

A run of the [Brazen Epoch](#) rules.

# What the Oracles Saw

- A tender of war-bulls, shaved-headed and fearless.
- A hard-won victory, with many dead on both sides.
- A slight and subtle demon, child of blasphemy, craving mischief.
- A court dandy, casually cruel, exiled from the presence of the prince for a petty slight.
- A monstrous saurian, white belly raking the brush while its serrated back-bone rises higher than a man can reach, one of many in the forest, too large to kill and determined to feast.

# Characters

The dramatis personae of the game.

## Player Characters

[Arseen](#)

[Niazhar](#)

## GM Characters

- Prince Julian Tarvudel - Ruler of Nugror
- Prince's Courtiers -
- Esafaris of Woehal - Dandy who was exiled from the court of the Prince for having insulted him.
- Battle Veterans of the Prince's Army -
- Woodsman -
- Acheriote - the tribe that fought the Prince's forces. A few remnants of their force are haunting the area near the woods.
- Chrindolis - mercenary Acheriote shaman hired by Esafaris to summon Niazhar.

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