

**Izdubar Sharo (Mashbayar Tugsbayar) (0001)**

- *desc*: A mousy professor with spectacles and graying hair.
- *Psychic Health Max*: 5 *CR*: 0
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Blackguards and their Deadly Arts The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual The Mysteries of Cos Bluffmaster
- *abils*: Knock Out Assist Restrain Killing Blow (1x) Food Tampering Sly Poisoning (2x) Improved Waylay First Aid Chronic Poisoning Acute Poisoning Resistance Lockpicking Offensive Technique
- *mems*: If you ingest Item 0010, open this.
- *items*: Milky Pink Liquid (0016) Milky Pink Liquid (0016) Creamy Blue Liquid (0019) Creamy Blue Liquid (0019)
- *stats*: *Psychic Health Max*: 5 *CR*: 0

**Semiramis Ramina (Amy Russo) (0002)**

- *desc*: A young woman with exquisitely coiffed hair and a friendly smile.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster
- *abils*: Knock Out Assist Restrain First Aid Defensive Technique Offensive Technique
- *whites*: Contract for Diadem
- *cash*: \$100
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Fresi Nea (Isaac Liao) (0003)**

- *desc*: An austere middle-aged man with aquiline features.
- *Psychic Health Max*: 5 *CR*: 4
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Appraise Bluffmaster
- *abils*: Knock Out Assist Restrain Hacking Defensive Technique Offensive Technique
- *mems*: If you see Item 0007, open this. If you see Item 0016, open this. Open this if you successfully hack communication machine 6666. Open this if you successfully hack communication machine 7777.
- *cash*: \$170
- *stats*: *Psychic Health Max*: 5 *CR*: 4

**Leda Mero (Kate Stowell) (0004)**

- *desc*: A thin, neatly dressed woman with salt-and-pepper curls.
- *Psychic Health Max*: 5 *CR*: 1
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms The Blackguards and their Deadly Arts
- *greens*: Wedding Ritual Appraise Bluffmaster
- *abils*: Knock Out Assist Restrain First Aid Acute Poisoning Resistance Killing Blow (1x) Food Tampering Sly Poisoning (2x) Improved Waylay Lockpicking Chaotic Technique Offensive Technique
- *mems*: Open this when you see the Scythian fortune-teller, Character 0015.
- *items*: Milky Pink Liquid (0016) Milky Pink Liquid (0016) Creamy Blue Liquid (0019) Creamy Blue Liquid (0019)
- *cash*: \$200
- *stats*: *Psychic Health Max*: 5 *CR*: 1

**Eidola Agathos (Rachel Zilberg) (0005)**

- *desc*: A delicate young woman with soft blue eyes.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Truthing
- *abils*: Knock Out Assist Restrain Royal Truthing Magic (2x) Truthing Resistance (2x) Offensive Technique Addictive Tendency Lockpicking
- *mems*: Open this the first time you consume alcohol. If you hear about the date "June 2," open this.
- *cash*: \$100
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Prymnesios Olethron (Daniel Whalen) (0006)**

- *desc*: A tall young man with messy black hair.
- *Psychic Health Max*: 5 *CR*: 4
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms The Ancient Order of the Soulblades
- *greens*: Wedding Ritual The Mysteries of Cos Bluffmaster Soul Magic
- *abils*: Knock Out Assist Restrain Food Tampering First Aid Whisperer
- *stats*: *Psychic Health Max*: 5 *CR*: 4

**Moenia Sol (Sarah Terman) (0007)**

- *desc*: A pale and waifish woman.
- *Psychic Health Max*: N/A *CR*: 1
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Fortune Telling
- *abils*: Knock Out Assist Restrain First Aid Soullessness Offensive Technique
- *mems*: Fragments of Memory (*mems*: Open this when you are knocked unconscious. Open this when you see a piece of yellow cloth (including character costumes). Open this when you read a message written in another language, or in code. Open this when you see roses. Open this when you see Character 0009 using truthing magic. Open this when you see someone making a potion. Open this when you hear a message from a ghost. Open this when you overhear an argument between a parent and their child or stepchild. Open this when you suffer negative effects due to poison. Open this when you physically attack someone. Open this when you see free-flowing water. Open this when you eat a brightly-colored fruit. Open this when you drink alcohol. Open this when you play a game of Bluffmaster. Open this when you see someone picking a lock. Open this when you put on an enchanted headpiece. Open this when you hear a bell ring. Open this when you hold a large quantity of gold (not in the form of money) in your hands. Open this when you have opened at least fifteen pages.) Moenia - Fortunetelling (*mems*: Open this to tell the fortune of character 0001. Open this to tell the fortune of character 0002. Open this when you tell the fortune of character 0003. Open this when you tell the fortune of character 0004. Open this when you tell the fortune of character 0005. Open this when you tell the fortune of character 0006. Open this when you tell the fortune of character 0008. Open this when you tell the fortune of character 0009. Open this when you tell the fortune of character 0010. Open this when you tell the fortune of character 0011. Open this when you tell the fortune of character 0012. Open this when you tell the fortune of character 0013. Open this when you tell the fortune of character 0014. Open this when you tell the fortune of character 0015. Open this when you tell the fortune of character 0016. Open this page once you have told seven or more fortunes. Open this page once you have told twelve or more fortunes.)
- *stats*: *Psychic Health Max*: N/A *CR*: 1

**Felix Coronus (Chris Chelberg) (0008)**

- *desc*: A short young man with golden curls.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Truthing
- *abils*: Knock Out Assist Restrain First Aid Royal Truthing Magic (1x) Offensive Technique
- *cash*: \$50
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Hiems Coronus (Matt Fisher) (0009)**

- *desc*: A clean-shaven fifty-year-old man with steel gray eyes.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Etruscan Communication Machine Etruscan Diadem Negotiations Truthing
- *abils*: Knock Out Assist Restrain Royal Truthing Magic (2x) Offensive Technique
- *mems*: Open this if you hear the word "Achillea."
- *items*: Contract (0020) Signed Statement (0023)
- *whites*: Etruscan Treasury Check
- *cash*: \$50
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Cryseon Agathos (Song Wang) (0010)**

- *desc*: A weary-looking man with a graying goatee.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Scythian Communication Machine Scythian Diadem Negotiations Truthing
- *abils*: Knock Out Assist Restrain Royal Truthing Magic (1x) Alcoholism Offensive Technique
- *mems*: If you hear about the date "June 2," open this.
- *whites*: Scythian Treasury Check
- *cash*: \$50
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Paldeen Sharo (Alex Harris) (0011)**

- *desc*: A pudgy older man with sharp black eyes and a mustache.
- *Psychic Health Max*: 5 *CR*: 2
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Appraise Bluffmaster
- *abils*: Knock Out Assist Restrain Truthing Resistance (1x) Defensive Technique Offensive Technique Destroy Item
- *mems*: If you ingest Item 0010, open this.
- *cash*: \$170
- *stats*: *Psychic Health Max*: 5 *CR*: 2

**Salo Coronus (Olivia Montoya) (0012)**

- *desc*: A pale young woman with ink-stained fingers.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Truthing
- *abils*: Knock Out Assist Restrain Fist of Wrath (1x) Poetry Bonus Royal Truthing Magic (1x) Offensive Technique
- *cash*: \$100
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Meizon Agathos (Mary Cirino) (0013)**

- *desc*: A straight-backed and handsome older woman.
- *Psychic Health Max*: 5 *CR*: 2
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual Bluffmaster Scythian Communication Machine Scythian Diadem Negotiations Truthing
- *abils*: Knock Out Assist Restrain Royal Truthing Magic (1x)
- *mems*: Illness of the Soul (*mems*: Open this 30 minutes into the game, provided you are alive. Open this packet 1 hour into the game, provided you are alive. Open this packet 2 hours into the game, provided you are alive. Open this packet 2 hours and 45 minutes into the game, provided you are alive.) If you hear about the date "June 2," open this.
- *cash*: \$50
- *stats*: *Psychic Health Max*: 5 *CR*: 2

**Maxene Astea (Alex Chu) (0014)**

- *desc*: A tall, slender teenager with a bounce in her step.
- *Psychic Health Max*: 5 *CR*: 3
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria The Rituals and Beliefs of the Sabine Nations Who's Who in the Sabine Kingdoms The Ancient Order of the Soulblades
- *greens*: Wedding Ritual Appraise Bluffmaster Soul Magic Truthing
- *abils*: Knock Out Assist Restrain Food Tampering First Aid Royal Truthing Magic (1x) Lockpicking Offensive Technique Chaotic Technique
- *mems*: If you hear about the date "June 2," open this.
- *whites*: Assyrian Immigration Papers
- *cash*: \$200
- *stats*: *Psychic Health Max*: 5 *CR*: 3

**Delia Armata (Marie Chelberg) (0015)**

- *desc*: A dark-haired woman with tidy but plain clothes.
- *Psychic Health Max*: 5    *CR*: 4
- *blues*: A History of the Sabine Realms of Assyria, Scythia, and Etruria    The Rituals and Beliefs of the Sabine Nations    Who's Who in the Sabine Kingdoms
- *greens*: Wedding Ritual    Appraise    Bluffmaster    Fortune Telling
- *abils*: Knock Out    Assist    Restrain    Improved Lockpicking    First Aid    Lockpicking    Offensive Technique    Chaotic Technique
- *mems*: Delia - Fortunetelling (*mems*: Open this to tell the fortune of character 0001.    Open this to tell the fortune of character 0002.    Open this when you tell the fortune of character 0003.    Open this when you tell the fortune of character 0004.    Open this when you tell the fortune of character 0005.    Open this when you tell the fortune of character 0006.    Open this when you tell the fortune of character 0008.    Open this when you tell the fortune of character 0009.    Open this when you tell the fortune of character 0010.    Open this when you tell the fortune of character 0011.    Open this when you tell the fortune of character 0012.    Open this when you tell the fortune of character 0013.    Open this when you tell the fortune of character 0014.    Open this when you tell the fortune of character 0007.    Open this page when you tell the fortune of character 0016.    Open this page once you have told seven or more fortunes.    Open this page once you have told twelve or more fortunes.)
- *whites*: Etruscan Immigration Papers
- *cash*: \$200
- *stats*: *Psychic Health Max*: 5    *CR*: 4

**Phantom (Sharon Beltracchi) (0016)**

- *desc*: An insubstantial, vaguely human-shaped phantom.
- *Psychic Health Max*: N/A    *CR*: 2
- *greens*: Wedding Ritual    Ghost    Bluffmaster
- *abils*: Soul Attack (2x)
- *stats*: *Psychic Health Max*: N/A    *CR*: 2

