

Lord  
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Lord Vyr is the iron-fisted ruler of the border duchy of Ardentia. He rose to power through a mixture of political mach

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**Appearance:** Tall, scar-marked, always dressed in a blood-red doublet trimmed with silver. A black sigil of an eclipsed sun

**Mannerisms:** Speaks in measured, measured tones; rarely raises his voice but his stare is intimidating.

**Personality:** Calculating, ruthless, yet holds a twisted sense of honor. He respects worthy opponents and will keep his word.

**Motivation:** To secure the Emerald Lantern, complete the *Shadow-Crown Rite*, and become the unchallenged master of the

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#### Attributes (1–5)

Body<sup>CC</sup> 4 – Physically imposing, excellent endurance.  
Wits 5 – Master tactician, quick thinker.  
Spirit 4 – Strongly bound to his patron, high willpower.  
Presence<sup>3</sup> – Charismatic, but his aura is tinged with menace.

#### Key Skills (0–5)

Melee<sup>CC</sup> 5 – Expert swordsman (longsword +2dice).  
Ranged 2 – Occasional crossbow use.  
Command 4 – Leads troops, can rally allies.  
Arcana 3 – Adept at binding rites.  
Subterfuge 2 – Rarely hides his intentions.

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#### Crown-Blade (Major, 8XP)

When attacking a single target in *Dominant Position*, Vyr may add +2dice and treat any 10 as a *Legendary success* (triple

#### Patron's Gift – Shadow Veil (Minor, 2XP)

Once per scene, Vyr may spend 1 Boon to gain +1die on any *Stealth* or *Shadow-type* roll.

#### Obligation Mastery (Prestige, 12XP)

Every time Vyr completes a *Rite*, the *Obligation* cost is reduced by 1 (minimum 1).

#### Rite of the Eclipsed Sun (Ritual, DV=5)

A high-power rite that, when completed, binds a *Shadow-Court* spirit to the caster for 1scene. Cost: +2 *Obligation*, automa

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#### Crimson Greatsword (Melee Weapon, Weight *Medium*)

+2dice, [*BANE*] tag (deals +1 Harm to armored foes).

#### Sigil of Ikasha (Patron's Symbol, Minor Asset)

Allows casting of *Ikasha*-aligned rites without extra *Obligation*.

#### Plate of the Red Dawn (Heavy Armor)

Grants [*WARD*] against fire; counts as *Dominant Position* when standing inside a structure.

#### Enchanted Dagger (Family Heirloom)

+1die to melee, can be used for a quick *Backstab* when attacking from *Stealth*.

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#### Opening Move – Position Control

Vyr begins in *Dominant Position* behind his plate, using **Patron's Gift – Shadow Veil** to stay concealed while his minio

#### Crown-Blade Assault

When an opponent reaches *Controlled* or *Desperate Position*, Vyr spends a Boon to gain the **Crown-Blade** extra dice and

#### Rite Activation

If the fight stalls (more than 3 exchanges), Vyr may begin the *Rite of the Eclipsed Sun*. He spends 1 Boon to start the ritu

#### Retreat or Finish

Should the party gain *Dominant Position* and threaten his life, Vyr may expend a Boon to *Escape* (Disengage with +1 Posi

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The Lantern's Light

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