

ILLIADH STORMTHORN

The Cloudlord, The Keeper of the Castle With No Gate, Illadh Englaye, Greyhair. The Circle of Illadh Stormthorn is situated within the mountains of Gulant, his towers perched upon the pinnacle of the highest peak of that range. The Sanctum of Stormthorn sits even higher, only reachable by precarious steps to it's summit. There, Illadh broods indomitable, recalling those many sagas and tales of his journeying upon the seas that stretch far below his lofty retreat. The deeds of the Stormthorn Thane are rightly recorded within the hallowed pages of the Red Book yet, not for all Eternity. Ere long, he must once again venture forth lest his glory be forgotten and his Glare fade to naught.

MIG 16 EIN 22 REA 17 WIL 20 ESS 19 ELA 24

Glare Points: 3,210

GLAMOURS

Faesight, Seventhstar, Silver Threads, Severance and Sharpshail.

ARMOUR

THE HIDE OF GHEMIS THE GREYWYRM

As normal wyrmskin armour, minimum MIG 8, optimal MIG 10, with protection dice of 7 unless attuned, (Difficulty Factor of Difficult, D12), thereby bestows an extra +2 protection dice.

Glare Value: 55 - 100 (50 + 5D10)

WEAPON

THE STORMTHORN

A blue star metal +4 Greatsword. It may cast illumination within a 60' diameter when drawn and the wielder wills it to do so. Possesses Id, WIL 16, ELA 16. The wielder needs a WIL of 16 to use this weapon as anything other than a normal Greatsword. Once Attuned via a WIL v WIL test, the blade then confers it's +4 bonus. An ELA of 16 is also required in order to access the blade's special abilities.

Following a successful ELA v ELA test, The sword may be used, when pointed at an enemy, as a conduit for Rhud Magicks. The procedure is the same for the sword as any normal Rhud Magick use, operating under the same rules and occurring in the same Combat Phase as normal. The sword uses it's own Will, (WIL), value and has a reservoir of 30 Glamour Points for the exclusive use of this power. The user may similarly use Rhud Magick within the same Combat Phase. In addition, the sword may also cast a blue-hued illumination within a 60' diameter when drawn and when the wielder wills it to do so.

Geis: the sword's aim is to protect Stormthorn Castle itself. Each time the wielder wishes to depart, they must succeed in a WIL versus WIL test with the sword or stay another month within the castle walls.

Glare Value: 404 - 800 (400 + 4D100)

ARTIFACT

THE STORMTHORN DEVICE

Effectively, the key to the castle of Stormthorn and one of Illadh's most valuable possessions. Once attuned, (successful WIL test against a Difficulty Factor of Unlikely, 16D10), at will, the Device may open a Nexus Point, (The Stormthorn Gate), within the castle grounds. The exit of which is far below, lying within a cave near the valley floor. The Device will also open the Gate from this cave end when requested. In this way, the need to traverse the difficult mountain path to the castle isn't necessary and there is no gate within the castle walls in any event, when the castle is reached. The Gate will remain open for as long as the bearer requires it to do so. Others may freely travel this route whilst it remains open. The Gate has a cloudy appearance and is of circular form with a vertical diameter of around ten feet.

Glare Value: 303 - 600 (300 + 3D100)

