

Recruitable NPCs

Airon | Alves | Bashnakh | Denomas | Diviana | Kalisco | Masseque | Mirilich | Nylis | Tauna

Airon



Attributes:

Strength: 11

Dexterity: 14

Charisma: 11

Intelligence: 14

Willpower: 11

Endurance: 12

Speed: 18

Starting Combat Skills:

Dagger: 8

Throwing: 8

Starting Non-Combat Skills:

Stealth: 5

Tinker: 26

Pickpocket: 8

Age: 15

Starting Spells:

Bloodline: Flame -none-

Area: The Barrier

Background: From hocking the family jewels to lifting drachs from unsuspecting dignitaries, Airon's behavior has been a chronic source of embarrassment to his wealthy family. Airon's mother would just as soon leave the boy locked in his room, but things around Airon have a way of unlocking themselves when no one else is around.

How Airon will join the party: ****SEE NPC SPOILERS****

Alves



Attributes:

Strength: 20

Dexterity: 14

Charisma: 14

Intelligence: 13

Willpower: 15

Endurance: 16

Starting Combat Skills:

Blunt: 46

Unarmed: 10

Armor: 24

Starting Non-Combat Skills:

Tinker: 54

Speed: 16

Barter: 21

Age: 46

Starting Spells:

Bloodline: River -none-

Area: Kellen

Background: As the most gifted blacksmith of his generation, Alves could have easily made a fortune by setting up a shop in the Citadel. But material rewards were never much of an attraction for Alves, and he has never found cause to leave quiet and comfort of Kellen, where he can focus on his craft without distraction. Like his parents before him, he was born in Kellen, and he has no doubt that he will live out the rest of his days there.

How Alves will join the party: See Main Plot.

Bashnakh

Attributes:

Strength: 9

Dexterity: 12

Charisma: 4

Intelligence: 17

Willpower: 18

Endurance: 22

Speed: 12

Starting Combat Skills:

Dagger: 30

Blunt: 6

Starting Non-Combat Skills:

Literacy and Lore: 5

Power of Flame: 42

Starting Spells:

Flame Sentinel

Aura of Flame

Flame Finger

Fire Ball



Age: 13

Bloodline: Flame

Area: The Monastery

Background: Bashnakh's youth belies an old soul. He possesses a mental fortitude and tolerance for pain that has not been seen since the Pinnacle was breached. The calling to the Flame was strong for Alian, and his devotion does not go unnoticed as his entire body is marred by massive scars and burn wounds.

How Bashnakh will join the party: See Alian quest.

Denomas



Attributes:

Strength: 12

Dexterity: 19

Charisma: 11

Intelligence: 15

Willpower: 10

Endurance: 12

Speed: 15

Starting Combat Skills:

Dagger: 9

Throwing: 4

Starting Non-Combat Skills:

Stealth: 12

Tinker: 16

Pickpocket: 16

Age: 30

Bloodline: Mixed -none-

Starting Spells:

Area: Ironwood

Background: Denomas has only one concern in the Valley, himself. His arrogance, however, is only surpassed by his greed, so Denomas is more than happy to join any cause that will put more drachs into his pouch.

How Denomas will join the party: See Imprisoned Thief quest.

Diviana



Attributes:

Strength: 17

Dexterity: 19

Charisma: 10

Intelligence: 11

Willpower: 9

Endurance: 14

Speed: 16

Starting Combat Skills:

Sword: 17

Blunt: 4

Unarmed: 21

Armor: 17

Starting Non-Combat Skills:

-none-

Age: 24

Bloodline: Flame -none-

Starting Spells:

Area: The Citadel

Background: Diviana possessed all of the talents to become an outstanding Guardian, but had neither the discipline nor the patience to serve House Char. Turned mercenary, she will lend her blade to any cause that will put a roof over her head and food into her stomach.

How Diviana will join the party: ****SEE NPC SPOILERS****

Hyric

Attributes:

Strength: 14

Dexterity: 17

Charisma: 14

Intelligence: 12

Willpower: 12

Endurance: 14

Speed: 12

Age: 26

Bloodline: Flame

Starting Combat Skills:

Sword: 10

Dagger: 2

Axe: 2

Blunt: 2

Polearm: 2

Missile: 2

Unarmed: 2

Throwing: 2

Armor: 2

Starting Non-Combat Skills:

Stealth: 2

Tinker: 2

Pickpocket: 2

Literacy and Lore: 2

Speech: 2

Barter: 2

Music: 2

Medical: 2

Starting Spells:

-none-



Area: Kellen

Background: Like all children of House Liet, Hyric spent her childhood immersed in books. As one who learns by doing rather than reading, Hyric knew that the academic life was not for her. So at age 18, after barely passing the first stage of her education, she left the Citadel to travel the Valley, stopping and picking up what skills she could along the way. Her parents believe that she will soon grow tired of this nomadic lifestyle and return to the Citadel to settle down. Hyric is more than convinced that this will never happen, but is more than willing

to let them think that.

How Hyric will join the party: ****SEE NPC SPOILERS****

Kalisco



Attributes:

Strength: 10

Dexterity: 12

Charisma: 18

Intelligence: 18

Willpower: 10

Endurance: 12

Speed: 12

Age: 27

Bloodline: Flame

Starting Combat Skills:

Throwing: 8

Starting Non-Combat Skills:

Literacy and Lore: 18

Speech: 17

Music: 1

Thaumaturgy: 11

Starting Spells:

Fast Weapon

Call Lightning

Sharp Weapon

Area: The Barrier

Background: Kalisco was once considered to be one of the most promising young scholars of House Liet, but much to the dismay of her teachers she chose to leave behind her formal academic pursuits to explore fields of study that were not sanctioned by the Temple. Since leaving her sheltered life in the Citadel she has discovered that the world has grown far more dangerous than the one she read about in books, and is now scared to travel anywhere without protection.

How Kalisco will join the party: ****SEE NPC SPOILERS****

Masseque

**Attributes:**

Strength: 16
Dexterity: 20
Charisma: 11
Intelligence: 13
Willpower: 11
Endurance: 12
Speed: 17

Starting Combat Skills:

Missile: 46
Unarmed: 10
Armor: 8

Starting Non-Combat Skills:

Barter: 6
Medical: 12

Age: 34

Starting Spells:

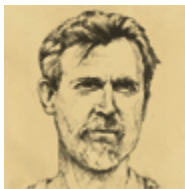
Bloodline: Vangesh -none-

Area: The Barrier

Background: Born in a remote Vangorii village heralded for its bowmen, Masseque cares little for the problems of the wetlanders, but will gladly give his life to any man or woman who has proven their friendship to him.

How Masseque will join the party: See Masseque quest.

Mirilich

**Attributes:**

Strength: 10
Dexterity: 15
Charisma: 16
Intelligence: 14
Willpower: 16
Endurance: 11
Speed: 13

Starting Combat Skills:

Dagger: 2
Missile: 14

Starting Non-Combat Skills:

Stealth: 20
Tinker: 5
Pickpocket: 4

Age: 41

Starting Spells:

Bloodline: River -none-

Area: Land's End

Background: In the world of the black market, Mirilich has just started to make a name for himself as a highly reliable thief for hire. Although he's certainly not the most accomplished thief the Valley has to offer, Mirilich's reputation for both honoring his commitments and being utterly discreet has earned him special place in the community of thieves. He has, however, not been seen of late

and there is suspicion that his last job somehow went bad.

How Mirilich will join the party: See Catch a Thief quest.

Nylis



Attributes:

Strength: 14

Dexterity: 16

Charisma: 12

Intelligence: 12

Willpower: 11

Endurance: 13

Speed: 16

Age: 20

Bloodline: River

Starting Combat Skills:

Dagger: 5

Axe: 10

Starting Non-Combat Skills:

Tinker: 5

Barter: 5

Starting Spells:

-none-

Area: Kellen

Background: This butcher's apprentice would like nothing more than leave the boredom of Kellen far behind, but even if he had the means for such a trip, he's made a commitment to his master Salje, and is too responsible to abandon it. So instead he spends his days dreaming idly of the world beyond Kellen's walls, while trying to resolve himself to a simple life of chopping meat.

How Nylis will join the party: See Main Plot.

Tauna



Attributes:

Strength: 14

Dexterity: 14

Charisma: 8

Intelligence: 15

Willpower: 17

Endurance: 13

Speed: 12

Starting Combat Skills:

Polearm: 12

Unarmed: 14

Starting Non-Combat Skills:

Music: 4

Nature: 11

Gifts of Goddess: 14

Age: 27

Bloodline: Mixed

Starting Spells:

****Mother's Kiss****

****Slow****

****Shield of Self****

****Growth****

****Root****

Area: Area: Random

Background: As a pilgrim fervently devoted to the Goddess, Tauna spends her days wandering the Valley searching for the path to the heroic destiny that she is convinced her mistress has carved out for her. Most people have heard her zealous rants and consider themselves less fortunate for the experience. Singularly minded on purging the Valley of evil, Tauna can be a powerful ally against the darkness which comes.

How Tauna will join the party: ****SEE NPC SPOILERS****

****SPOILERS****

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🏠 **How Airon will join the party:** Airon can be found in a small room in the mansion in the far southeast corner of the Barrier. Once Airon is convinced that the party is not in league with a local thug, he'll offer to join. *WARNING* 1) If the party refuses Airon and the leader has dexterity of less than 15, Airon will pickpocket the leader without the leader noticing. 2) If the party speaks to Lena, Alec, or Damrush with Airon in the party, he will be sent home and the party will incur a reputation penalty.

🏠 **How Diviana will join the party:** Diviana can be found in the Cup and Candle Inn by night and walking around the city by day. She will join the party so long as they promise to pay for all expenses.

🏠 **How Hyric will join the party:** Hyric is looking to do good in the Valley and needs to trust the party before she will join their cause. Two or three Kellen quests done without evil will build the party's reputation enough for Hyric to join. She can be found sitting in Olvar's Tavern.

🏠 **How Kalisco will join the party:** Travelling alone, Kalisco has been robbed and attacked in and around the Barrier. She wants to get out of the city in one piece and is looking for safe escort. She will only join the party if the leader has at least 17 strength. She can be found during the day by the garden pool in the southeast section of the Barrier.

🏠 **How Tauna will join the party:** Tauna can be found travelling randomly around the Valley. When the party speaks with her she will invite herself to join.