

ADVENTURERS DESCRIPTION

Chloe and Gratien:

Native from the Western Reign, Chloe and Gratien were soldiers once, who decided to dedicate themselves to adventuring due to low wages. Even though they don't have any particular features, as the rest of Donkeys, they have a very serious behavior and are suspicious towards strangers, even if Chloe uses to have a more maternal but strict attitude than her grumpy friend. They are both practical people and willing to work hard for a profitable pay.

Combat:

Since they are crossbowmen their place is behind the frontline, usually positioning themselves in high places or at a certain distance from the fight. It's very important for them to keep a clean Aiming Line, in order to use their crossbows at best, but in restricted places it can be very challenging, especially in dungeons with narrow hallways.

Coccio and Resina:

Instructed by the Masters of Academy of Knowledge in the Southern Reign since they were two young foals, Coccio and Resina are already Masters as well. Kind and calm as many mules, they dedicate themselves to care of adventurers and maintenance of their equipment so they can partake in their missions. Even if they know the basics of swordmanship, they prefer to avoid the violence unless they are in a dangerous situation or to help those who are vulnerable. They have a remarkable alchemic knowledge which they often use for creating very useful alchemic tools. Resina's coat is more golden than Coccio's, which is probably the origin of her name.

Combat:

Although they can handle a club and wear a leather vest, it's better to keep them as far as possible from combat, if not to provide support against surrounded enemies.

Craig and Mairead:

Big and tough, these two Minotaurs come from the same O'Dannen Clan. Despite their bulky shape they have a positive and cheerful attitude, even if they won't hesitate to defend their friends or the common folk.

They enjoy drinking in company and telling stories about adventures and heroes of the past, but they also enjoy logical and cunning games such as chess. They really care about keeping high their Clan's honor, without overdoing it and they also give quarters to those who surrender. Mairead is wider than Craig and tends to look apprehensively at other species females, which she usually considers too slender and frail.

Combat:

Since they use two-handed weapons, they can inflict a huge amount of damage to anybody, but they are vulnerable if surrounded by too many enemies, since they wear light armors. Thanks to their Hand to Hand bonuses and the Knock Down Feat, they also can knock over Medium or lesser sized creatures with ease.

Drizzle Spring and Morning Haze:

Despite of their wing atrophy, these two Pegasi are always resourceful. Grown up in the poor districts of a Southern Reign's city, they have learnt to get by themselves even if that means to do illegal actions, but in that case they simply stole only the necessary. Good at reasoning just as lying if in trouble, they stay close and loyal to who they consider trustworthy. Both prefer wearing light garments, though Drizzle has a remarkable passion for necklaces and trinkets, hoping to become enough rich to be able to attend at the high society.

Haze on the other hand prefers to live by the day, giving little importance on what he will do in the future.

Combat:

Drizzle and Morning can support their allies during Melee Combat thanks to their agility, but being slim and the lacking of armors make them unable to sustain much damage. The Throwing Dagger may be useful from time to time, but they shouldn't rely on it too much.

Evening Frost and Star Glare:

Students of the Arcanum for many years, they have recently decided to dedicate themselves to adventure, to improve their magic skills and arcane knowledge. They take very seriously the task of their assignments, even if they always look for the best solutions for their problems. Although they respect other people's opinions, they always try to suggest (or manipulate) others more or less directly, but they never take the situation by themselves unless the rest of their group shows to not be able to take a decision. They always keep themselves informed about necessary things and abilities of those who they travel with, in order to be able to use them at best when needed.

Combat:

Since they are not able to use any weapons, they usually let the others go forward while they stand back and oversee in a safe position. They will use the *Lesser Enchant* spell to help the fighters or *Scorch* against tough enemies. The *Lesser Arcane Bolt* spell is used when their aiming line is clear, but they avoid to expose themselves too much.

Glimmer Ore and Slate Quarry:

Native from the Northern Reign, these two adventurers are specialised in sword and shield combat, even if they are able to improvise new tactics. Since when she was a little filly, Glimmer Ore has been fascinated by her uncle's tales of adventure, and while growing up she trained in melee combat until she became an adventuress. Slate Quarry on the other hand preferred to not be like his father and be an Artisan, leaving such fortune to his two older brothers. He inherited his sword from his grand father, passed away a few years ago.

Combat:

Glimmer and Slate should always fight in the front line. Thanks to their armors and shields they usually can sustain many attacks, although they require some support from their allies. *Interpose* allows them to intercept others charges if they are nearby, protecting those who would be attacked.

Grollen and Knurren:

Born in the Eastern Reign, they have spent their entire lives improving their hunting skills. Silent and reserved, they don't miss an occasion to roughly point out unnoticed details by the others. They can become extremely aggressive and competitive (also within themselves) especially if it concerns hunting unusual preys. They will never attack if they know to be in disadvantage, usually waiting for a better occasion with extreme patience. As Night Pegasi, they only respect those who are strong and skilled fighters and they won't think twice to leaving behind those who could slow them down. They do not mind politics or religious arguments at all, and they consider stupid the strict distinction between good and evil.

Combat:

Since Grollen and Knurren are hunters, they use to often change their positions or outflank their enemies, so they can always have the upper hand. They prefer to use their Javelins to weaken their enemies and will enter Melee combat only for finishing them. Their ability to *Backstab* makes them perfect to finish off possible unaware or isolated enemies.

Katenka and Pyotr:

Coming from Griffonstone, these two Griffon Mercenaries won't hesitate to do anything for a proper pay. Trained at combat to become members of local militia they decided to try their luck in Equestrian Reigns instead. Usually overlooking at what happens in the lands they visit, they dedicate themselves only to their job as bodyguards, adventurers and so on, having their payment in advance or an outlook for a monetary profit. They enjoy a good drink, especially when it's offered by others and they use to keep with them their homemade Vodka stash, which they seldomly share with others and drink it with parsimony. Their flask has a sentimental value to them, but surely they won't show it off.

Combat:

According to these bellicose Griffons defence at its best is the attack itself and they use to take advantage of their feat *Fierce Charge* in order to increase the possibility of a Critical Strike, however they are not fools and they won't charge thoughtlessly. Since they are second line fighters they will willingly let that those who are equipped with a shield and heavier armors focus foes attacks on themselves, and be the next to strike.

Zuberi and Zuri:

Sometimes it happens that some Zebras decide to venture in Equestrian lands to learn more about themselves and other living being. Such a journey is never lacking of dangers and problems, most originating from the fact that many people are afraid of Zebras. They prefer observing the traditions of lands where they travel, respecting them at best, without forgetting their origins. They always try to be helpful and advice those who are in need without forcing anyone, since they respect others choices, even if they are wrong. They feel at ease in natural zones and they really dislike staying in the big Equestrian cities, but they try not to make it noticeable if not through perplexed look. They will use the *Spirit Guide* spell, to gather more information of the surroundings.

Combat:

Even if both are peaceful people, they acknowledge that a situation has to be solved, be it with a peaceful way or with violence, even if they prefer the first one. If their diplomacy fails they will support their allies and stay behind in watch. They won't hesitate to provide informations or warning about possible incoming dangers. If they have to, they will use both the *Arboreal Arrow* and *Scorch* spells.