

CAST OF CHARACTERS: THE CITY OF NIGHTSHADE

TALABRINAR DEVIR

ARCHETYPE: DEPRAVED ENCHANTRESS

GENDER: FEMALE

AGE: 100

RACE: SHADOWKIN

DESCRIPTION:

Talabrinar is quite ruthless, especially where personal gain is involved. Her own self interests always coming before the others, except of course when it is in her own best interest to do otherwise.

Her amoral upbringing has also left her quite jaded. Which, when mixed with an insatiable sexual appetite, can prove quite interesting. She has no qualms about using her body as a bargaining chip in almost any situation and takes her pleasures wherever she can find them, savouring them even more for the novelty of the moment. She has been known at times to publicly demonstrate her tastes.

Her one great weakness is her inability to hold onto wealth for any long period. Whenever she finds herself comfortably well off, something always goes bad and lands her back in the gutter.

Although she is a skilled enchantress, Talabrinar prefers to use magic as a tool, not a crutch. Not wanting to dull her wits by always relying on raw mystical means to solve her problems.

APPEARANCE:

A stunningly beautiful Shadowkin enchantress, with waist length white hair, red eyes and dusky skin, her looks are as exotic as they are breathtaking. Talabrinar moves with a grace that is delightful to watch, and carries herself with an air of confidence. She is well known for her impractical taste in clothing, usually wearing something that leaves one or both of her long, sleek, legs bare and revealing a generous amount of firm cleavage.

Both her tongue and navel are pierced with platinum barbells.

EXAMPLE OF CLOTHING:

Talabrinar is barefoot wearing a gauzy silk skirt that consists of little more than two strips of cloth, held up by a fine gold chain draped from her hips. The skimpy garment reveals perfect slices of ebony thigh and buttock, unmarred by any trace of underwear, and hangs down between her shapely legs.

Her full chest is barely covered by a lacy white silk bodice that has no arms or shoulders and leaves her midriff bare. The bodice clings to her every curve, moulding itself to the bottom half of her heavy ebony breasts, leaving the rest uncovered, along with just a glimpse of dark burgundy aureole.

The whole ensemble seems designed to allow people's roving hands easy access to her freely displayed charms.

BODY: 3

MIND: 3

SOUL: 7

SKILLS - TALENTS

- Shadowwalk (allows the Shadowkin to become almost invisible when standing in the least amount of shadow), Darkvision, Seduction, Flexible, Beautiful, Intelligent, Dancing, Nimble

FLAWS - WEAKNESS

- Lust/Nymphomania (Racial), Exhibitionist, Bestiality, Xenophilia, Masochist (Minor), Bad Luck with Money

GEAR

- Platinum barbell tongue piercing
- Platinum barbell navel piercing
- Skimpy attire

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INCANTATIONS

She has learned the following incantations from the Tomes of Amourdakin. She no longer has the tomes, but it would normally require a research and understanding check of Hard (10) over a month long period to know each one. After studying the Tome and learning the incantations, the reader is left with some residual memories and reoccurring dreams. Dreams that are both nightmares (from the Tongue of Terror Incantation) to lusty desires, that sometimes meld into one another.

Tongue of Terror (Resisted Soul v. Soul) – The target is overcome with irrational fear. Temporarily causing them to have a horrible fear of the caster, one that is worse than the worst nightmare. The target also takes one point of mind damage that takes a month to overcome with therapy, without therapy some targets lose the point of mind permanently. The caster takes one point of mind damage and develops a large headache that goes away after resting (the point of mind comes back)

Whispers of Amourdakin (Resisted Soul v. Soul) – You may make a short “suggestion” to the target, that they will follow. This can even be something that they would not normally do. The larger you beat them by in your resisted check the longer and stronger the incantation is. The caster’s perceptions for a few moments becomes fuzzy and dreamlike, giving them a –1 to perception checks for a short time. It feels like the caster is part of the dreamworld until this fuzziness wears off.

Delinia’s Choice (If no materials available Hard 10, if materials available Easy (6) to Tough (8)) – The caster can mould and transform cloth, effectively allowing her to repair and change her clothes. Effectively, if she woke up with no clothes, she would be able to transform a bed sheet or a curtain, into a normal looking garment. The only side effect is that the clothes shimmer just a bit in moonlight, and under moon light someone could see the “magic dust” emitting from the clothing (i.e. when you walk a small shimmering of magic dust falls).

DESMOND

ARCHETYPE: HOPELESS ROMANTIC UNEMPLOYED SWORDSMAN

GENDER: MALE

AGE: 20

RACE: HUMAN

DESCRIPTION:

See pictures to the right. His clothing is well kept, if a bit patched. He enjoys singing, and is a bit naïve.

BACKGROUND:

Desmond is from the Torcello Ward originally. A small island on the eastern coast of the main island. It is essentially a small village of winemakers and simple folk. He left when he was sixteen, wanting a more fast paced life. Now four years later he is still a bit naïve and looks for the best in people. He has killed 3 men, 2 in formal duels while acting as a body guard to one of the rich merchants in the Grand Market of Wa, and one in a wine den Brawl that cost him his job. The merchant slandered his name making it hard for him to gain employment in the Grand Market anymore. He has been earning his bread by playing mandolin in one of the seedy “conversation cafés” in the Paper Lantern Ward. He still has hope that one day a rich patron will want him to take up his sword again.

BODY: 4

MIND: 3

SOUL: 2

SKILLS - TALENTS

Brawling, Torcello Kendo, Fancy Footwork, Acrobatics, Mandolin, Singing

FLAWS - WEAKNESS

Wine, Women, Song, Naïve

GEAR

Clothing – see picture



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Leather Jerkin (for dueling – Armor 1)
Short Torcello Sword (Max Damage 3)
Mandolin



TAMARA ESKIL - PC
ARCHETYPE: SLAVE GIRL
GENDER: FEMALE
AGE: 19
RACE: HUMAN

DESCRIPTION:

See picture to right – although she does not have the wings ☺
A tall and slim young woman. She has longish brown hair which is often finely arranged. Her flawless skin is unblemished except for her slave markings along her forearm. She is athletic because her Mistress desires her to be so although it is evident she is currently living a life of relative comfort.



BACKGROUND:

Tamara is a slave. She was sold at a very young age and has no knowledge of her original family. As a child she worried about this but now she simply doesn't care anymore. She was sold through a series of households in her youth but when her beauty began to blossom in her early teens she was earmarked for special attention. She quickly became a bedslave to the self-styled Lord Dragon, infamous for his habit of betraying his allies. When he was destroyed several years later Tamara was claimed along with all his other valuable property by her current Mistress.

Over the last year she served her new Mistress loyally, catering to her various appetites and being used as a reward or bribe for other servants or allies. She has no illusions, she accepts she is a slave and the only way to keep living in comfort is to serve her mistress in any way. No deed is too depraved for this young woman, since she has seen many of the more depraved Wardens during her time with Lord Dragon. She exists only to serve, at least until she is acquired by a new master or mistress.

BODY: 4
MIND: 3
SOUL: 2

SKILLS - TALENTS

Meet master's needs, sexual training, manage household, play flute, dance enchantedly.

FLAWS - WEAKNESS

Slave mentality, downtrodden soul, slave, reliant upon Master.

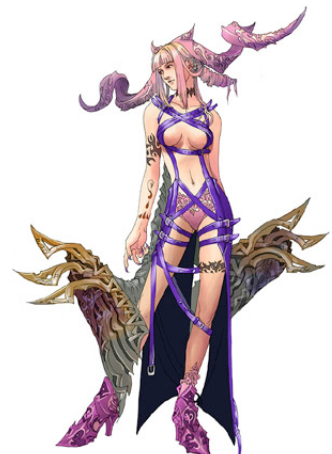
GEAR

Fine clothes only and whatever her mistress wills her to have

BARONESS VITHENA, WARDEN OF GRYPHON'S ERIE - NPC
ARCHETYPE: FLIGHTY DEBUTANTE
GENDER: FEMALE
AGE: UNKNOWN
RACE: VU

DESCRIPTION:

See picture to right - She loves to wear exotic clothing of all sorts. Many are taken by her innocent looks though. She can be very saucy and waspish when she wishes. Most of the Ward thinks she is flighty, as she leaves the day to day operation of the Ward to her Valet. However, occasionally she can be very shrewd as shown by her move to start brewing rice wine in the Ward, brokering several deals (some say through the extensive use of sexual



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favors by her or her slaves) with the Rice Merchants on the outer islands and securing free transport from the docks to her inland Ward free of duties and custom. She is well known for her voracious sexual appetite, and will occasionally even demonstrate it when holding court to the dismay to many of the prim and proper Master Tailors and Dye Masters of her Ward.

BACKGROUND:

Ythena managed to snare the old Baron in his twilight years. He did not seem to have any problems with her frequent dalliances and close friendships with the many other men who seemed to swarm around her constantly. But she did love the old Baron and was sad when he passed away three years ago. Much to the dismay of many, he left the Ward to her. She has yet to institute a successor. She does ruffle some feathers though, particularly when she started bringing slaves into her household and recommended that the merchants do so as well. It remains to be seen how she will be able to handle the cut throat world of politics in Nightshade. Of recent worries is the excursion of organized crime bands into her Ward that the Talons are not able to deal with. She is pondering how to face this problem. Particularly with Toma's Lads, a rowdy bunch from the Great Market that have decided that Gryfon's Erie presents good business opportunities.

SKILLS - TALENTS

Exceptional Beauty, Hypnotic & Suggestive Voice

FLAWS - WEAKNESS

Insatiable Sexual Appetite

ANDRE, CAPTAIN OF THE TALONS - NPC

ARCHETYPE: RELUCTANT WATCH CAPTAIN

GENDER: MALE

AGE: LATE TWENTIES

RACE: HUMAN

DESCRIPTION:

See picture to the right. Carries crossbow as well as sword and plate armor.



TOMA OF THE GREAT MARKET - NPC

ARCHETYPE: RUTHLESS CRIME BOSS

GENDER: MALE

AGE: EARLY TWENTIES

RACE: HUMAN

DESCRIPTION:

See pictures to the right. Usually wears loose trousers and soft leather slippers as well. Smokes cigarillos and chews on dreamwood splinters. A Ruthless calculating crime boss.



BACKGROUND:

Has become the Oyabun to a small group of gangsters and criminals. By cracking heads and using his powerful confidence and leadership, he has managed to organize the ragtag gang into something a bit more serious, a true organized thieves guild. His group is still small though, with only a dozen formal members, and could very easily get squeezed out of the market. Instead of competing, he has decided to relocate bringing organized crime into Gryfon's Erie for the first time in centuries. This does not bode well for the merchants or the current Warden. The Talons seem unable to do anything about it for some reason.

BODY: 3

MIND: 3

SOUL: 3

SKILLS - TALENTS

Martial Arts, Knife Fighting, Throwing Shuriken/Knives, Fancy Footwork, Street Smarts, Sensing motives, fear, and weakness, Appraisal, Pick pocketing, Sneaking

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FLANS - WEAKNESS

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