

# Avalon Characters



## Mother Jannus

By  
WJ MacGuffin

### Overview

When she was young, she was Jannus Longhair: feared warrior of the nomadic northern barbarians. While not the most deadly barbarian of her tribe, what she lacked in strength, she more than made up for in intelligence and speed. Yet as the years passed, age and old wounds began to sap her fighting ability. She thought she was destined for death on the battlefield but her tribe had other ideas. They respected and trusted her, and when the tribe's leader died, they asked her to take his place.

That was decades ago. Now she is known as Mother Jannus, gray-haired and old but wise and surprisingly energetic. The tribe listens to her, and with good reason: They have thrived under her leadership. However, she is currently testing their loyalty by demanding the tribe roam much farther south than they have ever done before, even into civilized kingdoms. Raiding poorly defended border villages is more profitable than anything the tribe has done before, but many secretly worry about the response from civilized (i.e. well armed and trained) forces.

### Suggested Uses

The most obvious use for Mother Jannus is as a standard quest. Her tribe keeps roaming farther south each year, so the leader of a kingdom suffering from her southward push might call on adventurers to find out why or to put a stop to the barbarians. The party would need to either win the barbarian's respect or fight their way through to reach Mother Jannus and try to stop the raids. Other uses include:

Instead of a standard quest, stopping the barbarians could be a side quest. If the party needs something from the king or leader of a northern kingdom, they could be tasked with stopping the raids before being granted a boon.

Since Jannus Longhair was an accomplished warrior in her day, she could have a relic or some information needed by the party. For example, if the party needed to find the lair of an ancient white dragon, she could know its whereabouts.

Mother Jannus' tribe would make a strong ally in a war. Perhaps the party needs to secure her allegiance against a common foe. Of course, Mother thinks of her tribe first and foremost and she would need to be convinced any deal would be in her tribe's best interest.