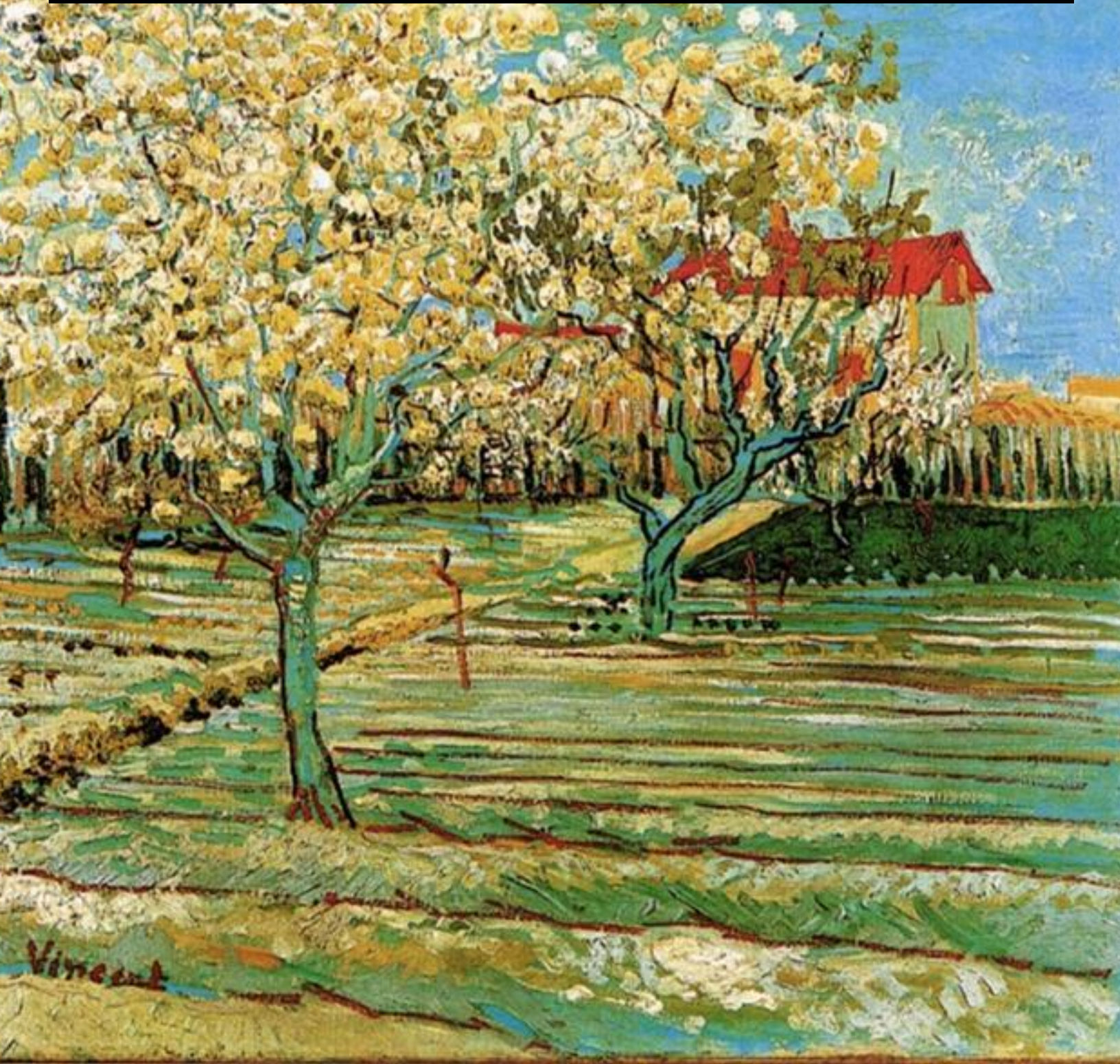


LEMON GROVE

A SETTING FOR TROIKA!



Lemon Grove is an independent production by Rollin Salsbery and is
not affiliated with Melsonian Art Council

Cover Art: *Orchard in Bloom*, Vincent van Gogh 1888

11 Railroadmancer, Conductor Class

The stinking, steaming trainways are run by the conscripted engineer-wizards. The constant rattle of the cars has left your legs shaky; the horns, your ears ringing. But you make the world go round. Operators of the passenger cars are the select few allowed near paying riders

Possessions

Silver whistle
Conductors suit (counts as Lightly Armoured)
Pistolet
10 Plasmic cores

Skills

3 Run
3 Etiquette
2 Pistolet fighting
2 Spell- Rail
1 Sort Baggage
1 Spell- Ember
1 Spell- Find

12 Lesser Bunyan

Out of the Elegaic Wood comes the finest lumber, felled only by the wet-eyed giants who issue forth from it. They call the tales tall that tell these giants are but pale imitations of the true Bunyans who exist on the distant end of the wood. Weaker kin or no, they sure know how to take down a tree.

Possessions

Unusually colored beast of burden (Ox, mule, llama, yak, dog, goat, elephant)
Yoke
Axe (+1 to Chop Tree)
Firkin of ale

Skills

2 Chop Tree
4 Strength
2 Climb
1 Ride
1 Ax Fighting

13 Goblin Drum Major

Tis the pride of goblinkind to lead the raucous band. Only they are wont to scatter or not even bother to showing up. Should you gather them, you would be regarded as a hero among heroes. For now, the parade must go on.

Possessions

Sabre or Baton (as Mace)
2 Drummer goblins
Hat with Large Feather
Ornate Uniform (as Lightly Armoured)

Skills

3 Direct
2 Spell- Protection from Rain
1 Weapon fighting of choice
1 Marching
1 Oration
1 Spell- Animate

14 Arcanum Gazetteer Muckraker

Wizards are always up to something nefarious and against the order of things. So that's your beat. There are always necromancers to expose, minion labour conditions to detail, and don't get me started on illusions and buyer protection. You're in need of the next scoop and your editor is awaiting the next pigeon report.

Possessions

Typewriter (travel)
Ruby Lorgnettes
Cloudy-lensed camera
Latest edition of the rival paper

Skills

3 Investigation
2 Tracking
2 J'accuse!
1 Secret Signs- Arcana
1 Sneak
1 Spell- True Seeing

15 Princeling of the Grove

The open air palaces of the Citrus Lords teem with the pampered and decadent princelings and courtesans. They while their time away in sordid trysts, and sipping limoncello. They know not the labor wrung out by the Citrus Lords to bring about such wealth and luxury. You have been charged by your Lord to step up into their business. It all starts with one errand.

Possessions

Bag of Citrus fruit
Bag of opium
Bag of limoncello
Rapier
Foppish hat
Lots of cash
Letter from your Lord detailing mission

Skills

3 Etiquette
1 Spell- Darkness
1 Spell- Random
1 Rapier Fighting

16 Minor Mestophalesian

It has rather become a codependent relationship between you and your small devil. At first it was an exchange like any other: ultimate power in exchange for your mortal soul, but after spending so much time together, a relationship has blossomed.

Possessions

A pocket sized devil
Grimoire of arcane secrets
Battered suit
Infernal weapon of your choosing

Skills

3 Secret Signs- Infernal Knowledge
2 Infernal Weapon fighting
2 Etiquette
1 Spell- Firebolt
1 Spell- Cockroach

21 Lonesome Hermit

Way out there in the rivers and streams are soft pelts just waiting to be plucked and shipped back to the palaces. Now most folks don't go that far out so it's been some time since you've seen another soul. That trading post you frequented is gone and now you have to peddle your pelts yourself. You probably remember how to be in society. Probably

Possessions

Skinning knife
Wild eyes
Walking stick
Bow and 12 arrows
Valuable pelts
Woodsy hat
Strapping flannel coat (as Lightly Armoured)

Skills

1 Staff fighting *or* Archery
2 Spell- Babble
2 Spell- Befuddle
2 Spell- Tongue Twister
1 Spell- Purple Lens
2 Trapping
2 Tracking
-2 Language- Sensible speech

22 Bactiatic Express Jockey

The fifty-six tsarniks of the Long Grass prairies ceased their constant warring and court intrigues to form the neutral mail express. You have protections any other wouldn't dream of so long as the mail gets there on time.

Possessions

Weary Bactrian Camel (fights as Modest Beast)
Goggles
Racing Crop (+1 to Ride, damage as Staff)
Tight Pants
Letter bag with 6d6 undelivered letters
Badge of Office

Skills

3 Ride
2 Spell- Assassin's Dagger
1 Crop fighting
1 Spell- Peace
1 Secret Signs- Hidden addresses

23 Pagan Saint

There's something in the old wood. In the ancient ways. Most folks have forgotten but the grand beacons of the real faith never truly die. Perhaps your saintly deeds are still before you

Possessions

Ostentatious Hat (e.g., mitre, skufia, klobuk)
Ancient Rod or Fabled Sword
Tattered robes
Heretical icon or Gilded Chalice
Eye of the crone

Skills

2 Spell- Thunder
2 Disguise
2 Run
1 Weapon Fighting (of choice)
1 Spell- Brittle Twigs
1 Healing
1 Secret Signs: Pagan gods
1 Poison

24 Malfunctioning Phaetoservitor

Captured sunbeam decanted into human form. Makes for excellent slave labor. Something in your circuitry has gone amiss. There's a call to return to the stars deep in your prismatic mind.

Possessions

Pruning Knife
Faceted vessel (as Modestly Armoured)
Short ladder
A fleeting sense of purpose

Skills

3 Astrology
2 Mathmology
2 Acrobatics
1 Healing

25 Moonstruck Dwærf

Dwærfs, they say, are children of the moon, but they've spent so much time underground that, should they see it they are deeply entranced. You've been rejected by your colony, left to wander the earth haunted by that astral sphere.

Possessions

Spade-like Hands
Red cap
Staggering walk (-1 to run)
Astrological Equipment (stolen)

Skills

1 Astrology
3 Tunnel Fighting
2 Digging
2 Languages- Urthtongue
1 Spell- Starry Orb
1 Spell- Earthquake
2 Spell- Illusions

Special

When immersed in moonlight you enter an ecstatic fugue state. You have a Skill of 4 in Strength, Acrobatics, and Awareness but lose your higher reasoning. Should nothing distract you, you'll be consumed with the sight of the moon.

26 Dragoon of the Plain

Their whistle song can be heard across the rolling plains before them and the sneezes of hay fever in their wake. The mounts they ride are more bison than equine. Your platoon is gone, scattered after the latest war. The tsarniks now clamour for the loyalty of a solitary dragoon but you are hardly so mercenary.

Possessions

Bisonic Steed
Grass-blade lance
Pistolet
Embroidered Chaps (as Modestly Armoured)

Skills

3 Ride
2 Lance fighting
1 Pistolet fighting
1 Etiquette
1 Spell- Peace
1 Spell- Ward

31 Retired Gargoyle

Each gargoyle of the Grand Cathedral of Impetuous Mites serves in stillness and silence for 2500 years. You have just been given your leave and a voucher for a modest pension. Now you can pursue a life of adventure and tourism!

Possessions

Grotesque visage (-1 to Etiquette)
Stony skin (as Modestly Armoured)
Claws (as Modest Beast)
Tropical shirt
Pension voucher

Skills

3 Awareness
3 Patience
2 Strength
2 Claw fighting
1 Fly
1 Sculpting

Special

If you visit a Gothic temple, you may have the Secretary of Gargoyles stamp your voucher for a handful of antique coins

32 Gravedigger

Folks the world round need funeral rites. It's dirty work, sure, but all you really have to do is open the ground up and make sure they don't come back.

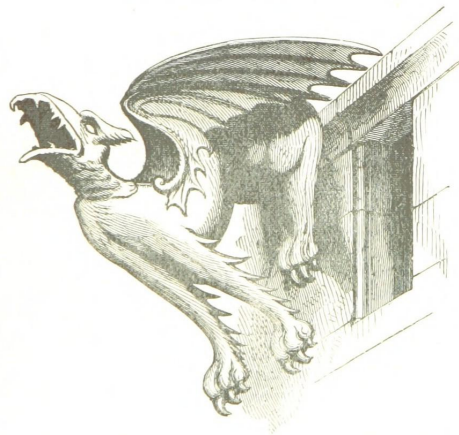
Well..... were it as simple as that.

Possessions

A Sturdy Shovel
Overalls
2 copper coins
10 candles
Sign of Charon

Skills

3 Dig
2 Sneak
2 Spell- Skeletal Council
1 Spell- Blood Shroud
1 Strength



33 Whiskey Pickled Vampire

Folks say you can drink yourself to death, but they forget to mention you can keep going and drink yourself right back out of it. And you've done just so. The whiskey will preserve you like a runt hog in brine. The thing that gets you is the thirst, but that's what defines a vampire, no?

Possessions

Near empty fifth of hooch (damage as club)

Dramatic poncho (as Modestly Armoured)

Entirely unnecessary fangs

Skills

3 Carousing

2 Spell- Drown

2 Spell- Leech

1 Spell- Vampiric Shift

1 Gambling

1 Disguise

1 Charm

Special

You are undead so needn't breathe, eat, sleep etc. Take double damage from silver weapons. You can only consume alcohol as Rations but have no limit to the amount of times this applies per day. The only thing stopping you is running out of booze. If you are reduced to 0 Stamina, you may test your Luck and if successful, reduce your Luck permanently by 2 and rise fully healed.

34 Goblin Flautist

The sentence was ten full parades. It could have been any number of crimes in the Brownie Court. You're bound to serve the Goblin Peoples' Honor, at least for one more tour, should it not rain again. Then you'll be free to take off this damned uniform.

Possessions

Silver flute (damage as staff)

Bone dice

Sheet music (non-sequential)

Band uniform

Skills

2 Flute Fighting

1 Flute playing

2 Sleight of Hand

1 Evaluate

1 Disguise

35 Knife Swapper

In certain circles, a knife is a thing of art. The knife swappers collect knives of all shapes, sizes, and designs. When meeting another connoisseur, they compare and trade. One need not only have the most impressive collection but also registered archive. (It matters not only what you do own, but also what all you have owned.) And of course, what good is a knife collection if you aren't utilizing them

Possessions

6 Knives (each unique)

Pocket record book

Jewelers loop

Skills

4 Knife fighting

3 Evaluate

1 Etiquette

1 Spell- Assassin's Dagger

36 Apiarist

Who's going to save the bees? You're going to save the bees. For some folks, beekeeping is merely a hobby. But sometimes the fae drones of a queen enchant one to something more. Apiarist the sphere over wrestle with the question, has their will been subsumed by the hive? Are they now just another drone or benevolent guardian and guide?

Possessions

Honeycomb hive backpack/ A portable beehive
D6 100 bees
A net
Burning sticks
Beekeeping apron (as Modestly Armoured)

Skills

2 Poison
4 Run
2 Awareness
1 Tracking

Special

Once per session, You may ask the true will of the queen.

41 Gentleman-with-No-Name

You lost your name, just like you lost the manor house, just like you lost your true love, just like you lost your honor and reputation. There are plenty of folks just like you out there in plain-living by the gun, talking your way into Society clubs, avenging old grudges, and puffing opium cigarellos under the stars to forget your woes.

Possessions

Six shooter (as pistol)
d6 plasmic cores
Cummerbund OR 4 petticoats (Modestly Armoured)
Fierce squint
Chip on your shoulder
Pack of cigarellos

Skills

4 Pistol fighting
2 Drinking
2 Gambling
1 Etiquette
1 Ride

42 Marmalade Homunculus

One of the risks of citrus preservation is the spontaneous generation of marmalade homunculi. They crawl out of vats and barrels confused. A penchant to wander is deep within their jellied psyche. Perhaps someone out there will finally give you the affection you seek instead of fleeing in panic.

Possessions

Gelatinous body
(1. Sweet Orange 2. Lemon 3. Bergamot 4. Quince 5. Grapefruit 6. Bitter Orange)
Sticky trail (-3 to sneak, very easy to follow)

Skills

3 Fist fighting
2 Wrestling
2 Sculpt Self
2 Spell- Sleep
2 Baking
1 Spell- Wall of Power
1 Sleight of Hand
1 Locks

Special

You may offer yourself as Provisions to comrades without moral plights. The acquisition of toast is on them. Your size diminishes 1/4th. An ample supply of citrus fruit will amend this.

43 Rattlesnaker

Folk say you were abandoned, raised by the rattlers themselves. Now, you ain't much for talking about the past, but you've got a mighty close relationship with those two snakes. And those folk always get a fair warning before you strike.

Possessions

2 Rattlesnakes (Please name them)
Cuirass with rattles (-2 to Sneak)
Cigar case
d6 pocket gods
Canteen of antitoxin

Skills

2 Healing
2 Rattlesnake fighting
2 Poison
1 Trapping
1 Flute OR Harmonica

44 Long-Grass Pikemen of the Prairie

The wind whips through the plain at great speed and the pikemen and women are trained to flow and bend with it as the waves of the grass they fight amongst. Most end up mowed down as sheaves of grain. Until that day comes gusting in, the law of the prairie must be kept.

Possessions

Grass-bladed spear/Pliable Pike
Warrant for arrest
10-pointed Star badge of office (Personalized)
Grass skirt

Skills

3 Poison (Hay Fever)
2 Sturdy Stance
2 Pike fighting
2 Acrobatics
1 Shield fighting
1 Spell- Hurricane

45 Canon of Birdmancy

Many serve as bombardier-chaplains of the tsarniks battalions. Others as vagrant minstrels of religious teaching. Fewer still seek and serve the Bird Dragons themselves. The two factions are bitter rivals and rarely mix well.

Flip Coin or Choose:

Bluebird

Possessions

Feather boa (blue) (Lightly armoured)
d6 small cages with assorted birds
Talon boots
Domino Mask
Sacred scrolls of the Bluebird Dragon

OR

Canary

Possessions

Flight Suit (Counts as Lightly Armoured)
Plumed helmet
Many, many bangles (-2 to sneak)
Small flock of canaries
Dashing scarf

Skills

2 Spell- Fling Bird
3 Fly
2 Sermonize
1 Spell- Levitate
1 Spell- Skyfall
1 Skydive
1 Language- Birdsong
1 Command

Skills: Bluebird

2 Claw Fighting

Skills: Canary

2 Secret Signs- Poison

46 Ceramic Melder

Most of your profession wander from town to town manufacturing pots, testing soil, and occasionally taking bounties. Your arts are sought after but rarely truly appreciated. That burden may be more than the oven on your back. Just as your master, and their master before them said: “A kilnmaster never winks more than twice a night!”

Possessions

Travel Kiln
Ceramic Armour
Ceramic Sword OR Ax

Skills

3 Ceramic crafting
1 Stoneworking
1 Carving
2 Painting
2 Mathmology
1 Ceramic weapon fighting
1 Spell- Ember
1 Spell- Shatter

Special

You may craft ceramic armour and weapons given the proper time and materials. Ceramic weapons shatter if you roll any doubles on an attack and armour breaks under a Mighty Blow

51 Empowered Gossip

Information is power, it needn't matter the truth of it. At this point you are a small town spymaster. All those little birds clamour to whisper in your ear, over coffee cake or red wine. All you need now is to pull a few strings.

Possessions

Book of rumors
Tea set
Spyglass

Skills

2 Second Sight
2 Spell- Languages
1 Secret Signs- Juicy rumors
2 Evaluate
1 Spell- Amity
1 Spell- Read Entrails
1 Forgery

Special

You may test your luck to prompt an Agent of Gossip to share with you a rumor. There's no guarantee if it's true, but that hardly matters.

52 Gnome Eater

It usually starts as a dare, which leads to a taste, which leads to a proclivity, which leads to an addiction. The little things burst and pop with sappy juices that give a magical rush even if they taste like sod, vinegar, and decayed salamanders.

Possessions

Trowel (damage as knife)
Gnome club
Net
Last gnome, in tin

Skills

3 Digging
1 Tracking
1 Secret Signs- Gnomes
1 Second Sight
1 Spell- See Through
1 Club fighting

53 Goblin Brass Section

Dented or not, the thing still plays. Not that you've practiced much. And really it sure is an awful lot to lug around. A goblin like yourself must ask, why is this burden always placed on me?

Possessions

Dented Sousaphone (as Heavily Armoured)

Bugle (as Club)

Band Uniform

Shiny new boots

Skills

2 Strength

2 Languages- Gobkin

1 Brass instrument fighting

1 March

1 Play Sousaphone

54 Matryoshka's Child

Truthfully three children stacked into one. With a hearty leap, the kids split their being into two bodies. Once wrapped in a curtain or cloth or large coat, even just a private nook unseen by others, they may recombine. None of the three will say whether their condition is a curse or a gift but should you overhear their whispers they sometimes mention a "Mama Matryoshka".

Possessions

Jumprope (damage as whip)

Duplicates and collapses with each child- total of 3. Perfect for double dutch.

Oversized coat (+1 to disguise)

Handful of jacks or marbles

Skills

1 Spell- Grow

2 Spell- Diminish

3 Sleight of Hand

1 Run

2 Swim

Special

With a leap, the children can split. You must be away from prying eyes of adults to restack into one.

55 Swain of the Good Night

Curfew settles on a land like a plague of locusts, draping behind it the dark enforcers. Folk say they cannot be seen in full daylight, or that they were once young children caught out after dark. All know they are the protectors of sweet dreams, just be sure not to walk about after dark.

Possessions

Pillow sword

Long nightcap

Silver armour (as Modestly Armoured)

Bottle of dreams

Skills

2 Spell- Sleep

2 Sword fighting

2 Spell: Read Dreams

1 Astrology

1 Spell- Sentry

1 Night vision

Special

Even from the deepest slumbers, you may instantly rise from sleep, sword in hand and ready to act.

56 Thurifer

The Citrus Lords have you lay fogs of heavy perfumes between the orchard row to keep the monstrous bugs at bay and the workers on task. Indentured sunlight shakes at the knees to hear your clattering chains as you patrol. Both guard and foreman, you've swung that brass ball at dragonfly and servitor alike.

Possessions

Thurible (damage as Maul)
6 sticks of incense
Heavy robes (Modestly Armoured)
Ruby Lorgnettes

Skills

3 Thurible fighting
2 Spell- Sentry
2 Second Sight
1 Spell- Presence
1 Spell- Farseeing
1 Spell- Read Stars
1 Mathmology

61 Herptophaege

Peculiarly, many students of Mater Irja's Académie of Dazzling Wizardry leave with a predilection toward scurrying reptiles. The classes were adequate but your spell portfolio has yet to impress the higher minded. They simply do not understand the refinement Mater Irja's lessons provide.

Possessions

Crippling Student Debt
Second-hand wand
Snakeskin boots
Tortoiseshell shield

Skills

2 Spell- Lizard Foot
3 Spell- Regenerate Limb
1 Shield fighting
1 Infrared vision
1 Spell- Gills
2 Swim

62 Order of the Blue Collar

Break your body. Work your fingers to the bone. Earn not a penny more than it takes to put a morsel in your mouth. Humble apostle: this is how you will cleanse your heart and frame your house of heaven! Let your hands roughen and callous! Let your foul boss fire you for naught but the slightest slip! You shall always find another. True bliss is a backbreak away!

Possessions

Lunch pail with 2d6 provisions
Wrench or Shovel or Sledgehammer or other Tool of Trade
Oily coveralls (Lightly Armoured)
Religious pamphlet
d6 cigarettes

Skills

2 Strength
2 Spell- Coal Resolve
1 Climb
1 Swim
1 Run
1 Trapping
1 Sleight of Hand
1 Acrobatics

Special

You may roll 3d6 instead of 2d6 learning any new skill that is related to physical labor.

63 Thorn of Heaven

*Lo! When thou reaches to grip the Rose of Paradise,
beware the Thorns of Heaven.*

-Chapbook of the Impetuous Mite Vol. 7, Canticle of
All-Beginnings, 2889.

Your name is vengeance. You have procured the
ritual blade. Beware, beware the Thorns of
Heaven

Possessions

Warlock's blade
Fuligin Bodice or Flowing Robes
Black Pearl Diadem
A blood feud

Skills

3 Sword fighting
2 Fly
2 Awareness
2 Disguise
2 Secret Signs- Sorcerous Knowledge
1 Spell- Exorcism
1 Spell- Darksee
1 Spell- Read Stars

64 Railroadmancer, Freight Class

Someone must do the hard labor on the rails.
Your lungs have hardened and blackened from
the coal. You've spent more than enough rides
left out clinging to the side of the boxcar
screaming for miles and miles.

Possessions

Battered and oily jumpsuit
Constant grimace
Coal shovel (as ax)
d6 plasmic cores

Skills

3 Climb
2 Spell- Direct Rail
2 Spell- Siren
1 Spell- Ironhand
1 Spell- Affix
1 Smoke Tolerance



65 Impostor Mayor

Those rubes actually believed you. Now you've eaten the finest lemon pie, taken the top hog, and kissed the pageant winner. Best move along before they start to catch on.

Possessions

Blue-ribbon pig
Rumpled white suit
Oversized scissors
Key to the City (+1 to Locks)

Skills

3 Disguise
2 Sneak
1 Spell- Befuddle
1 Spell- Exchange Shape
1 Pig Commanding
1 Evaluate
1 Locks

66 Self-Published Wizard

Mostly you got into the business to see your name on a book cover. You tried fiction, but that didn't sell. And then the Academie turned down your submissions. But those buggers be damned, you'll make it work. Now you're on press tour.

Possessions

Case of unsold books
Calligraphy pen
Handmade Wizard Staff
Collapsible printing press

Skills

2 Spell- Protection from Rain
1 Spell- Random
1 Spell- Random
1 Spell- Random
1 Spell- Random
1 Spell- Random
1 Spell- Random
1 Spell- Random
1 Book binding
1 Calligraphy

Special

You may Test your Luck to author a new spell whole cloth. The first time will always cost 6 Stamina, the finished spell's cost is up to you and your GM. Success will give you that spell at Rank 0. A failure will immediately result in a roll on the Oops! Table. You can always use material for your next volume. Don't aim too high, the people want novelty.

Spells

Fling Bird (1)-

As Firebolt spell, but produces a bird at high velocity instead. Should the bird survive (most do not), it will join your flock. Size of the bird roughly scales with damage roll. E.g., 1- Sparrow 4- Pigeon 7+- Grand Eagle

Alter Bird (2)-

Requires one bird. Reshapes the bird into something the wizard finds more fitting. Perhaps it just needs more wings. Or flaming eyes. The birds do not usually appreciate this. Lasts for 3 minutes

Direct Rail (10)-

Open a train sized gate for something on the Rail Dimension to come through. If there is no proper station, no matter how temporary, the wizard must test their Luck (or Skill for Enemies) or summon the absolutely wrong car. Crashing a train will always have disastrous consequences. It is frowned upon to perform this spell in an unofficial capacity.

Siren (1)-

A blaring klaxon sounds. If you need someone's attention, this is the most obnoxious way to do so.

Lizard Foot (3)-

The wizard gains the proper texture on their hands, feet, and belly to adhere themselves to a vertical surface. The spell lasts for 30 minutes. Frequent use leaves wizards deeply bowlegged.

Regenerate Limb (4)-

A replacement limb sprouts where a lost one was. It should regrow in a few days. Quite uncomfortable until then. And most wizards recommend hiding your childlike limb until then, it does tend to upset people.

Vampiric Shift (4)-

The vampire may transform themselves into a scrawny coyote or small bat. (Both damage as small beast) The touch of silver ends this immediately.

Skills

Sturdy Stance: For bracing against attacks or effects that would move you

Items

Gnome (tinned or fresh):

Should you be able to stomach it, eating one gives a rush of magic energy. You may cast a spell you know with +1 or a random spell from the Random Spell list for 1 round. Don't worry, the bones are softer than you'd expect

	1	2	3	4	5	6	7+
Whip	1	2	2	4^	6^	6^	8^
Giant Scissors*	4	6	8	8	10	10	12
Rattlesnake [§]	2	4	4	6	6	10	12

* Requires both hands

^ You may constrain your target instead of damage

§ On a successful strike, target must test luck or become poisoned (as Poison spell)

BESTIARY

Gnome

Skill: 4

Stamina: 5

Initiative: 3

Armour: 0

Damage as Small Beast

Little imps made of peat, vinegar, and spite. For whatever reason they have a human-ish form, probably out of mockery. They are disorganized, petty, and full of mystical juices; they are absolutely lacking in tact and manners. They will lay traps and lure danger in an attempt to see you squirm. The zoologist Herdebrand declassified gnomes as full beast, resembling more as an aggressive fungal node at heart. They recommended “one should not feel bad for exterminating these little rascals.”

Special: Gnomes have the Illusions and Invisibility spells

Mien

1. Gregarious

2. Shifty

3. Fuming

4. Sly

5. Drowsy

6. Impish

Major Mestophelean

Skill: 10

Stamina: 12

Initiative: 2

Armour: 1

Damage as weapon

Gouty and lonely. Eventually every infernal contract comes to an end. Then Mestopheleans may finally eat the guilt-fattened soul they've been fostering. Only it becomes hard when you've raised them for so long, like eating a family pet.

Mien

1. Melancholy

2. Weepy

3. Irate

4. Lonely

5. Hungry

6. Proud

Fruit Thief

Skill: 4

Stamina: 8

Initiative: 2

Armour: 1

Damage as weapon

Mien

1. Dodgy

2. Aggressive

3. Feinting Innocence

4. Accusatory

5. Panicked

6. Dim

Only a fool would snatch a bushel from the Citrus Lords and only a brave and clever soul would make it out alive. Desperate, greedy.

Bluebird Dragon

Skill: 14

Stamina: 28

Initiative: 6

Armour: 3

Damage as Enormous Beast

Mien

1. Lordly
2. Aloof
3. Curious
4. Flighty
5. Taciturn
6. Imposing

One of the great Songbird dragons, a near godlike beast and shepard of the flocks. Their ziggurat nests glitter with magpie treasures.

Canary Dragon

Skill: 16

Stamina: 32

Initiative: 6

Armour: 3

Damage as Large Beast

Mien

1. Skittish
2. Smug
3. Reticent
4. Watchful
5. Regal
6. Accusing

The peoples of the plain have known of the great serpentine songbirds for centuries. Some worship them as gods. You may say the same when face to face with the beady black eyes of a 6 meter canary head

Cardinal Drakeling

Skill: 7

Stamina: 18

Initiative: 4

Armour: 2

Damage as Large Beast

Mien

1. Puffed Up
2. Judgmental
3. Erratic
4. Captivated
5. Haughty
6. Receptive

Young feathered drakelings thirst to amass glittering nest of their greater kin. The songs may entice but they are often a ruse to rob the listeners shining possessions