

Lord Vyr, the Crimson Regent

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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 machi-

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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 world.

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Attributes (1–5)

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

Key Skills (0–5)

Melee	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 threat). **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, automatic success.

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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 minor assets attack.

Crown-Blade Assault

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

Retreat or Finish

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

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The Lantern's Light

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