



# Aurelian Florescu

*Lead Singer of Lăutarii Noptii (The Night Minstrels)*

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## DESCRIPTION

A strikingly handsome man in his early thirties with carefully styled raven-black hair and a thin mustache he grooms obsessively. He wears embroidered vests even now, having salvaged his finest garments before fleeing. Before the invasion, Aurelian was the darling of Vatra Luminii's taverns and festivals, composing ballads that made widows weep and maidens swoon. He considers the crypts' poor acoustics a personal affront to his artistry.

## DISTINCTIONS

- Eloquent and silver-tongued
- Talented songwriter and composer
- Narcissistic and image-conscious
- Cannot pass a reflective surface without admiring himself

## TRAITS

Human | Male | Medium





# Zinca

*Percussionist of Lăutarii Noptii (The Night Minstrels)*

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## DESCRIPTION

A wiry goblin with bright orange eyes and ears that twitch constantly to unheard rhythms. Her green skin is dotted with small scars from drumstick splinters. Zinca was known throughout Vatra Luminii for her explosive drum solos during harvest festivals—and for starting three separate tavern brawls when patrons requested slower tempos. Even in the crypts, she taps on everything: walls, coffins, skulls. Her sister Măța is the only one who can calm her down.

## DISTINCTIONS

- Percussionist — drums, tambourines, anything she can hit
- Impulsive and acts before thinking
- Hyperactive and cannot sit still
- Fiercely protective of her sister

## TRAITS

Goblin | Female | Small





# Măța

*Banjoist of Lăutarii Noptii (The Night Minstrels)*

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## DESCRIPTION

Slightly smaller than her sister with pale yellow eyes that gleam with cunning. Her long fingers are calloused from years of intricate banjo work. Măța earned her nickname ("The Cat") for her habit of stealing small shiny objects from audience members during performances—returning them later with a wink. In Vatra Luminii, she was the brains behind the sisters' schemes. She clutches her banjo like a lifeline, the only possession she saved from their burning home.

## DISTINCTIONS

- Banjoist with precise, intricate technique
- Creative problem-solver
- Mischievous and light-fingered
- The "thinker" of the two sisters

## TRAITS

Goblin | Female | Small





# Costel Micu

*Vocalist of Lăutarii Noptii (The Night Minstrels)*

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## DESCRIPTION

A pudgy halfling with a perpetually bored expression and wine-stained lips. His voice is hauntingly beautiful—a stark contrast to his crude personality. Before the invasion, Costel spent his earnings on cards and cheap wine at the Broken Lantern tavern, rarely returning home before dawn. He joined the quartet purely for coin and has no loyalty to his bandmates. Even now, he's running dice games in the crypts, betting rations he doesn't have.

## DISTINCTIONS

- Gifted vocalist with a haunting baritone
- Compulsive gambler
- Wine connoisseur (or so he claims)
- Insensitive and greedy

## TRAITS

Halfling | Male | Small





# Grigore Stâncă

## *Laborer*

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### DESCRIPTION

A towering orc with slate-gray skin and a jaw like a granite cliff. His tusks are chipped from years of hard labor, and his hands are thick with calluses. Grigore worked the quarries outside Vatra Luminii, hauling stone blocks that would break lesser men. He kept to himself, eating alone, trusting no one. The other workers respected his strength but feared his temper. In the crypts, he stands apart from the group, watching the shadows with suspicious eyes.

### DISTINCTIONS

- Grunt laborer with immense strength
- Proud and refuses charity
- Distrustful of others, especially authority
- Fiercely independent

### TRAITS

Orc | Male | Medium





# Doina Pâinescu

*Chef*

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## DESCRIPTION

A thin woman in her late thirties with worry lines etched deep around her eyes and flour perpetually dusted in her graying hair. Her hands tremble slightly when she's not cooking. Doina ran the bakery on Candle Street, famous for her plăcinte and cozonac. Since her husband died of fever two winters past, she has raised Ionuț alone, terrified the world will take him too. In the crypts, she obsessively counts their remaining supplies, always expecting the worst.

## DISTINCTIONS

- Skilled chef and baker
- Kind-hearted and generous
- Chronically anxious
- Pessimistic—always expects disaster

## TRAITS

Human | Female | Medium





# Ionuț

*Child of Vatra Luminii*

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## DESCRIPTION

A small boy of five with large brown eyes that seem to absorb everything around him. His dark curly hair is perpetually messy, and he clutches a small wooden horse his father carved before dying. Ionuț doesn't fully understand why they live in the dark now, but he feels the fear in his mother's grip. He asks too many questions about the "sleepy people" above and tries to comfort crying adults by offering them his wooden horse to hold.

## DISTINCTIONS

- Innocent and sees wonder in small things
- Inquisitive—always asking "why?"
- Empathetic beyond his years
- Treasures his father's wooden horse

## TRAITS

Human | Male | Small | Child





# Radu Silverpaws

## *Scout*

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### **DESCRIPTION**

A lean kitsune with rust-red fur marked by a distinctive silver streak across his forepaws—the family trait that gave them their name. His amber eyes are perpetually narrowed, scanning for threats. Radu served as a forest scout for Vatra Luminii, mapping game trails and warning of bandit movements. He speaks rarely and trusts even less, but his devotion to Luminița and their children is absolute. He ventures into the ruins above to gather supplies, always returning before his family wakes.

### **DISTINCTIONS**

- Expert scout and tracker
- Aloof and speaks only when necessary
- Stubborn once his mind is set
- Silent and deadly in the wilderness

### **TRAITS**

Kitsune | Male | Tiny





# Luminița Silverpaws

## *Scout*

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### DESCRIPTION

A graceful kitsune with cream-colored fur and the signature silver-tipped paws of her husband's line. Her posture is always poised, even when exhausted. Before the invasion, Luminița scouted the eastern trade roads, her keen nose detecting ambushes before they struck. Where Radu is silent, she is sharp-tongued and decisive. She keeps her children close, telling them stories of brave foxes to mask the sounds of groaning dead above. Her eyes burn with determination—she will see her family through this.

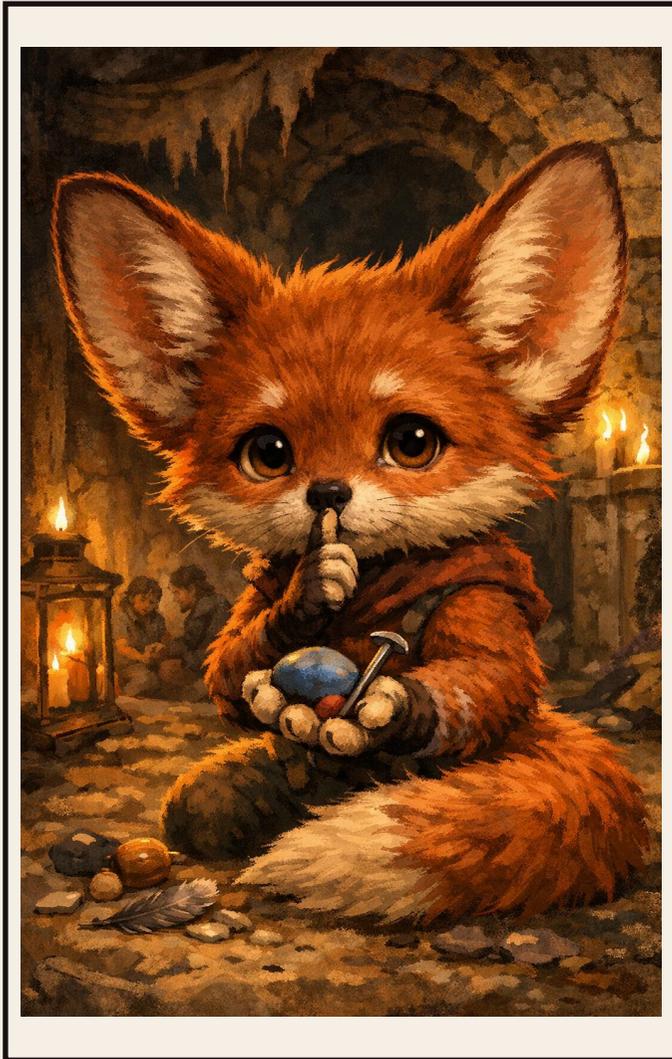
### DISTINCTIONS

- Scout with keen senses
- Elegant even under pressure
- Fierce protector of her family
- Determined—never gives up

### TRAITS

Kitsune | Female | Tiny





# Cosmin Silverpaws

*Child of Vatra Luminii*

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## DESCRIPTION

A small kitsune kit with his father's rust-red fur and oversized ears he hasn't grown into yet. His silver paw markings are still faint, not fully developed. Cosmin is the older of the two siblings and takes this responsibility seriously, often hushing his sister when she gets too loud. He watches the adults with worried eyes, understanding more than they realize. He's taken to bringing small treasures—a pretty stone, a bent nail—to the sad humans, hoping to make them smile.

## DISTINCTIONS

- Caring older brother
- Shy around strangers
- Quietly observant
- Brings small gifts to comfort others

## TRAITS

Kitsune | Male | Tiny | Child





# Daria Silverpaws

*Child of Vatra Luminii*

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## DESCRIPTION

The younger Silverpaws kit with her mother's cream fur and a constantly wagging tail she cannot control. Her silver paw markings are barely visible, just pale smudges. Daria treats the crypts as a grand adventure, much to her parents' exhaustion. She's befriended several refugee children, leading them in whispered games of hide-and-seek among the sarcophagi. She asks her father daily when they can go "home to the sunshine" and doesn't understand why he looks away.

## DISTINCTIONS

- Eager and enthusiastic about everything
- Playful—turns everything into a game
- Cannot stay quiet for long
- Makes friends easily

## TRAITS

Kitsune | Female | Tiny | Child





# Ciprian Văduva

*Orphan of Vatra Luminii*

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## DESCRIPTION

A lanky twelve-year-old with a permanent scowl and bruised knuckles. His dark hair hangs over eyes that have seen too much. Ciprian watched his parents fall to the undead horde while he hid in a root cellar—a cowardice he cannot forgive himself for. He lashes out at anyone who tries to comfort him, picking fights with refugees twice his size. He refuses to cry, refuses to sleep, refuses help. He sits alone near the crypt entrance, a stolen kitchen knife in his belt, waiting for the dead to come.

## DISTINCTIONS

- Belligerent and quick to anger
- Fiercely independent—refuses help
- Stubborn to a fault
- Orphaned by the invasion

## TRAITS

Human | Male | Medium | Teenager





# Stana Fieraru

## *Blacksmith*

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### DESCRIPTION

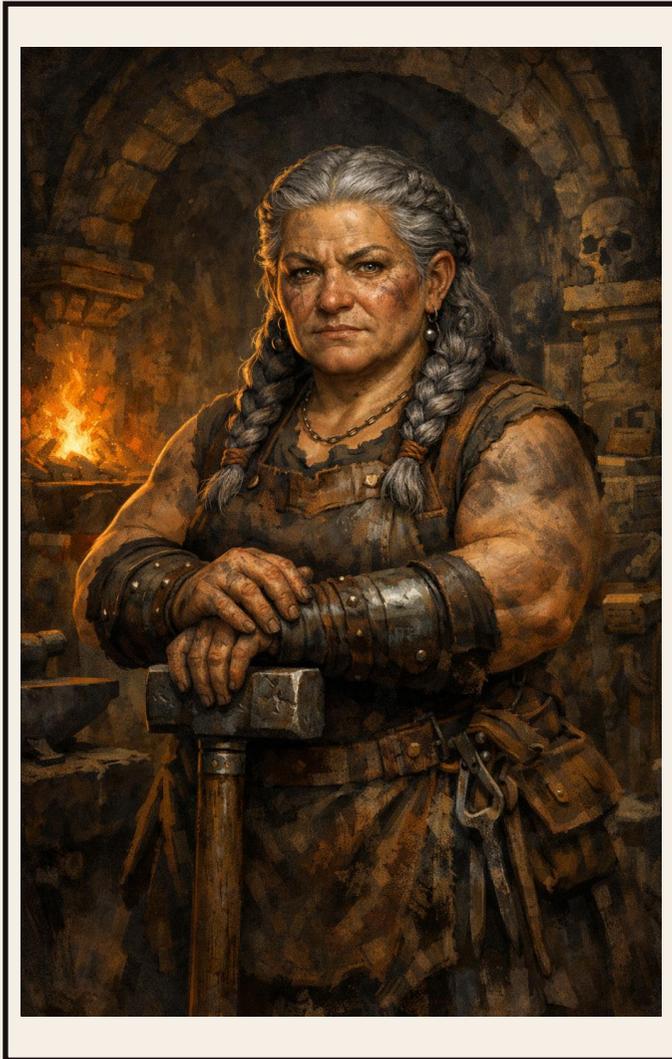
A stocky dwarf woman with ash-gray hair bound in tight braids and forearms like oak branches. Her face is weathered from years at the forge, and her eyes hold the quiet patience of cooling iron. Stana's smithy produced the finest tools in Vatra Luminii—plows that lasted generations, hinges that never rusted. She speaks slowly, thinking through each word like a problem to solve. In the crypts, she studies the ancient stonework, calculating, planning. She's already sketched designs for fortifying their refuge.

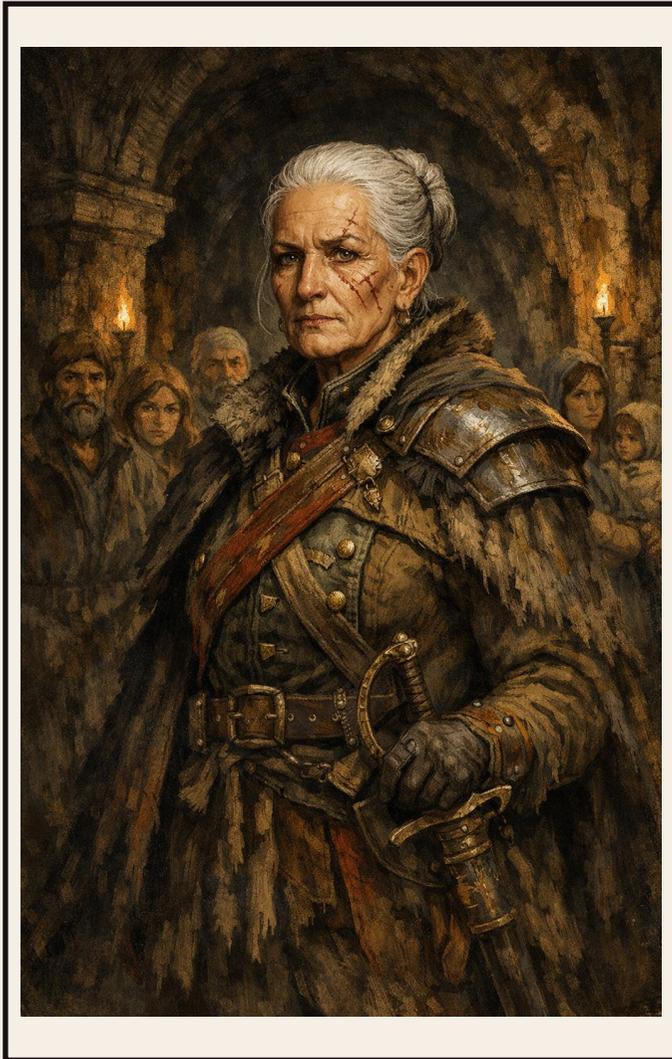
### DISTINCTIONS

- Master blacksmith
- Stern but fair
- Logical and methodical thinker
- Determined—sees every problem as solvable

### TRAITS

Dwarf | Female | Medium





# Dame Ileana Drăgoi

*Noble & Former Officer*

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## DESCRIPTION

A seventy-year-old woman who carries herself like the soldier she once was. Her white hair is pulled back in a severe bun, and her face bears the scars of old battles. Dame Ileana served as a cavalry officer in her youth before retiring to manage her family's estate near Vatra Luminii. When the dead came, she organized the evacuation, personally holding a barricade while families fled to the crypts. She walks with a slight limp now—a fresh wound—but her voice still commands absolute attention. The refugees look to her for leadership.

## DISTINCTIONS

- Noble of the Drăgoi lineage
- Veteran strategist and tactician
- Former cavalry officer
- Pillar of strength for the refugees

## TRAITS

Human | Female | Medium | Fighter





# Părintele Andrei Speranțescu

*Priest of Leander, God of Hope*

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## DESCRIPTION

A middle-aged man with a shaved head and a calm, steady gaze that seems to see through despair itself. His simple robes bear the golden sun symbol of Leander. Father Andrei served the small chapel of Vatra Luminii for fifteen years, blessing harvests and comforting the dying. Now he blesses the living, conjuring thin gruel and clean water through his prayers to keep the refugees alive. His faith has not wavered—if anything, the darkness has made his light burn brighter. He leads quiet prayers each dawn, reminding all that hope endures.

## DISTINCTIONS

- Cleric of Leander, god of hope
- Serious and unshakeable in faith
- Kind to all, regardless of station
- Conjures food and water for the refugees

## TRAITS

Human | Male | Medium | Cleric

