

## Character briefing – Senovara

You are a middle-ranking and experienced priestess of Sulevia, one of the most important gods of the Catuvellauni (and the other local tribes). She mostly heals, but she is also responsible for curses upon those who deserve them: and the role of your priesthood in the community is pretty similar. You are about 35 years old, and if you were better at pleasing the tribal rulers, you might have become high priestess by now. As it is, you're being sent upon this rather dangerous mission.

The Catuvellauni are in disgrace and in chaos, after having been heavily defeated by the Romans at the Battle of the Medway. The two brother-kings, Caratacus and Togodumnus, are captives. As part of a programme of desperate sucking-up to your conquerors to avoid further punishment, the tribe have offered your services as translator for the journey up the Thames to retrieve the rogue Roman commander Curtius. (You have experience of trading with the Dobunni – the neighbouring tribe whose territory it is – and can speak their language, as well as your own tongue and Latin, all fluently.)

You have no husband or children – you live for the goddess. Hopefully these Romans will fear your status as a priestess, and not try to disrespect you. If they do, well: you know a way to make them regret it. You have a grindstone with you, which you use to grind flour each day. If you grind clockwise, it just makes normal flour: but if you grind anticlockwise and spill some blood onto the stone, that's what lets you call the goddess's curse. Your own blood: or, for a more powerful curse, someone else's.

You are also an experienced healer, of course, with Sulevia's divine help. Although, to call upon her while you bind the wounds of these Roman soldiers will feel strange... they are your people's conquerors and masters, but they are still the enemies of your land.

There is a secret reason, that the Romans don't know about, for you to be on this mission. Curtius stole an item sacred to Woden from your tribe when the kings were captured, after the big battle. A boar's skull totem, with gold plates that give it human facial features. If you can retrieve it, then perhaps your people will not remain subject to these invaders forever.

You are scared of this Curtius. The Dobunni are wild and savage; and he must be even more so, if he has quickly gained leadership among them. He has the Roman gods watching over him, and he has Woden's boar skull. You hope that these three soldiers have a good plan for dealing with him – otherwise, this will turn into a suicide mission.

**Marcus Constantinus:** the leader of the team, he seems calm and reasonable, at least. But will he listen to you? He will have to learn to do so, or you'll all be killed.

**Felix:** a tribesman, not so very different from your own people. He's Roman on the surface. But how German is he, underneath? When things get tough, you'll all find out.

**Gellius Pulcher:** he looks like an idealized Roman superman. And apparently is a vicious and bloodthirsty warrior. You'll need to be wary of him.

Civitas: [none]