

DIGNITARIES BANNER NAME Sapphire Sentinels

REPUTATION

Choose one or create your own.

BRASH YOUNG UPSTARTS

GROUP DYNAMIC

Choose one or create your own.

GATHERED TO SAVE THE FREELANDS (NO PRESSURE!)

REGION

An alliance of Freelands, struggling to fight off invaders.
Pick one Freeland and one issue (or create your own).

The Former Freelands of Arrn

Issue: CRACKS IN THE PERFECT KNIGHTLY ORDER

CONTACT

Choose one or create one of your own.

Hierophant Ternella, DE FACTO ALLIANCE LEADER. Fair (+2) Contacts.

CORE COMMUNITY

A symbol of safety in an unsafe world.
Pick one or create a Community with a High Concept and Value of your own.

The Freehold of Insafarai

High Concept: BUSTLING CITY OF REFUGEES

Values: MERCY OVER JUSTICE—ALL ARE WELCOME AND FORGIVEN

BASE OF OPERATIONS

A well sheltered location; likely a fort, royal court, or temple.
Choose one or create one of your own.

The Blackstone Barracks

High Concept: A WAR ROOM OF OLD ADVENTURERS AND GENERALS

Aspect: KNIGHTS STUDYING FROM ANCIENT SCROLLS

LOCAL VILLAIN

Choose one or create one of your own.

Ruby Ruler, SMOGSTONE ENGINEER

SAPPHIRE ASPECTS

Special rules for this particular group.

As a member of the Sapphire Sentinels entrusted with a magical torques bearing a rune-inscribed sapphire, each Sentinels has an additional Sapphire aspect.

BACKGROUND

Ages ago, the Goddess of the Forge Sa'al'a created thirteen magical torques, each bearing a rune-inscribed sapphire. If it is worn by a warrior of strong will, who believes their cause is just, it will manifest as a powerful weapon; this weapons is made of solidified energy, and takes on a unique shape, depending on the wielder.

The Hierophant Ternella, of the Freehold of Insafarai, has become the de facto leader of an alliance known as the Freelands of Arrn; but the alliance is close to splintering, torn apart by petty in-fighting and outward manipulation. But the hierophant has a plan; they have summoned together the disparate torc-wielding citizens around the continent, granted them the status of ambassadors for Insafarai and the alliance. The hierophant has convinced these princesses (real and honorary), the Sapphire Sentinels, to act as the alliance's diplomatic corp and elite strike force, in hopes that they may turn the tide against the encroaching Masters.

Can the Sapphire Sentinels find the missing Sapphires pf Sa'al'a, or will they be claimed by the fallen sentinel, the Ruby Ruler? Will the princesses act in the best interest of all, or be pulled to protect their individual kingdoms' first?