

Overview of Rurik Bloodwind's Company

Commander

Rurik Bloodwind

Rurik is a fairly young man for a company commander but has potential, and many feel that Talatar Shieldchanger, his liege lord, will knight him before much longer. He leads well, treats his men fairly, but expects a lot of them and works them hard. He ignores internal frictions unless they reach the point of interfering with the unit, at which point he deals with them impartially and severely.

Friendly

Ingolf

Ingolf is one of the older men in the company, a bit of a veteran and old lag. Not especially skilled as a fighter, he's a wily tactician and all the men trust him, which is why Rurik relies on him to keep things running and alert him to any serious problems.

Halldor

Halldor is one of the unit's better fighters, a tall powerful man with a thick black beard and a heavy hand-and-a-half sword. Fast on his feet, he's also a quick thinker. Unlike most of the other experts he is warmly friendly towards the half-Khyle.

Shadpon

Mainly distinguished by his cooking abilities and his smooth charm, Shadpon is one of the unit's most skilled spellcasters, and is a keen student of the arcane. He's also friendly - very friendly - towards the half-Khyle, possibly in hopes of picking up some forbidden sorcerous lore he may think they possess.

Keldaledia (f)

Keldaledia (known to her friends as Kelda) is one of the company's female warriors. Her primary specialty is as a scout, to which she adds skills with the bow and a reputation as a lethal knife-fighter. Wounded in a scuffle with some bandits six months ago, she was healed by Inqlan and revised her previous opinion of half-breeds as a result. She's no oil-painting, and the

resultant scars didn't add much to that, but she remains respected within the company.

Unfriendly

Cormac

Cormac is a thin, scraggly-looking man, unimpressive individual, and is the weakest fighter in the group. He is, however, the company's healer, and as such is generally looked after by everyone else. He loathes the PCs like poison; fortunately the testing question as to whether he would heal them properly in case of an emergency has not yet arisen.

Nikolos

Nikolos is a weasel, rat-faced, skinny, generally untrustworthy, and also not a good fighter. He is however matchless as a scout and trailmaker, capable of near-invisibility in most terrain. Cormac's close friend, he follows his lead in his approach to Khyle and half-Khyle.

Ralf

Not especially strong, or fast, or skilled, or clever, Ralf is one of the most fearsome fighters in the company, because he's a berserk. Disdaining defence, he fights all-out-attack, all the time. Few opponents can keep their nerve in the face of his spitting, screaming charge. It took Rurik over a year just to get him to wear armour.

Goodwine

Massively strong and numbingly stupid, Goodwine wields the largest weapon in the company, an enormous halberd. Superstitious in the extreme, he believes almost any misfortune can be laid at the door of the 'evil ones' - anyone touched by the Khylar taint.

Tirfora Bearbane

After Rurik, Bearbane is the unit's most skilled fighter, not fast but with deadly economy of motion. He wears the skin of the bear that made his name as extra armour. He hates Damhan the Spear who he sees as an upstart.

Athala (f)

Stunningly beautiful, the company's second woman warrior is equipped with a gigantic greatsword, with which she is adequately competent. Sensible comrades leave her plenty of room to swing it. Assaulted in her

early teens by a Khylar pirate, she hates any Khyle or part-Khyle and has already killed three helpless half-breeds captured when the company dealt with bandits.

Ippacir

A small, quiet man, not a Cormaran, and given to much brooding, Ippacir fights with two slim javelins. He's also one of the company's archers..

Neutrals

Most of these don't much care what the PCs are; some are nervous of them but not actively hostile.

Bradua

Garoth

Aldor

Talapad

One of the company's archery specialists, he disdains blades and defends himself with a plain staff if brought to blows.

Wyrara

Another archer, Wyrara can't speak after a childhood throat injury.

Carslayyth the Young

Carslayyth is young, strong, enthusiastic, armed with an enormous two-handed axe, and always ill. A recent recruit, he may survive battles but disease or poison would finish him in a trice.

Kapyr and Karspad

Brothers from Ganmund, Kapyr had been with the company for several years when his younger brother joined, and has been having to pull him out of trouble ever since.

Damhan the Spear

Equal to Bearbane in his skill with the spear if not his fame, Damhan is tougher and faster. The pair hate each other and sooner or later will fight over who is the unit's best spearman. Were the half-Khyle to support him in this, he would very likely become one of their supporters.