

Eäwonn was born in the village of Jalg in the kingdom of Azadmere. For generations, Clan Pyn have been hunters, providing food to the Khuzdul at Azadmere. The traditions of the Uthriem Roliri run deep in Clan Pyn, who have been Siemists since ancient days.

Like many of his ancestors, Eäwonn served the Khuzan king as part of the company of mounted scouts that patrols the upper portions of the Silver Way. During his time with the scouts, Eäwonn distinguished himself as a fierce warrior and was a favorite of the baron of Habe. He was also known for his singing and storytelling skills.

Clan Pyn has an ongoing, occasionally violent, feud with Clan Horwath, an Ilviran clan from Habe. The feud goes back generations and was sparked by some long-forgotten religious matter. After a particularly bloody episode ten years ago, during which many members of both clans were killed, the baron of Habe banished both clans from the kingdom. Despite his friendship with the baron, Eäwonn was banished along with his clansmen.

Through his contacts from his time as a scout, Eäwonn was able to find employment as a mercenary in the Thicesund Sentinels in Gardiren, but decided after a couple of years that keeping the peace in Gardiren wasn't the life for him. He now lives with others of the Brotherhood at a Rola-Taur in the Thicesund Forest.

Eäwonn and his fellow Brothers maintain the Kazona Lodge caravan stop on the Silver Way. The prince of Zerhun granted this abandoned Khuzan hunting lodge to the Brotherhood years ago. The Brothers use the lodge as their winter shelter and ensure that it is open and ready for use during caravan season.

Most of Eäwonn's time is spent in the hills patrolling for gargun or along the Silver Way watching over caravans as they travel the lower portions of the route from the Fork to Guthe Ford. While other Brothers may also patrol beyond the ford, Eäwonn accepts his banishment from Azadmere and doesn't cross the Guthe River.

HOOKS

Brigand ambush: The PCs are part of a Silver Way caravan that is ambushed by a company of brigands. Eäwonn is nearby and comes to the caravan's aid.

Gargun attack: The PCs are part of a caravan's advance guard and are sent ahead to the Kazona Lodge camp. When they arrive, Eäwonn and his Brothers are holding off a gargun attack.

Blood feud: Having relocated to Kaldor, members of Clan Horwath and Clan Pyn are still feuding. When his old enemies kill some of his few remaining family members, Eäwonn swears vengeance.

Name: EÄWONN PYN

Race/Sex: Human/Male

Occupation: Uthriem Roliri Ranger

Born: 16 Halane 689 (Tarael)

Str	16	Agl	12	Sml	10	Wil	12	Cml	11
Sta	15	Eye	13	Voi	14	Aur	10	End	14
Dex	14	Hrg	11	Int	11	Mor	13	Mov	12

Medical/Psyche: None

Physical Skills: Climbing 56, Condition 70, Jumping 52, Stealth 56, Throwing 60

Communication Skills: Awareness 52, Intrigue 36, Oratory 52, Rhetoric 39, Singing 52

Languages: Harnic 62, Khuzan 24, Taldan 24

Scripts: None

Religion: Ritual: Siem 24; Piety: 33

Craft Skills: Animalcraft 39, Fletching 30, Folklore 48, Foraging 48, Heraldry 26, Herblore 22, Physician 26, Survival 56, Timbercraft 42, Tracking 48, Weatherlore 36

Combat Skills: Initiative 84, Unarmed 70, Dodge 60, Riding 26, Bow 75, Dagger 70, Shield 75, Spear 90, Sword 75

Armour/Weapons: Scale vest; leather cowl, leggings, knee boots; kurbul vambraces. Khuzan crossbow, spear, dagger, shortsword, roundshield

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Crossbow	4	11	80	80	n/a	3	•	•
Spear	5	11	110	100	-10	4	•	7
Dagger	1	11	75	75	•	1	2	5
Shortsword	2	12	85	80	•	2	4	4
Roundshield	6	13	80	95	•	2	•	•

Location	Compound Layers	AQ	B	E	P	F
Skull	L	0	2	4	3	3
Face	•	•	•	•	•	•
Neck	L	0	2	4	3	3
Shoulder	S, C	0	6	10	5	6
Upper Arm	C	0	1	1	1	1
Elbow	C	0	1	1	1	1
Forearm	K, C	0	5	6	5	4
Hand	•	0	•	•	•	•
Thorax	S, C	0	6	10	5	6
Abdomen	S, C	0	6	10	5	6
Hip	L, C	0	3	5	4	4
Groin	L, C	0	3	5	4	4
Thigh	L, C	0	3	5	4	4
Knee	L, L, C	0	5	9	7	7
Calf	L, L, C	0	5	9	7	7
Foot	L, L, C	0	5	9	7	7

Invocations: Diagnose Plant or Animal Disease, Uldin's Tent, Spark

Spells or Psionics: None

Notes: Carries some Bladesharp Oil, Drydust, a handful of Rogyn's Acorns, and a Khuzan Lightstone (see *Uthriem Roliri*).

GM NOTES