

SECURITY NETWORK

CHEON - Right hand man, a Quaidu by race, yet his appearance does not determine his character. Cheon though feared is respected by the network. His knowledge and abilities make him a valued asset. He tirelessly trains younger members in stealth and traps, less physically combatant Cheon is no wimp with his weapons – twin sickle blades he uses to pin, rather than slice. Cheon avoids the daylight and keeps to the night hours exclusively.

SUTARA - Once a petty thief and criminal, Sutara is Pellern born and bred, from what you understand he grew up on the streets an orphan. Yet his skill makes you believe though his road was hard, it was not always miserable. He has his ears to the ground and to all who dwell, often a loudmouth, but only about those of his own social standing. Many of the younger men with criminal pasts look up to Sutara as a role-model.

DIVINHADRA - Quiet, though a friend and ally of Sutara. Less a common thief than a burglar who became caught up in a raid on Sutara’s place that led to his subsequent arrest and liberation from jail with the offer to join the Security Network. Divinhadra is a skilled man to send to tail another, and has a good head on him, as recently he coordinated much internal security.

LERSTIN - A tracker from Sandar, who agreed to join to feed his family back there. He has extensive knowledge of the Mountains of Gold to the sea to the west, north to the Keyten River and south to as far as Pellern. A reclusive fellow one who is warming to some of the others in the network, but prefers the outdoors and being close to his family.

MONACE - Pickpocket who was moving upward to mugging before Sutara snatched him from the alleys and brought him to you. He agreed to work in fear of punishment and has been a good courier ever since. Quick on his feet, small and agile, he perhaps knows the streets as well if not better than Sutara.

YMENIA - One of the few women within the Security Network, Ymenia’s work as a smuggler and fence within Pellern is as old as her years here. Not unattractive, her charms and appearance often soften her work that now involves the spreading of information and gathering of it.

GARICK - Hates his work, arrested for repeated assaults, so much the guard finally gave in. His drinking can be a problem, as it is often when he gets most agitated, yet Garick is no wetback. He is cynical and sardonic, but he is loyal and his work though it is on the rougher or more physical side of things in no way makes him the dullard. Garick is perceptive, a good man with a sword to have at your side.

SAMIL - His parents were from Sarnak, always under suspicion. Little is known of Samil, but his parents are said to have been murdered. Instead of anger however, Samil has tirelessly worked for those on the outskirts without contact to the cities, spreading information, helping where needed, providing delivery. He mostly works the lands south of the Alana River within Pellern, though not to Parel or Gaerek.

BOOK ONE: SHADOW OF LOCUST – “SECURITY NETWORK”

C A O N E N - Born in Bornay who came to Pellern after reading Stjepan’s proclamation about the prosperity of the city. At first his nervous tick, shaking left hand paralyzed seemed a liability, but Caonen was wise with words. A good ear, Caonen has become the public’s voice as he makes his way to bars spreading information and gossip passed to him by above.

S O N E U R - Is one of the few men of the crew to have wealth himself. A minor noble, fallen on ill times with his reputation disgraced by a public arrest at brothel that uncovered him quite openly. In the resulting scandal he lost his wife, but his funds were his own. A ladies man Soneur is still welcomed at the parties of nobles. He swaggers more openly now, and the rumours are that he is a lieutenant in Lord Stjepan’s secret information force. He doesn’t deny it, and it allows him entrance to nearly every noble party in fear and curiosity. Soneur is an excellent informer seemingly happy to be back in the grace of social company.

E N D A - Burly and grizzled, Enda is the largest of your group, a highwayman reformed who rides a wild grey and white stallion as impetuous as him. Enda knows the lands of Pellern fairly well, having crossed them many years in his life. His bunk in the headquarters is never touched. Enda is sensitive about his rights.

D E L K Y I N - Local boy with attitude, never done wrong, but strong in his youth and is often rash but well-meaning. Athletic and willing, he learns all skills and has proven a capable learner and is excelling in most areas.

C A D S E I L L E - Default housekeeper, Cadseille was imprisoned for murder of the man that he believed raped his wife. He was wrong. No longer with wife, Cadseille is crippled, he hobbles about the security headquarters cleaning up and organizing notes and the training room, providing warm food and organizing the maintainance

O R C A N - A Talath dalesman, somber and forlorn. Long blonde hair and beard, always in leather armour. He often rides with Enda, but since the deaths in the headquarters has taken to being the bouncer at the door, watching for trouble.

M O C E Z A T L - Imposing, short, but broad and deep, strong and powerful, this foreigner spoke with heavy accent. Of burnt skin and strange features. Learning of his fate you soon found room for him — his land and people destroyed by the Lankan Empire, the former land of Pochantos in ruins, he with family in Relian to support. He has proven to be an excellent follower, if a little slow to learn. His conviction to his job is beyond doubt.