
THE BRAWLING ADVENTURES OF BANDER

Reader's Guide

The Owl and the Dragon • A Conspiracy of Shadows • In Terror's Thrall

The Empire of Harion

The Empire of Harion is comprised of the provinces of Waterside, Hamwick, Laketon, Lhawster, The Steading, Kreed's Keep, Vale, and Rundlun. Five of these provinces were formerly independent kingdoms (Laketon, Vale, Hamwick, Waterside, Rundlun) prior to the establishment of the Empire in 1200.

Each province (except for Rundlun) is ruled by a Lord Governor who is advised by a Council of Magisters:

- The **Magister of the Measure** is responsible for commerce and trade.
- The **Magister of the Axe** is the Chief Justice and is responsible for keeping the peace within the province.
- The **Magister of the Wand** is the Mage-in-Service and liaison between the Lord Governor and the Mage Guild.
- The **Magister of the Shield** leads the province's armed forces and is responsible for the defense of the province.
- The **Magister of the Murmurs** is the Spymaster.
- The **Legate** serves as the province's chief diplomat and advises on foreign affairs.

Each Magister heads up their own organization within the provincial government (Ministry of the Measure, Ministry of the Shield, etc.).

The province of Rundlun serves as the Seat of the Empire, and is ruled by the Imperial Viceroy (in the name of the Emperor). The Viceroy is advised by an Imperial Council with Imperial Magisters of Measure, Axe, Wand, Shield, and Murmurs as well as the Imperial Legate.

The Mage Guild

The modern Mage Guild was formed roughly a century ago when the three Followings (Red, White, and Black) unified. While today the distinction between Followings is mostly ceremonial, each Following is headed by a Grand Guild Master. Serving the Grand Guild Master are three Guild Masters based in three large cities.

THE WHITE FOLLOWING

- **Ramipoor the White** — Grand Guild Master
- **Lestralle the White** — Guild Master in Laketon
- **Nol Pendry the White** — Guild Master in Nordowns
- **Stricha the White** — Guild Master in The Steading

THE RED FOLLOWING

- **Tarist the Red** — Grand Guild Master
- **Hartigan Luce the Red** — Guild Master in Three Rivers
- **Osberth the Red** — Guild Master in Lhawster
- **Gerric Orem the Red** — Guild Master in Hamwick

THE BLACK FOLLOWING

- **Meomannan Quill the Black** — Grand Guild Master, also currently Imperial Magister of the Wand
- **Dreda Moy the Black** — Guild Master in Waterside
- **Herron the Black** — Guild Master in Vale
- **Savar Ossiline the Black** — Guild Master in Kreed's Keep

The Owl and the Dragon

People

- **Alford Platt** — steward of Lockwell Farms
- **Arno Lockwell** — Lord of Hytwen, master of Lockwell Farms, and husband to Ellia Lockwell
- **Borsus Skenn** — Creagar Skenn's brother and steward of Ortwen Farms
- **Creagar Skenn** — Lord of Ortwen, cousin to Ellia Lockwell
- **Dorson** — the new marshal in Ortwen
- **Ellia Lockwell** — Arno Lockwell's wife, cousin to Creagar Skenn
- **Fandott** — cook at Lockwell Manor
- **Felde** — mage in Bexden
- **Fenton Skenn** — Creagar Skenn's son, aged 11
- **Geddis Lockwell** — son of Arno & Ellia Lockwell, aged 8
- **Haddon Fane** — a recluse
- **Harl, Pots, Dessan, Starnery, Tobbler, Barnes** — mercenaries hired by Arno Lockwell
- **Hauf** — upper housemaid at Lockwell Manor
- **Herron the Black** — the Guild Master in Vale
- **Iblan** — bone carver in Vale and friend to the Guild
- **Jillen Lockwell** — adopted daughter of Arno & Ellia Lockwell, aged 12
- **Jory** — young street urchin in Vale
- **Kaderly** — peddler in Vale whose route takes him south into the Tengan Territories
- **Lohuin** — butler at Lockwell Manor
- **Lynd** — healer in Hytwen
- **Milnan** — Kaderly's son, aged 20
- **Minch** — Hytwen's town marshal
- **Perras Tul** — mage in Vale; an associate of Bander's
- **Raerig** — proprietor of the Green Tree Inn in Hytwen
- **Sangal** — gardener at Lockwell Manor
- **Sittig** — renowned blind cobbler in Vale
- **Valthar** — Bander's old friend
- **Vogan** — footman at Lockwell Manor
- **Wylla** — nursemaid at Lockwell Manor

Places

- **The West Way** — the longest Imperial highway stretching east from Sulmos through Vale, Kreed's Keep, Mynwal and then further east into the kingdom of Gadmark
- **Kreed's Keep** — capital city of the province of Kreed's Keep
- **Marston Hills** — a large city on the West Way, west of Kreed's Keep
- **The Tengan Territories** — the vast forested wilderness on the southern border of the Empire of Harion, also known as the Wilderlands
- **Hytwen & Ortwen** — two villages on either end of Lake Teagh, south of the West Way in the Tengan Territories
- **Bexden** — a town between Marston Hills and Vale on the West Way
- **Vale** — the ancient capital city of the province of Vale in the heart of Harion's cattle country
- **Hamwick** — capital city of the province of Hamwick in the center of the Empire

A Conspiracy of Shadows In Terror's Thrall

Notable People

WATERSIDE

- **Abuth Asryn IV** — Lord Governor of Waterside
- **Aglaard Shie** — Waterside's Magister of the Wand
- **Rolo Caldward** — Waterside's Magister of the Axe
- **Whenton Carr** — Waterside's Vice Magister of the Axe
- **Eondun Mell** — Waterside's Legate
- **Vala** — First Woman of the Falward (Laketon's elite security force) and friend of Bander's
- **Eaith Garfaen** — a magical researcher and administrator of the Esoterium in Waterside
- **Dangan Zehar** — a powerful binding mage
- **Neeth** — Asryn's personal bodyguard
- **Sar Ulton** — Asryn's chamberlain
- **Yarden** — quartermaster for the Falward
- **Keryana** — the proprietress of the Nightwing House in Waterside

LAKETON

- **Bryn Eresthar** — Lord Governor of Laketon and a good friend of Bander's
- **Isan Lagurian** — Laketon's Magister of the Measure
- **Cerol Hertgrave** — Laketon's Vice Magister of the Measure
- **Mirago Hamm** — Laketon's Assistant Vice Magister of the Measure
- **Oron Barr** — Laketon's Magister of the Wand
- **Arnald Wal** — Laketon's Magister of the Axe
- **Teobold Gorwin** — Laketon's Magister of the Shield
- **Samerin Feke** — Laketon's Magister of the Murmurs
- **Tarthas Jorr** — Laketon's Captain of the Guard and a friend of Bander's
- **Umfrey** — Laketon's Legate
- **Daglan Tope** — a senior barrister in the Ministry of the Axe

- **Harnotis Kodd** — an retired mage and friend of Silbra Dal's
- **Raggur Nil** — a powerful battle mage

RUNDLUN, THE IMPERIAL CAPITAL

- **Thoud III** — Emperor of Harion
- **Yrian Gast** — The Viceroy of Harion
- **Horiler** — The Imperial Legate
- **Etthar Calain** — The Imperial Magister of the Murmurs and a friend of Bander's
- **Dalig Nanto** — The Imperial Vice Magister of the Murmurs
- **Tad Stircas** — The Imperial Magister of the Axe
- **Melmest Faeorn** — The Imperial Vice Magister of the Axe
- **Chiran Hemmig** — The Imperial Magister of the Shield
- **Forwin Lath** — High Commander of the Shield

ELSEWHERE

- **Morin of Thect** — a dark mage and disciple of the fallen god Thect (an ancient god of blood and madness)
- **Gredarl Kar** — a powerful crime lord
- **Daras Mirth** — Gredarl Kar's First Man (lieutenant)
- **Manchon Byre** — Gredarl Kar's steward
- **Alton Ferdun** — a criminal chief, based in Vale
- **Genton** — a top captain in Gredarl Kar's criminal organization
- **Karn Tenney** — a notable criminal from Three Rivers
- **Girra Tenney** — Karn Tenney's wife
- **Stacia Kent** — leader of the Clubfoot gang in Rundlun
- **Sarlin Wenn** — the Lord Governor of Hamwick
- **Waleran Aym** — the Lord Governor of Kreed's Keep

BANDER'S ASSOCIATES

- **Dusk** — (née Abelle Mix) an accomplished thief and swindler
- **Faramir Boldfist** — highwayman, ruffian, brawler
- **Wegg** — a healer and thief

- **Hirbo Thrang** — a rogue mage and a good friend of Bander's
- **Jaden** — a bounty hunter hired by Etthar Calain
- **Niam** — a locestra (seer) who works with Jaden
- **Roysia Swite** — a wealthy dowager in Rundlun
- **Silbra Dal** — a fifth adept of the White and the Guild Representative dispatched to investigate a murder at the Esoterium in Waterside
- **Tobin Leroth** — a mage researcher and a good friend of Bander's
- **Walgir** — a Dwenish dock worker

Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons, living or dead, events, or locales is entirely coincidental.

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