

# “The New One”

You are a fairly new herald of Sadogua. You are only around a year old, but time is odd in the Night realm when it bothers to pass at all.

You have the form of someone called “Tristram Dyer” - a human from whome Sadogua took what he refers to as an “imprint” or an “echo”. This imprint or echo served as the template for your personality and memories. This wasn't Sadogua's original plan, but he hasn't explained what the original plan was.

As a consequence of being made from this imprint or echo, you have many of the memories of Tristram Dyer, and some of their personality.

## Character

- **You have no name.** Sadogua hasn't bothered to give you one. He usually refers to you as either “hey, you”, “buggerlugs”, or “the new one”. When you asked, he “suggested” that it should be up to Kahendrin to pick your name, and then wittered off on a tangent about it having “some nice resonance given all the identity shennigans” associated with your creation.
- **Memories of Tristram.** You can have any memories from the original Tristram you like. Its up to you how you want to play them - but you usually remember you're not the *real* Tristram. One blank spot is that Sadogua has edited out all the memories of the original Tristram's curse, encounter with the Winter King, and any of the “bad things” you did while under the curse. You may be curious about these memories – the gaps are obvious and Sadogua refuses to talk about them, generally defaulting to “I'll tell you if you get older now stop asking annoying questions or I'll eat you.”
- **Your own creature.** It is entirely up to you how much you want to play to Tristram's character traits, but err on the side of being like Tristram maybe with the odd jarringly different personality trait appropriate to a creature that came to consciousness in the endless magical forests of Sadogua's realm.
- **Endless curiosity.** Whatever else, you are reasonably newborn “new” - even experiences you “remember” from Tristram's memories are fresh and new to you. Bear in mind that you are not a child however – you're a mature adult (despite having been a mature adult for less than a year). Especially ask questions that might have troublesome answers or put someone in a difficult position.
- **Agent of Sadogua:** Sadogua is your boss – but you're free to have whatever personal relationship with him you want. You don't even have to like him much if you don't want – but you know that he is literally the reason you are alive and he could unmake you if he wanted to. When he does so you always to do things you are automatically predisposed to do it. He largely leaves you to your own devices and if he wants you he just turns up out of the blue and hangs out a little. He has mostly been bitching recently about his lack of amity.
- **Not a postman:** A minor thing but important- but you're not going to take messages for people beyond a bit of “bob says hi” or “thanks for the ribbon” or whatever. If people want to get messages to Sadogua, they have a ritual specifically for doing it.

## Abilities

- **Body Hits:** 2
- **Herald:** You can pass from the hall of worlds to Anvil and back using the same rules as Operate Portal (30 seconds roleplaying)
- **Sensitive to Magic:** You can spend thirty seconds roleplaying and do “detect magic” once every ten minutes or so, but its a bit of effort and faff so don't do it too often.
- **Additional Spell:** You have a yawning emptiness inside that irritates and nags at you. Sadogua has given you the ability to master a single spell. Rather than teach you the spell himself, he's suggested you see what Kahendrin thinks will be useful to you. To learn the spell, you need to engage in some roleplaying with someone who can cast it – maybe get them to “show” it to you a few times, and do a little bit of an 80s montage. Once you master your spell you can cast it four times a day with the same rules as a player character.
- **Insight:** Under insight you show up as “creature of the night Realm” - there's nothing special or exceptional about your spiritual nature.

## Weaknesses

You have three minor difficulties caused by your magical nature as a herald of Sadogua

- **Problem of Masks:** You can't see past masks. If someone is wearing a mask, they appear to be the role they are masked in. You know it's a mask, and that there's someone wearing it, but you cannot recognise who they are unless they remove the mask. If Kahendrin is masked, you may not recognise him immediately for example.
- **Problem of Veils:** You cannot recognise anyone wearing a veil - if their face is actively covered they are a complete enigma to you. Even if they lift the veil, once they drop it you "forget" who they are pretty quickly.
- **Problem of gifts:** You cannot turn down a gift. As long as it's presented as a present rather than a payment, and there's no obligation attached, then you have to take it. If it's food or drink, you will feel an urge to immediately consume it (but as always err on the side of coll roleplaying and not "setting off my allergies/getting food poisoning" ;) )

## Tasks

Sadogua has given you some specific tasks. The first one is your main goal – it's the point of your being on the field. Seeing the sussivari and refreshing their magic item would be a great help. Visiting the archmage is nice, but not essential.

### Visit Kahendrin

- This is your main task – let Kahendrin know you exist, and that this is the first and last time you will ever speak.
- Work out how you feel about your relationship with him – including whether you feel any connection at all.
- Tell him Sadogua considers the boon paid in full, while he wasn't able to save Tristram, the Dawnishman lives on in a way in this Herald.
- Sadogua still expects Kahendrin not to reveal the details of his past-life vision. That should be between him and Sadogua.
- Look at things mentioned already like gaining a name, and learning a spell.
- You're not going to be back into the Empire any time soon. Sadogua has mentioned sending you to look after a regio somewhere for a few decades – he's being cagey about where it is. He joked about it being on the moon, but you are *pretty* sure it's a joke. The implication is that he's being cagey because it is somewhere the Empire would either disapprove of or is more likely outside the "known world" of the Empire.
- Get Kahendrin's help to sort out the other tasks Sadogua has given you – drag him along if he's game.

### Visit the Sussivari Frost Coven in Wintermark

- You are looking for Tareq Icetongue – Tell them Sadogua has sent you on a specific task.
- Ask to see the Beads of Sovennan. If they let you have them, do 30 seconds or so of roleplaying (feel free to demand food and drink, make yourself a mild nuisance and otherwise underline that you are doing them a favour), then swap the ribbon they have on them (which has expired) for the new ribbon you should have got from Raff (11109).
- Let them know the Brother of Wizards expects to see some developments this event.

### See the Archmage of Night

- Let them know Sadogua is throwing an audience at the weekend and looking to talk to assorted people.
- Point out that Sadogua is bitter about not having amity after all he's done
- He's got a specific concern – people keep sending him missives that say they want to meet without telling him what they actually want. Can the archmage talk to them and stop this happening? I mean he still eats them but they're basically useless
- Finally, give them an Arcane Projection – it's just a present – Raff will have this for you.