

# The Crow's Nest



Issue #1

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## Avalon: the Lost Files

by Rob Vaux and John Wick

The following NPCs and Sidhe types didn't quite fit into the space available in the *Avalon* sourcebook. Here, as a bonus, are the captain of the O'Bannon's guardsmen, the leader of the MacIntyre clan, and several Fae of varying lethality.

### Finn Fianna

Finn Fianna is the captain of the O'Bannon's elite knights and has been so for five years, ever since his father died serving the *ard ri*. Finn spent his youth hoping to become one of the O'Bannon's Fianna, and his wish was granted on his nineteenth birthday. Three years later, he finds himself their captain, a duty that he is not certain he's up to. But the O'Bannon believes in him, and even told him so. "There's somethin' in your eyes," Mad Jack said. "Can't say what it is, but it's there. You're the one."

Since then, Finn's had a bit of trouble managing the Fianna. The older knights tend to ignore him while the younger ones follow the older knights' example. Finn's too afraid of the O'Bannon to mention the disobedience to him, which encourages more disorderly behavior.

Finn believes the O'Bannon made the right choice, but his doubt is beginning to gnaw on him. He spends more and

more time away from the O'Bannon's court, looking for adventure on the countryside. Every time he returns, he finds his authority questioned a little more. Finn knows that someone will challenge him for his position soon. Because of that, he trains more than any other of the O'Bannon's knights, practicing until his hands bleed.

#### Finn Fianna: Hero

Brawn 3, Finesse 3, Wits 4, Resolve 3, Panache 3

*Reputation:* 35

*Arcana:* Courageous

*Advantages:* Avalon (R/W), Montaigne, Castille, Noble, Combat Reflexes, Swordsman's Guild

*Courtier:* Dancing 3, Etiquette 3, Fashion 2, Oratory 2, Sincerity 4

*Athlete:* Climbing 4, Footwork 4, Leaping 4, Sprinting 2, Swinging 3, Throwing 2



*Commander:* Artillery 2, Cartography 3, Incitation 2, Leadership 3, Logistics 4, Strategy 4, Tactics 4

*MacDonald (Master):* Beat (Heavy Weapon) 5, Lunge (Heavy Weapon) 5, Pommel Strike 5, Exploit Weakness (MacDonald) 5

*Heavy Weapon:* Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 4

*Glamour (Adept):* Anne o' the Wind 3, Isaac Snaggs 4, The Green Man 4, The Horned Hunter 4, Thomas 4

## Angus MacIntyre

Few outside the Clan have seen Angus and fewer still recognize him for who he is. Very little differentiates the MacIntyres' leader from the men surrounding him, and that's just how he likes it. Angus grew up herding sheep. He learned the simple pleasures of a hard day's work and came to love the land around him: free, wild, spared the confusing ravages of civilization. As a teenager, he demonstrated an intuitive grasp of small-unit tactics, and his martial prowess soon drew the attention of others. He defeated his predecessor in a savage boxing match to become warlord of the Clan. He has since earned the respect and admiration of his people.

Angus cares little for the rest of the world; he wants only to ensure the MacIntyres' sovereignty. He has little formal education and can neither read nor write, but his keen mind understands a great deal. He knows that a greater world lies beyond his Clan borders, and he knows that it may threaten them someday; he simply chooses to ignore it. He has met High King James several times, and believes him to be a man of honor. James has promised to leave the MacIntyres be, so long as they cause no trouble. Angus wouldn't have it any other way.

Angus is the very embodiment of the noble savage: an intelligent, perceptive man who has chosen a primitive life. He's huge, with limbs like tree trunks and hair tied in wild

braids. He typically dresses only in sandals and a kilt decorated in the family tartan. During times of war he carries a great claymore and covers his entire body with woad. A seat in Parliament remains open for Angus, along with three other members of his Clan. He recognizes the honor of the gesture but refuses to accept it; what would a man such as he do with it?

### Angus MacIntyre: Hero

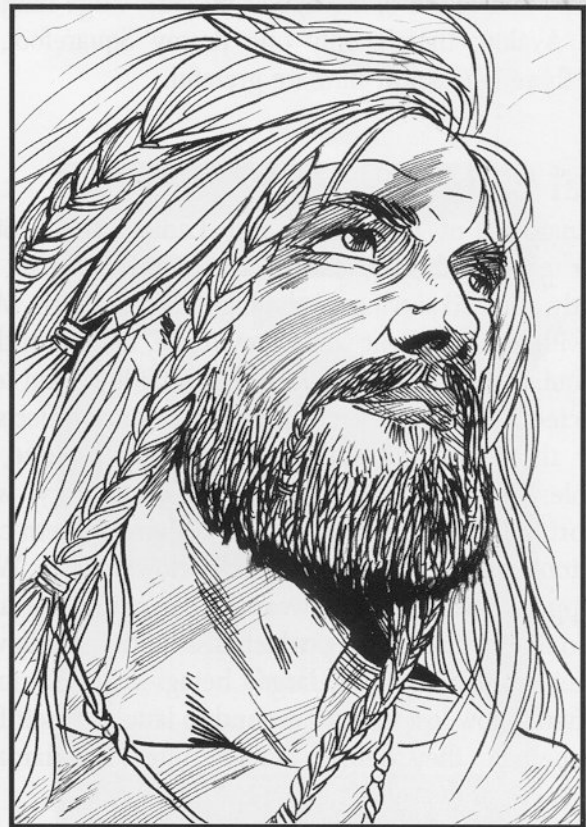
Brawn 4, Finesse 3, Wits 4, Resolve 3, Panache 3

*Reputation:* 34

*Arcana:* Commanding

*Advantages:* Avalon, Indomitable Will, Toughness

*Hunter:* Ambush 4, Fishing 4, Skinning 3, Stealth 4, Survival 5, Tracking 3



*Athlete:* Break Fall 3, Climbing 3, Footwork 4, Leaping 2, Lifting 4, Long Distance Running 4, Rolling 3, Sprinting 4, Throwing 4,

*Commander:* Ambush 4, Diplomacy 2, Incitation 4, Leadership 4, Logistics 2, Strategy 3, Tactics 4

*Heavy Weapon:* Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 3

*Pugilism:* Attack (Pugilism) 5, Earclap 4, Footwork 4, Jab 5, Uppercut 4

## New Types of Sidhe

More details about the Sidhe can be found throughout the *Avalon* sourcebook, especially on pages 56–63.

Brownies and Floral Sidhe appear in fairly large numbers across Avalon; there's only one Jimmy Squarefoot, for which those who know him are grateful.

### Floral Sidhe

Handmaidens of the Lords and Ladies, floral Sidhe appear as the classical fairies of legend – small and sprightly, with pixie wings and a high-pitched laugh. Many glow with an inner light when they move, and all of them flit about with astounding speed. Floral Sidhe seem to be connected to specific flowers; their appearance reflects the flower they are connected to. A Bluebell Sidhe, for example, dresses in skirts the color of the sky, while Ragwort Sidhe are sharp and prickly. Many of them carry small tools and weapons made from flower parts. While they appear harmless, these weapons can cause mortals to fall into an enchanted sleep which lasts until the following sunrise. Floral Sidhe find larger beings highly amusing and often follow lost mortals around to laugh at their folly. If grasped at, they deliver a nasty bite (1k1 damage), which itches and swells for months afterwards.

### Brownies

One of the few benevolent types of Sidhe, brownies perform chores for households in which they dwell. They appear as tiny, wrinkled brown men with large noses and pointed ears. Painfully shy, they hide during daylight hours and only come out when all humans have gone to bed. They watch over farm animals, sweep floors, mend curtains, and perform countless other tasks. In return, they expect a bowl of cream or an oat-cake smeared with honey to be left out for them. Most households have a few days to leave such a reward before the brownie grows exasperated and leaves. If they feel their human hosts have been lazy – leaving the brownie to do what they will not – they inflict some form of mischief instead: breaking dishes, opening barn doors, or ruining crops which they have just threshed. They take offense if compensated too generously, and well-meaning families who leave more than the requisite bowl of cream will awaken to find the brownie gone – and the house a shambles.

### Jimmy Squarefoot

A vicious yet dim-witted Unseelie, Jimmy has the head of a boar on a squat, broad-shouldered body. His rectangular feet are tightly wrapped in dirty bandages. Jimmy lurks under bridges or behind rocks, waiting to jump out and scare passersby. He delights in watching them run for their lives. Often, he uses his frightening appearance to extort money from his victims – forcing them to hand over their gold, then beating them unconscious. Fortunately, he's not very bright, and can be easily tricked by a convincing lie. Promising him hidden gold works very well, as does cheating him at a game of chance. The key is to be far away when he realizes that he's been duped; otherwise, his vengeance is horrible. Legends abound of clever Heroes who outsmart Jimmy Squarefoot, which has made him the subject of ridicule in many quarters. No one who has ever met him laughs, however.