

Minor Spellcasters

The following characters are minor spellcasters for your players to encounter.

Yance Killick – Yance is a hermit and hedge mage. The small village he lives near relies on him to cast and remove curses, but the old man is so reclusive and crotchety that few are able to get exactly what they seek from him. The exception however is anything involving animals, as he has a soft spot for creatures, especially pets. His knowledge of their ailments and related cures is encyclopedic. Though he has little in the way of actual power, he is a fairly skilled brewer of potions...and also beer.

The Bellwood Hags – Not actually Hags, this is in fact a coven of witches. Like Hags however, they never number more than three, operating as Mistress – Apprentice – Initiate. Currently the Magda, well into her 80's, is the leader. Her apprentice is her niece Ulvi. Greta, an orphan Ulvi found is the initiate, a young girl barely into her teens. The women are masters of herblore, which they use to substitute their fairly meager spellcasting ability. They also act as midwives to the surrounding communities. Magda is not well these days, a winter cough having refused to ever pass, and so all their thoughts are turning to the day, likely soon, when Ulvi will become the Mistress, and the hunt for a new initiate will begin.

Elia the Sightbender – Elia is a sorcerer who specializes in illusions. In truth, they are the only spells she can cast. That said, so long as the illusion is smaller than a foot cube, there are few better. A favorite of hers is to summon up an image of a cat so lifelike that folks often refuse to believe it a spell until they try to pet it. She can master a level of intricacy that archmages often fail to be able to achieve, so long as it's within her limitations. She earns her living entertaining minor nobles, or doing street performances. She

is also a traveling priest, worshipping the Goddess Malin, Lady of Shadows, who she claims is her grandparent. The church of Malin has declared that a heresy, so Elia rarely stays in one place too long, lest her church catch up to her. Regardless, she keeps the faith, even when others think she shouldn't.

Ordo and Illorio Frenz – These aged twin brothers are toy makers. They have, over the six decades of their life, become well regarded as some of the best toy makers in the realm. Their products are in demand from the richest merchants, and now even nobles have begun to take note. The little magic they have is primarily transmutation based, not learned like a convention wizard, but pieced together and intuited over the years of honing their craft. They have gathered their secrets into a large spellbook which they hope to one day pass on to a suitable heir.

Trena Oakbend – Trena is a woodsinger. She uses her magic to craft intricate items from wood, all without the use of tools. When an order comes in she goes into the grove she inherited from her woodsinger family, and goes to the appropriate tree. She spends the night singing to it in soft tones, and usually at the dawn a new limb will have sprouted as the desired item. Larger items may take several nights worth of singing, but rarely does anything take longer than a week. She can also perform this magic outside of her grove, but trees she is unfamiliar with take longer to 'sing awake.' Her favorite item to make are staves, and hers are in high demand amongst young wizards seeking their first staff.

Rel – Rel is a true namer. He has the power, and the gift of the tongue, but is still young in his craft. Currently he only knows the true names of Oak, Torch, and the Elswine Stream. He has also only managed to learn three of the syllables of his own true name.