VASANA FARNAN'S DAUGHTER

Female, age 21. Heavy cavalrywoman of the Ernaldori clan of the Colymar Tribe.

I am Vasana, the daughter of Farnan, a hero of Starbrow's Rebellion, slain and devoured by the Crimson Bat. In my war of revenge against the Lunar Empire, I gained the attention of Argrath at the Battle of Pennel Ford. I was sorely wounded at the Second Battle of Moonbroth, granting me this terrible scar across on the left half of my face. I returned to my mother's farm to recover, and now I am ready for adventure.

My friends know me for a fearsome bison rider, a skilled hand with a sword, and a devout worshiper of Orlanth Adventurous. My honor is my greatest strength.

Vasana is a small, athletic woman with a vicious scar across one side of her face. Despite her size, she rides a bison and is more than capable of commanding warriors and priests more senior than herself.

Vasana's grandmother was a scribe in the service of the Princes of Sartar, and died with great glory in the Battle of Boldhome. Vasana's father was Farnan, a temple orphan who married Vareena, a priestess of Ernalda from the Ernaldori clan. Farnan joined Starbrow's Rebellion and later personally aided Kallyr Starbrow in her escape from Sartar. He died defending Whitewall in 1620, devoured by the Crimson Bat. Farnan's soul was annihilated and Vasana, then a teenager, swore revenge.

As soon as she was initiated as an adult, Vasana left her mother's farm to avenge her father against the Lunar Empire. In 1623, she followed King Broyan to the metropolis of Nochet, accompanied by her half-sister Yanioth. At the Battle of Pennel Ford, she fought with great glory, and gained the attention of Argrath. Vasana followed Argrath into Prax and joined the army of the White Bull in the liberation of Pavis. Pursuing honor again, she fought with great glory at the Second Battle of Moonbroth, and was nearly killed (receiving a nasty scar on her face) in the process of killing a Lunar priestess. After the Dragonrise, she returned to her mother's farm to recover.

HOW TO PLAY VASANA

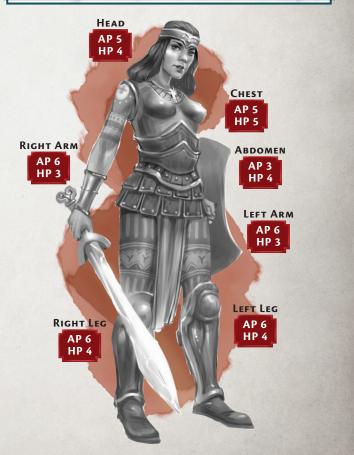
- You are a natural born leader with a Charisma 19. Take charge!
- You have strong passions—Hate (Lunar Empire), Devotion (Orlanth), Honor, and your Loyalties—use them when appropriate to augment your skills.
- Your high Death Rune makes you a warrior ascetic. You ignore pain and pleasure. Your high Air Rune makes you passionate, proud, and violent.
- Your Lance attack while riding your bison can do huge amounts of damage. But you are better on the defensive when you use your sword.
- You have a good array of Rune spells for combat, but you need to choose very carefully as you don't have any Rune points to spare. Use Demoralize on a foe before you fight them!



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STATISTICS

			DEM		DOW	CITA
	JON		DEX	INT	POW	
16	12	10	11	15	15	19
Ατταςκς	1			<u></u>		M.
WEAPON		%	Dam	AGE	SR	Ртѕ
Broadsword		90	1D8+1	+1D4	7	12
Lance		70	1D10+1	+3D6	5	10
Battle Axe		55	1D8+2	+1D4	8	8
Medium Shi	eld	55	1D4+	1D4	8	12
Composite B	ow	45	1D8	+1	S/MR	7
Spirit Combo	ıt	45	1D6	+3	12	_
HIT LOCAT	ONG		A	RIBUTE	3.5%	The second
	D20					ALUE
	01-04	AP/HP 6/4	_	ALITY Points	\ 	12
Right Leg Left Leg	01-04	6/4	Mo			8
Abdomen		3/4		ve ke Rank		8 X 3, SIZ 2)
Chest	12	5/4		ke Kalik ne Points	- (3
Right Arm		6/3		gic Points		5 (15+10)
Left Arm	16-18	6/3		nage Boi		(13+10) +1D4
Head	19-20	5/4		ling Rat		2
Treau	19-20	5/4	Tiea	ining Kat	E	<u>_</u>
		Hr	T POIN	TS		
DEAD 0	12	3 4 5	567	89	10 11	12 13
14 15	16 1	7 18	19	20 2	22	23 24
	5	a ser de		1		m



	SKI	LLS & PASSIONS			
AGILITY (+0%)		Magic (+10%)	- D	Passions	
📥 🛛 Dodge		Meditate		Devotion (Orlanth)	80%
□ Ride (Bison)		□ Spirit Combat		□ Hate (Lunar Empire)	90%
□ Swim	15%	□ Worship (Orlanth)	35%		70%
Communication (+109	%)	MANIPULATION (+5%)		□ Love (family)	60%
Dance		□ 1H Axe		Loyalty (Argrath)	70%
□ Intimidate		□ Broadsword	90%		
Orate		□ 1H Spear (Lance)		Loyalty (Colymar Tribe)	70%
□ Sing	50%	Composite Bow		□ Loyalty (Ernaldori Clan)	60%
□ Speak Heortling		□ Medium Shield		□ Loyalty (Sartar)	70%
□ Speak Stormspeech					
□ Speak Tradetalk		PERCEPTION (+5%)			
	SRA	Listen	40%		
KNOWLEDGE (+5%)		□ Scan	50%		
🔤 🗖 Battle	65%	Search			
Cult Lore (Orlanth)	25%	Track	10%		
Customs (Heortling)					
G Farm	30%	STEALTH (+5%)			
🗖 First Aid	25%	Hide			
Herd		□ Move Quietly			
Homeland Lore (Sartar)					
Read/Write Theyalan	30%				

VASANA FARNAN'S DAUGHTER

Molon, Vasa	NA'S B	ISON	and the		July .	
ST 30		ON S 17 3	IZ DEX PC 34 12 10	W 0	8	
Аттаскя	-	200		1		
WEAPON	9	6	Damage	SR	Ртѕ	
Head Butt*	5	0	2D10+3D6	8	12	
Trample*	Trample* 50 6D6 to downed foe					
HIT LOCATION	D20	AP/HP	ATTRIBUTES QUALITY	v	ALUE	
Right Hind Leg		3/8	Hit Points		23	
Left Hind Leg	3-4	3/8	Move		12	
Hindquarters	5-7	3/10	Strike Rank		3	
Forequarters	8-10	3/10	Rune Points		_	
Right Foreleg	11–13	3/8	Magic Points		_	
		210	D D	~ ·	206	
Left Foreleg	14–16	3/8	Damage Bonu	5 7	-3D6	

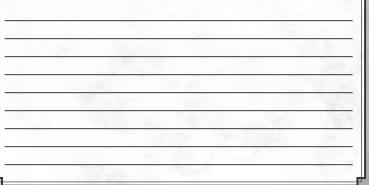
Vasana rides a trained cavalry bison named Molon. When she attacks someone on foot from bison-back, she rolls 1D10+10 to determine hit location. When Vasana uses her lance while charging with her bison, she uses Molon's 3D6 damage bonus, and not hers!

STARTING GEAR, TREASURE, & ABILITIES

Armor: Bronze disk plate cuirass, bronze greaves and vambraces, studded leather skirt, closed helm (armor modifies Move Quietly by –15% when worn).

Magic Items: 10-point magic point storage crystal, a bronze image of Orlanth that adds +10% to Worship (Orlanth). Treasures: Carries 20 L in coin.

ACQUIRED ITEMS



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MAGIC

COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

Spell	Ροιντς	Page
Command Cult Spirit	2	41
Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS						
Spell	Ροιντς	Runes	Page			
Fearless	2	6	43			
Lightning	1+	6	46			
Shield	1+	ତନ	49			
Kendle	RUNE POIN	rs	181			

1 2 (3) 4 5 6 7 8 9 10 11 12 13

SPIRIT	Magi	C SPEL	LS	
Spell		Poin	ITS	Page
Demoralize		2		36
Heal 2		1-2	2	36
Mobility		1		36
M	AGIC PO	INTS		
UNC 0 1 2 3 4	567	8 9 10	11	12 13
14 15 16 17 1	8 19	20 21	22	23 24
25 26 27 28 2	9 30	31 32	33	34 35
A SALE AND	24011	1800 63	6-12	A Sta

YANIOTH VAREENA'S DAUGHTER

Female, age 23. Apprentice priestess of Ernalda of the Ernaldori clan of the Colymar Tribe.

Call me Yanioth Vareena's Daughter, and like my mother, you will know me as a priestess of Ernalda. Praised be the Earth and all its secrets!

I know the sacred dances of life and lust as well as the rites of birth and renewal. I speak to spirits of the higher worlds and those of the earth, and I know the ways of knitting flesh and bone to their wholeness.

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With my half-sister Vasana, I ventured to Nochet, and there I earned the blessing and favor of Queen Samastina. Now I travel with Vasana, following the path my goddess has set before me.

Yanioth wears the traditional vestments of an Ernaldan priestess, and has a tone ranging from lofty to occasionally salacious. Despite this, she is helpful and generous to her friends, and ruthless towards her enemies.

She is Vasana's half-sister, sharing the same mother, Vareena, but with a different father. Yanioth's grandmother died at Grizzly Peak defending the Feathered Horse Queen, and her mother (Vareena, a priestess of Ernalda) stayed completely out of the next twenty years of conflict.

It was a great shock to her mother that Yanioth accompanied her half-sister to Nochet, where she gained the blessing and favor of Queen Samastina. Yanioth was present at the Battle of Pennel Ford, accompanied Argrath to summon Jaldon, and helped acclaim Kallyr Starbrow as Prince.

HOW TO PLAY YANIOTH

- You are a natural born leader with a Charisma 17. But you are not much of a fighter—let others do the fighting for you.
- You have plenty of healing magic—Heal 3 for minor wounds, Heal Body for someone near death.
- Your Charisma Rune spell makes you socially unstoppable—for 15 minutes.
- You have many strong passions—use them when appropriate to augment your skills. If Vasana and Harmast are in play, they are your family.
- Your Earth elemental can be a game-changer, but it costs all of your Rune points to Summon and Command a Medium Earth Elemental.
- Your high Fertility and Earth Runes makes you worldly and pleasure-seeking. Your high Beast Rune puts you in touch with your base instincts.



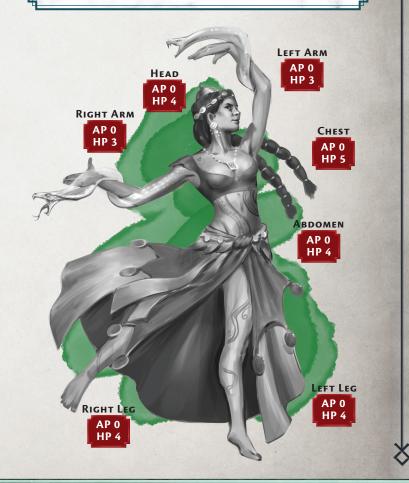
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STATISTICS

STR .	CON	SIZ I	DEX INT	г рож	СНА
11	12	15	DEX IN 15 16	15	17
Аттаскя	1	_			M
WEAPON		%	Damage	SR	Ртѕ
Dagger		35	1D4+2+1D4	7	6
Battle Axe		55	1D8+2+1D4	6	8
Medium Shi	eld	65	1D4+1D4	7	12
Composite B	Bow	45	1D8+1	S/MR	7
Spirit Combo	it	70	1D6+1	12	_
HIT LOCAT		+	ATTRIBU	TES	
LOCATION	D20	AP/HP	QUALITY	20 A	VALUE
Right Leg	01–04	0/4	Hit Point	s	13
Left Leg	05-08	0/4	Move		8
Abdomen	09-11	0/4	Strike Ra	nk 3 (D	EX 2 SIZ 1)
Chest	12	0/5	Rune Poir	nts	4
Right Arm	13–15	0/3	Magic Po	ints 25	(15+10)
Left Arm	16–18	0/3	Damage I	Bonus	+1D4
Head	19–20	0/4	Healing R	late	2
A March	Sec. x	Ніт	Ροιντς	Sec.	*L
DEAD 0	12	345	6789	10 11	12 (13)
			19 20 2		



CULT: ERN		TIATE OF ERNALDA: IL III REPUTATION: 26% RANSOM: 1,000 L	
		Skills & Passions	
AGILITY (+5%)		☐ Manage Household	
Dodge		Read/Write Theyalan10%	80%
□ Swim	40%		60%
2			
COMMUNICATION (+10		$\square \text{ Meditate} \qquad 35\% \qquad \square \text{ Love (Family)}$	70%
Dance		$\Box Spirit Combat70\% \qquad \Box Loyalty (Argrath)$	60%
Orate		□ Worship (Ernalda)70% □ Loyalty (Colymar Tribe)	70%
□ Sing		MANIPULATION (+10%) Display (Ernaldori Clan)	70%
Speak Earthtongue		$\square 1H Axe_{55\%} \square Loyalty$	
Speak Esrolian			60%
□ Speak Heortling	60%	- 2 4864	
Speak Old Pavic			
Speak Tarshite		□ Medium Shield	60%
Speak Tradetalk	20%	Perception (+5%)	
KNOWLEDGE (+5%)		□ Insight (Human)	
Battle	35%	□ Listen	
Cult Lore (Ernalda)		□ Scan	
Customs (Heortling)		□ Search	
Gustonis (Teorening)	30%	□ Track	
G First Aid		9	
□ Herd		STEALTH (+5%)	
Homeland Lore (Sartar)		Hide	
Plant Lore		□ Move Quietly	
	Note: Skill a	tegory modifiers are already calculated into skill percentages.	

YANIOTH VAREENA'S DAUGHTER

EARTH ELEMENTAL CHARACTERISTICS QUALITY SMALL MEDIUM LARGE **Rune Point Cost** 1 2 3 STR 10 19 29 POW 20 11 17 **Hit Points** 10 19 29 **Damage Modifier** 1D6 3D6 0 Move 3 1m³ 3m³ 10m³ Volume

Abilities: Can control the earth (form tunnels, pits, ridges, etc.), find buried objects, or bury things of SIZ up to its volume. Can carry items or willing people of SIZ up to its STR through the soil (passenger must make CON×5 rolls or suffocate).

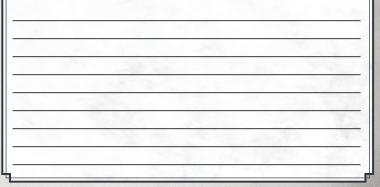
Attack: Engulfs foes in a pit equal to its volume (about one human per cubic meter) with depth based on size: small engulfs a victim's legs (hit locations 1-8); medium swallows a victim up to the neck (hit locations 1-18); large swallows them completely (see suffocation, above). It then closes the pit, doing its damage bonus to each hit location engulfed. Limited to dirt or rocky soil, and only once in an area. Victim must succeed in a STR vs. STR resistance roll to break free. If it has no damage bonus, or attacks in unsuitable soil, it swallows the victim but does no damage.

STARTING GEAR, TREASURE, & ABILITIES

Armor: Esrolian bodice and dress.

Magic Items: 10-point magic point storage crystal. Treasures: Rich from the favor she received from Queen Samastina in Nochet, Yanioth starts with 160 L in coin and 1,050 L worth of jewelry, vessels, and luxury goods.

ACQUIRED ITEMS



MAGIC

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Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MA	AGIC S	PELLS	a las
Spell	Ροιντς	Runes	Page
Charisma	1		41
Heal Body	3		44
Inviolable	1		44
Summon Earth Elemental	1–3		50
Run	E POINTS	S ATH	
1 2 3 4 5 6 7	8 9	10 11	12 13
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SPIRIT M	AGIC	SPELLS	
SPIRIT M	AGIC	SPELLS POINTS	Page
111 REPUBLICATION	AGIC		Page 36
Spell	AGIC	Ροιντς	
SPELL Befuddle Heal 3	AGIC	POINTS 2 1-3	36
SPELL Befuddle Heal 3	ic Point	Points 2 1-3	36 36
SPELL Befuddle Heal 3 MAG	<mark>іс Роінт</mark> 6 7 8	Points 2 1-3 s 9 10 11	36 36 12 13
SPELL Befuddle Heal 3 MAG UNC 0 1 2 3 4 5	<mark>іс Роінт</mark> 6 7 8 19 20	Points 2 1-3 s 9 10 11 21 22	36 36 12 13 23 24

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HARMAST BARANTHOS' SON

Male, age 21. Wealthy farmer of the Ernaldori clan of the Colymar Tribe.

Harmast is my name, and I am the firstborn of the great chieftain Baranthos. You have no doubt heard of me. My clan, the Ernaldori, are loyal Sartarites, famed for our prudence and our success.

True, my clan defended Colymar tribal lands while others rushed off to war, but when they returned, where were the thanks for our service? I fought in the Battle at Pennel Ford alongside my kinsfolk, and saw the crowning of the Prince of Sartar.

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My friends and enemies alike know me for a man of words, an envoy and skilled negotiator, but they also know that this fine sword at my side is not for show.

Harmast is a noble from the Colymar tribe. His father is chieftain of the Ernaldori clan, and his grandfather and greatuncle were kings. His family is famed for its loyalty to Sartar and for their caution: Harmast's family survived the Lunar Occupation with their lives (and wealth) intact, whereas others of their clan perished.

As a member of the cult of Issaries, Harmast tried to avoid the growing conflict in Dragon Pass, preferring talk and negotiation to warfare. However, following the Great Winter, he killed a thane from the Grey Dog clan in a duel. The thane's kin have sworn vengeance upon Harmast. Harmast fought at the Battle of Pennel Ford alongside his kinfolk, Vasana and Yanioth. He witnessed the Dragonrise and fought for Starbrow during the Liberation of Sartar, acclaiming her as Prince.

Of average appearance, Harmast's garments and gear are finer than most, displaying his family's wealth. He is occasionally arrogant, and quickly defensive when it comes to his choice to remain and defend his family's farm estate when others of his kin answered King Broyan's call.

Harmast is a dealmaker: when he can't negotiate a way out of a problem, he relies upon his fearsome skills as a duelist. Generally, he tries to remain out of conflicts, but does not hesitate to act decisively when drawn into them.

HOW TO PLAY HARMAST

- You are a chieftain's son, very intelligent, with good Bargain and Manage Household skills. But with a Charisma of only 10, people don't pay attention to you. Use Glamour when you want to raise your Charisma.
- Your strongest passions are Love (family)—including Vasana and Yanioth, if present—and Loyalty (Sartar).
- You are skilled melee fighter and have excellent armor, but relatively few hit points. You are a duelist, not a brawler!
- Path Watch is useful when on the road or if fearing an ambush.
- Your high Harmony Rune makes you a natural peacemaker. Your high Air Rune makes you passionate and proud.
- You are not a particularly good rider and can barely fight while mounted. Your high Fertility and Earth Runes makes you worldly and pleasure-seeking. Your high Beast Rune puts you in touch with your base instincts.



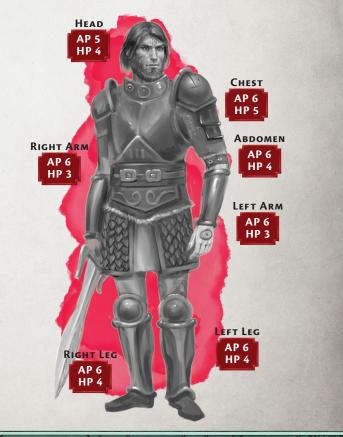
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STATISTICS

		X		1		
	CON	SIZ		INT	POW	CHA
13	9	13	18	19	16	10
Αττάςκε	1			<u></u>	_	M
WEAPON		%	Dam	AGE	SR	Ртѕ
Broadsword		100	1D8+1	+1D4	5	12
Battle Axe		40	1D8+2	+1D4	6	8
Dagger		55	1D4+2	+1D4	7	6
Medium Shi	eld	80	1D4+	1D4	6	12
Javelin, Held		45	1D6+	1D4	5	8
Javelin, Thro		45	1D10-		1/MR	8
Spirit Combo	at	65	1D6	5+1	12	_
HIT LOCATIONS ATTRIBUTES						
	D20					1
	01-04	AP/HP 6/4		ALITY Points		/ALUE
Right Leg Left Leg	01-04	6/4	Mo			8
Abdomen	09-11	6/4		ve ke Rank	2 (DI	• EX 1, SIZ 2)
Chest	12	6/5		ne Points	3 (DI	3
Right Arm	13-15	6/3		gic Points		16
Left Arm	16-18	6/3		nage Bon		10 +1D4
Head	19-20	5/4		aling Rate		2
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y a		Hit	T POIN	ITS		the second
DEAD (12	3 4 5	667	89(10 11	12 13
14 15	16 1	7 18	19	20 21	22	23 24
					1	



	SI	KILLS & PASSIONS	1		
AGILITY (+10%)		MAGIC (+5%)		Passions	
Dodge		Meditate		□ Hate (Grey Dog)	60%
Ride (Horse)		□ Spirit Combat		\Box Love (family)	809
2		□ Worship (Issaries)			
COMMUNICATION	(+5%)		0)	Loyalty (Colymar Tribe)	60%
Bargain		MANIPULATION (+2	0%)	Loyalty (Ernaldori Clan)	60%
Dance				□ Loyalty (Issaries Temple)	60%
□ Fast Talk		Broadsword		□ Loyalty (Sartar)	80%
Orate		Dagger			
□ Sing		□ 1H Spear			
Speak Esrolian		□ Javelin			
Speak Heortling		☐ Medium Shield	80%		
□ Speak Old Pavic		PERCEPTION (+10%)			
□ Speak Tarshite □ Speak Tradetalk		□ Insight (Human)			
		Listen			
KNOWLEDGE (+10	%)	Scan			
KNOWLEDGE (+10 Battle	30%	Search			
Cult Lore (Issaries		Track			
Customs (Heortlin		E P			
🗖 Farm		STEALTH (+15%)			
Herd		STEALTH (+15%)			
Homeland Lore (S	artar)40%	□ Move Quietly			
□ Manage Househol	d50%				
D 1/3377 4 771	alan20%				

ACQUIRED ITEMS

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MAGIC

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COMMON RUNE MAGIC

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Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS						
Spell	Ροιντς	Runes	Page			
Passage	1	ん	47			
Path Watch	2	ん	47			
Spell Trading	2		49			
Freder .	RUNE POINTS	1 150	A.			

1 2 3 4 5 6 7 8 9 10 11 12 13	1	2 3 4	5	6	7	8	9	10	11	12	13
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SPIRIT M	AGIC SPELLS	
Spell	Ροιντς	Page
Detect Enemies	1	36
Farsee	1	36
Glamour	2	36
Mobility	1	36
Mag	IC POINTS	
UNC 0 1 2 3 4 5	67891011	12 13
14 15 16 17 18	19 20 21 22 2	23 24
25 26 27 28 29	30 31 32 33	34 35

VISHI DUNN

Male, age 21. Assistant shaman of the Blue Llama Clan of the High Llama Tribe in Prax.

I am Vishi Dunn, known more in the Spirit World than this one. As shaman of the Blue Llama clan, I ranged far and wide, seen much war and death. Some have called me Vishi Kinslayer, but that name was born of loyalty, not betrayal.

I believe that there is no greater chance for peace than Argrath's promise. I saw Pavis liberated, and there I found friends in Vasana and her allies. Now I ride with them and offering counsel and warnings from the Spirit World, if any will listen.

Pay no attention to Cousin Monkey, my lackey. He is a coward and says little of value.

Provident and a second

Vishi Dunn is a Rider of the Blue Llama clan. He has the shaved head and queue of the High Llama Tribe, and is heavily tattooed. He wears a bright yak-wool robe with ornate designs upon it, and rough sandals, though he prefers to go barefoot when possible. His skin is darkened through many years in the sun.

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

During his initiation, Vishi was almost killed by spirits. He was apprenticed to a shaman, Sabera Spiritrider, who taught him how to interact with the Spirit World. When he heard that the White Bull would try to summon the demigod Jaldon Goldentooth, Vishi went to Jaldongrave to witness it. Jaldon returned, and Vishi Dunn swore loyalty to the White Bull. When one of his kinsmen opposed allying with Argrath, Vishi killed him. Now he is called Kinslayer, a nickname he does not deny.

Vishi followed Argrath and Jaldon to liberate Pavis, and befriended Vasana. He accompanied her back to Dragon Pass. He is intensely loyal to Argrath, almost a zealot.

HOW TO PLAY VISHI DUNN

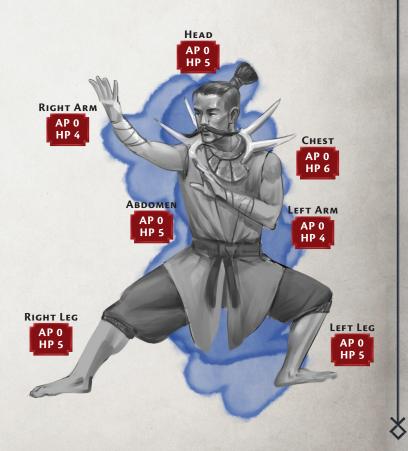
- You are a proud Praxian nomad of the desert plains. You are very smart and are a good leader. But it is your magical power than really shines.
- Your strongest passion is your Loyalty (Argrath). Use it when appropriate to augment your skills.
- You are not a good melee fighter and have no armor unless you cast your Shield spell.
- Your Spirit Combat skill is extremely good. Use Detect Spirits and Spirit Screen liberally. Second Sight can let you assess how powerful a spirit is.
- Your ability to communicate with the local barbarians is limited—speak slowly and loudly.
- Your high Death Rune lets you ignore pleasure and pain. Your high Man Rune means you care about Praxian customs and society.
- Cousin Monkey is wonderful fun. Play up his antics.



MONTH AND THE MAN ANDS CHIN

STATISTICS

стр	CON	SI7	DEV	INT	DOW	СНА
13	13	SIZ	13	18	19	15
ATTACKS	15	12	15	10	1)	17
WEAPON		%	Dam	AGE	SR	Ртѕ
Lance*		50	1D10+1		4	10
Dagger-axe	(2H)	60	3D6+	1D4	5	10
Dagger		45	1D4+2	+1D4	8	6
Pole Lasso		45	Grap	ples	1/MR	4
Spirit Combo	at	95	1D6	+4	12	_
* When charging	g, Vishi use	s his Ilama's	damage bo	onus (+4D6) instead of	his own.
HIT LOCAT	IONS		Атт	RIBUTE	S MA	and a
LOCATION	D20	AP/HP	Qu	ALITY	١	/ALUE
Right Leg	01–04	0/5	Hit	Points		14
Left Leg	05-08	0/5	Mov	/e		8
Abdomen	09–11	0/5	Stri	ke Rank	4 (DI	EX 2 SIZ 2)
Chest	12	0/6	Run	e Points		3
Right Arm	13–15	0/4	Mag	ic Point	s	33
Left Arm	16–18	0/4	Dan	nage Bor	nus	+1D4
Head	19–20	0/5	Hea	ling Rate	2	3
1 million		Ho	r Poin	тѕ		* 6
DEAD () 1 2	345	67	89	10 11	12 13
14 15	16 1	17 18	19	20 21	22	23 24
	6 pt	and the of	A.	-		F.



	— I	VISHI DUNN NITIATE OF WAHA: E			
CULT: M	АНА	REPUTATION: 9%	RANS	IM: 250 L	
		SKILLS & PASSIONS	1.30	1	
AGILITY (+10%)	-	Magic (+10%)	100	Passions	
Dodge		Meditate		□ Hate (Chaos)	60%
🗖 Ride (Horse)	40%	D Spirit Combat		□ Hate (Lunar Empire)	70%
		Spirit Dance Spirit Lore			60%
Communication (+15%)	(50)	□ Spirit Travel	65%	□ Love (family)	60%
		□ Worship (Waha)			
□ Speak Esrolian □ Speak Praxian	13%			□ Loyalty (Argrath)	80%
□ Speak Fraxian □ Speak Heortling	0)%0	MANIPULATION (+20%)		□ Loyalty (High Llama Tribe)	50%
□ Speak Spiritspeech	50%	□ 2H Axe	60%	🗖 Loyalty	
□ Speak Tradetalk		Dagger		(Sabera Spiritrider mentor)	60%
		□ 1H Spear (Lance)			
KNOWLEDGE (+15%)		Pole Lasso		COUSIN MONKEY'S SKILLS	
Animal Lore	40%	2500		Animal Lore	
□ Battle		PERCEPTION (+15%)		Climb	
Cult Lore (Waha)		Listen		Dodge	26%
Customs (Praxian)		□ Scan		Listen	40%
Gerst Aid		□ Search		D Move Quietly	
Herd		Track		□ Scan	
Homeland Lore (Prax)		P D P		Speak Beastspeech	30%
Peaceful Cut	50%	STEALTH (+10%)		Speak Praxian	10%
Plant Lore		STEALTH (+10%) Hide	20%	Spirit Combat	50%
		□ Move Quietly	20%	Track	
	Note: Skill c	ategory modifiers are already calculated into		Worship (Grandfather Baboon ages.	.)

Skill category modifiers are already calculated into skill percentage

Cousin Mo	NKEY	X	and the		1 and 1
STR C	ON SI	ZD	EX, INT,	POW, C	HA
17 '	11 10	0 1	3 13	13	10
Аттаскя		2		£	
WEAPON	%		Damage	SR	Ртѕ
Claw	50)	1D6+1+1D4	8	_
Bite	40	1	1D8+1+1D4	8	_
Short Spear	30	1	1D6+1+1D4	6	10
Sling	30		1D8+1D2	S/MR	_
HIT LOCATIO	NS		ATTRIBUT	ES	
LOCATION	D20	AP/HP	QUALITY	VA	LUE
Right Leg	01–04	1/3	Hit Points		11
Left Leg	05–08	1/3	Move		10
Abdomen	09-11	1/5	Strike Ran	k	4
Chest	12	1/5	Rune Poin	ts	
Right Arm	13–15	1/3	Magic Poi	nts	13
Left Arm	16–18	1/3	Damage B	onus +	1D4
Head	19-20	1/4	Healing Ra		2

Spirit Magic: Countermagic 2, Heal 2, Mobility (1), Spirit Screen 2. Passions: Love (family) 60%. Armor: Fur.

30		$\frac{\mathbf{DN}}{5}$	$\frac{\mathbf{IZ}}{12}$ $\frac{\mathbf{DEX}}{11}$ \mathbf{P}	$\frac{OW}{13}$	
Аттаскя*			12 11	15	
WEAPON	%	5	Damage	SR	Ртя
Bite	3	5	1D8	8	_
Kick	50	50 1D8+4D6 8 -			
Rear and Plunge	2	5	2D8+4D6	8	10
HIT LOCATION	D20	AP/HP			ALUE
Right Hind Leg			QUALITY Hit Points	V	ALUE
Left Hind Leg			Move		12
Hindquarters			Strike Rank		3
Forequarters			Rune Points		_
Right Foreleg			Magic Points	;	_
Left Foreleg	14–16	2/7	Damage Bon	us +	4D6
Head	17-20	2/8	Healing Rate		3

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MAGIC

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COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

Spell	Ροιντς	Page
Command Cult Spirit	2	41
Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE /	MAGIC	SPELLS	1 A	RUNE POINTS
Spell	Ροιντς	Runes	Page	[1 2 (3)4]
Axis Mundi	1	옷 †	39	5678
Discorporation	1	옷 🕇	42	9 10 11
Shield	1+	웃 †	49	12 13 14

SPIRIT MA	GIC SP	MAGIC POINTS	
Spell	Ροιντς	Page	UNC 0 1 2 3 4 5 6 7 8 9
Detect Spirit	1	36	10 11 12 13 14 15 16 17
Heal 1	1	36	18 19 20 21 22 23 24
Second Sight	3	37	
Spirit Binding	1	37	25 26 27 28 29 30
Spirit Screen 3	1–3	37	31 32 33 34 35 36
Marker V.	16326		and the second second

STARTING GEAR, TREASURE, & Abilities

Armor: Loincloth and robe. Magic Items: 14-point magic storage crystal. Treasures: Carries 5 L, high llama. Has saddlebags of loot worth 400 L, plunder from sacking Pavis.

ACQUIRED ITEMS

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*

VOSTOR Son of Pyjeem

Male, 21 years old. Heavy infantry soldier from Dunstop in Lunar Tarsh.

Hold before you strike, brave adventurers!

It is true that I am a Lunar, out of Dunstop in Tarsh, but I have renounced any allegiance to the Lunar Empire, and have chosen to follow a destiny other than that of invader.

My name is Vostor. Though I am a deserter, I am no common traitor! I put my kopis-sword and shield to use serving the Red Emperor in Nochet and at the Battle of Pennel Ford, and in his name I was nearly maimed by the savage called Harrek the Berserk. While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but to leave, or face imprisonment or assassination.

I have found acceptance, even friends, among my former enemies, and now I am my own man, seeking my own path in the world.

Vostor, Son of Pyjeem, is from a long line of Lunar Tarshite soldiers from Dunstop. He has a powerful physique, but his most noticeable feature is a ragged row of fearsome scars across the side of his face and his arm, healed but still testament to the terrible injury he suffered.

Vostor's grandfather fought and died for the Red Emperor at the Battle of Grizzly Peak. His son Pyjeem followed General Fazzur Wideread, but died with great glory in the Hendriking Campaign when Vostor was still a child.

At adulthood, Vostor joined the Dunstop Foot and was shocked when the Red Emperor replaced Fazzur Wideread as the Governor-General of Dragon Pass. Nonetheless, he followed his regiment to Esrolia and fought valiantly in the siege of Nochet. However, the Empire failed to take the city. At the Battle of Pennel Ford Vostor was nearly killed by Harrek the Berserk, gaining the terrible scars across his face and arm. Vostor returned to Dragon Pass to recover but, during the retreat from Sartar, partisans of King Pharandros tried to assassinate him as part of a purge of those officers who were loyal to Fazzur.

Rather than be murdered, Vostor deserted and sought allies amongst his former enemies in Sartar.

HOW TO PLAY VOSTOR

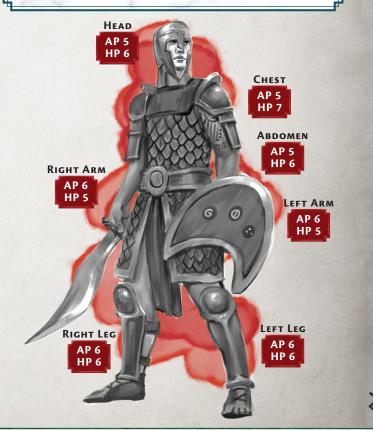
- You are a Lunar soldier who has joined with his former enemies. Decide which of the other characters is the leader and support them like a good soldier should.
- You are an all-around tough soldier, with good skills, good damage, good armor, and good hit points.
- Your best passions are Loyalty (Fazzur Wideread) and Honor. Bond with other characters with a high Honor.
- When it comes to the Lunar Empire, you are a mess of contradictory passions. You are loyal to Fazzur Wideread, but hate the Lunar king of Tarsh, his superior. You are reflexively loyal to the Red Emperor.
- Your ability to communicate with the local barbarians is limited—speak slowly and loudly. If they don't understand you, repeat it slower and louder.



A CONTRACTOR

STATISTICS

CTD	CON	017	DEV INT	DOW	CIIA
<u>SIR</u>	15	SIZ	DEX INT 15	POW	10 CHA
	Ŋ	15	D D	D	10
Αττάςκε			2	60	
WEAPON		%	Damage	SR	Ртѕ
Kopis		80	1D8+1+1D4	6	12
Dagger		45	1D4+2+1D4	8	6
Medium Sh		35	1D4+1D4	7	12
Large Shield		90	1D6+1D4	7	16
Javelin, Helc	1	45	1D6+1+1D4	6	10
Javelin, Thro	wn	30	1D10+1D2	1/MR	8
Composite	Bow	50	1D8+1	S/MR	7
Spirit Comb	at	45	1D6+1	12	_
Ніт Locat	IONS		ATTRIBUTE		C'La
LOCATION	D20	AP/HP		٧	ALUE
Right Leg	01–04	6/6	Hit Points		16
Left Leg	05-08	6/6	Move		8
Abdomen	09–11	5/6	Strike Rank	4 (DE	X 2, SIZ 2)
Chest	12	5/7	Rune Points	5	3
Right Arm	13–15	6/5	Magic Point	ts	15
0			Damage Bo		+1D4
Left Arm	16–18	6/5	Damage Du	nus -	
	16–18 19–20	6/5 5/6	Healing Rat		3
Left Arm		5/6			
Left Arm Head	19–20	5/6 H I	Healing Rat	e	3
Left Arm Head DEAD (19-20) 1 2	5/6 Hi 3 4 5	Healing Rat	e 10 11	³ 12 13



VOSTOR SON OF PYJEEMINITIATE OF THE SEVEN MOTHERS: INITIATE OF THE SEVEN MOTHERSCULT: SEVEN MOTHERSReputation: 19%Ransom: 500 L										
Skills & Passions										
AGILITY (+5%)			Magic (+5%)			Passions				
Communication (+0			□ Meditate □ Spirit Combat			Devotion (Seven Mothers)Fear (Dragons)	60% 60%			
		E.	MANIPULATION	(+10%)		□ Fear (Harrek the Berserk)	60%			
□ Intrigue		CSC -	Dagger		45%	□ Hate (King Pharandros)	60%			
□ Sing			□ 1H Spear		45%	□ Honor	70%			
🗖 Speak Dara Happan			□ 1H Sword (Kop	is)	80%	□ Love (family)	60%			
□ Speak Heortling			🗖 Javelin		30%					
Speak New Pelorian			Composite Bow		50%	□ Loyalty (Dunstop)	60%			
Speak Tarshite			□ Medium Shield			□ Loyalty (Fazzur Wideread)	80%			
Speak Tradetalk		00	□ Large Shield		90%	□ Loyalty (Red Emperor)	60%			
KNOWLEDGE (+5%)			Perception (+5							
Battle			🗖 Listen							
Celestial Lore			🗖 Scan							
Cult Lore (Seven Mothe			Search							
Customs (Lunar Tarsh)		1000	□ Track							
G Farm		TRI			100					
🗖 First Aid		1 Contest	STEALTH (+5%)							

□ Move Quietly.. Note: Skill category modifiers are already calculated into skill percentages.

□ Hide

Small Fire Elei	MENTAL	-
CHARACTERISTIC	s	
QUALITY	VALUE	
Rune Point Cost	1	
STR	10	
POW	11	
Hit Points	10	
Move	6	
Volume	1m ³	

Abilities: It ignites any flammable object it touches, heats metal (eventually melting it), bakes stone, sets fires, and burns people. It floats through the air at the same rate it moves on the ground.

Read/Write New Pelorian 20%

Attack: It engulfs its victims in flame, surrounding one human-sized victim. Roll 3D6 and match it against the victim's CON at the end of each round they are engulfed. If successful, the victim takes that 3D6 in damage to general hit points. If unsuccessful, the victim suffers half that damage. Armor provides no protection, but Protection and Shield spells do.

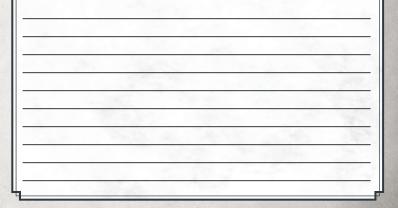
STARTING GEAR, TREASURE, & ABILITIES

...15%

..15%

Armor: Heavy scale hauberk, plate greaves and vambraces, closed helmet (armor modifies Move Quietly by -25% while worn). Magic Items: A spell matrix for Heal 2 in the form of a belt buckle depicting a fat, grinning dwarf. Treasures: 125 L in coin and booty.

ACQUIRED ITEMS



MAGIC

COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

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Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS							
Spell	Points	Runes	Page				
Madness	2	Φ	46				
Mindblast	2	Φ	46				
Summon Fire Elemental (small)	1	0	50				
Hand Hear	RUNE POINTS	5	N.C.				

2 3 4	5	6	7	8	9	10	11	12	13
						PERSON Y NO.		12.5	

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SPELL POINTS PAGE Befuddle 2 36 Glamour 2 36 Heal 1 1 36 MAGE POINTS UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35	SPIRIT MAGIC SPELLS									
Glamour 2 36 Heal 1 1 36 MAGIC POINTS MAGIC POINTS UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	Spell	Points Page								
Heal 1 1 36 Magic Points 0 0 11 12 13 UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	Befuddle	2 36								
MAGIC POINTS UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	Glamour	2 36								
UNC 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24	Heal 1	1 36								
14 15 16 17 18 19 20 21 22 23 24	MAGIC POINTS									
14 15 16 17 18 19 20 21 22 23 24	UNC 0 1 2 3 4 5 6 7 3	8 9 10 11 12 13	٦							
	14 15 16 17 18 19 2	20 21 22 23 24								

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SORALA DAUGHTER OF TORIA

Female, 21 years old. Scribe from Nochet in Esrolia.

Let me be brief here, for I am in the middle of composing a treatise and I do not wish to lose the trail of thought.

I am Sorala, a scholar out of the Lhankor Mhy temple in Nochet. My mother taught me in the ways of writing and reading, and instilled in me a great love for the pursuit of knowledge. History, languages, lore, rhetoric, logic, and even the paths of sorcery are among my specialties. My translations of Second Age Auld Wyrmish brought me great acclaim among my peers.

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But do not think me a mere book-mite or meek copier: I have fought and shed blood for Queen Samastina and King Argrath, and put my sword to work as readily as my stylus!

I have joined a small group of adventurers and travel with them now, wishing to explore more of my homeland of Dragon Pass.

Sorala is an adventurous and athletic scholar, wearing a traditional bejeweled veil concealing her lower jaw.

Sorala is the granddaughter of a Lhankor Mhy sage at the Nochet Knowledge Temple. Her father aided the House of Sartar against Lunar assassins and died with great glory when Belintar raised the Building Wall. Her mother was Toria, also a sage of Lhankor Mhy. Toria survived the Lion King's Feast but died with great glory during Greymane's Great Raid.

After apprenticeship, Sorala was initiated into the Lhankor Mhy cult. In the Esrolian civil war, Sorala supported the usurper Samastina, and fought to protect her from Red Earth assassins. During the siege of Nochet, she was blessed by the Earth Queen and fought with distinction at the Battle of Pennel Ford. Sorala accompanied Argrath White Bull to Pavis and acclaimed him as King of Pavis. There, she befriended Vasana and Yanioth, accompanying them to Dragon Pass.

Sorala is a noted sage specializing in the Second Age, particularly regarding the city of Old Pavis and with Auld Wyrmish writings.

HOW TO PLAY SORALA

- You are a scholar and incredibly smart with an Intelligence 20. You also have a good Charisma.
- You are a good fighter with decent armor but are comparatively weak defensively and better at parrying with your sword than with your shield.
- Your Knowledge skills are broad. You can read three different languages.
- Your strongest passions are Loyalties to Argrath and the Queen of Esrolia, and Devotion to the God of Knowledge.
- Your magic is mainly about obtaining information. Take time to cast your sorcery. It is rarely useful in combat.
- You are from the biggest city of the world, and are very civilized and cultured.
- Your high Truth Rune means you make a good investigative detective, seeking the truth behind every mystery.



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STATISTICS

I OTD		017	DEV	TAPT	DOW	CIIA	
STR 0		SIZ 12	DEX 17		POW 12	CHA	
	11	12	1/	20	13	1)	
Αττάςκε	_						
WEAPON		%	Dan		SR	Ртѕ	
Broadsword		70	1D8+1	+1D4	5	12	
Battle Axe		35	1D8+2	2+1D4	6	8	
Medium Shi	eld	50	1D4+	-1D4	6	12	
Sling		45	1D8+	-1D2	S/MR	_	
Thrown Axe		65	1D6+	-1D2	S/MR	6	
Spirit Combo	at	40	1D6	5+1	12	_	
a start and a start and							
HIT LOCATIONS ATTRIBUTES							
LOCATION	D20	AP/HP	Qu	JALITY	١	VALUE	
Right Leg	01-04	3/4	Hit	Points		11	
Left Leg	05-08	3/4	- Mo	ve		8	
Abdomen	09–11	3/4	Str	ike Rank	3 (D	EX 1, SIZ 2)	
Chest	12	3/5	Ru	ne Points	;	3	
Right Arm	13–15	3/3	Ma	gic Point	S	13	
Left Arm	16–18	3/3	Da	mage Bo	nus	+1D4	
Head	19–20	6/4	He	aling Rat	e	2	
A Start Start							
HIT POINTS							
DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13							
14 15	16 1	7 18	19	20 2	22	23 24	
-	-			100		Sun /	



Mail	
□ Dodge44%Read/Write Auld Wyrmish.60% Read/Write New Pelorian .50% Read/Write Theyalan	
Dodge44%Read/Write Auld Wyrnish.60% Read/Write New Pelorian50% Read/Write Theyalan	
Read/Write New Pelorian _50% Read/Write New Pelorian _50% Bargain	
Communication (+10%) Intrigue 20% Dance 30% Intrigue 20% Orate 30% Sing 30% Speak Esrolian 60% Speak Heortling 50% Speak Normspeech 10% Speak Stormspeech 10% Speak Tarshite 12% Speak Tradetalk 30% Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy)30% Perception (+10%)	(00)
Bargani 20% Dance 30% Intrigue 20% Orate 30% Sing 30% Speak Esrolian 60% Speak Heortling 50% Speak Old Pavic 12% Speak Stormspeech 10% Speak Tradetalk 30% MAGIC (+5%) □ Loyalty (Argrath) Intrigue 20% Maditate 35% Speak Heortling 50% Speak Stormspeech 10% Speak Tradetalk 30% Medium Shield 50% Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% PERCEPTION (+10%) Scan 35%	
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Sing	n) 60%
Sing 30% Speak Esrolian 60% Speak Heortling 50% Speak Old Pavic 12% Speak Stormspeech 10% Speak Tarshite 12% Speak Tradetalk 30% KNOWLEDGE (+10%) Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30%	60%
Speak Distribution 00 % Speak Heortling 50% Speak Old Pavic 12% Speak Stormspeech 10% Speak Tarshite 12% Speak Tradetalk 30% KNOWLEDGE (+10%) Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% Scan	60%
Speak Old Pavic 12% Speak Stormspeech 10% Speak Tarshite 12% Speak Tarshite 12% Speak Tradetalk 30% CNOWLEDGE (+10%) Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% Scan	
Speak Stormspeech10%Speak Tarshite12%Speak Tarshite12%Speak Tradetalk30%Speak Tradetalk30%Medium Shield50%Battle50%Bureaucracy50%Cult Lore (Lhankor Mhy)30%	astina) 70%
Speak Tarshite 12% Speak Tradetalk 30% Speak Tradetalk 30% Medium Shield 50% Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% Scan	
Speak Tradetalk 30% Speak Tradetalk 30% Medium Shield 50% Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% Scan	
☐ Medium Shield .50% ☐ Battle .50% ☐ Bureaucracy .50% ☐ Listen .35% ☐ Scan .35%	
KNOWLEDGE (+10%) Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy).30% Scan 35%	
Battle 50% Bureaucracy 50% Cult Lore (Lhankor Mhy)30% Scan	
Cult Lore (Lhankor Mhy)30%	
Cult Lore (Lhankor Mhy)30%	
Customs (Esrolian)35%	
Fider Bace Lore (LIz) 30%	
Empire of Wyrm's STEALTH (+20%)	
Friends Lore	
□ Farm45% □ Move Quietly30%	

STARTING GEAR, TREASURE, & ABILITIES

Armor: Linothorax hauberk, cuirboilli greaves and vambraces, full helmet (armor modifies Move Quietly by -5% while worn). Magic Items: Small stone figurine of a crested dragonewt containing a Find Magic matrix (costs 1 Rune point to use, finds magic within Rune spell range unless shielded by 3 meters of soil, stone, etc.). When used it causes any magic or enchanted items to glow. Treasures: 500 L in coin, jewels, and booty; writing implements and materials; tin disk carved with calendar; letter of introduction from the Knowledge Temple in Nochet.

ACQUIRED ITEMS

SORCERY

Sorala knows the Truth Rune and the Command Technique. Her spellcasting chance can be modified with ritual preparation, meditation, etc. Additional magic points increase range, duration, etc. Sorcery is described in more detail on page 55 of Воок 1: RULES.

- Logician (Self, Active, Temporal): Add +10% to any Knowledge skill per point of spell strength. While in effect, Sorala cannot invoke or augment with any Passion.
- Reveal Rune (Ranged, Active, Temporal): Reveals a target's strongest Rune within a range of 20%. Additional strength identifies the next strongest Rune.
- Solace of the Logical Mind (Ranged, Passive, Temporal): Defends target against mind-altering magic (Befuddle, Enthrall, etc.). Defeat an unwilling target's magic points with the spell's strength in a resistance roll. While in effect, Sorala cannot invoke or augment with any Passion.

MAGIC

COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

Spell	Ροιντς	Page
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Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS							
Spell	Points	Runes	Page				
Analyze Magic	1	Y	39				
Clairvoyance	2	Y	41				
Knowledge	2	Y	44				
1 Altonay	0	1 11	M. C. C.				

1	2 3 4	5	6	7	8	0	10	11	12	13
_ !	2 3 4	Э	0	/	0	9	10	11	12	10

SORCERY SPELLS

Spell	%	Ροιντς	INTENSITY
Logician	55	3	+2/point
Reveal Rune	55	2	+1/point
Solace of the Logical Mind	15	2	+1/point
	1 1 1 1 1 1 1	100 1 1 100 1 10 10 10 10 10 10 10 10 10	Station of the

MAGIC POINTS

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14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35
	1994	1000	10.00		11120	182	19 10	10-10	H	

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NATHEM SON OF NHEAN

Male, age 34. Hunter from the Hendarli Tribe in Old Tarsh.

It is true that I have not seen much battle, nor have I witnessed many of the great events that have shaped this land. I have instead spent most of my life in the heartland of Old Tarsh, hunting and knowing the ways of the woods and of its denizens. I threw my lot in with the rebels in the Battle of the Aurochs Hills, but even then I was uncertain of my place in the world at large.

The Dragonrise changed me, and I knew the time had come to act. I left the quiet farm and forest that had been my whole world, and went to Nochet, seeking adventure. I found it in the form of a group of adventurers, and I have put my woods-craft and bow to work alongside them.

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They know me for my silence. I am always watching, listening, and waiting. When I act, it is decisively.

Nathem is a sturdy, quiet man. His clothing is rough, mostly patched leather and thick linen, and he gives the impression of one who has spent long years outdoors. His skin is marked with complex patterns of Runes and scars.

Some are born to greatness, while others are thrust into turbulent times and find their merit. For Nathem son of Nhean, neither is true. Born a farmer in Old Tarsh, Nathem learned the huntsman's trade from his father, protecting their steading against the occasional raiders or wolves, hunting to support the family in lean times. Aside from the tragic deaths of his sisters during the second year of the Great Winter, Nathem saw little turmoil or strife, until he joined the rebels at the Battle of the Aurochs Hills. He discovered within himself a taste for adventure, and a curiosity about the world outside of the Bush Range.

Returning to the farm, Nathem settled back into rural life, though it was now ill-fitting. The day he saw the godlike presence of the Dragonrise, he knew the world had changed forever, and he could not sit and watch. Nathem left home then, hiking across the countryside, eventually throwing his lot in with a group of adventurers led by a fierce warrior named Vasana. He has found fast friends among them, putting his bow-skill to great use alongside them.

HOW TO PLAY NATHEM

- You fight with your bow and have good Perception skills. With Multimissile or Speedart cast, you are very dangerous.
- You are mediocre in melee combat and have little armor. However, you have a lot of hit points and very high Constitution so you can take quite a bit of damage.
- Your Rune magic can make you very strong, or make you larger and give you more armor. If you use Claws, it starts at only 35%.
- Your shadowcat Rurik is a stealthy sidekick and surprisingly dangerous against unarmored foes.
- Your high Beast Rune means you are better with animals than people, and your Movement and Disorder Runes likely keep you wandering. Your passions are strongest about your kin back in Old Tarsh, and may require some roleplaying to work into play.



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STATISTICS

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STR	CON	SIZ	DEX INT 17 12	POW	CHA
14	18	14	17 12	15	12
Ατταςκς					To A
Weapon		%	Damage	SR	Ртѕ
Composite I	Bow	70	1D8+1	S/MR	8
Battle Axe		45	1D8+2+1D4	6	8
Dagger		35	1D4+2+1D4	7	6
Medium Shi	ield	40	1D4+1D4	6	12
Broadsword		30	1D8+1+1D4	5	12
Javelin, Held	l	25	1D6+1D4	5	8
Javelin, Thro	own	30	1D10+1D2	1/MR	8
Spirit Combo	at	35	1D6+1	12	_
ΗΙΤ LOCAT			A		play -
		4.0/110	ATTRIBUTE		6, 201
LOCATION		AP/HP		V	ALUE
Right Leg	01–04	1/7	Hit Points	V	19
Right Leg Left Leg	01–04 05–08	1/7 1/7	Hit Points Move		19 8
Right Leg Left Leg Abdomen	01–04 05–08 09–11	1/7 1/7 1/7	Hit Points Move Strike Rank	3 (DE	19 8 X 1, SIZ 2)
Right Leg Left Leg Abdomen Chest	01–04 05–08 09–11 12	1/7 1/7 1/7 1/8	Hit Points Move Strike Rank Rune Points	3 (DE	19 8 X 1, SIZ 2) 3
Right Leg Left Leg Abdomen Chest Right Arm	01–04 05–08 09–11 12 13–15	1/7 1/7 1/7 1/8 1/6	Hit Points Move Strike Rank Rune Points Magic Point	3 (DE s ts	19 8 X 1, SIZ 2) 3 15
Right Leg Left Leg Abdomen Chest Right Arm Left Arm	01-04 05-08 09-11 12 13-15 16-18	1/7 1/7 1/7 1/8 1/6 3/6	Hit Points Move Strike Rank Rune Points Magic Point Damage Bo	s s ts nus -	19 8 X 1, SIZ 2) 3 15 +1D4
Right Leg Left Leg Abdomen Chest Right Arm	01–04 05–08 09–11 12 13–15	1/7 1/7 1/7 1/8 1/6	Hit Points Move Strike Rank Rune Points Magic Point	s s ts nus -	19 8 X 1, SIZ 2) 3 15
Right Leg Left Leg Abdomen Chest Right Arm Left Arm	01-04 05-08 09-11 12 13-15 16-18	1/7 1/7 1/7 1/8 1/6 3/6 1/7	Hit Points Move Strike Rank Rune Points Magic Point Damage Bo	s s ts nus -	19 8 X 1, SIZ 2) 3 15 +1D4
Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	01-04 05-08 09-11 12 13-15 16-18 19-20	1/7 1/7 1/7 1/8 1/6 3/6 1/7 HIT	Hit Points Move Strike Rank Rune Points Magic Point Damage Bo Healing Rat	3 (DE s ts nus -	19 8 X 1, SIZ 2) 3 15 +1D4 3
Right Leg Left Leg Abdomen Chest Right Arm Left Arm Head	01-04 05-08 09-11 12 13-15 16-18 19-20	1/7 1/7 1/8 1/6 3/6 1/7 HIT	Hit Points Move Strike Rank Rune Points Magic Point Damage Bo Healing Rat	3 (DE s ts nus re 10 11	19 8 X 1, SIZ 2) 3 15 +1D4 3 12 13



	UAILA	REPUTATION: 0%	KANS	00W- 730 F	
	SI	CILLS & PASSIONS	- dela		
AGILITY (+0%)		Magic (+10%)		Passions	
Dodge		Meditate		Honor	60%
Ride		□ Spirit Combat		Love (family)	70%
		□ Worship (Odayla)	15%		
COMMUNICATION (+10				□ Love (clan)	60%
Dance		MANIPULATION (+5%		□ Loyalty (Hendarli Tribe)	60%
□ Sing		□ 1H Axe		□ Loyalty (Shaker Temple)	80%
Speak Esrolian		Broadsword			
□ Speak Heortling		Dagger			
Speak Old Pavic		□ 1H Spear			
Speak Tarshite		Composite Bow			
□ Speak Tradetalk	10%	□ Javelin □ Medium Shield			
KNOWLEDGE (+5%)		Conceal			
Animal Lore	2004		13%0		
Battle		PERCEPTION (+5%)			
Cult Lore (Odayla)		Listen	50%		
Customs (Tarshite)		□ Scan			
□ Farm		□ Search			
Generation First Aid		Track			
Homeland Lore (Tarsh)		1			
Peaceful Cut		STEALTH (+5%)			
Survival		Hide			
		□ Move Quietly			
	Note: Skill catego	ry modifiers are already calculated in		tages.	
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NATHEM SON OF NHEAN

30	R CC		Z DEX I 4 12	POW 10	2
TTACKS* Weapon	%		Damage	SR	Ртѕ
Claw (x2)	50)	1D6	8	_
Bite	4()	1D6	8	_
Rip	80)	3D6	8	_
First attacks with be on and rips with its IT LOCATION	hind claws I S	on the next	round, while contin	uing to bite S	
on and rips with its l	hind claws	on the next	round, while contin	uing to bite S	
on and rips with its l	hind claws I S		round, while contin	uing to bite S	
on and rips with its l IT LOCATION LOCATION Right Hind Leg	hind claws I S D20	on the next	Tround, while contin ATTRIBUTE QUALITY	uing to bite S	VALUE
on and rips with its IT LOCATION	hind claws I S D20 1-2	on the next AP/HP 0/4	Tround, while contin ATTRIBUTE QUALITY Hit Points	uing to bite S	VALUE 14
on and rips with its I IT LOCATION LOCATION Right Hind Leg Left Hind Leg	hind claws D20 1–2 3–4	on the next AP/HP 0/4 0/4	Tround, while contin ATTRIBUTE QUALITY Hit Points Move	uing to bite	VALUE 14 10
on and rips with its I IT LOCATION LOCATION Right Hind Leg Left Hind Leg Hindquarters	hind claws D20 1-2 3-4 5-7	on the next AP/HP 0/4 0/4 0/6	ATTRIBUTE QUALITY Hit Points Move Strike Rank	uing to bite S	VALUE 14 10
on and rips with its I IT LOCATION LOCATION Right Hind Leg Left Hind Leg Hindquarters Forequarters	hind claws D20 1–2 3–4 5–7 8–10	on the next AP/HP 0/4 0/4 0/6 0/6	ATTRIBUTE QUALITY Hit Points Move Strike Rank Rune Points	uing to bite S S	VALUE 14 10

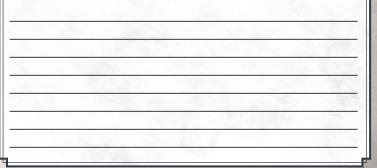
STARTING GEAR, TREASURE, & ABILITIES

Armor: Leather hunting garb, leather hood, cuirboilli hunter's vambrace (left arm only).

Magic Items: Finely made composite bow (+1 hit points, contains 2-point Multimissile spell matrix).

Treasures: Carries 42 L, snares, furs worth 120 L, trained shadowcat companion named Rurik.

ACQUIRED ITEMS



MAGIC

COMMON RUNE MAGIC

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Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

Run	E MAGIC	SPELLS	
Spell	Ροιντς	Runes	Page
Bear's Skin	3	V	40
Bear's Strength	2	V	40
Claws	2	V	41
F-aller.	RUNE POINT	s	1PC

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1	2 3 4	5	6	7	8	9	10	11	12	13
	\smile									

Spirit Magic	SPELLS	
Spell	Ροιντς	Page
Detect Life	1	36
Heal	1	36
Mobility	1	36
Speedart	1	37
Strength	2	37
MAGIC POIN	ITS	
UNC 0 1 2 3 4 5 6 7 8	8 9 10 11 1	2 13
14 15 16 17 18 19 2		
25 26 27 28 29 30 3	1 32 33 3	4 35
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ARANDA OF NOCHET

Female, age 21. Axe Maiden of the Hulta clan in Esrolia.

Call me Aranda, a citizen of Nochet, the grandest and most magnificent city in all the world. You see this axe? It has been carried by the women in my ancestry for many years, all in service to Babeester Gor, the Avenging Daughter.

Several years I came north in search of battle, and here I found it. In Aurochs Hills I distinguished myself, then returned to Nochet for its epic siege, and the battle of Pennel Ford shortly thereafter. I returned then to the north lands to defend the city of Pavis against the ravaging hordes out of Prax.

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I am not to be trifled with, for my goddess calls to me from deep within the earth, ever-thirsty for blood. Don't tempt me to spill more.

A noble of Esrolia, Aranda is proud and confident, her clothes and armor of fine make. As a devoted Axe Maiden of the bloodthirsty Earth goddess Babeester Gor, she is adorned with Runes of Earth and Death, broken by several fierce scars demonstrating that she is no dilettante.

Aranda's grandmother Amestras was a wealthy landowner in Nochet, the City of Queens, the greatest city of Dragon Pass, if not the world. Amestras fought in the Holy Country and died valiantly in the Boldhome Campaign. Aranda's mother Larinalla, also of the Babeester Gor cult, continued that fierce tradition, fighting in battles as great and far-flung as the Lion King's Feast, Greymane's Great Raid, but eventually settling down to raise Aranda during the Great Winter, then devoting herself entirely to the temple.

When Aranda came of age and was initiated into the Babeester Gor cult, she sought glory and adventure, and threw herself into battle after battle, facing near-death on several occasions. She fought in the Battle of the Auroch Hills, returned home to defend her city in the Siege of Nochet, then joined the Battle of Pennel Ford. One of her most distant battles was at Pavis, where she fought the rampaging Praxian tribes there.

Now she travels throughout Dragon Pass, guided by her goddess, seeking worthwhile causes to wield her axe for.

HOW TO PLAY ARANDA

- You are skilled fighter with your axe and shield, and have excellent armor and good hit points.
- You are from an ancient noble family from the biggest city of the world, and, despite being a sacred killer, you are very civilized and cultured.
- Earth Shield is very effective against a foe that does a very large amount damage. Slash is a good damage enhancing spell. Berserker dramatically increases your offensive abilities, but is best when you are really desperate.
- Your best passions are your various Loyalties, your Honor, and your Devotion to your grim goddess.
- Your high Death Rune means you ignore pleasure and plain, while your high Earth Rune means you are practical and worldly. Your high Status Rune means you value order and stability.



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STATISTICS

		all the second					
STR	CON	SIZ	D	EX	INT	POW	CHA
16	13	13	1	.6	13	14	13
Аттаскя		-					M
WEAPON		%		Dam	AGE	SR	Ртѕ
Battle Axe (1H)	100	10	D8+2·	+1D4	6	8
Battle Axe (2	2H)	60	10	D8+2·	+1D4	6	8
Medium Shi	eld	85	1	ID4+	1D4	5	8
Self Bow		25		1D6	+1	S/MR	5
Throwing Ax	ke	30	-	ID6+	1D2	S/MR	6
Short Spear		25	10	D6+1-	+1D4	5	10
Spirit Combo	лt	40		1D6	+1	12	_
НІТ LOCAT	IONS			Атт	RIBUTE	s	20
LOCATION	D20	AP/HP	•	Qu	ALITY	١	/ALUE
Right Leg	01-04	6/5	~	Hit	Points		14
Left Leg	05-08	6/5		Mo	ve		8
Abdomen	09-11	6/5		Stri	ke Rank	3 (DE	X 1, SIZ 2)
Chest	12	6/6		Run	e Points		3
Right Arm	13–15	6/4		Mag	gic Point	s 26	(14+12)
Left Arm	16–18	6/4		Dar	nage Boi	nus	+1D4
Head	19–20	5/5	_	Hea	ling Rat	e	3
1 a		Hin	r P	OIN	TS		
DEAD () 1 2	3 4 5	6	57	89	10 11	12 13
14 15	16 1	7 18	1	9	20 21	22	23 24
	-				1	1000	



☐ First Aid20% Homeland Lore (Esrolia)35%	Passions
Homeland Lore (Esrolia) 35%	
	Devotion (Babeester Gor) 60
□ Manage Household	Honor 6
Read/Write Esrolian15%	$\Box \text{ Love (family)} \qquad \qquad$
MACIC (+5%)	
	□ Loyalty (Hulta Clan) 60
	□ Loyalty (Nochet) 60
	🗖 Loyalty (Queen Samastina) 6
MANIPULATION (+10%)	
□ 2H Axe	
□ 1H Spear	
Axe, Throwing	
□ Self Bow	
□ Medium Shield	
□ Scan	
Liviove Quietly	
	Read/Write Esrolian 15% MAGIC (+5%) Meditate 10% Spirit Combat 40% Worship (Babeester Gor) 30% MANIPULATION (+10%) 1H Axe 100% 1H Axe 60% 1H Spear 25% Axe, Throwing 30% Self Bow 25%

Treasures: Two riding horses; noble clothing worth 60 L; 200 L in coin; 450 L worth of jewelry, vessels, and other luxury goods.

ACQUIRED ITEMS

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MAGIC

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COMMON RUNE MAGIC

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Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS						
Spell	Ροιντς	Runes	Page			
Berserker	2	+ 🛛	40			
Earth Shield	3		43			
Slash	1+	t	49			
Valid Alexan	1 1191111	1.11.11.11	1 1000			

RUNE POINTS

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1	2 3 4	5	6	7	8	9	10	11	12	13
	\smile									

SPIRIT MAGIC SPELLS							
Spell	Ροιντς	Page					
Bladesharp 2	1–2	36					
Demoralize	2	36					
Heal 1	1	36					
Vigor	2	36					
		A.					
UNC 0 1 2 3 4 5 6 7 8 9	9 10 11	12 13					
14 15 16 17 18 19 20	21 22	23 24					
25 26 27 28 29 30 31	32 33	34 35					

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DAZARIM CRESCENTBLADE

Male, age 21. Bandit of the Sable Rider Tribe in Prax.

I am Dazarim of the Sable Riders of Prax, and I am proud to be a descendant of the great bandit-king Patyan, a legend among my people. Greatness is in my lineage. My mother was the bandit chieftain Loram, and she taught me more about riding and desert survival than you will ever learn. I am as at home atop my mount as I am the ground and can ride like the wind.

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I have ridden from one end of the Praxian wastelands to the other and I have seen and done many things. I was there when Argrath and his allies summoned Jaldon Goldentooth to acclaim him as the White Bull, and I and my fellow bandits rode alongside him against the Lunars at their New Temple. There, I fought demons and was near overcome, but I also survived that.

Now I ride throughout Dragon Pass to see what I can see, to do what must be done. Stay clear of my sable, for its horns are as sharp as my sword.

One of the Animal Riders of Prax, Dazarim Crescentblade is a tall, lean desert nomad, rarely far from his mount, a beautiful crescent-horned sable antelope. His lineage is a mix of respected and common, claiming descent from Patyan, a famous Sable Rider bandit about whom folktales are told. His mother Loram was also a bandit and fought valiantly in both invasions of Prax. She told Dazarim stories about seeing the Lunars surrender to the Pap Priestesses, and the formation of the White Bull Society. Enthralled, Dazarim grew up in her bandit band, fighting and raiding along his clanfolk.

The Praxian wasteland is a wide and varied place: Dazarim was nearly slain by a band of Tusk Riders his raiders came across, causing him to develop an intense hatred for them, but he later met with a group of nomadic desert centaurs and pledged friendship to their leader.

He was present when Jaldon Goldentooth was summoned, and, along with others of his bandit band, swore loyalty to Argrath himself. When Argrath fought alongside them at the New Lunar Temple, Dazarim was nearly driven mad by Lunar-summoned demons outside the New Lunar Temple. He has since recovered but is wary of all Lunar sorcery.

HOW TO PLAY DAZARIM

- You are a proud Praxian Nomad from the desert plains. You are smart and a good leader. However, your ability to communicate with the local barbarians is limited.
- You are very skilled with your kopis and are better at parrying with it than your shield. Unfortunately you have poor armor, so you are weak against missile weapons.
- Your strongest Passions are your fanatical devotion and loyalty to the White Bull. Use this to augment skills when appropriate.
- Your Rune magic helps you fight in the dark or underground. This is good, because you must challenge all Darkness creatures on sight, to first blood or beyond.
- Your high Truth Rune means you despise lies and deception. You are a straight shooter and would rather say nothing than say something deceptive.

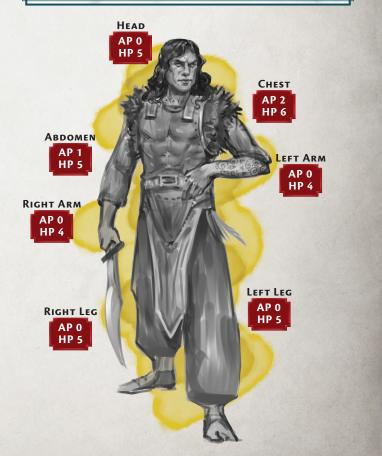


Martin A Martin

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STATISTICS

CTD	CON	017	DEV	INT	DOW	CIIA
<u>- 14</u>	$\frac{\text{CON}}{12}$	17 +	DEX 12	11N I 15	POW 16	16
	12	1/	12	D	10	10
Ατταςκς	-					
WEAPON		%	Dam		SR	Ртѕ
Kopis		85	1D8+1		6	12
Dagger		30	1D4+2	+1D4	8	6
Javelin, Held	l	35	1D6+	1D4	6	8
Javelin, Thro	wn	25	1D10-	+1D2	1/MR	8
Medium Shi	ield	40	1D4+	1D4	7	12
Spirit Combo	at	55	1D6	+1	12	—
A.			· · ·		A BOA	and a
HIT LOCAT				RIBUTE		to
LOCATION		AP/HP		ALITY	\	ALUE
Right Leg		0/5	Hit	Points		14
Left Leg	05-08	0/5	🧼 Mo	ve		8
Abdomen	09-11	1/5	Stri	ke Rank	4 (DE	EX 3, SIZ 1)
Chest	12	2/6	Rur	ne Points		3
Right Arm	13–15	0/4	Ma	gic Point	s	16
Left Arm	16–18	0/4	Dai	nage Boi	านร	+1D4
Head	19–20	0/5	Hea	ling Rate	e	2
- And - Contraction of the second			7			a ra
		Hr	T POIN	TS		7
DEAD () 1 2	3 4 5	567	89	10 11	12 13
14 15	16 1	7 18	19	20 21	22	23 24
-	5	and the		1		m



	RIM CRESCENT		DE	
	TIATE OF YELMALIO: REPUTATION: 5%		SOM: NONE	
	Skills & Passions	12		1
AGILITY (-5%)	Plant Lore	20%	Passions	
□ Dodge	□ Survival	60%	Devotion (White Bull)	70%
□ Jump		-	Devotion (Yelmalio)	70%
□ Ride (Sable Antelope)60%	Magic (+5%)	100/	☐ Hate (Chaos)	60%
	Meditate			
Communication (+5%)	□ Worship (Yelmalio)		□ Hate (authority)	60%
□ Bargain			□ Hate (Lunar Empire)	60%
□ Sing	MANIPULATION (+5%)		□ Hate (Tusk Riders)	60%
□ Speak Firespeech	Dagger		□ Love (family)	60%
□ Speak Praxian	□ 1H Spear		□ Loyalty (Sable Riders)	70%
□ Speak Tradetalk	□ 1H Sword (Kopis)		Loyalty (White Bull)	70%
	D Javelin			/0/
Knowledge (+5%)	Medium Shield	40%		
Animal Lore				
Celestial Lore	Perception (+5%)	250/		
Cult Lore (Yelmalio)	□ Insight (human)			
Customs (Sable Tribe)	Listen			
Elder Race Lore (Centaurs)	Search			
\Box Evaluate25%	Track			
□ First Aid	P P			
□ Herd	STEALTH (-5%)			
Homeland Lore (Prax)	Hide			
□ Peaceful Cut	□ Move Quietly			
Note: Skill ca	tegory modifiers are already calculated into	skill percent	1000	

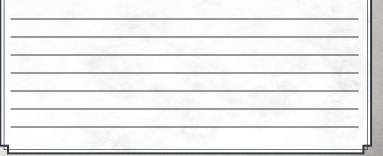
Sevara, Sabl	e Anti	ELOPE		19	5 x
ST 20	R C	DN SI 2 2		POW 15	E
Аттаскя*	100		1	X	1
WEAPON	%	6	Damage	SR	Ртѕ
Butt*	3	5	2D6+2D6	7	—
Kick*	3	5	1D6+2D6	7	—
Bite*	2	5	2D4	7	_
* A sable antelope wi		1	nd kick in a melee ro ATTRIBUTE	1 A 1	T
LOCATION	D20	AP/HP	QUALITY		VALUE
Right Hind Leg	1–2	1/5	Hit Points		16
Left Hind Leg	3-4	1/5	Move		12
Hindquarters	5-7	1/7	Strike Rank		3
Forequarters	8-10	1/7	Rune Points	;	—
Right Foreleg	11–13	1/5	Magic Point	:s	_
Left Foreleg	14–16	1/5	Damage Bo	nus	_
Head	17–20	1/6	Healing Rat	e	2
Skills: Dodge 65	%	Y Star	7		a ra

STARTING GEAR, TREASURE, & Abilities

Armor: Leather skirt, heavy leather cuirass. Gift: His god Yelmalio protects Dazarim from fire (half damage from all forms of fire). Geas: Dazarim must challenge all Darkness creatures on sight, to first blood or beyond.

Treasures: 58 L in raiding booty.

ACQUIRED ITEMS



A CONTRACTOR OF A CONTRACTOR O

MAGIC

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COMMON RUNE MAGIC

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Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS						
Spell	Ροιντς	Runes	Page			
Catseye	1	\odot	41			
Sunbright	2	\bigcirc	50			
Sureshot	1	O †	50			
Kendle	RUNE POINT	rs	ANI.			

	0									
1	2 3 4	5	6	7	8	9	10	11	12	13
	\smile									

SPIRIT MAGIC SPELLS								
Spell	Ροιντς	Page						
Coordination	2	36						
Detect Gold	1	36						
Farsee 1	1	36						
Repair 1	1	37						
MAGIC POINTS	5							
UNC 0 1 2 3 4 5 6 7 8 9	9 10 11	12 13						
14 15 16 17 18 19 20	21 22	23 24						
25 26 27 28 29 30 31	32 33	34 35						

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IONARA GRAND-DAUGHTER OF THIRALDA

Female, age 21. Priestess of the Pure Horse People in the Grazelands.

Stand proudly when you speak to me, for I am a priestess of the Earthshaker, Maran Gor with that authority. I was born into her priestesshood, my mother and grandmother—blessed be their souls, and renowned are their names—served Maran Gor as well.

I have journeyed from the West to Dragon Pass, and fought the Lunar Empire every step my horse took. I faced them in the Grazelands and at Pennel Ford. Lunar madness nearly overcame me, but I am still here.

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And now I roam the land of Orlanth, eager to see what you call "civilization." So far... I am unimpressed. Perhaps I am missing something? No matter. Let me play a tune for you, a song of my people about life on the prairies and the legends of my people. Perhaps then you will understand me better.

Ionara was born one of the Pure Horse People and is a skilled rider capable of sleeping in the saddle as well as fighting.

Her grandmother Thiralda was also a priestess of Maran Gor, famed throughout the Grazelands. She died fighting the Lunar Empire at the Battle of Grizzly Peak, and her mother Irneen, another priestess, died in the Grazeland Campaign.

In 1622, when a wave of plague swept through the Grazelands, Ionara nearly died. She had no sooner recovered than she was injured fighting Lunars in the civil strife that rocked the Grazelands. Soon after, she fought at the Battle of Pennel Ford and achieved great glory, but later in Pavis, she nearly lost her mind battling Lunar demons unleashed by their sorcerers.

Now she wander these strange lands, proselytizing to those who will listen, exploring the territories she fought to expunge the Lunars from. She has learned much, made new friends, and seen much of Dragon Pass. As a Grazer, though, she can barely disguise her disdain for the *vendref* (so-called 'civilized') culture of the Orlanthi Sartarites, but she does her best.

HOW TO PLAY IONARA

- You are a smart, charismatic leader, and someone who incarnates the destructive aspects of the Earth Goddess.
- You are a good fighter with your mace and shield, and have decent armor. However, you have very average hit points—if you fail a parry things can go bad very quickly.
- Your strongest passions are your devotion to Maran Gor the Earthshaker and to the Feathered Horse Queen. This will require roleplaying to work into games.
- Create Fissure and Shake Earth are both very useful in desperate circumstances, but need a lot of Rune points.
- Your Runes are filled with conflict. Your high Death and Disorder Runes make you destructive and more willing to tear things apart than build them up. Your Earth and Fire/Sky Runes tear you in opposite directions. Your high Truth Rune means you despise lies and deception.
- You are a straight shooter and would rather say nothing than say something deceptive.



A CONTRACTOR AND A CONTRACTOR AROSA

.44%

.70%

40%

.55%

.40%

..50%

.65%

.40%

..33%

...65%

..25%

□ Jump

Charm.

Dance.

Orate.

□ Sing.

□ Intimidate.

□ Speak Earthtongue

□ Speak Pure Horse Tongue...

□ Speak Pentan..

□ Speak Tradetalk.

□ Ride (horse)

COMMUNICATION (+15%)

..55%

..65%

.40%

.35%

.100%

...70%

30%

.35%

.35% ..35%

25% ..25% □ Hate (Lunar Empire)

□ Hate (Old Tarshites)

(Feathered Horse Queen)

□ Loyalty (Shaker Temple)

□ Honor

□ Loyalty

70%

60%

60%

60%

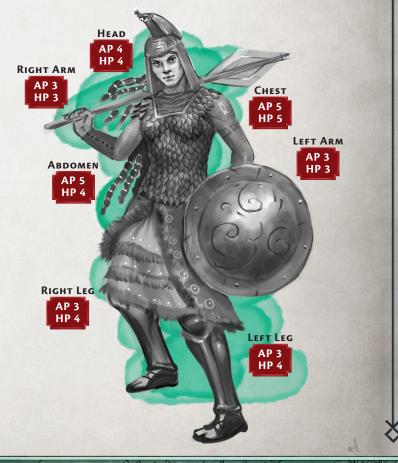
70%

60%

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STATISTICS

STR 11	CON	SIZ	DEX	INT	POW	СНА
11	12	12	13	18	16	17
Аттаскя						195
WEAPON		%	Dam	AGE	SR	Ртѕ
Mace		100	1D6	+2	7	6
Small Shield		70	1D	3	7	8
Lance		35	1D10)+1*	4	10
Dagger		40	1D4	+2	8	6
Spirit Combo	at	55	1D6	+3	12	_
* Adds riding ho	rse's dama	ge bonus (+	3D6) when	charging.	2	
Ніт Locat	IONS	11	Атт	RIBUTE	S	m
LOCATION	D20	AP/HP	Qu	ALITY	1	VALUE
Right Leg	01–04	3/4	Hit	Points		12
Left Leg	05-08	3/4	Mo	ve		8
Abdomen	09–11	5/4	Stri	ke Rank	4 (D	EX 2, SIZ 2)
Chest	12	5/5	Run	e Points	;	3
Right Arm	13–15	3/3	Mag	gic Point	s	16
Left Arm	16–18	3/3	Dar	nage Bo	nus	_
Head	19–20	4/4	Hea	ling Rat	e	2
1 may	1940	He	T POIN	TS		A.L.
DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13						
14 15 16 17 18 19 20 21 22 23 24						
1000	in	and the of	-	-		F.



PRIEST	TESS OF MARAN GOR	
	KEPUIAIIUN: 187	% RANSOM : 1,000 L
AGILITY (+5%)	MAGIC (+10%)	PASSIONS

□ Spirit Combat.

Dagger....

□ 1H Spear.

□ 1H Mace.

Listen.

🛛 Scan

□ Small Shield.

PERCEPTION (+10%)

□ Insight (human).

□ Ŵorship (Maran Gor)..

MANIPULATION (+15%)

□ Play Instrument (Stringed)......45%

	OWLEDG	е (+10%)				Search
CHITENSE !!	Animal L			40%			Track
					P I	D P	
			Gor)		10	5т	ealth (+15
			eeders)		5		Hide
			Grazelands) _				Move Quiet
			d				
			lan				
1		1000	Not	e: Skill ca	itegory	modifier	s are already
<u><u><u></u></u></u>					0 ,	5	
		1		1		L	
Teza, Riding	HORSE	-	1		1		
ST	'R CO	N SIZ	Z DEX	POW	00		
3	0 17	7 30	20	17			
Аттаскз*					2		Arn
WEAPON	%		Damage	S	R	Ртs 🗠	va
Bite*	25		1D8+3D6	4	í	_	Ma
Kick*	25		1D6+3D6	4	í		Pla
Rear & Plunge	25		2D6+3D6	4	í	_	
Trample	25	4D6	to downed	foe 4	í		ve
* A horse may attack							VC.
Normally, a riding h	orse will onl	y attack if it	s life is threater	ned, such as	; by a ser	rpent.	
					-,		
		- und	ATTRIBU	TES	100	2	
LOCATION	D20 /	AP/HP	Attribu Quality	TES	Valu	2	
LOCATION Right Hind Leg	D20 /	- und	ATTRIBU	TES	100	2	_
LOCATION	D20 /	AP/HP	Attribu Quality	TES	VALU	2	
LOCATION Right Hind Leg	D20	AP/HP 1/7	ATTRIBU QUALITY Hit Point	TES (:s	VALU 23	2	
LOCATION Right Hind Leg Left Hind Leg	D20 1–2 3–4	AP/HP 1/7 1/7	ATTRIBU QUALITY Hit Point Move	TES 7 7s nk	VALU 23 12	2	
Right Hind Leg Left Hind Leg Hindquarters	D20 1–2 3–4 5–7 8–10	AP/HP 1/7 1/7 1/9	ATTRIBU QUALITY Hit Point Move Strike Ra	TES / /s nk nts	VALU 23 12	2	
LOCATION Right Hind Leg Left Hind Leg Hindquarters Forequarters	D20 1–2 3–4 5–7 8–10	AP/HP 1/7 1/7 1/9 1/9	ATTRIBU QUALITY Hit Point Move Strike Ra Rune Poi	TES 7 rs nk nts ints	VALU 23 12 0	2	

Skills: Climb 30%, Dodge 25%, Jump 75%, Scan 30%, Scent Intruder 30%, Swim 50%

alculated into skill percentages.

STARTING GEAR, TREASURE, & ABILITIES

or: Open helmet, heavy scale hauberk, cuirboilli greaves and braces (Armor modifies Move Quietly by -25% while worn). ic Items: Finely made lyre with magical properties (+20% to Instrument skill when used).

sures: Artifacts and regalia of Maran Gor; noble clothing th 60 L; riding horse; 160 L in coin; 450 L worth of jewelry, sels, and other luxury goods.

ACQUIRED ITEMS



A CARLER AND A CAR

MAGIC

COMMON RUNE MAGIC

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Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

Run	NE MAGIC	SPELLS	
Spell	Ροιντς	Runes	Page
Blast Earth	1+		41
Create Fissure	1+	DI	42
Shake Earth	1+	DI	49
Provident .	RUNE POINT	s	ill'

	\frown									
1	2 3 4	5	6	7	8	9	10	11	12	13

SPIRIT MAGIC S	PELLS	
Spell	Ροιντς	Page
Bludgeon 1	1	36
Disruption	1	36
Heal 1	1	36
Vigor	2	36
MAGIC POINTS		A.
UNC 0 1 2 3 4 5 6 7 8 9	10 11	12 13
14 15 16 17 18 19 20		
25 26 27 28 29 30 31	32 33	34 35

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MAGO THE FIERCE, SON OF BAROSSUS

Male, age 21. Mercenary soldier from Wilmskirk in Sartar.

You want to know who I am? I am Mago, son of Barosus son of Harion. If those names mean nothing to you, then perhaps you have yet to know battle. You should listen more when people tell tales of valor, for you will hear our names there.

As a loyal son of Storm Bull, I have fought Chaos in many forms, particularly when it is cloaked in Lunar red. I plan on many years of fighting until the corruption of Chaos has been eradicated from all the world.

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Survey &

I cannot do it alone, and I welcome those who would share my battles. Are you willing to stand with me? Let us rain terror upon those we face!

With a fearsome demeanor, Mago has many scars that he takes no care to hide. His Runes of Beast, Darkness, and Death cause some to mistake him for a Chaos-worshipper, much to his anger. Mago's eyes, however, bely his fierce and extreme intelligence, a characteristic few give him credit for.

He was born into a warrior lineage, his grandather Harion a fighter whose deeds are still told around the campfires and halls of Wilmskirk. Many battles he survived. Such were the times of legend! Mago's father Barosus, too, is a great warrior, now a Rune Lord of the Storm Bull temple in Wilmskirk.

All his line have worshipped Storm Bull, and Mago knows nothing else. Though young, his renown grows across Dragon Pass. He fought with the rebels in Esrolia against the Lunars, defended Nochet against a siege, and fought in the Battle of Pennel Ford. Afterwards, Mago joined in the infamous Harrek the Berserk in sacking the City of Wonders. They became fast friends there, perhaps kindred spirits.

Most recently, Mago witnessed the the Dragonrise and survived. He participated in liberation of Sartar, a battle which nearly cost him his life. Yet here he is now, ready still for battle.

HOW TO PLAY MAGO

- You are an exceptionally smart and skilled warrior. You are better on the offensive with axe and shield but better on the defensive with your broadsword. However, you have only average armor and average hit points.
- You have many Passions, with many opportunities to use at least one to augment your skills in a pinch.
- Berserker greatly increases your offensive abilities, especially fighting Chaos, but is best used in desperation.
 Face Chaos can rally others against Chaotic foes.
 Remember to cast Protection to improve your armor!
- Summoning and Commanding your small Air elemental uses all your Rune points.
- Your high Beast and Death Runes make you savage and merciless; you ignore pain and civilized niceties.
- Your best Communication skill is Intimidate!



MENT & AN A STATISTICS

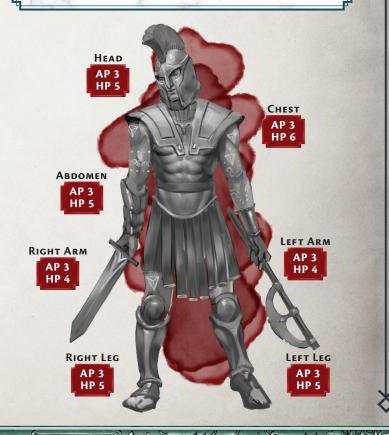
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CHINANA MANANA

- NASSTER

STATISTICS

-	CO.11	017	DEV		DOW	CITA
	$\frac{\text{CON}}{12}$	SIZ	DEX	INT	POW 13	CHA
7	12	14	13	18	13	11
Αττάςκε	<u> </u>				_	1979
WEAPON		%	Dam	AGE	SR	Ртѕ
Battle Axe (,	100	1D8+2	+1D4	8	8
Broadsword		85	1D8+1	+1D4	8	12
Dagger		40	1D4+2	+1D4	8	6
Medium Shi	eld	70	1D4+	1D4	7	12
Javelin, Held		60	1D6+	1D4	6	8
Javelin, Thro	wn	60	1D10-	+1D2	1/MR	8
Sling		30	1D8+	1D2	S/MR	—
Spirit Combo	at	40	1D6	+3	_	—
			3			parties -
HIT LOCAT		A D /110		RIBUTE		6 50
LOCATION	D20	AP/HP	_	ALITY		ALUE
Right Leg	01-04	3/5		Points		13
Left Leg	05-08	3/5	Mo		. (5.	8
Abdomen		3/5		ke Rank		EX 2, SIZ 2)
Chest	12	3/6		ie Points		3
Right Arm		3/4		gic Point		13
Left Arm	16–18	3/4	Dar	nage Boi	nus	+1D4
•		= 7	Dar	5	nus	
Left Arm	16–18	3/4 3/5	Dar	nage Boi ling Rate	nus	+1D4
Left Arm	16–18 19–20	3/4 3/5 HI	Dar Hea T POIN	nage Boi Iling Rati	nus e	+1D4 2
Left Arm Head	16-18 19-20	3/4 3/5 Hi 3 4 5	Dar Hea T POIN 5 6 7	nage Boi Iling Rati	nus e 10 11	+1D4 2 12 (13)



	:	SKILLS & PASSIONS			
А д іlітү (+5%)		MAGIC (+5%)		Passions	
Climb		Meditate		Devotion (Storm Bull)	60%
Dodge		Sense Chaos		□ Hate (Chaos)	60%
□ Jump	44%	Girit Combat			
□ Ride (horse)	15%	□ Worship (Storm Bull)	30%	Honor	60%
C	· · ·			□ Love (family)	60%
COMMUNICATION (+5%		MANIPULATION (+15%		□ Loyalty (Harrek)	60%
Dance		□ 1H Axe		□ Loyalty (Locaem Tribe)	60%
□ Intimidate		Broadsword		Loyalty (Sartar)	60%
□ Sing		Dagger			
Speak Esrolian		□ 1H Spear		□ Loyalty (Zethnoring Clan)	60%
□ Speak Heortling		□ Javelin			
 Speak Old Pavic Speak Stormspeech 		□ Sling □ Medium Shield			
Speak Tarshite	1170				
Speak Tradetalk	20%	PERCEPTION (+10%)			
		Insight (Human)	30%		
Knowledge (+10%)		Listen			
Battle	70%	□ Scan			
Cult Lore (Storm Bull)		Search			
Customs (Heortling)		Track			
□ Farm	40%	9 0 9			
Grist Aid		STEALTH (+10%)			
Herd		Hide			
Homeland Lore (Sartar)	40%	□ Move Quietly			
🗆 Survival					

MAGO THE FIERCE, SON OF BAROSSUS

Note: Skill category modifiers are already calculated into skill percentages.

STARTING GEAR, TREASURE, & ABILITIES

Armor: Linothorax hauberk, cuirboilli greaves and vambraces, composite helm (armor modifies Move Quietly by -5% while worn). Magic Items: Two healing potions that heal 1D10 each.

Treasures: Bronze votive image of Storm Bull that adds +10% to Worship (Storm Bull) when used; war booty worth 180 L.

ACQUIRED ITEMS

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MAGIC

COMMON RUNE MAGIC

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Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUN	E MAGIC	SPELLS	
Spell	Points	Runes	Page
Berserker	2	+ 🛛	40
Face Chaos	1+	68	43
Summon Air Elemental (small)	1	618	50
Hand Jean	RUNE POIR	NTS	N.C.
	678	9 10 11	12 13
WELLAND OFFICE			

SPIRIT MAGIC	SPELLS	1
Spell	POINTS PAG	GE
Demoralize	2 30	5
Fanaticism	1 30	5
Protection 2	1-2 30	5
Magic Poin	ITS	
UNC 0 1 2 3 4 5 6 7 8	9 10 11 12 (13
14 15 16 17 18 19 20		
25 26 27 28 29 30 3 ⁻	1 32 33 34	35
ELINAT FLORE	No I'l all	

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MAKARIOS, SON OF THARASSA

Male, age 21. Healer from Clearwine, member of Orlmarth Clan of the Colymar Tribe.

Greetings. You have nothing to fear from me. I am Makarios, son of Tharassa, a healer of Chalana Arroy. I have pledged my life to serving others as the goddess wishes. If you are injured, I will heal you. If you seek counsel, I will tell you what I can. If you are in need, I will give you what I have.

Contraction of the Contraction

I am from Clearwine, and I grew up within the hospital temple of Chalana Arroy, orphaned in the Great Winter that claimed my mother's life. I spent much time learning herb-craft with the priestesses of Ernalda, who shared their bounty with us at a time when others had nothing.

This beautiful creature upon my shoulders is Whisper. She found me when I was dying, nearly slain by trolls, and sought those who could rescue me. She is a bit shy, so do not feel offended if she is quiet to you. She warms to others eventually, as she did to me.

Makarios' grandmother was a scribe of Lankhor Mhy, specializing in ancient texts relating to the healing arts. Though she died before he was born, her presence loomed largely in his household.

His mother joined the cult of Chalana Arroy and became a High Healer. but froze to death in the first year of the Great Winter along with her husband, leaving Makarios an orphan and a ward of the Chalana Arroy temple. While herb-gathering, he fell victim to a troll raid and was nearly slain. Dying in the snow, he was found by an 'awakened' white serpent (possessing human-level intelligence and spirit), which protected him and tended to him until he could be found. This remarkable occurrence gave him the favor of the Ernaldan temple, seeing the serpent as a sign. Makarios named it 'Whisper' and keeps it with him always.

Most recently, Makarios participated in the Liberation of Pavis. As a result of his loyalty to Argrath, Makarios received a considerable amount of wealth in the form of spoils of war, a bounty he is unsure what to do with, given its origin.

HOW TO PLAY MAKARIOS

- You are a pacifist, sworn to non-violence. Try to resolve every obstacle without letting the others resort to violence. In any case, you never willingly harm an intelligent creatures or needlessly cause pain to a living thing.
- Your strongest Passions are Love (family), Devotion (Chalana Arroy), and Loyalty (Colymar Tribe). You tend to support other adventurers from that tribe.
- You have powerful healing magic, including the incredible ability to Resurrect the recently killed. Use it sparingly! You do not have that many Rune points.
- Harmony and Sleep are good non-violent ways to overcome dangerous opponents without harming them.
- Your high Fertility and Harmony Runes reinforce your dedication to Life and Peace. Your high Earth Rune makes you very practical—except when it comes to violence.



A STANDARD

- NO ASTRITY

70% 60% 60% 60% 80% 60% 60%

60% 70% 60%

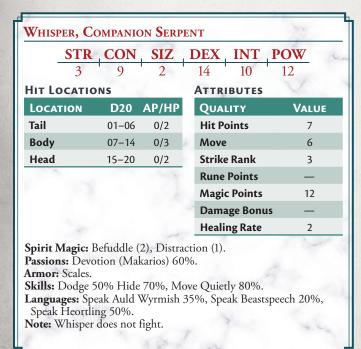
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STATISTICS

STR					
	CON	SIZ	DEX INT 14 14	POW	СНА
10	14	16	14 14	12	13
Аттаскя					35
WEAPON		%	Damage	SR	Ртѕ
Dagger		35	1D4+2+1D4	7	6
Sling		25	1D8+1D2	S/MR	_
Grapple		60	Special	7	Arm
Spirit Combo	at	45	1D6+1	12	—
ΗΙΤ LOCAT	IONS		ATTRIBUTE	S	
LOCATION		AP/HP			ALUE
Right Leg		0/5	Hit Points		15
Left Leg		0/5	Move		8
Abdomen		0/5	Strike Rank	3 (DE	X 2, SIZ 1)
Chest	12	0/6	Rune Points		3
Right Arm	13–15	0/4	Magic Point	s	12
Left Arm	16–18	0/4	Damage Bo		+1D4
Head	19–20	0/5	Healing Rat	e	3
N.	84	Hus			1000
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DEAD ()) 1 2	345	6789	10 11	12 13
14 (15)	16 1	7 18	19 20 2	1 22 2	23 24
				yes a	
HT ARM AP 0 HP 4	-	LEAD AP 0 HP 5		CHES AP 0 HP 6	
AP 0 HP 4 ABDOM		AP 0 AP 5		AP 0 HP 6	LEFT ARM AP 0 HP 4

HP 5

		DS, SON OF THAR	
CULT: CHAL			
	Si	KILLS & PASSIONS	
AGILITY (+5%) Dodge Jump Ride (horse)		Homeland Lore (Sartar)35% Plant Lore	PASSIONS Devotion (Chalana Arroy Hate (Lunar Empire)
Communication (+5		□ Treat Poison40% MAGIC (+5%) □ Meditate30% □ Spirit Combat45% □ Worship (Chalana Arroy)35%	 ☐ Hate (Trolls) ☐ Honor ☐ Love (family) ☐ Loyalty (Argrath) ☐ Loyalty (Orlmarth Clan)
□ Sing □ Speak Esrolian □ Speak Heortling □ Speak Old Pavic □ Speak Tarshite		Image: Manipulation (+15%) Im	□ Loyalty (Chalana Arroy Temple) □ Loyalty (Colymar Tribe) □ Loyalty (Sartar)
□ Speak Tradetalk KNOWLEDGE (+10%) Alchemy □ Battle Cult Lore (Chalana Ar		PERCEPTION (+10%) Insight (Human) 60% Listen 40% Scan 30% Search 30%	
Customs (Heortling) Farm First Aid Herd		STEALTH (+10%) Hide Move Quietly	



STARTING GEAR, TREASURE, & ABILITIES

Armor: Healer's robes.

Oath: A Chalana Arroy cultist vows never to harm an intelligent creature or needlessly cause pain to a living thing. Makarios takes this pledge very seriously.

Treasures: Healer's kit (contains salves, thread and needles, bandages, etc.); 20 L in coin; miscellaneous items worth 100 L; 500 L in war booty; awakened serpent companion named Whisper.

ACQUIRED ITEMS



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MAGIC

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COMMON RUNE MAGIC

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Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNI	MAGIC S	PELLS	
Spell	Ροιντς	Runes	Page
Harmony	1+		44
Heal Body	3		44
Resurrect	3	¥Ⅲ£	47
Paralle 1	RUNE POINT	5	and the
1 2 3 4 5	6789	10 11	12 13
Spiri	T MAGIC	SPELLS	
Spell		Ροιντς	Page
SPELL Heal 2		Роінтs 1–2	Page 36
Heal 2	Magic Point	1–2 3	36
Heal 2		1–2 3	36 37
Heal 2 Sleep	45678	1-2 3 • s 9 10 11	36 37 (12) 13
Heal 2 Sleep UNC 0 1 2 3	4 5 6 7 8 18 19 20	1-2 3 s 9 10 11 21 22	36 37 (12) 13 23 24

NARRES RUNEPAINTER

Human, age 21. Tattoo artist of the Necropolis in Esrolia.

I suspect that you have never met anyone like me. I am Narres Runepainter, an artist, and there is little else that I care to share now.

I make my living inscribing Runes and other symbols in ink upon bodies, those of the living and the dead. I learned this art in the Necropolis, preparing the bodies of the deceased for their final rest. People say many things when they are being inscribed—living and dead alike—and reveal much that they should not.

I have seen much since I left the Necropolis. I have ventured far, and yet my wanderlust grows stronger every day. I have known much conflict, where I find many to draw my designs upon.

Narres' grandfather was a soldier of in Nochet, retiring at a good age and passing his sword to his daughter, Vondyla, Narres' mother. She put that sword to use against the Wolf Pirates but grew weary of bloodshed.

When Narres was born, Vondyla gave her child to the Necropolis in Esrolia, where Narres tended to corpses and readied them for interment. This was a good place to learn the arts of tattooing, to anoint the dead in preparation for their afterlife. After leaving the Necroplis, Narres was caught up in the civil war in Esrolia, fighting the hated Red Earth supporters. Narres survived the Siege of Nochet and fought in the Battle of Pennel Ford, nearly slain there by Lunar magic. When the Dragon rose beneath the Temple of the Reaching Moon, Narres was there, but escaped the madness to which many succumbed.

As an initiate of Eurmal the Trickster, Narres is drawn to the god's aspects as a Shapechanger, a being that must assume different forms to survive. Narres enjoys challenging assumptions and revealing the transitory nature of truth, anything that emphasizes the amorphous, transitory nature of reality itself.

HOW TO PLAY NARRES

- You are a sacred Trickster, and mock the assumptions and pretensions of others, parody excessive seriousness, and deflate pomposity. You show what is wrong with the ordinary way of doing things, and how to do ordinary things the "wrong way."
- When you are identified as a Trickster, you may make fun of—and even be downright rude to—priests and tribal leaders without fear of sanction, at least wherever the Orlanth cult rules. Unfortunately, many others tend to punish you for your sacred duties!
- You are a mediocre fighter, but have a great Dodge skill!
- You have good Communication and Stealth skills.
- You have many passions and loyalties that can drive you in different directions.
- Your high Water Rune makes you mercurial and changeable; your high Death Rune means you are separated from the concerns of ordinary life.



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STATISTICS	*		RES RUNEPAII		
STR CON SIZ DEX INT POW CHA 11 13 15 16 16 15 14	.[REPUTATION: 2%		
ATTACKS WEAPON % DAMAGE SR PTS		S	KILLS & PASSIONS	the second second	
Rapier 45 1D6+2+1D4 4 8 Thrown Axe 30 1D6+1D2 S/MR 6	AGILITY (+5	%)	MAGIC (+5%)	Passions	
Small Shield 40 1D3+1D4 5 8	Climb		Meditate		60%
Spirit Combat 45 1D6+1 12 —			Prepare Corpse		60%
HIT LOCATIONS ATTRIBUTES	□ Jump		□ Spirit Combat □ Worship (Eurmal)		60%
LOCATION D20 AP/HP QUALITY VALUE	Communic	ATION (+5%)		\Box Love (family)	70%
Right Leg 01–04 0/5 Hit Points 14	🗖 🗖 Bargain		MANIPULATION (+15%	6) 🗖 Loyalty (Holy Country) 70%
Left Leg 05–08 0/5 Move 8	Charm		Rapier		60%
Abdomen 09–11 0/5 Strike Rank 2 (DEX 1, SIZ 1)			Axe, Throwing		
Chest 12 0/6 Rune Points 3	□ Disguise □ Fast Talk			10/0	60%
Right Arm 13–15 0/4 Magic Points 27			Craft (Tattooing)		0070
Left Arm 16–18 0/4 Damage Bonus +1D4 Head 19–20 0/5 Healing Rate 3	□ Sing		Devise		
Head 19-20 0/5 Healing Rate 3		ian	□ Sleight		
HIT POINTS	□ Speak Heo	rtling	Perception (+10%)		
DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13		nite11%	□ Insight (Human)		1000
14 15 16 17 18 19 20 21 22 23 24	□ Speak Trad		Listen		1000
		(10)	Scan		
			Search		
HEAD	Cult Lore (20% Eurmal)	STEALTH (+10%)		
AP 0		Esrolian)	☐ Hide	50%	
HP 5	□ Evaluate		□ Move Quietly		
RIGHT ARM	□ Farm				80.00
AP 0 HP 4 CHEST	□ First Aid Homeland				1.3.2.6
AP 0 HP 6			gory modifiers are already calculated into	a shill there entances	1
		1 1010. OKTU UUUg	ory modifiers are aready calculated mo	skur percennages.	
ABDOMEN AP 0 HP 5		STARTING	Gear, Treasure, &	ABILITIES	
	Armor: Traveling clothes				
			efilled by donating magic points).		
				ce from grandparent); 1,400 L pillaged fro rapple; rucksack; hooded lantern; secret th	
	Earth Amance; lock pick	s; jiininy, other appropriate	tools; mask; 20-meter rope with gr	apple; fucksack; hooded faittern; secret th	leves mark.
			Acquired Items		
RIGHTLEG					
AP 0		1	1	251	202
HP 5			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1		States .
HP 5					
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COMMON RUNE MAGIC

An adventurer gains access to all common Rune spells known by their cult upon joining the cult as an initiate. Any Rune of the cult providing the spell may be used to cast common Rune spells. The following is the complete list of common Rune spells::

Spell	Points	Page
Command Cult Spirit	2	41
Dismiss Magic	1+	43
Divination	1+	43
Extension	1+	43
Find Enemy	1	43
Heal Wound	1	44
Multispell	1+	47
Sanctify	1+	48
Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS					
Spell	Ροιντς	Runes	Page		
Become Other Sex	1		40		
Illusory Sound	1+		44		
Reflection	1+	0.	47		
Proder 1	RUNE POINT	s	N.		

1	2 3 4	5	6	7	8	9	10	11	12	13
-	AND A DOMESTIC OF THE OWNER.						The prove to a set to	/	A/36	

SPIRIT MAGIC SPELLS						
Spell	Ροιντς Ρα	GE				
Glamour	2 3	6				
Shimmer 2	1–2 3	7				
Silence	1 3	7				
MAGIC POI	INTS					
UNC 0 1 2 3 4 5 6 7	8 9 10 11 12	13				
14 15 16 17 18 19 3	20 21 22 23	24				
14 15 16 17 18 19 2 25 26 27 28 29 30 2	31 32 33 34	35				

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VARAKOS WOLF-KILLER

Male, age 21. Heavy infantry soldier of the Orlmarth clan of the Colymar Tribe.

Varakos Wolfkiller they call me, and for good reason! The mighty beast I fought nearly slew me—see these scars at my throat—but I prevailed and killed it instead, taking its fur to warm me. Perhaps if it had won, it might have made a cloak out of my own rough skin. Ha!

I am a Humakti. The Sword Lord has bid me to never love another, though I am still a loyal friend and staunch battle-brother to all who would fight alongside me.

Would that the whole miserable Lunar Empire had a single neck I could cut with my sword!

Generally, when people see Varakos coming, they move away.

His grandfather Tarakos was a simple farmer from the Orlmarth Clan in the Colymar Tribe, but he fought in the Holy Country and the tales he told helped instill in his family the contempt for the Lunar Empire. He died in a battle with the Lismelder Tribe. Tarakos's son Araskos—Varakos' father—was a soldier and embraced the worship of Humakt. Araskos fought in Starbrow's Rebellion and was exiled by the Lunars for two year, then died in the Great Winter.

In the second year of the Great Winter, Varakos went south to Esrolia, enlisting as a soldier. He fought gloriously in that time of civil unrest, earning renown at the Battle of Pennel Ford. He pledged loyalty to Queen Samastina after defending her from Lunar assassins. After that, he fell in with the Wolf Pirates in the Sack of the City of Wonders, but they betrayed him and left him for dead.

Varakos returned to Sartar in time to witness the Dragonrise, and took part in the Liberation of Sartar, witnessing Kallyr Starbrow take the throne as King. Now he seeks battle, to fight the Lunar Empire, and to better himself that he might become a weapon worthy of Humakt, his patron god.

HOW TO PLAY VARAKOS

- You are a killing machine with a sword in both hands, excellent combat skills, good armor, and high damage.
- Your strongest passions are your Honor and your Hate Lunar Empire. Follow the Code of Honor—don't kill unarmed people, accept surrender, and protect those who have surrendered to you. You are also Loyal to the Colymar Tribe and tend to support other player characters from that tribe. However, you cannot Love.
- Cast Bladesharp 2 before fighting to get an edge in combat. Truesword gives your sword damage a big boost and is only a 1-point Rune spell. Shield is useful if you need to increase your armor points.
- Your high Death Rune means you ignore pain and pleasure, and live for Death. You do not fear it, and due to your cult's view on death, you cannot be resurrected.



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STATISTICS

STR 19	CON	SIZ I	DEX INT 11 11	POW	CHA 12
Аттаскя	12	10		12	12
WEAPON		%	Damage	SR	Ртѕ
Broadsword	*	90	1D8+2+1D6	6	12
Shortsword	(Left-han	d) 65	1D6+1+1D6	7	12
Javelin (1H)		25	1D6+1D6	6	8
Javelin, Thro	wn	25	1D10+1D3	1/MR	8
Dagger		30	1D4+2+1D6	8	6
Composite E	Bow	60	1D8+1	S/MR	7
Medium Shi	eld	35	1D4+1D6	7	12
Grapple		55	Special	8	Arm
Spirit Combo	at	35	1D6	12	_
Ніт Locat	IONS		ATTRIBUTES		13
LOCATION	D20	AP/HP	QUALITY	V	ALUE
Right Leg	01–04	6/5	Hit Points		13
Left Leg	05-08	6/5	Move		8
Abdomen	09-11	5/5	Strike Rank	4 (DE)	(3, SIZ 1)
Chest	12	5/6	Rune Points		3
Right Arm	13–15	6/4	Magic Points	5	12
	13–15 16–18	6/4 6/4	Magic Points Damage Bon		12 1D6
Right Arm				us +	
Right Arm Left Arm	16–18	6/4 5/5	Damage Bon	us +	1D6
Right Arm Left Arm Head DEAD (16-18 19-20	6/4 5/5 HIT 3 4 5	Damage Bon Healing Rate POINTS 6 7 8 9 1	us +	1D6 2 12 (13)
Right Arm Left Arm Head DEAD (16-18 19-20	6/4 5/5 HIT 3 4 5	Damage Bon Healing Rate	us +	1D6 2 12 (13)



		REPUTATION: 15%	MAN	SOM: 500 L	
	SI	KILLS & PASSIONS	1 de	1	
AGILITY (+5%)		Magic (+0%)		Passions	
Dodge		Meditate		Devotion (Humakt)	600
□ Jump		Spirit Combat		Fear (Dragons)	609
□ Ride (horse)		□ Worship (Humakt)		☐ Hate (Lismelder Tribe)	609
COMMUNICATION (+09	(a)	MANIPULATION (+5%)		☐ Hate (Lunar Empire)	709
Dance		Broadsword		□ Hate (Wolf Pirates)	60%
□ Intimidate		Dagger		the second s	
□ Sing		□ Shortsword		Honor Honor	709
□ Speak Esrolian		□ 1H Spear		□ Loyalty (Colymar Tribe)	609
□ Speak Heortling		Grapple		□ Loyalty (Humakt Temple)	609
Speak Old Pavic		□ Javelin		Loyalty (Orlmarth Clan)	609
□ Speak Stormspeech		Composite Bow		Loyalty (Queen Samastina)	
Speak Tarshite		□ Medium Shield			
□ Speak Tradetalk	20%	PERCEPTION (+0%)		□ Loyalty (Sartar)	609
KNOWLEDGE (+0%)	_	Insight (humans)	30%		
Battle	60%				
Cult Lore (Humakt)		Scan			
Customs (Heortling)		- 9			
Garm		STEALTH (-5%)			
□ First Aid		Hide			
Herd		Move Quietly			
Homeland Lore (Sartar)		. ,			

VARAKOS WOLF-KILLER

STARTING GEAR, TREASURE, & ABILITIES

Armor: Heavy scale hauberk, plate greaves and vambraces, closed helm (armor modifies Move Quietly by -25% while worn). Gifts: As a gift from his god Humakt, Varakos recovers magic points at twice the normal rate.

Geases: Humakt forces him to give up any Love passions. If he gains a new Love Passion he cannot cast Rune magic or restore lost Rune points until he has atoned. He may also never be resurrected.

Magic Items: Humakti-gifted broadsword inscribed with Death Runes, does double damage to wolves (after armor), golden armband of a coiled serpent with 2-point Strength spell matrix (adds +10% to Agility and Manipulation and increases damage bonus by +1D6). Treasures: 20 L in coin and war booty worth 130 L.

ACQUIRED ITEMS

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MAGIC

COMMON RUNE MAGIC

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Soul Sight	1	49
Spirit Block	1+	49
Summon Cult Spirit	1–3	49
Warding	1+	51

RUNE MAGIC SPELLS					
Spell	Ροιντς	Runes	Page		
Detect Truth	1	Y	42		
Shield	1+	† Y	49		
Truesword	1	t	51		
K-aller,	RUNE POINT	s	N.		

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1	2 3 4	5	6	7	8	9	10	11	12	13
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SPIRIT MAGIC SPELLS										
Spell	Ροιντς	Page								
Bladesharp 2	1–2	36								
Detect Enemies	1	36								
Heal 1	1	36								
Protection 1	1	36								
MAGIC POINTS										
UNC 0 1 2 3 4 5 6 7 8	9 10 11	12 13								
14 15 16 17 18 19 20	21 22	23 24								
25 26 27 28 29 30 31	32 33	34 35								