

VISHI DUN

Initiate of Waha. Male, age 21. Assistant shaman of the High Llama Tribe.

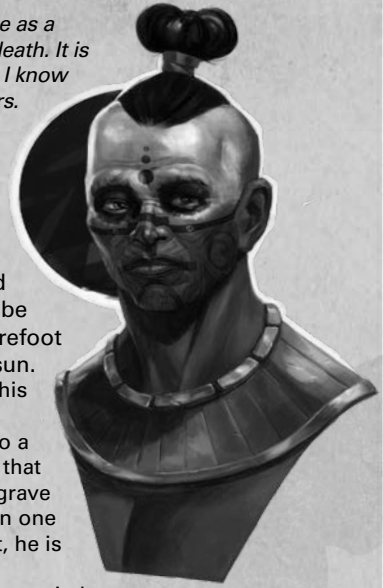
Introduction: *I am Vishi Dunn, perhaps better known in the Spirit World than this one. In my role as a shaman of the Blue Llama clan, I have ranged far and wide, seen much in the way of war and death. It is true that some have called me Vishi Kinslayer, but it is a name born out of loyalty, not betrayal. I know that in all of the Dragon Pass, there is no greater chance for peace than that which Argrath offers. I was there when Pavis was liberated, and I found friends in Vasana, Yanoth, and their kinsfolk. Now I ride with them and see to the needs of the spirit world, offering counsel and warnings, as much as any will listen. Do not pay any attention to my familiar, Cousin Monkey. He is a coward, and has little to say of value.*

Vishi Dunn is a tribesman of the High Llama Riders from the Blue Llama clan. He is wiry, with the shaved head and queue traditional of the High Llama Tribe. His body is tattooed with decorative and spiritual patterns, and he wears a brilliantly colored yak-wool robe with ornate designs upon it, open in the front, and rough sandals, preferring to go barefoot when possible. His skin is darker than most, testament to long years of exposure to the sun.

His grandfather fought for the High King at Grizzly Peak and was killed by Lunar spirits, his father was killed by the Lunar Empire at the First Battle of Moonbroth.

During his adulthood initiation, Vishi was almost killed by spirits. Hei was apprenticed to a shaman, Sabera Spiritrider, and taught how to interact with the Spirit World. When word came that the White Bull was going to summon the demigod Jaldon Goldentooth, Vishi came to Jaldongrave to witness the event. Jaldon returned, and Vishi Dunn swore loyalty to the White Bull. When one of his own kinsmen opposed allying with Argrath, Vishi Dunn killed his kinsman; as a result, he is widely known as Vishi Kinslayer, a nickname he is neither proud or ashamed of.

Vishi followed Argrath and Jaldon to liberate Pavis, where he befriended Vasana and accompanied her back to Dragon Pass. Vishi is intensely loyal to Argrath (almost to a fault), reaching a point of near-zealotry. Despite this, he is surprisingly worldly, enjoying the material comforts of drink and revelry as much as any other.



STR 13 CON 13 SIZ 12
INT 18 DEX 13 CHA 15
POW 19 Magic Points: 19

Location	D20	A armor/HP
Right Leg	01-04	0/5
Left Leg	05-08	0/5
Abdomen	09-11	0/5
Chest	12	0/6
Right Arm	13-15	0/4
Left Arm	16-18	0/4
Head	19-20	0/5

Weapon	%	Damage	SR	Pts
Lance	50	1D10+1+1D4	4	10
Dagger-Axe (2H)	60	3D6+1D4	5	10
Dagger	45	1D4+2+1D4	7	7
Pole Lasso	45	Grapples	5	4

Runes: Moon 60% (☾), Air 51% (☼), Water 30% (☿), Death 80% (☠), Man 86% (♂).

Passions: Loyalty (Argrath) 80%, Hate (Lunar Empire) 70%, Honor 60%, Love (Family) 60%, Hate (Chaos) 60%, Loyalty (Sabera Spiritrider, mentor) 60%, Loyalty (High Llama Tribe) 50%.

Reputation: 9%

Ransom: 250 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+3

Strike Ranks: DEX 2, SIZ 2

Hit Points: 13

Armor: Loincloth and robe.

Skills: *Agility:* Dodge 36%, Ride (High Llama) 65%.

Communication: Sing 45%, Knowledge: Animal Lore 40%, Battle 30%, Cult Lore (Waha) 35%, First Aid 50%, Herd 50%, Peaceful Cut 50%, Plant Lore 45%. *Magic:* Meditate 40%, Spirit Combat 95%, Spirit Dance 45%, Spirit Lore 40%, Spirit Travel 65%, Worship (Waha) 35%. *Manipulation* +20% (includes all weapon skills). *Perception:* Listen 40%, Scan 40%, Search 50%, Track 10%. *Stealth:* Hide 20%, Move Quietly 20%.

Languages: Speak Praxian 65%, Speak Heortling 25%, Speak Spiritspeech 50%, Speak Tradetalk 20%.

Spirit Magic: Detect Spirit 1, Heal 2, Second Sight (3 pts.), Spirit Screen 3.

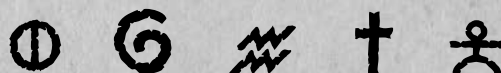
Rune Points: 3 (Waha)

Rune Spells: Command Cult Spirit (2), Disincorporation (1), Dismiss Small Earth Elemental (1), Dismiss Magic (var.), Divination (1), Extension (1), Find Enemy (1), Heal Wound (1), Multispell (1), Shield (var.), Soul Sight (1), Spirit Block (var.), Summon Small Earth Elemental (1).

Magic Items: 14-point magic storage crystal.

Treasures: Carries 5 L in coin, has a high llama (see below). Additionally, he has saddle bags full of loot worth 400 L, various objects of value taken in plunder from sacking Pavis.

Follower (Boon Companion): An intelligent baboon called Cousin Monkey (see nearby). Cousin Monkey is an unapologetic coward.



FAMILIAR, ELEMENTAL, AND MOUNT

COUSIN MONKEY, *Baboon*

STR 17	CON 11	SIZ 10
INT 13	DEX 13	CHA 10
POW 13	Magic Points: 13	

Location	D20	Armor/HP
Right Leg	01–02	1/3
Left Leg	03–04	1/3
Abdomen	05–07	1/5
Chest	08–10	1/5
Right Arm	11–13	1/3
Left Arm	14–16	1/3
Head	17–20	1/4

Weapon	%	Damage	SR	Pts
Claw	50	1D6+1+1D4	8	–
Bite	40	1D8+1+1D4	8	–
Short spear	30	1D6+1+1D4	6	10
Sling	30	1D8	2	

Damage Bonus: none

Move: 12

Hit Points: 11

Combat: Common tactic is to stab with a spear and close to use Claw or Bite.

Armor: 1-point fur.

Skills: *Agility:* Climb 90%, Dodge 26%. *Knowledge:* Animal Lore 30%. *Magic:* Spirit Combat 50%, Worship (Grandfather Baboon) 35%. *Perception:* Track 25%. *Stealth:* Sneak 45%.

Languages: Baboon 30%, Praxian 10%.

Passions: Love (Family) 60%.

Runes: Beast 80%, Disorder 75%.

Spirit Magic: Heal 2, Countermagic 2, Mobility 1, Spirit Screen 2.

EARTH ELEMENTAL

Vishi Dunn can spend 1 Rune Point to ask Waha to send him a small earth elemental. The earth elemental will follow his orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small
Rune Point cost to summon	1
Size (cubic meters)	27 (3×3×3)
Hit Points	10
STR	10
POW	11
Damage Modifier	0
Movement	3

Abilities: An earth elemental can open pits in the soil, make tunnels, and find buried objects. It can also be used for holding objects stuck into the dirt, keeping loose tunnel roofs from falling, or forming mounds and ridges in the soil (no larger than the elemental's volume). An earth

elemental can carry a person and "swim" through the soil if it has STR enough to carry that person. There is no air underground, and an individual being carried must make CON rolls or suffocate. The earth elemental can only do this with an unresisting passenger. An earth elemental can carry several people if its STR is sufficient.

Attack: In combat, the earth elemental uses its volume to engulf its opponents, opening a pit beneath a foe with a maximum volume equal to its own volume. A small earth elemental simply engulfs the victim's legs. A medium earth elemental can swallow victim up to the neck, covering the chest and abdomen as well as the legs. A large earth elemental can swallow its victim completely, engulfing all hit locations. In this case, the victim also will asphyxiate (as per the suffocation rules) unless they break free. After burying a victim, the earth elemental closes up the pit, doing its damage modifier as damage to all hit locations engulfed. An earth elemental can only attack in this manner in dirt or rocky soils (not in sand or soft loam), and can only attack once in a given spot, because the pulverized dirt is too fine for a second attack. The victim is held by the earth elemental in any case, and must overcome the elemental's STR with their own to break free and crawl out of its grip. If an earth elemental lacks any damage bonus, or attacks a victim in unsuitable soil, it will swallow the victim as described above, without causing damage. The victim must still resist STR vs. STR to pull free of the earth elemental's grip.

VISHI DUN'S HIGH LLAMA

Vishi Dun rides a trained cavalry high llama. These mounts are so tall that their riders roll 1D10+10 on the hit location table when striking an opponent, even against mounted foes. When he attacks with a lance charge, Vishi Dun uses his high llama's damage bonus!

STR 36	CON 15	SIZ 42
INT N/A	DEX 11	CHA N/A
POW 13	Magic Points: 13	

Location	D20	Armor/HP
Right Hind Leg	01–02	2/7
Left Hind Leg	03–04	2/7
Hindquarters	05–07	2/9
Forequarters	08–10	2/9
Right Front Leg	11–13	2/7
Left Front Leg	14–16	2/7
Head	17–20	2/8

Weapon	%	Damage	SR	Pts
Bite	25	1D8	8	12
Kick	50	1D8+4D6	8	12
Rear and plunge	25	2D8+4D6	8	

Damage Bonus: +4D6

Move: 12

Hit Points: 23

Combat: A high llama can bite and kick one or two foes at the same time or can rear and plunge against one foe.

Armor: 2-point hide.