

# RUNE MASTERS



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# RUNEMASTERS

*Strong NPCs and Their Use in RuneQuest*

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## INTRODUCTION

### About This Book

This book contains 45 Rune Masters for use as non-player characters (NPCs) in *RuneQuest* adventures. There is a Rune Lord, a Rune Priest, and a Rune Lord-Priest for each of the 15 cults examined in *Cults of Prax*, a separate publication. The Priest is a fairly skilled adventurer with an allied spirit, bound spirits, and a number of Rune spells. The Lord is a tough adventurer with mastery of a number of skills, an allied spirit, and bound spirits. The Lord-Priest is a truly formidable foe, questing toward Hero status, who has mastered many skills and Rune spells, and who has an allied spirit and bound spirits. This book provides for the first time a large selection of Rune level NPCs fully filled out and equipped, ready to use in a scenario as a set encounter or as a wandering encounter. Included is a new RuneMaster character sheet and a 'familiar' character sheet. The statistics for each RuneMaster are given in a straight-forward manner so that most of the sheet can be filled just by copying. Notes are included describing each personality and other individual details, and a brief description of the peculiarities of the cult.

### How To Use This Book

First read through the book, concentrating on the first two chapters. They tell how RuneMasters are created and how to play these characters effectively. When you need a RuneMaster of a particular cult, you will need only to turn to that cult and select one of the three RuneMasters present. If you want one at random, roll 1D20 and for result 01-15 count down to that cult in the Table of Contents. For 16-20, roll again and take two of the RuneMasters for that cult, ignoring further rolls of 16-20. Once you've selected a RuneMaster, copy his or her statistics on to a photocopy of the RuneMaster character sheet. Then read the section for that cult and for those characters specifically. You are ready to use them.

## HOW TO CREATE A RUNEMASTER

RuneMasters consist of Rune Lords, Rune Priests, and Rune Lord-Priests. They are leaders in their cults, and are very experienced and capable men and women with considerable expertise. With the rare exceptions of Heroes (and even rarer Superheroes) RuneMasters are the most powerful characters in the cults of Glorantha. To create such strong characters requires good knowledge of the cult involved and of *RuneQuest* itself. The character sheet in the back of this book is designed to assist in such a creation.

### Fill in the Background Section

The first section in the upper left corner of the RuneMaster character sheet details the character's background. You should choose the name, race, sex, and cult of the new character. Roll for or choose the character's social class. Your choice of race tells you what dice rolls are needed to discover the character's basic characteristics. The social class gives insight into the character's prior experience between 16-21 years of age. Assume that the character joined the cult at age 16, and that by age 21 (at the end of his prior experience) the character undoubtedly was an initiate of the cult. Make some prior experience choices logically: for instance, if the new character is a mounted barbarian, then should he choose to be a mercenary he will be in the cavalry.

Similarly, cult requirements will influence prior experience. The fledgling mercenary will want to join a mercenary band specializing in the same weapons required by his cult, so that he gets the best use of his prior experience in helping him on toward Rune Lord status. Clearly a townsman who joins the Yelmalo cult will want to join a mercenary band which specializes in spear—as does his cult. A Humakti will want to be in a band that teaches the use of the sword. In this way the trainings offered by the mercenaries and the cult will dovetail. It is rare, however, for non-humans to join the cavalry, though it is possible.

One must choose also the nationality of the character. If he is a barbarian, the choice of tribe will dictate his tribal weapons. In the case of Waha, these also will be his cult weapons. A Lunar citizen will tend toward Lunar weapons, and so on.

Nationality also influences the choice of cult. Lunar citizens will more often join Lunar cults. Sartar citizens will prefer the Orlanth cults. A barbarian in Prax has a high chance of joining Waha, if male, or Eiritha, if female.

Race can also dictate cult choice. Elves almost always join Aldrya, but also favor Yelmalo. Most trolls join one of the darkness cults.

Race, sex, and nationality often can combine to limit the choice of cult, and those factors plus social standing can channel the choice of prior experience.

The actual birthdate of a character is for use in a campaign. In some cults it is important to know the birthdate. A Rune Priest generally will have spent some years as an adventurer, to train in various skills before becoming a Rune Priest, and so will be at least in his middle twenties. A Rune Lord would need to adventure for some time to gain that status, usually at least five years, and so will be in his/her late thirties. A Rune Lord-Priest generally will be older still.

The RuneMasters in this book are generally in their prime, but one can have old Rune Priests and Rune Lords as well. This is often the case in Lhankor Mhy, where the characters must spend many years in study before rising in prominence as a scholar. Remember also that if you want the Rune Priests to have a good selection of cult Rune spells, you have to allow the time necessary to gain and sacrifice the necessary Power for those spells.

### Rolling The Characteristics

Look up the necessary die rolls for the chosen race. If you want an average character, roll as given in the book. If you want exceptional characters because only such will have chosen this path and succeeded in staying alive this long, then achieve this by setting all but one of the dice in each characteristics roll equal to its maximum value. For humans this means each characteristic is determined by rolling 1D6+12. While this roll is not kosher for player characters, it is an excellent way to whip up a strong NPC. Now adjust the characteristics for the effects of training. Strength and Constitution should be raised to the maximum of STR, CON, and SIZ. The DEX should be raised to at least 18. The CHA should be increased as well. As a character increases his oratory and his skill with his main weapon, and when he gains a flashy magic item or leads a successful adventure, his Charisma can increase. It is not unreasonable to find RuneMasters with a CHA of 21.

The Power of the character must be at least 18 if he is a Rune Priest or a Rune Lord-Priest. In fact it will usually be 18, since the points above 18 will have been sacrificed for Rune spells. A Rune Lord must have a POW of 15 to achieve the status, but because of Divine Intervention, a Rune Lord's POW may be anywhere from 1-21. If a Rune Lord achieves POW 18 or more he frequently qualifies to become a Rune Lord-Priest, and often does so. In this book none of the Rune Lords have a Power above 17, to avoid the question of why they aren't also a Rune Priest.

If the character belongs to the Humakt or Yelmalo cults, one must determine whether any of the geases or gifts from Humakt or Yelmalo affect the characteristics, and then adjust the characteristics accordingly. The character may need to train some more. For example, if a gift raises the CON above STR, then the character can train up the STR to match the CON.

### Determine The Bonuses

Once the characteristics are discovered, the section of the character sheet just below should be filled out. It gives the basic strike rank, experience bonus, attack bonus, parry bonus, hit point bonus, damage bonus, and defense and training discount. Everyone in Glorantha (except dragonewts) is right-handed. The line marked *free training* is for any skills offered free by the cult. These skills will be well-known by the character, usually at the level of mastery. You will need to compute the skills bonuses and enter these in the appropriate sections. You will save time if you remember that the manipulation bonus is always the same as the attack bonus, that the perception bonus is the same as the knowledge bonus, and that for INT 12+ the bargaining bonus is 5% more than the oratory bonus. Add the hit point bonus to the CON to get the character's total hit points and circle the appropriate number under *Total Hit Points* to the right of the bonus section.

### Complete the Available Power Section

This section is to the right of the background and bonus section. Take the character's POW score and circle this number under *Own Power Pts*. Now roll 3D6 for the INT of the new character's Allied Spirit and enter this on the small line just to the right of the inscription *Allied Spirit* on the character sheet. Roll 3D6+6 for the POW of the Allied Spirit and circle the appropriate number in the box. Since RuneMasters strive for power and glory, they will often take advantage of their high personal Power to bind other spirits into crystals or familiars, up to the charisma limit of one spirit per three points of CHA. That limitation includes the Allied Spirit. There is room on the sheet for five bound spirits in addition to the Allied Spirit. If a character has a CHA of 21, he actually could bind a seventh spirit—this could go in the *Stored Power* box. Not being fools, RuneMasters will have used Detect Spirit to make



sure that any spirit they will to bind does not have POW greater than 18. Therefore, to determine the POW of a bound spirit, roll 2D6+6. The intelligence of the spirit is found by rolling 3D6. This score goes on the little line next to the words *Bound Spirit*.

In the vertical space next to the numbers in the boxes you can write the type of familiar or object which the spirit is bound into—horse, cat, hawk, crystal, etc. These boxes are designed so that when the character is played, the POW taken from these bound spirits can be checked off as it is used, and thereby current levels will be known immediately. The box for *Stored Power* is for the total of stored power in Power Storage Crystals. Such crystals are frequently placed in contact with the Allied Spirit, either on a collar or mounted on the item, so that the Allied Spirit can use them and thereby have itself some stored POW.

### Complete the Hit Location Section

This area is just below the available power section on the character sheet. Here one determines the hit points in each hit location from the total hit points and circles the appropriate number for that hit location. In play the hit points can be marked off as the character takes damage and heals himself. Fill in the type of armor worn on each hit location and its protection value and encumbrance value.

As the cult provides for its Rune Priests and Rune Lords, they will be equipped in the best available armor. The optimum seems to be leather treads, leather byrnie (2 points each), leather vambraces, and leather hood for padding, and then plate greaves on the legs, a chain mail hauberk on the chest and abdomen, plate vambraces on the arms, and a full helm, for a total of 10 points of encumbrance. Replacing the hauberk with a plate cuirass and chain mail skirts gives the maximum protection, but as it adds only one point of protection to the chest at the cost of an additional four points of encumbrance, this can only be worn by the strongest of characters. Even 10 points of encumbrance can be too much for some characters.

Rune Lords and Rune Lord-Priests who are not Aldryami or trolls have the advantage of iron armor, with its high protection and lowered encumbrance. While a new Rune Lord of some of the less wealthy cults may not start off with a set of iron armor, if he has survived for a few years he will have one, as that is usually his first objective. The same applies to iron weapons.

### Complete the Weapons Column and Equipment Section

Now cult, nationality, social class, and prior experience come into play. You must determine from the prior experience table in the back of *RuneQuest* what weapons the character has learned to use during his prior experience, and from the cult write-up in *Cults of Prax* just for which weapons the cult has given training. If the character is a barbarian, the table in the appendices of *Cults of Prax* states what the weapons are for nomads of Prax, but otherwise use the table in the prior experience section at the back of *RuneQuest* under Barbarians.

As you determine each weapon, write its name at the top of each weapon block and then enter it in the equipment section, giving its location (right side, back) and its encumbrance. The total of the equipment encumbrance and the armor encumbrance is placed below as the total encumbrance. The maximum encumbrance is the average of the STR and CON of the character. The total should not exceed this maximum. The rest of the equipment above this total should be placed upon the character's riding animal. Enter the character's movement base. If the total encumbrance does not exceed the maximum ENC, then the current movement is the same as the movement base.

There are eight weapons boxes and one shield box. Few characters have the encumbrance capacity to carry eight different weapons, so you can use these for the different modes of each weapon (left-handed and right-handed, and also two-handed). The left hand use is good to have written down in case the right arm is disabled and the character is forced to fight left-handed. Most RuneMasters train in left-handed attacks as well as right-handed ones, for just such a reason, though they may not train quite so high. A short spear can be used as a 2H spear, a RH spear, a LH spear, and a javelin—thus a single object of ENC 2 uses four boxes. One could have even LH javelin and RH javelin.

Now that the weapon boxes are allocated and now that the equipment section is filled, we are ready to determine the character's abilities with those weapons. First, add the character's base strike rank to the strike rank of the weapon to get the total strike rank for that weapon's attack, and enter this in the box. For missile weapons use only the DEX strike rank, instead of the base strike rank. Now fill in the damage for each weapon, adding in the damage bonus. Determine the damage for a crush, slash, or impale by that weapon and enter that. Enter the number of hit points for the weapon. If it is an iron weapon it has 50% more hit points than a bronze weapon.

All this having been done, we are ready to figure out how good the character is with those weapons. From the prior experience and cult requirements and the cult's offerings of reduced price training in certain weapons, determine what is the character's main weapon. A Rune Priest will be between 75%-90% with this weapon unless his DEX is below 15. A Rune Lord will be between 90% and 110% with it. A Rune Lord-Priest will be between 100% and 125% with it. Scale the rest down from there. The latter RuneMasters must have at least five masteries, of which two usually are in weapons. A Rune Lord-Priest will have a number of weapon masteries, and may be a master in all of his weapons. Notice the difference between the attack bonus and the parry bonus and keep this in mind in determining the parry chances. A 2H weapon will be used to parry more often than a 1H weapon used with a shield.

A bow's parry chance is 20% plus parry bonus, and a crossbow's parry chance is 25% plus parry bonus. Each may be increased due to experience, so add 5%-15%. From the attack percentage determine the critical percentage (which is 5% of the attack percentage) and enter that. Compute the chance for a crush, slash, or impale (1/5th of the attack percentage) and write that down. From the attack percentage figure the chance for a fumble and enter that. Now the weapons are complete.

For the shield, first figure the parry percentage. The shield bash attack is the attack bonus plus 5% plus any training and experience. This training is somewhat rare. Decide if the character has purchased such training, and then fill in the rest of the section, as if the shield was another weapon.

### Complete the Languages Section

Assume that each character speaks his native language at 80% plus knowledge bonus. Enter this. Then determine up to seven other languages which the character knows. Tradetalk generally will be one. In the Dragon Pass/Prax area the common tongues are Lunar, Sartarite, Praxian, Darktongue, Old Pavic, and Tradetalk. In such a multi-lingual environment, RuneMasters will have picked up something in at least seven other languages besides their own, be it just 5% plus their knowledge bonus. Determine how well they speak the languages, and how well, if at all, they can write them. Check to see if the cult requires any spoken or written languages. Remember that a RuneMaster is an important person and that multi-lingual fluency is often important.

### Complete the Other Skill Sections

First fill out the skills the character learned in his prior experience, the skills required and offered by the cult, and the survival skills. These are the ones the character will have concentrated on. A Rune Lord will of course be very good, if not a master, in those skills from which he draws his five required skill masteries. The skills learned as a mercenary will continue to be improved. The skills offered at reduced prices by the cult are attractive because of their low cost. Survival skills are such skills as Listen, Spot Hidden, Spot Trap, Climbing, Jumping, Move Quietly, Swimming, Hide in Cover, Set Trap/Disarm, and Treat Poison, failure in any of which might cost the Adventurer his life. A Rune Priest should, after a few years, have achieved mastery of at least one of these important non-combat skills. A Rune Lord will be a master of several of them, and a Rune Lord-Priest will be a master of many or most of them.

After these are taken care of, look at the luxury skills, such as Evaluate Treasure, Map Making, Find Healing Plants, etc. These are nice to know but not vital. Add the bonus to the base value given in parentheses and decide how much further training and experience have been gained.

There are also the skills in which the character is not interested, and which are therefore just the bonus plus the basic ability. Examples of these are masonry for mounted barbarians, pick pockets for Issaries cultists (who may not steal) and Treat Disease for broods. Then there are the skills not known at all, such as Sense Chaos or Sense Assassin, which are known only by Storm Bull and Humakti cultists, respectively. There are some skills where training is not available outside a particular cult, such as Bargaining or Find Water. Even though these are important, the character is limited to the formula *bonus + natural ability + any experience gain*. There are spaces in each section for other skills the character may know, such as navigation or armoring. Remember to note the subtraction to Move Quietly when armor is worn.

### Complete the Finances Section

In a campaign it is important to know the date in the campaign at which the character sheet was last made current. Therefore there is a space for the current campaign date. This also can be a real time date. The next line is for the amount of money (in gems, wheels, lunars, and clacks) actually carried by the character. RuneMasters will carry a fair amount of money to pay for themselves, their animals, and to hire re-



tainers. The next line registers how much money the character has set aside in the cult's bank. This can be used to ransom the character as well as to hold wealth in safety. The next line is for the character's income, if any, such as might be the case if the character is a rich noble. The next line is for loans. Beginning characters will have loans to be paid off, but not RuneMasters, so this usually is zero. The next line values all of the character's gear. This includes the armor, weapons, and other gear, but does not include the value of the familiars or of the potions and magic items or of the money carried.

To determine the value of the gear, look up the cost of purchase of each item in the *RuneQuest* rulesbook. For the sake of this book I have assumed that iron weapons and armor are ten times the cost and value of bronze equivalents, and that lead and copper items are three times the costs of bronze equivalents. Items with no metal to speak of, such as crossbows or bows, are the same for Rune Priests and Rune Lords, except for the added cost of iron arrowheads versus bronze arrowheads. I have assumed that each RuneMaster has a basic Adventurer's kit worth 45-50L in his saddlebags and backpack, containing such essentials as a mess kit, fire starting kit, spare clothing, a blanket, a water bottle, a lantern or some torches, rope, and other standard items.

I have not calculated treasure factors for the RuneMasters, because they are wearing and carrying their treasure—a Rune Lord in full iron armor with iron weapons is wearing a fortune!

The last line is for the ransom of the character. For simplicity's sake I have postulated that the character's cult will provide matching funds to the character's banked money for the purposes of ransom. One can of course adjust this as desired. The Zorak Zoran cult, for example, does not believe in ransom, preferring to rescue any cult member held hostage.

### Complete the Sections on Magic Items and Potions

By the time a character has been a RuneMaster for a while, he has probably picked up at least one power storage crystal he can use. I have given each RuneMaster one of each. A power storage crystal can store 2D6 plus 3 points. To determine which attunable crystal a RuneMaster has, roll 1D6+1D20 and consult the Crystal Table in *RuneQuest*. Each RuneMaster will be provided with a supply of Healing potion or salve of varying level, plus antidotes to the major poisons and possibly some Blade Venom to use if needed. The cults provide for their RuneMasters, and these are vital precautions. Some RuneMasters may also have other magic items such as battle magic spell matrices, scrolls, battle magic potions, and other miscellaneous magic.

### Choose the Character's Rune Spells

Rune Lords do not get any Rune spells, except perhaps a single one-use spell. Rune Priests may get any number of Rune spells and Rune Lord-Priests should get more still. For this book I have given the Rune Priests 20-25 points of Rune spells and the Rune Lord-Priests 30-35 points of spells. The sheet provides for up to 13 different Rune spells, each of which can be sacrificed for more than once. After each spell the number of points sacrificed for it are put.

Every Rune Priest and Rune Lord-Priest must have Spell Teaching. The cults make a lot of their money by having their priests sell spells, and so the priests need this spell. One point is all that is necessary. Shield is the most desired Rune spell, and I have given the Rune Priests and Rune Lord-Priests the full four points of Shield as part of their total. If you want a Rune Priest with fewer Rune spells (and thereby be a weak-NPC than as he is printed), just assume that the extra spells you don't want have been used earlier that day, or else are not there at all. If you want a tougher Rune Priest, then add more spells. After 13 spells, put the rest under *Notes* or on the back of the sheet.

I have had each Rune Priest draw heavily from his cult's specialty Rune spells in order to allow these spells to see use in the game. You might instead have the character concentrate on the most effective spells instead of taking one of each. In choosing Rune spells, one take care to stay within the spells allowed to that cult. Daka Fal, for example, does not have Shield to give to his priests.

### Choose the Character's Battle Magic Spells

The battle magic section is next to the Rune spell section, on the bottom of the sheet. It has room for 26 different spells, each of which may be of variable points. Enter the name of the spell, the number of power points associated with it, and the initials of the entity (the character, the allied spirit, or the bound spirit) who knows it. First list the spells known by your character, with his initial in parentheses. He can know up to his INT in points of battle magic spells. Then you list the spells known by his allied spirit.

The allied spirit will have access only to the spells known by it and by your character. If you want a spell to be accessible to the allied spirit, it has to be in one of those two lists. In addition, when the character is in spirit combat, that allied spirit cannot use the character's spells, and can only use its own. If it knows Invisibility, it can make the character invisible during the spirit combat. If it knows Befuddle, it can befuddle anyone approaching during spirit combat. The allied spirit should have access to those two just mentioned plus Healing, Repair, Vigor, Spirit Shield, Detect Magic, Light, Disruption, and Dispel Magic.

Next list the rest of the known spells, allocating them to the bound spirits. If the bound spirits have names, then their initials can be used. Otherwise you can use BSX, with that standing for Bound Spirit X (and X could be Horse, Falcon, Bat, etc.). If you assign a lot of important spells to one familiar and it is killed, you lose the use of those spells until you get the time to transfer the spells around, which takes hours. On the other hand, it is handy to have a flying familiar to act as aerial reconnaissance, and if it does not know any spells all you lose is the POW it had if it is shot down. Try to strike a balance. If you have a warhorse as a familiar, allowing you communicate telepathically with a mount who has human intelligence, then it can be advantageous to know such spells as Ironhand and Xenohealing so they can be cast upon the horse by you.

Although the sheet has only 26 lines for battle magic spells, you can add more if you choose, since RuneMasters quickly pick up spells. Though they must turn over 90% of their income to the cult, they may use this money to buy cult training and spells. Thus most buy a lot of spells. A Rune Priest can sell a spell he knows one week, keep 10%, and then turn around and buy a spell from the cult with the other 90% the next week, thereby gaining a new spell every other week. This is good for the cult because then their Rune Priests know more spells. Rune Lords can train Adventurers for the listed fees and then turn around and buy spells with the 90% cult cut.

### Establish the Character's Personality

The section in the center of the character sheet marked *notes* can be used for notes on the character's personality, or on cult restrictions, or about other abilities. Read carefully the sections in the cult write-up in *Cults of Prax* on the requirements and restrictions and privileges of the Rune Priests and Rune Lords for that cult, their titles, their obligations, and their goals. These will give you a feeling for the character. Now add some personality. Is the character friendly or unfriendly, gregarious or distant, impetuous or cautious, brave or cowardly? Remember that a RuneMaster is an important and powerful man or woman and that this will affect his or her actions and behavior.

### Fill Out the RuneMaster's Retinue

A RuneMaster is rarely found wandering alone. There usually is a band of lay members and initiates following along to serve. The second sheet in this book can be put on the back of each RuneMaster sheet by using two-sided photocopying. This provides sections for each of the allied and bound spirits that are in familiars, so that one is ready to play them should they be attacked or should they be ordered to attack. There also are spaces for skills with other weapons besides those on the main sheet. Here you could list hand-to-hand attacks such as punch, kick, butt, bite, grapple, or claw. Assume for these that RunePriests are at 25% plus attack bonuses, Rune Lords are at 50% plus attack bonuses, and that Rune Lord-Priests are at 70% plus attack bonuses. The *RuneQuest* Leader & Follower sheet at the back of the *RuneQuest* rulesbook can be used for a retinue of one initiate and three lay members, or multiples thereof, while the Squad Sheet could be used for a retinue of two initiates and twelve lay members. The stats for these secondary characters can be obtained from *FOES* or from *Militia & Mercenaries*. The final thing to do is to assign the RuneMaster and his or her retinue a reason for being there to be encountered in the first place. Are they on a mission? Are they there in reaction to some action by the Adventurers' party? Is this their land? The situation will help define their reaction to a party of Adventurers.

### HOW TO CREATE A RETINUE

Whenever a RuneMaster is encountered, he or she usually will be accompanied by a retinue of at least one initiate. RuneMasters are too valuable to cults to let them go around alone—and what self-respecting Rune-user wants to do his own cooking and hauling when an initiate or lay member can do it instead? RuneMasters are also expected to train the initiates and lay members, and so it is the common practice for a RuneMaster to be accompanied by whoever he is teaching at the time. The problem then is to create such a retinue when you determine that a RuneMaster has been encountered. This chapter deals with the problem.



## Determine the Composition of the Retinue

Discovering how many initiates and lay members make up the retinue can be done by fiat or by random roll. In the latter case, you could for example roll 1D6. A roll of 1 means a single initiate. A roll of 2 means 1 initiate and 1D3 lay members (the Leader & Followers sheet works well here). A roll of 3 means 1D4 initiates. A roll of 4 means 2 initiates and 2D3 lay members (the Squad Sheet or 2 Leaders & Followers sheets work well in this case). A roll of 5 means 2 initiates and 1D6+6 lay members (use the Squad Sheet). A roll of 6 means 1D4+4 initiates. The members of the retinue may also be members of a second cult or cults, and in fact some of the retinue may be of a different cult entirely, and are there either as hired bodyguards or to be trained. Again, this could be set by the referee or by a random D6 roll where 1 or 2 means a member of the retinue is of the RuneMaster's cult, a roll of 3 or 4 means a member is of the RuneMaster's cult and of another cult as well, and a roll of 5 or 6 means the member is of a different cult. In this latter case the different cult must not be hostile to the RuneMaster's cult, and will in general be a friendly cult. After the composition is determined the individual members must be created.

## Creating Lay Members

Lay members of a cult range from 16-year-old adolescents who have yet to get any experience or training, through Adventurers just out of militia, apprentice, barbarian, or mercenary training (i.e., just finishing prior experience), to normal townsmen. By and large, an experienced

% roll	% ability	weapons master will be an initiate, but it is possible for someone to join a cult late in life, after acquiring considerable experience. Normal townsmen will generally not go out as members of a retinue, and so the average lay member of a RuneMaster's retinue will be someone with prior experience who is 65%-75% with his best weapon. To determine the ability of a lay member with his best weapon, roll D100 and consult the table. For a given number on a D100, the table gives the lay member percent to hit with his best weapon. For the secondary weapons use the same table but subtract 10% from the percent Ability result. To determine the parry chance with these weapons, lower the attack percent by the difference between the attack bonus and the parry bonus. If the character has a shield, then lower the parry percentage of any one-handed weapons by another ten percent to account for the fact that the shield is the primary parry item.
96-00	50%	
86-95	55%	
76-85	60%	
61-75	65%	
46-60	70%	
31-45	75%	
21-30	80%	
11-20	85%	
06-10	90%	
01-05	95%	

Generally a lay member will use those weapons which are taught at reduced prices by the cult, since training is easier (and cheaper) to come by that way. Each lay member should have a missile weapon, a primary melee weapon, and a back-up melee weapon. If the primary weapon is a one-handed weapon, then the lay members should also have shields. The lay member should then be put into as much armor as encumbrance will allow, since one of the first things you buy when you get out of the mercenaries with money is a good set of armor. The best mix is maximum leather padding plus plate plus plate greaves and vambraces, chain mail hauberk and full helm, for an encumbrance of 10 and 7 points of protection (8 on the legs).

Each lay member should know a number of spells. They should all know at least the following: Healing 2 (to prevent bleeding to death), Befuddle (the best all-round attack spell), Dispel Magic 1 (to dispel the Befuddles cast by the opposition), Countermagic 1 (to block incoming spells), Multimissile 1 or Speedart (for the missile weapon), Bladesharp 1 or Bludgeon 1 (for the weapons), Mobility and at least one Detect spell. This gives a minimum of nine points of battle magic. The better-trained members will know up to their INT value in battle magic. See the initiate section for a list of additional spells to give them.

Although it is time-consuming, you really should roll up the characteristics, and then compute the defense, bonuses, hit points, and hit points per hit location for each lay member. You will need the Power, hit points, defense and base strike rank no matter what, and the rest will probably come into play. To set up a group of tough lay members, roll the characteristics as 1D6+12. To set up a moderate group, roll 2D6+6. If you are in need of an instant set of lay members and do not have time to do all this, then I recommend taking them from the ten Average Adventurers on p. 68 of David Forthoffer's *FOES*. These may be used at once with the simple substitution of cult weapons for those listed.

If you want to do a complete job (and have some time) then the non-fighting skills should be filled in. The time is not wasted because these lay members can be used again later with different names. Once again, the lay member will concentrate on those skills taught by the cult at reduced rates, plus the survival skills of Listen, Spot Hidden, Spot Traps, Climbing, Jumping, Swimming and Hide in Cover. For

these roll the same roll as for secondary weapons. Set the rest at basic ability plus bonuses. The better-trained lay members might have some other training. If you plan to have the lay members riding horses then you had better roll up the basics for the horses, too, since the player characters may cast spells or shoot arrows at the horses. Lastly, consider whether you wish to give any of the lay members some Blade Venom, Blade Venom antidote, healing potions, or systemic poison antidotes. You might even throw in a power storage crystal or bound spirit, if the power of the lay member is high enough (17+) to justify it.

## Creating Initiates

Initiates generally have been in the cult at least one year and so have had at least some experience. Most have completed prior experience and many have been adventuring for several years. When you roll up the characteristics of initiates, allow for the raising of characteristics by training, such as bringing up the STR or CON to the limits, raising the DEX, and raising the CHA due to best weapon attack ability, magic items, and Oratory. Then compute the bonuses, defense, and hit points. Since initiates have been around a while, you might add 5%-10% to the defense to account for experience rolls. Like lay members, initiates will concentrate on the weapons which are taught at reduced rates by the cult, and on those which are required for the status of Rune Lord. Give them a good primary weapon, at least one secondary weapon, a missile weapon, and a shield. Then give them as much armor as their encumbrance will allow. You might want to sacrifice the shield in order to have better armor.

For the purposes of this book, the initiates are assumed to have been adventuring for some time. For the primary weapon (and the shield if the primary weapon is a one-handed weapon) roll on the table given in the lay member section, but divide the D100 roll by 2, yielding a range of 70%-95% for the primary weapon. For the rest roll on the table without modification. Again the parry percentage of each weapon should be reduced by the difference between the attack and parry bonuses, with a further reduction of 10% for one-handed weapons.

Initiates should know at least their INT in battle magic spells. If the Power of the initiate is 16 or higher, give them a bound spirit in a hawk or some other familiar, and then they can know still more spells. Good spells for initiates to know are Invisibility (to sneak up on foes or to escape from them), Protection 4, Multimissile 4, Bladesharp 4 or Bludgeon 4, Disruption, Darkwall, Fireblade, Firearrow, Dispel Magic 2, Healing 6, Countermagic 4, Spirit Shield, more Detect spells, Strength, Vigor, Light (if human or elf) or Extinguish (if dwarf or troll), Harmonize, Glue, and Mind Speech. If you give some spells to one initiate and other to another, then they can cast spells on each other and between them know more than either alone could. Each initiate should have a power storage crystal if he does not have a bound spirit, so he has stored POW on which to rely.

For getting initiates for quick use, I again recommend *FOES*, this time the ten Excellent Adventurers on p. 69. Replace the weapons with cult weapons and put them in play, perhaps granting these NPCs more spells and a power storage crystal.

If you plan to do a better job of completing the initiates, then you will have to determine the other skills. Just like the lay members, the initiates will concentrate on the survival skills, the skills offered at reduced cult rates, and on the skills required by the cult for the rank of Rune Lord or Rune Priest. For those skills, roll on the table in the initiate section, without modification. For tough initiates, roll for most or all of his weapons as though they were all primary weapons. For skills taught by the cult at normal prices, roll on the table and then subtract 10% from % Ability. For skills taught at restricted prices, roll on the table and subtract 25%. For skills forbidden by the cult, leave the skill at the basic chance plus bonus. It is generally faster to just run down the sheet and fill in the skills yourself, once you have a feeling for the range of percentages, but this system will give a good imitation of an initiate who has spent a number of years training. The choice is up to you. If you do use the adventurers from *FOES* for your initiates, I recommend that you roll for the non-combat skills, as they seem too low in the book.

Initiates normally have at least one dose of Blade Venom antidote of some potency level, and quite possibly a dose of Healing 6 potion and some Blade Venom. They may also have other magic items as well. Think of your own player-characterists who are initiates. Initiates have a chance of having one-use Rune spells, and that is an easy way to toughen them up. Roll their POW as a percentage to see if they do, and if so then roll a Power Gain roll to see if they have 1, 2, or 3 points of Rune magic. Good candidates for one-shot Rune spells are Shield, Concealment, Reflection, Elementals, and cult specialty spells. Remember that if an initiate gets killed, he has a chance equal to his POW as a percentage of gaining Divine Intervention to be immediately resurrected.



Do not give the initiate any Rune spells that are normally one-use to Rune Priests or which are restricted to Rune Priests or High Priests.

The final thing to do for the retinue, if you wish to be thorough, is to give each of them a name, age, nationality, personality, and other individualizing data. This way if one is captured, you can play him well without ad libbing constantly. It can be very handy to note for each member of the retinue how brave or cowardly he is, and how dedicated to the RuneMaster or to the cult.

## HOW TO PLAY A RUNE MASTER

### General Comments

RuneMasters are powerful characters, with much skill and much magic. To play them effectively, you must have a good grasp of the *RuneQuest* rules. The major difference between high power and low power characters is that the former can bind spirits with relative safety. This gives them the ability to know more spell points than their own intelligence and to have stored POW available so as to not deplete their own Power. They can also pile on extra POW to attack spells and thereby penetrate Countermagic and Shield spells. A RuneMaster faced with a foe who has Shield 4 and Countermagic 6 up just pulls an extra POW 14 from one of his familiars to go with a Harmonize spell and blows down the countermagic. In drawing Power from your bound spirits you must be careful not to drain too heavily from any one familiar, because it will be left too vulnerable to spells. Befuddle and Demoralize spells spread through mind links, so a very effective tactic is to cast Befuddle at a foe's bound spirit familiar. Few people think to put Countermagic on their bound spirit hawk or horse. If you roll well, you can Befuddle both the familiar and the foe who is mind linked with the familiar and not have to go through the foe's Countermagic. It will pay to draw Power evenly from your bound familiars, unless you have left some a few kilometers away or have hidden them from sight. Then you can take all but one point of their POW with relative safety. Bound spirits in crystals count as hidden because the crystal is easy to hide on you.

Tough characters in good armor with bound spirits can afford to go into hostile areas with Countermagic up instead of Protection, relying on their good armor to protect against arrows. If faced with a melee so that Protection is desired, the character just casts Protection on himself along with enough extra points of POW to blow down his own Countermagic (remember that Protection and Countermagic are incompatible). If your referee doesn't like that, have your allied spirit cast the spell for you.

If you have an antidote for a poison which you expect to be used against you, it is best to drink it ahead of time, rather than relying on being able to disengage from a fight long enough to drink the antidote after you are hit. If you see your foes have scorpion men among them, then drink your Manticore venom antidote. If the foes are all human, you needn't worry about systemic poison but you might want to drink a Blade Venom antidote.

Speaking of Blade Venom, it is a very powerful aid to your attack in some cases, but it requires taking time before a fight to apply it to your weapons. If you'll be engaging a tough foe who has a very good parry, then it may not be worthwhile to use the blade venom, because after three parried blows it is worn off the weapon. Blade Venom on heavy crossbow bolts can be deadly, since they tend to penetrate. Cast Multimissile 4 on the bolt as well to create a potent attack, even though only the first bolt will bear the poison. If you have a POW enhancement crystal of at least POW 4, you can cast multimissile 4 on two arrows at once. This means that with a composite bow and a strike rank of 1 (which takes a DEX 16+) with missiles and spells you can fire ten arrows a round by casting the two Multimissile 4 spells at SR 4, fire the first arrow at SR 5, and the second at SR 11. With these RuneMasters look to see what sort of attunable crystal they have, then plan to use it.

Always examine a RuneMaster's battle magic spells. Determine in your mind which spells are to be cast at the preparation stage before a fight, which are good offensive spells, and which should be kept in mind in case of need, such as Dispel Magic 2 to un-Befuddle your allies, or Fanaticism to undo the demoralization caused by ghouls. Know what all of the spells can and cannot do, so you can make good use of them. In *RuneQuest* it pays to be sneaky.

*Referees are urged to consult the descriptions and obligations for RuneMaster ranks in each cult before play. This material will be found in Cults of Prax.*

### Rune Priests

The biggest advantages that Rune Priests have are their allied spirit and Rune spells. The support of their cult and the ready opportunity to learn spells is most important. As noted, Rune Priests are expected to

sacrifice for the Rune spell of Spell Teaching early in their careers, and then to use this spell to teach battle magic spells to cult members. The money from this is given to the cult but can be considered payment to the cult to learn other cult spells, thereby increasing the number of spells the Rune Priest can teach. They therefore quickly learn a lot of battle magic spells. In those cults where the Rune Priests are not allowed time to train, this is the only way they can spend their money.

The support of the cult is very helpful, indeed. The cult will see to it that the Rune Priest has the best armor, weapons, warhorse, supplies, and will often provide poison antidotes for hazardous missions. Of course the Rune Priest has to remember to ask for such things. The cult will also usually provide a retinue of initiates and lay members to accompany the Rune Priest on cult business. The Rune Priest can always find hospitality and sanctuary in his cult's temples.

But the biggest advantage is the gain of an allied spirit. This makes the Rune Priest two characters in one, as the allied spirit is an independent entity which will always follow orders. If the allied spirit knows Dispel Magic 2, then it can dispel a Harmonize spell cast upon the Rune Priest before the enemy can walk up and slit his throat. If the Rune Priest is knocked out, the allied spirit can cast Invisibility upon the Priest, then proceed to Heal the Priest in safety. The allied spirit can cast offensive spells while the priest is busy fighting. The allied spirit can repair the priest's weapon when it takes damage. If a foe goes invisible, the allied spirit can cast Detect Magic with an extra two points of Power to make the invisible foe glow, so that the Rune Priest can run over and hit the glowing figure. The allied spirit and the priest can both cast offensive spells in the same strike rank so as to add the points for blasting through Countermagic. If the allied spirit is in a hawk, the hawk can fly overhead and have an overhead view of the fight, giving the priest the ability to see through the hawk's eyes and thereby literally be able to see behind him. This also gives the priest the ability to essentially be in two places at the same time.

Since most of the time a Rune Priest's allied spirit is bound into an animal familiar, the familiar itself is vulnerable to being killed or being the target of spells, so the Rune Priest should see to it that the familiar is protected. Invisibility, Countermagic, Protection, or Shimmer can be used. If the allied spirit is going to get into combat, this is handy to cast Ironhand 4 on it. Strength, Mobility, Vigor, Farsee, and Coordination are also useful spells to cast upon a familiar. If the familiar or the Rune Priest has these spells in mind, then the allied spirit can cast these spells on itself, leaving the priest free for fighting.

An allied spirit can intervene between the priest and a hostile spirit intent upon spirit combat with the priest, before the spirit combat begins, thereby combatting the spirit instead of the priest. This leaves the Rune Priest free to cast battle magic and Rune spells. Because of this it is a good idea for the allied spirit to have access to Spirit Shield. If a POW 18 allied spirit with Spirit Shield 4 up intervenes against a POW 21 ghost, the ghost loses 8 points of Power, dropping to POW 13, with little chance thereby of hurting the allied spirit. Meanwhile the priest is still able to keep his Protection spell up without worrying about spirit combat (Protection and Spirit Shield are incompatible spells).

If the Rune Priest is killed, not only does he have his usual initiate Divine Intervention call, with his current POW as a percentage chance of success, but the allied spirit has the same Divine Intervention call. Thus the allied spirit can try first before the spirit of the slain Rune Priest has to, and if the call works the Rune Priest is alive again without the loss of his own Power. A Rune Priest who uses an initiate Divine Intervention call and is granted it, but in doing so drops below power of 18, also ceases to be a Rune Priest until the POW is brought back to 18.

The second best advantage of being a Rune Priest is ability to sacrifice points of Power in return for points of Rune Magic. The first point goes towards Spell Teaching, and usually the next four go to Shield, but after that there is a wide variety of powerful Rune spells available to the Rune priest. And remember that it is possible for the allied spirit, if it has a Power of 18 or higher, to also have the status of Rune Priest, and to sacrifice for its own Rune spells. Each can use the other's Rune spells, but if the priest is engaged in spirit combat, the allied spirit is cut off from using the priest's spells, and so it can be very useful for the allied spirit to have its own Rune spells. The allied spirit recovers its Rune spells just like the priest does, and so the pair together recover Rune spells at two points a day in a temple.

The Rune spells differentiate Rune Priests of one cult from those of another. Each priest in this book has a good selection of cult specialty Rune spells. Be sure to read the descriptions of these spells in *Cults of Prax* before playing a Rune Priest, so you will know what the spell does and you can use it effectively. Shield is a great all-round protection spell, but if you expect to fight a ghost you want Spirit Block instead.

Multispell is a very powerful spell because for fifteen minutes the priest can cast more than one spell a round when it is cast upon him. A Rune Priest with Multispell 3 up can cast four Harmonizes at once, at the strike rank of one of the spells. If the Rune Priest has a strike rank of 0 with spells due to a DEX of 19+, then all four spells come off at SR 1. The allied spirit can also cast a Befuddle at SR 1 as well. Thus the pair can cast a total of nine points of POW at a single foe in SR 1 without wasting any Power. This will go through Shield 4. If the priest, the allied spirit, and the foe all have a POW of 18, then the chance of one of the five getting the foe is 94%!

The Rune Priest must be cautious about casting his Rune spells because he will not regain their use until he returns to a temple, so Rune Priests will tend to be sparing in their use of their Rune spells. Of course if things are really bad, the Rune Priest may have to use all of his Rune spells to survive, but priests will cast spells cautiously at the start until they are sure the spells are needed. As I said before, if you want a weaker Rune Priest than given, assume he has used some of his Rune spells in a previous encounter the day before.

## Rune Lords

Rune Lords have advantages over normal folk. They always defend against magic with their full POW, regardless of their current POW. They, like Rune Priests, have the services of an allied spirit. They have the chance to wear iron armor and carry iron weapons and still be able to cast spells through the use of a special one point Divine Intervention to enchant the iron gear. The iron armor and weapons have 50% more hit points, are immune to damage by bronze weapons except for critical hits, and are lighter in encumbrance by one point per item with a minimum of one.

Rune Lords can call upon their god for Divine Intervention with a 95% chance of the request being granted, at the cost of 0-10 points of POW permanently lost. Thus they generally come back from the dead so long as they still have Power left after the Divine Intervention is granted. If the lord's Power is dangerously low, then the allied spirit can try its initiate Divine Intervention call first. The allied spirit of a Rune Lord can itself become a Rune Priest and have its own Rune spells without affecting the status of the Rune Lord. Rune Lords have the backing of their cults, as do priests. Rune Lords are masters of a number of skills and so can train cult members and use the fees for that training to purchase other cult training and spells. The cult will provide antidotes, horses, and supplies to the Rune Lord, as well as a retinue of followers to accompany him on his journey.

Most Rune Lords bind their allied spirits into their main weapon or into their armor. This has the advantage that the allied spirit is not in a body that can be killed, and that it is not such an open target for spells, but also has the disadvantage that the allied spirit can see only through the eyes of the Rune Lord and so cannot provide a separate point of view—as can the mobile familiars of the Rune Priests. Thus the Rune Lord cannot see behind him and the number of spells useful to the allied spirit is now considerably reduced. A foe can still guess at which item the allied spirit is bound into and cast spells at it, so that the Rune Lord must still cast Countermagic upon the allied spirit. The allied spirit is freer to assist the Rune Lord without worrying about its personal safety.

Even more than Rune Priests, the Rune Lord is a natural leader, trained to take command and to lead, and a character who expects to be obeyed explicitly. Rune Lords will take careful note of who they command, what their strengths and weaknesses are, and arrange their order of march accordingly, with the best hand-to-hand fighters in the best armor in front and as rear guard, and with the second rank and second from the rear rank being good archers.

A good Rune Lord trains his troops to fight as a unit, creating a set of unit tactics which his troops know by heart and can respond to a simple set of commands. An example is for the line of march to immediately reform into a circle in case of ambush, which the whole unit divided into teams of three (two men armed with melee weapons and one archer behind them). This could be known as the "circle-up" maneuver. Each three-man squad would fight as a unit with the archer in command, since he has more time to look about. Such a team trained to fight together will match five uncoordinated opponents.

If you use one of the Rune Lords from this book as a hostile NPC, then assume that whatever retinue you give him has been well-enough trained that they respond to simple commands as though they all were in Mind Speech. And it is a good idea for the Rune Lord to be in Mind Speech with the leaders of each squad, but beware of using Mind Link for this, for then the two are co-vulnerable to a Befuddle aimed at one of them.

One of the first tactics any good commander teaches his men is that of orderly retreat. It is illogical for a Rune Lord to let his band fight to the last man against a clearly superior force unless there is an extremely good reason to do so. If an encounter is going badly, the Rune Lord

will order a retreat, and the troops will retreat in order rather than turning and routing in panic. Remember, the advantage of the players in such an encounter is that they know their characters well and are only playing one or two at a time. The referee is playing the whole band of foes, and so cannot know each foe as well as desired. But the players will have difficulty in cooperating smoothly, while the referee has the opportunity of operating their foes efficiently and as a well-trained unit.

## Rune Lord-Priests

Rune Lord-Priests have all but one of the advantages of both the Rune Priest and the Rune Lord combined. He loses the guaranteed 95% Divine Intervention of the Rune Lord, but gains the use of Rune spells and still defends at maximum Power instead of current Power, can wear iron armor and use iron weapons, has a bound spirit, an initiate-style Divine Intervention call, and the support of his cult. A Rune Lord-Priest is usually a Chief Priest of the cult, and may be High Priest of a temple. He or she is master of many skills and knows many battle magic and Rune spells. His allied spirit may be either in a familiar or in a weapon depending on whether he was first a Rune Priest or a Rune Lord. Of course he might have first been a Rune Priest, but his familiar was slain so that he rebound his allied spirit into a weapon. His allied spirit can be a Rune Priest as well.

Rune Lord-Priests are formidable. They are striving toward Hero status through heroquests. A typical retinue will be even stronger than that of either priest or lord, and may include a Rune Priest deputy, or even a Rune Lord or two as company. It would not be impossible to meet all three types of RuneMasters from one of the cults in this book, along with a band of initiates and lay members. If the Rune Lord-Priest is on a heroquest, there might be other Rune Priests and Rune Lords of friendly cults accompanying him on the quest, thereby allowing the referee to use a number of RuneMasters from this book for a single, very high level encounter. A Rune Lord-Priest will lead any band he or she is in, unless there is another Rune Lord-Priest who is even better. Such characters as a matter of course will drill the band in unit tactics so that they respond as a unit to brief battle commands.

In playing any of the RuneMasters in this book, you must first carefully read the description of the cult restrictions and requirements placed upon its RuneMasters.

A Rune Lord-Priest in iron armor with Shield 4 and Protection 4 up is in 22-23 points of armor and is protected against spells up to eight points in a single strike rank. With a parry of at least 100% with an iron weapon or shield, the lord-priest is essentially invulnerable to a single foe. Arrows and bolts will bounce off unless they do a critical hit. Even an impaling 2H spear backed by a 1D4 damage add with Bladesharp 4 cast upon it has only a 61% chance of penetrating. To take a Rune Lord-Priest with such protection requires multiple attackers armed with good weapons all striking at once. Remember that the Rune Lord-Priest will have a good defense and a parry of at least 100%, both of which can be split up. Such characters should avoid getting into situations in which a number of otherwise weak foes armed with spears can, by sheer numbers, do him in. By having a few retainers as personal guard this can be prevented, leaving the Rune Lord-Priest to wreak havoc in successive one-on-one encounters.

In order to be most effective, an allied spirit should have a supply of stored POW of its own. Each of the RuneMasters in this book having a POW storage crystal has put it in contact with the allied spirit via a collar or by mounting it on the weapon into which the spirit is bound, to let the spirit use the crystal. In addition, any Rune Priest or Rune Lord-Priest who knows Mind Link can let the allied spirit cast the Mind Link onto another of the bound spirits, so that the allied spirit has access to the POW of that spirit and to the spells that spirit knows, thereby greatly increasing the scope of the allied spirit's ability to assist its master.

You will need to keep track of which battlemagic spells were cast upon whom when, so that you'll know when they disappear ten melee rounds later. If the Rune Lord-Priest has Multispell 3 up, then he can cast four spells per round, and his allied spirit can cast a fifth, so the planning for each round can get complex. Multispell allows rapid preparation. For instance, the first round the lord-priest casts Shield 4 upon himself and the allied spirit casts Multispell 3 upon the lord-priest. The second round the allied spirit casts Mind Link upon the bound spirit in the hawk and the lord-priest cast Protection 4 and Mobility upon himself, Bladesharp 4 upon his weapon, and Countermagic 6 upon the allied spirit. In round three, the Rune Lord-Priest and the allied spirit cast a total of five Befuddle spells at five of the enemy, each spell having an extra three points of POW behind it to blast through Countermagic 2, and the Rune Lord-Priest charges the remaining foes, giving orders to his retinue to charge with him. The retinue has meanwhile also been putting up protective spells for these three rounds and getting into formation to charge. The total elapsed time from the order to



prepare to charge to the charge itself is about thirty seconds, and yet the whole force is ready. With luck, five of the foes will be Befuddled before the two sides meet for combat. Each of the retainers has had a chance to cast Protection 4, Bladesharp 4, and Mobility. Since the whole force is moving at twice normal speed, they may take some of their foes by surprise, by the quickness with which they close.

The Rune Lord-Priest should try to evaluate the enemy as quickly and as exactly as possible, and allocate his forces appropriately. First take out missile weapons while the band is closing. Then take out leaders and mounted foes. Finally, take out the infantry. If a foe goes down, go onto another and double-team him. Keep moving and keep trying to get multiple odds by attacking the flanks of the foes. If the foes are carefully formed-up, try to lure them out of formation by faked retreats followed by counter-attacks. I recommend to anyone desiring to be a good referee that they read some books on military strategy and history, with an eye to tactics usable in *RuneQuest* combat. A good scenario is one in which the players learn a new battle tactic by seeing it used against them by the enemy.

The most important things for referees to do when playing RuneMasters is to keep calm and to be very organized, in order to easily deal with the complexity of the characters. Always try to plan ahead for the next round. Don't wait until the melee round starts to decide what to do that round. Have pre-existing plans which can be modified by circumstances. Remember that each melee round is only 12 seconds long, and that even a well-trained team will not change a battle plan completely ever 12 seconds without suffering much disorganization.

*In the statistics, Encumbrance will be found under EQUIPMENT. The first figure is the character's present encumbrance; the second figure is the maximum encumbrance the character can handle without losing movement. Most characters are loaded to such a maximum figure.*

## GROUP MELEE TACTICS

Once you've chosen one or more RuneMasters and have made their retinues, you're ready for an encounter. The referee has the disadvantage of playing a large number of characters at once, and will find it hard to keep track of all the individuals. But overall a group of Adventurers played by players tends to be a capable mob. If the referee plays a well-trained and well-disciplined unit, he can turn the tables on the player characters, and use their own independence to impede their ability to act as a unit. The referee should always play his group as a group, not as individuals.

### Organization of the Group

The referee must first of all prepare the RuneMaster and retinue so that their forms are readable and show what each person in the retinue can do. This is the most important single thing a referee can do to prevent confusion in the game. Then the referee should complete a character roster for the retinue, just as the player-characters do, so that there is a single page listing them all for a quick over-view. The retinue should be divided into categories, such as good archers, good hand-to-hand fighters, well-armored vs. lightly-armored, lots of magic vs. little magic, etc. Organize the retinue into teams of three characters, with one archer and two hand-to-hand fighters each. The archer will shoot at distant targets while the other two engage enemies close at hand and keep them from the archer. The archer has a clearer field of vision and fewer momentary distractions, and therefore should lead the team, giving orders for the three-man team as a whole.

The archer leaders will talk to and take orders from the RuneMaster, so the Rune-user has only to deal with a third of the retinue directly. He will give the strategic orders—the archers will choose the tactics. The RuneMaster can be assumed to have properly organized and trained his retinue to respond to short battle commands. The retinue can perform complex activities quickly and precisely because they have practiced such maneuvers. Unless they are all in Mind Speech with each other there will be a little delay and uncertainty, but not nearly so much as the player characters will show.

### Group Strategy

Each member of the retinue should have a standard routine in preparing for combat as quickly as possible. This can be achieved by filling out the first party worksheet for the first two melee rounds. On this worksheet each character and allied spirit is listed and the actions for that round and the strike ranks for those actions are listed. On each character sheet the preparatory spells can be noted with numbers corresponding to the order of casting. The application of Blade Venom and the drinking of potions and antidotes can be noted. Thus the group starts out ready for combat, with the melee rounds noted for the preparatory spells, since the referee needs to know when, ten melee rounds

later, these spells go down. In game terms, the RuneMaster gives the command to prepare for combat, and 24 seconds later the group is ready to fight. (If Blade Venom is to be used, it should be applied before the spells are cast.)

The RuneMaster must study the terrain, noting good places to defend, good places for ambush, escape routes, and so on. This means the referee should draw in the terrain for an escape route when setting up an ambush or other encounter. A defender will want high ground or a place where he cannot be outflanked, such as a narrow canyon, or a bridge. A good ambush site has concealment for his band, bad concealment for the ambushees, some terrain constriction to prevent the victims from maneuvering freely, and an escape route for the ambushers if the other side starts to win.

When a RuneMaster leads his group into battle against player-characters, it will be desirable to maximize the chance for confusion between the player-characters, perhaps by getting them to turn one way and then springing some hidden members from the other direction, or by inducing some of the player-characters to charge, thereby preventing their own archers from getting good shots and also spreading themselves out. Always try for odds of 2:1 or better on individual figures. Player-characters generally can only parry one attack, so if you can get two or more attacks a round on a character, you have a good chance of taking him out. If you can pin down a larger section of their forces with a smaller section of your own, you can provide the extra odds against the remaining foes. Keep your forces moving and mobile, so that the enemy is kept off-guard. Always assume that your retinue knows coded shouts and signals to allow them to coordinate attacks.

Keep calm, plan ahead, and stay alert. Use your party worksheets. Write down the actions, so that you'll remember them and adjust them to complement each other as the engagement develops. Keep the data sheets visible and in good arrangement so that you see what you need when you need it. Sometimes it works well to put all of the sheets into a loose-leaf three-ring binder. If you have lots of table space, you can spread them out in front of you.

Make use of your spells and POW in as effective and as economical a fashion as you can. Learn the tactics for spells, and look for opportunities to use them. Plan ahead several melee rounds. Make the player-characters react to your actions. Decide ahead of time if the encounter is to be a fair one, and if you decide it is not to be, then have no mercy. Try your best to slaughter the whole party. This implies that you will be playing the retinue correctly and consequently instilling the proper degree of fear into the players. You don't want to overdo it, and have your NPCs perform the impossible, but it is proper in a role-playing game for players to fear for their characters.

### Battle Commands

There are many tactics which a group can use in battle which involve maneuver and formation. The RuneMaster must give the command for such maneuver. The referee should have the RuneMaster call out the appropriate command so that the members of the group can hear the command and execute the proper maneuver. This may give the player-characters the chance to hear the commands also, and react accordingly, or the commands might be coded or in a rare language, such as Old Wyrnish. Even then somebody on the other side might speak the language and hear the commands. This gives the player-characters an incentive to learn other languages and allows them to make language comprehension rolls. If the RuneMaster is in Mind Speech with the leaders of the melee teams, then no verbal commands would be given. Here are a couple of dozen sample commands and the tactic they indicate:

1. **CIRCLE UP**—all teams form a single big circle with the archers inside and the fighters outside. This is a good tactic if the group is being attacker from several directions and there is no cover. This formation cannot be flanked.
2. **FORM A LINE**—all teams form a double line, with the fighters as the first line and the archers behind them as a second line. This is good against an enemy coming in from a single direction. The danger is from the enemy flanking the group. If flanking is not possible, as in straddling a bridge, then this is a very good formation, as it allows the archers to fire at will without interference.
3. **FORM A COLUMN**—in order, the teams form a column, with two fighters in front, then an archer, then two fights, then an archer, etc. This is a good marching order.
4. **FORM A WEDGE**—The best team moves to the center, the next two best place themselves to the left and right behind them, and the rest fill in the wedge shape. The RuneMaster might be at the point of the wedge, or just behind the point men. This is a good way to charge a group or line.
5. **FORM A CRESCENT**—the group forms a line and then the center moves back to make a shape like a flattened letter U. This is good if

the group is forming around a cave mouth or bridge exit. Any foes entering the formation will be facing two to one odds, as they will be struck from both sides.

6. **FORM A SEMI-CIRCLE**—the group forms a line, and then the center moves forward so that a semi-circle is composed. This is like the circle formation, but is used when the rear of the party is secure, and the enemy is only coming from the front. This could be used at a cave mouth or doorway to block the enemy from getting through.
7. **SLOW ADVANCE**—the group moves in the indicated direction at a careful walk. This might be used if it is suspected that there are traps or pits that must be spotted between the group and the enemy.
8. **ADVANCE**—the teams advance, holding formation, at a normal walking pace.
9. **ADVANCE ON THE DOUBLE**—the teams advance in formation at a trotting pace.
10. **CHARGE**—the group advances in formation at a full run.
11. **HOLD**—the group stops their movement and stands in formation, reforming if necessary.
12. **SHIFT LEFT/RIGHT**—the whole group shifts as indicated and then continues moving. This is the command for flanking the enemy. You move forward, as if to strike the center, and then just before closing with the enemy shift to one side to strike part of the enemy force will all of your force.
13. **SLOW RETREAT**—the group begins a slow fighting retreat in the indicated direction.
14. **RETREAT**—the group retreats at a fast walk, defending if necessary.
15. **RETREAT ON THE DOUBLE**—the group retreats at full movement, with the back line parrying if needed, but not stopping to fight unless so forced.
16. **FLEE**—the group retreats at a full run without any pretence of defense. This is only given in hopeless situations, as it demoralizes troops. A useful command, though, if six Dream Dragons land and enter the combat.
17. **REGROUP**—the group members leave their current positions and form a circle around the RuneMaster, fighting their way there if need be.
18. **PINCER FORMATION**—the group divides in two halves, the left half shifting left to strike the enemy's left flank, and the right half shifting right to strike the enemy's right flank, leaving the enemy's center unengaged. This can be very effective against a line formation where it is possible to go around the ends of the line.
19. **ENGAGE**—the group contacts the enemy as previously ordered and then the teams stay with the enemy they contact, continuing to fight.
20. **HIT AND RUN**—the group contacts the enemy for one exchange of blows, then keeps on moving past or through the enemy.
21. **ABOUT FACE**—the members of the group turn in place to reverse their direction of motion. The archers step back through the fighters to once again be behind them. This command usually follows the use of Hit And Run.
22. **FREE-FOR-ALL**—the group breaks up into teams, each team acting independently. If the group is caught in a melee where the formation is broken and it is not practical to try to reform, then it is better to let the teams know they should fight as they wish and not worry about reforming the group.
23. **LET THEM LIE**—if a group member downs a foe, the team passes on, leaving the foe lying on the ground. The group is taking advantage of the loss to the enemy of a man, even if temporary, so as to achieve better odds. Once the rest of the foes have been dispatched, those foes still down can easily be taken care of. The emphasis here is on speed.
24. **FINISH THEM OFF**—when a foe falls, the team members stay on him, continuing to attack until he is dead. This is the methodical approach. In a canyon fight, or on a bridge the RuneMaster will not want to leave foes behind where movement is so constricted.
25. **ALL MISSILES**—all members use their missile weapons. If the enemy is distant, but in missile range, this is used. Good for when the enemy is fleeing.
26. **ALL MELEE**—all members draw melee weapons instead of missile weapons and fight in the melee. This command should be given when the group is closely engaged and the archers cannot shoot without perhaps hitting teammates.

### Team Tactics

The archer/team leader can use most of the group commands as team commands. A team is a mix of two fighters and one archer, and can be altered as desired, but is always constant here to provide consistent examples. The archer is supposed to guard the backs of the two fighters and to fire at the enemy. The archer should be the one who

knows the most Healing, so he can Heal the fighters when they are hurt, thereby allowing them to continue fighting rather than ceasing to attack in order to Heal themselves. The archer is also free to use spells instead of missiles, such as Befuddle, Harmonize, Lightwall, etc. The archer is also expected to watch out for Befuddling of a fighter, and to be ready to dispel the Befuddle (and the fighters should be ready to return the favor if need be). The two fighters are supposed to keep the foes off the archer and to engage the foes. If the team is surrounded, the archer can call 'Back-to-Back.' The archer draws melee weapons and the three form a triangle with their backs almost touching. This is small version the group command 'Form a Circle.'

Teams must always stay together. If a member is hurt or bespelled, the other two should stay with him to Heal or Dispel the spell, thereby bringing him back into action. If a member is killed, the other two become a two-man team, and move on. If the team does not know Healing 6 and one of them has a limb severed, the other two must then move on, as they cannot help their teammate. If any other teams are in sight they should find out if they know Healing 6.

The RuneMaster should have two bodyguards to form a team of his own. These should never leave the RuneMaster, even after his death, until it is obvious that the RuneMaster is dead and is not going to come back from the dead via Divine Intervention. Even then preserving the body is important, since such an individual is valuable enough for his temple to raise him from the dead.

When directing missile fire, it is often a good idea for several teams to gang up on a single individual. A single wound to a foe can be healed the next round with the only cost to the foe being a loss of POW. A shower of missiles in one round can kill, and be more effective in the long run. The targets should be the foes with the least amount of armor so that the chance of a kill or disablement is highest. Shoot first for any opposition archers, then go for the fighters.

### Spell Tactics

The main idea about offensive spells is to neutralize as many of the foes as possible so you can gang up on the rest, or to cut down the effectiveness of the foes, so they can't hurt you as much. Killing someone with battle magic is difficult, but you can remove them from the fight for ten rounds through Befuddle or Harmonize. Demoralize, Binding, and Disruption are good, and even Dullblade can be helpful. Here are some tactics to get maximum effectiveness in casting offensive spells:

1. **SPELL BARRAGE**—several members cast spells at a single foe in the same strike rank. This adds the total Power of the spells together for the purpose of going through Countermagic or Shield spells. For example, if seven members of the group cast Disruption at a Rune Priest who had a Shield 3 up, all seven spells would go through with no waste of POW since none of the seven had to add any extra POW. This tactic will not work on Absorption or Reflection, since spells do not add together for these. It is therefore worthwhile, if you are casting spells at a RuneMaster, to cast a single spell first to find out what the RuneMaster has up in the way of defensive Rune magic before committing a barrage.
2. **PRECEDENCE**—if you are going to cast Befuddle at a foe, wait until after your teammates have all attacked, so that your Befuddle is not immediately nullified by their attacks. Of course, don't wait to cast the Befuddle at a foe coming at you so you can't get away! If a friend hits him a few strike ranks later, at least you should have gotten away first. If you want to Befuddle a foe who has an allied or bound spirit that you can see, then cast the Befuddle at the spirit instead. The Befuddle will pass through the Mind Link and affect both of them at once (with the same attack roll), and there is a better chance that the foe neglected to cast Countermagic upon the spirit than that he has neglected his own defenses. If a horse and rider hurtle toward you, Befuddle the horse and not the rider—you want to stop the horse! And the rider may even fall off when the Befuddled horse pulls up and stops. The same sort of tactic will work with Demoralize.
3. **COMBINED ARMS**—combine several spells for maximum effectiveness. A good combination is first to Befuddle a foe and then to cast Invisibility upon him. That way the opposition won't be able to Dispel the Befuddle spell. Make sure that the Befuddle works before casting Invisibility! In a spell barrage, it can be very effective to cast a number of spells at once. A giant cannot (by his nature) be Befuddled, Demoralized, or Harmonized, but a good combination against one is Binding, Dullblade 4, and several Disruption spells. It can be a good idea to cast more than one Befuddle spell at a foe just to insure his Befuddlement, but don't overdo it. If you do not know Invisibility, then if you Befuddle a foe cast Countermagic on him so his buddies will find it harder Dispelling the Befuddle.



4. **PROBE**—It is a good idea to cast a spell with no extra Power the first time you cast a spell at somebody, so you can either get him or else find out how much Countermagic he has up. If he does have Countermagic up, then you can knock it down the second time. If POW is a limitation, then the most efficient way to (for example) knock down a Countermagic 4 spell is to cast a Befuddle with two extra points, so the total of three points knocks down the Countermagic, and then cast a Befuddle spell with not extra points, which will get through unopposed. This totals four points of Power. To blast through it in one shot would take six points. Two members could team up, one tossing the three points at SR 3, the other tossing the one point Befuddle at SR 4. If the foe is killing a buddy of yours, you must stop him in this round, and you will have to guess how much Countermagic he has, and cast two more points than that.
5. **DEFENSE**—if many of the members of the group know Dispel Magic 2, then the members of the group can dispense with Countermagic and all put up Protection or Shimmer spells (or even Spirit Shield). If any member is Befuddled or Harmonized, the member next to him can Dispel the spell. Thus the group has the maximum protection against damage and is still fairly safe against magic attacks. It may still be worthwhile for the first man to have Countermagic, so that the foes will assume you all do and waste POW trying to knock it down on all the group.
6. **INVERTING SPELLS**—a number of spells can be used to good effect when used in a manner opposite to normal use. If you are faced, for example, with a giant using a greatsword (who does 2D8+5D6 damage), then cast Fireblade upon his greatsword. Now he only does 3D6 and further more he cannot slash with Fireblade. Since you put up the Fireblade spell, as long as you are not hurt or do not cast further spells, the Fireblade will stay up. The giant would have to actually Dispel the Fireblade. As another example, if you are faced with an encounter with a RuneMaster and can do so before the RuneMaster can cast his protective spells, cast Fanaticism upon him. While under his influence he cannot parry, his defense is halved, and he cannot cast defensive magic. The fanaticism will also affect the allied spirit, and the two will be unable to Heal the RuneMaster if he is hit and hurt, which is quite likely to happen as he cannot parry! As he was probably near to 100% in attack anyway, all you are doing is increasing his chance to do special damage when he hits. Finally, if you face a foe who knows Fireblade, then cast Bladesharp 1 on his weapon so he cannot cast Fireblade on it (the two spells are incompatible).
7. **SURPRISE**—Great surprise raids can occur if your whole group knows Mobility, Silence, and Invisibility. Be sure to cast the Invisibility spell last, after all preparatory spells and the Mobility and Silence, as Invisibility is an active spell. If a man knows Invisibility and has an allied spirit, then they can do a nifty routine in which the man strikes a foe from behind, becoming visible as he does so, and then the next melee round the allied spirit casts Invisibility again upon the man.
8. **SAFE COMMUNICATIONS**—Have your team or leaders linked by Mind Speech if you can, so they can hear (and the foes cannot) the orders. Do not use Mind Link, since then everyone is vulnerable to mind-affecting spells cast at anyone in the link.
9. **THINGS TO DO WITH A POWER-ENHANCING CRYSTAL**—
  - a. Use it to double your points of Dispel Magic, perhaps thereby allowing you to Dispel Rune spells such as Concealment or Shield. Once Dispelled, they cannot be cast again the way battle magic spells can be.
  - b. Use it to put Bladesharp on two weapons at once, or Multimissile on two arrows at once. The latter allows you to fire two Multimissile arrows a round.
  - c. Use it to save one-half the Power to cast your variable spells at their full value. If you know Bladesharp 4 and have a POW 2 enhancing crystal you need only cast Bladesharp 2, which the crystal turns into Bladesharp 4. Since you only need to know Bladesharp 2 (unless you want to be able to cast Bladesharp 3 on two weapons at once) you can just keep Bladesharp 2 in mind, leaving room for two other points of battle magic to be kept ready to use.
  - d. Use it to provide extra Power to get through Countermagic. If you cast Mind Speech 3 at a foe while your allied spirit casts Befuddle, the crystal will turn the spell into Mind Speech 5, all of which you direct at the same foe at the same strike rank the Befuddle goes at. The result is a total of 6 points which goes through the Countermagic 4 the foe had up, allowing the Befuddle to work at a cost of only 4 points between you.

## 10. THINGS TO DO WITH MULTISPELL—

- a. Attack several foes at once with non-variable spells.
- b. Attack one foe several times at the same strike rank so the spells add up to go through Countermagic. (Each spell is independent and goes off at its own strike rank. Thus casting four Disruptions with Multispell 3 at a single foe, when you have a DEX 17+, means that all four will come off at SR 1.) You can blow down a foe's Countermagic much faster than it would take to cast that many points of POW in a single spell.
- c. Cast both attacking and defensive spells at the same time. For example, with Multispell 3 you could cast Protection 4 and Bladesharp 4 on you and your sword, respectively, and cast a Befuddle spell at two different foes, and then engage in combat with a third foe, using your Bladesharp sword.
- d. Cast Dispel Magic at more than one thing at a time. Thus you could Dispel the Protection on four foes at once, letting other team members then hit the more vulnerable foes with better chances of penetration. A single foe's Protection 4, Bladesharp 4, Strength, and Shield 2 spells could be dispelled using three Dispel Magic 4's and a Dispel Magic 2. If you had a power enhancing crystal of at least two points, you could cut your POW cost in half, as the crystal would operate for each of the four spells. Thus it would cost you only seven points of Power to remove all of the foe's magical aid.
- e. Ready yourself for battle faster and better. With Multispell 3, you can cast Protection 4, Mobility, and Invisibility on yourself and Bladesharp 4 on your weapon and then close to strike, all in one round.
- f. Heal more than one hit location in a single round. If hit in more than one location, in a single round, normally a character is out of luck since only one location can be Healed per round. With Multispell you can Heal several locations at once.

11. **SPIRITS**—RuneMasters will find it a good idea to cast Countermagic on their allied spirits, so that they are not Befuddled by having an allied spirit be Befuddled. In an escape, leave bound spirits behind for that reason. If there is a bound spirit in the horse needed for escaping, cast Countermagic on it to keep somebody from getting to the RuneMaster through his horse. Incidentally, a horse on which is cast Vigor, Ironhand 4, and Mobility will make a very capable ally.

## Conclusion

These are some of the tactics useful to groups. You will need a thorough grasp of the rules and of the spell definitions and abilities so that you can take advantage of opportunities as they come up, and so that you will be prepared to adjudicate disputes on results as they occur. Remember to be calm, organized, efficient, deadly, and (above all) sneaky!

### ABOUT THESE STATISTICS

*The character statistics beginning on p. 12 will quickly show one who studies them that the characters are awesomely prepared and superbly outfitted. They are so presented because it is easier to delete than to add on. We assume that these important personages are equipped in the best manner possible by their temples, as if they were setting off on the toughest mission of their lives. No temple would squander critical personnel, nor hesitate to supply them with equipment and potions that a normal player character may never expect to see in his life.*

*Restraint is urged. Day-to-day, it is rare that a dryad would be found clanking about in armor while at home in the woods, and rare that Pavis city-priest would carry about an entire pharmacy while on his daily rounds. But if that dryad were to leave her known and secure home, the elves would surely outfit as best as possible, and any city-priest would know enough to set off prepared for the worst. Even so, referees may wish to tone down some of the characters even if they are on a dangerous mission, assuming that it is not the worst mission possible, or that the temple is poor, or that some items are in short supply even for higher-ups.*

### USE NOTES

*(1). In the weapons listings, (I) means iron, (L) means lead, and (C) means copper. Weapons without letters are normally bronze. (2). The total/maximum encumbrance for a character will be found in the equipment entry. (3) It is not established in these statistics how much POW is actually in crystals; you may roll for it or ignore it.*

Mr5 William R. Keyes

NAME: _____ RACE: _____ SEX: _____		OWN POWER PTS.		BOUND SPIRIT		BOUND SPIRIT		WEAPON:	
SOCIAL CLASS: _____ BIRTHDATE: _____ AGE: _____		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		STRIKE RANK: _____ DAMAGE: _____	
PRIOR EXPERIENCE: _____ NATIONALITY: _____		BOUND SPIRIT		BOUND SPIRIT		BOUND SPIRIT		ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	
CULTS: _____ CULT RANK: _____		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		PARRY: _____ % HP: _____ FUMBLE: _____	
STR: _____ CON: _____ SIZE: _____ INT: _____ POW: _____ DEX: _____ CHA: _____		TOTAL HIT POINTS		ALLIED SPIRIT		STORED POWER		WEAPON:	
HANDEDNESS: _____ BASE STRIKE RANK: _____ SIZE: _____ + DEX: _____		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25		STRIKE RANK: _____ DAMAGE: _____	
EXPERIENCE BONUS: _____ % ATTACK BONUS: _____ % PARRY BONUS: _____ %		HIT LOCATION		TYPE OF ARMOR WORN		ARMOR AND POINTS ENC.		ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	
HIT POINT BONUS: _____ DAMAGE BONUS: _____ DEFENSE BONUS: _____ %		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(01-04) RIGHT LEG		( ) ( )		PARRY: _____ % HP: _____ FUMBLE: _____	
TRAINING DISCOUNT: _____ % FREE TRAINING: _____		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(05-08) LEFT LEG		( ) ( )		WEAPON:	
		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(09-11) ANKLE		( ) ( )		STRIKE RANK: _____ DAMAGE: _____	
		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(12 ) CHEST		( ) ( )		ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	
		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(13-15) RIGHT ARM		( ) ( )		PARRY: _____ % HP: _____ FUMBLE: _____	
		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(16-18) LEFT ARM		( ) ( )		WEAPON:	
		-7 -6 -5 -4 -3 -2 -1 00 01 02 03 04 05 06 07 08 09 10		(19-20) HEAD		( ) ( )		STRIKE RANK: _____ DAMAGE: _____	
		TOTAL ARMOR ENCUMBRANCE: ( )		FINANCES: DATE: _____		EQUIPMENT LOCATION ETC.		ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	
				CARRIED: _____				PARRY: _____ % HP: _____ FUMBLE: _____	
				IN BANK: _____				WEAPON:	
				INCOME: _____				STRIKE RANK: _____ DAMAGE: _____	
				LOANS: _____				ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	
				GEAR: _____				PARRY: _____ % HP: _____ FUMBLE: _____	
				RANDOM: _____				WEAPON:	
				NOTES:				STRIKE RANK: _____ DAMAGE: _____	
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								WEAPON:	
								STRIKE RANK: _____ DAMAGE: _____	
								ATTACK: _____ % CRITICAL: _____ % CRUSH, SLASH OR IMPALE: _____ % DAMAGE: _____	



# DAKA FAL



The Daka Fal cult is associated with the Kyger Litor and Aldrya cults, and is friendly to the Seven Mothers cult. It is neutral to all other cults except for those Chaos, such as Cacodemon, towards which it is hostile. RuneMasters of this cult are often on their own, as there is no official cult organization. Membership is given free to all living people. Anyone is allowed to enter into the general worship of Daka Fal. Initiates and RuneMasters must disavow all previous cult connections. The cult is very concerned with geneology, since its main strength is the ability of its priests through Rune magic to summon specific ancestors.

**ABELAR**, Human Male, Sable Tribe Rune Priest of Daka Fal.  
Foot Barbarian, Age 28.

<b>STR 15 CON 15 SIZ 15</b>	Right Leg (01-04)	8/6
<b>INT 14 POW 18 DEX 18</b>	Left Leg (05-08)	8/6
<b>CHA 11</b>	Abdomen (09-11)	7/6
	Chest (12)	7/7
Mov 8	Right Arm (13-15)	7/5
Hit Points 17	Left Arm (16-18)	7/5
	Head (19-20)	7/6

**BONUSES:** DEFENSE 25%  
**EXPERIENCE** 06% **ATTACK** 20% **Parry** 15%.

Bastard sword [RH] (1D10+1+1D4) 90% SR 4 Parry (20) 80%.  
Bastard sword [LH] (1D10+1+1D4) 60% SR 4 Parry (20) 50%.  
Composite bow (1D8+1) 75% SR 1 Parry (10) 35%.  
Dagger [RH] (1D6+1D4) 75% SR 6 Parry (20) 75%.  
Dagger [LH] (1D6+1D4) 75% SR 6 Parry (20) 75%.  
2H spear (1D10+1+1D4) 65% SR 2 Parry (15) 60%.  
1H spear/lance (1D8+1+1D4) 70% SR 3 Parry (15) 60%.  
Javelin (1D10+1D2) 60% SR 1 Parry (15) 60%.  
Medium shield (1D6+1D4) 50% SR 6 Parry (12) 80%.

**SPIRITS (POW/INT):** Allied Spirit 22/10; Bound Spirits—Sable 18/11, Crystal 16/13, Bat 12/10.

Total POW (including Abelar): 86.

**SPELLS:** [Abelar]—Befuddle, Bladesharp 2, Countermagic 2, Dispel Magic 2, Invisibility 3, Multimissile 2, Protection 2. [Allied Spirit]—Detect, Disruption, Healing 6, Light, Repair 2, Vigor 4. [Crystal]—Darkwall 2, Detect Enemies, Detect Magic, Glue, Mindspeech 2, Spirit Binding, Spirit Shield 3, Strength 2; [Bat]—Firearrow 2, Fireblade 4, Harmonize 2, Mobility, Silence.

**RUNESPELLS:** Discorporation, Divination, Extension 3, Free Ghost, Mindlink, Spell Teaching, Spirit Block 2, Summon Ancestor, Summon Spirit Teacher 2, Warding 3.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 50%, Treat Disease 30%, Treat Poison 50%, Find Healing Plants 20%, Identify Plants 20%, Identify Animals 25%, Identify Minerals 25%; [Manipulation 20%] Map Making 50%, Climbing 80%, Hide Item 50%, Jumping 75%, Lock Picking 40%, Trap Set/ Disarm 75%, Riding 50%, Disguise 25%, The Peaceful Cut 25%, Swimming 50%, Rowing 25%, Masonry 25%, [Stealth 05%] Camouflage 65%, Hide in Cover 70%, Move Quietly 80% (minus 20% for armor), Pick Pockets 30%; [Perception 10%] Listen 75%, Spot Hidden Items 80%, Spot Trap 80%, Taste Analysis 25%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 60%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/20%, Trade-Talk 60%/25%, Old Pavic 50%/25%, Sartarite 60%/25%, Lunar 60%/25%, Darktongue 40%/0%, Draconic 25%/0%, Spirit Speech 90%/0%.

**MAGIC ITEMS:** POW 4 Power Storage Crystal (Bound Spirit), POW 2 Power Enhancing Crystal.

**POTIONS:** 3 doses Healing 6 salve, 2 doses Blade Venom 14, 2 doses Blade Venom pot. 14 ant., 1 dose Manticore pot. 14 ant., 1 dose Wyvern pot. 16 ant., 1 dose Spider pot. 14 ant., 1 dose Poison Gas pot. 16 ant., 1 dose Herbal pot. 14 ant.

**FINANCES:** carries 160L, has 500L banked, and gear is worth 890 L. Ransom is 1000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. Weapons as listed (2 daggers). Basic kit in saddlebags on the sable. (ENC 15/15)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**BOREEK LONGTOOTH**, Baboon Male, Rune Lord of Daka Fal, Foot Barbarian, Age 25.

<b>STR 23 CON 21 SIZ 18</b>	Right Leg (01-04)	11/8
<b>INT 15 POW 17 DEX 21</b>	Left Leg (05-08)	11/8
<b>CHA 18</b>	Abdomen (09-11)	11/8
	Chest (12)	11/9
Mov 10 Hit Points 24	Right Arm (13-15)	10/7
	Left Arm (16-18)	10/7
	Head (19-20)	11/8

**BONUSES:** DEFENSE 34% **EXPERIENCE** 09% **ATTACK** 35% **PARRY** 25%.  
 (I) 2H spear (1D10+1+1D4) 100% SR 1 Parry (23) 100%.  
 1H spear [RH] (1D8+1+2D6) 100% SR 2 Parry (23) 100%.  
 1H spear [LH] (1D8+1+2D6) 90% SR 2 Parry (23) 90%.  
 Sling (1D8+2D3) 100% SR 0 no parry or hit points.  
 Claw [RH] (3D6) 100% SR 5 Parry (—) 50%.  
 Claw [LH] (3D6) 100% SR 5 Parry (—) 50%.  
 Teeth (1D8+2D6) 90% SR 5 no parry or hit points.  
 (I) Javelin (1D10+2D3) 100% SR 0 Parry (15) 100%.  
 (I) Large shield (1D8+2D6) 60% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (spear) 19/14; Bound Spirits—Crystal 18/09, Bat 17/03, Lizard 16/11, Owl 16/10, Hawk 15/11.  
 Total POW (including Boreek): 118.

**SPELLS:** [Boreek]—Befuddle, Dispel Magic 2, Disruption, Harmonize 2, Healing 6, Invisibility 3. [Allied Spirit]—Bladesharp 4, Detect Life, Detect Magic, Fireblade 4, Mobility, Repair 2, Silence. [Crystal]—Darkwall 2, Detect Enemies, Extinguish 2, Xenohealing 4. [Bat]—Spiritshield 3. [Lizard]—Countermagic 6, Spirit Binding, Vigor 4. [Hawk]—Glue, Ironhand 4, Light, Mindspeech, Multimissile 4.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First

Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 40%, Identify Animals 40%, Identify Minerals 40%; [Manipulation 35%] Map Making 75%, Climbing 95%, Hide Item 70%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 90%, Riding 60%, Disguise 40%, The Peaceful Cut 40%, Swimming 80%, Rowing 50%, Masonry 40%; [Stealth 05%] Camouflage 90%, Hide in Cover 100%, Move Quietly 95% (minus 15% for armor), Pick Pockets 50%; [Perception 10%] Listen 95%, Spot Hidden Items 90%, Spot Trap 90%, Taste Analysis 30%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 75%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Beast Speech 90%/0%, Spirit Speech 90%/0%, Sartarite 80%/55%, Tradetalk 75%/50%, Lunar 75%/50%, Praxian 75%/40%, Old Pavic 60%/30%, Darktongue 50%/30%.

**MAGIC ITEMS:** POW 5 Power Storage Crystal (Bound Spirit), POW 10 Power Storage Crystal (in spear), POW 6 Sensitivity Crystal.

**POTIONS:** 3 doses Healing 6, 4 doses Blade Venom 14, 3 doses Blade Venom 12 ant., 1 dose Manticore pot. 14 ant., 2 doses Wyvern pot. 14 ant., 1 dose Spider pot. 16 ant., 1 dose Poison Gas pot. 16 ant.

**FINANCES:** carries 20W, 50L, and 100 C, has 1000L banked, and gear is worth 5800L. His ransom is 2000L.

**EQUIPMENT:** iron chainmail over body, and full iron helm. Leather trews and vambraces, as well as byrnie and hood. All listed weapons (including 4 javelins, backpack, horse, saddlebags, and basic kit. ENC:18/22.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**CAMRON**, Human Male, Rune Lord-Priest of Daka Fal. Former peasant with light infantry experience, Age 30.

<b>STR 18 CON 18 SIZ 17</b>	Right Leg (01-04)	11/7
<b>INT 15 POW 18 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 18</b>	Abdomen (09-11)	10/7
	Chest (12)	10/8
Mov 8 Hit Points 21	Right Arm (13-15)	10/6
	Left Arm (16-18)	10/7
	Head (10-20)	10/7

**BONUSES:** DEFENSE 30% **EXPERIENCE** 09% **ATTACK** 30% **PARRY** 20%.  
 (I) 2H spear (1D10+1+1D6) 120% SR 1 Parry (23) 120%.  
 (I) 1H spear [RH] (1D8+1+1D6) 120% SR 2 Parry (23) 100%.  
 (I) 1H spear [LH] (1D8+1+1D6) 100% SR 2 Parry (23) 80%.  
 (I) Javelin (1D10+1D3) 120% SR 0 Parry (23) 100%.  
 Composite bow (1D8+1) 120% SR 0 Parry (10) 50%.  
 (I) Bst sword [RH] (1D10+1+1D6) 110% SR 3 Parry (30) 100%.  
 (I) Bst sword [LH] (1D10+1+1D6) 90% SR 3 Parry (30) 80%.  
 (I) Dagger (1D4+1D6+2) 100% SR 5 Parry (30) 100%.  
 (I) Large shield (1D8+1D6) 100% SR 5 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (Hawk) 19/13; Bound Spirits—Owl 18/12, Crystal 1 16/06, Lizard 15/12, Crystal 2 14/12, Bat 13/09.  
 Total POW (including Camron): 113.

**SPELLS:** [Camron] Befuddle, Detect Enemies, Detect Magic, Disruption, Harmonize 2, Healing 6, Invisibility. [Allied Spirit] Extinguish 2, Dispel Magic 2, Mobility, Multimissile 4, Repair 2, Spirit Shield 2. [Owl] Countermagic 6, Protection 4, Strength 2. [Crystal 1] Bladesharp 4, Fireblade 4. [Crystal 2] Lightwall 4, Xenohealing 6. [Bat] Darkwall 2, Detect Life, Firearrow 2, Glue, Mindspeak 2, Spirit Binding.

**RUNESPELLS:** Discorporation, Divination 3, Extension 2, Extension 3, Free Ghost, Incarnate Ancestor 3, Mindlink 2, Spell Teaching, Spirit Block 2, Summon Ancestor, Summon Specific Ancestor, Summon Spirit Teacher [Traded Spells: Resurrection 3].

**SKILLS:** [Knowledge 10%] Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; [Manipulation 30%] Map Making 80%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 80%, Disguise 50%, The Peaceful Cut 35%, Swimming 100%, Rowing 35%, Masonry 35%; [Stealth 05%] Camouflage 100%, Hide in Cover 100%, Move Quietly 90% (minus 20% for armor), Pick Pockets 75%; [Perception 10%] Listen 110%, Spot Hidden Item 110%, Spot Trap 120%, Taste Analysis 80%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 95%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Spirit Speech 95%/0%, Old Pavic 90%/40%, Tradetalk 75%/25%, Sartarite 60%/30%, Lunar 50%/30%, Praxian 40%/0%, Darktongue 25%/0%.

**MAGIC ITEMS:** POW 15 Storage Crystal, POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Spell Reinforcing Crystal, POW 3 Storage Crystal (now holding Bound Spirit), Battle Magic Spell Matrix for Vigor in ring.

**POTIONS:** 3 doses Healing 6 pot., 4 doses Blade Venom 20, 3 doses Blade Venom 20 ant., 2 doses Manticore pot. 20 ant., 2 doses Wyvern pot. 20 ant.

**FINANCES:** carries 50W, 100L, 50C, and has 1500L in bank. Gear is worth 7900L. His ransom is 3000L.

**EQUIPMENT:** iron plate greaves, vambraces, and full helm, and iron chain mail hauberk. Leather trews beneath, as well as leather byrnie and hood. Listed weapons, backpack, zebra, saddlebags, and basic kit. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



# STORM BULL



The Storm Bull cult is associated with Waha, Eiritha, Chalana Arroy, and Zorak Zoran, and friendly to Orlanth. It is neutral to Daka Fal, Humakt, Yelmadio, Issaries, Lhankhor Mhy, Kyger Litor and Aldrya cults, and hostile to Pavis and The Seven Mothers. The cult exists to destroy Chaos and its creatures. Members characteristically act without regard for tribal taboos or manners, even getting away with murder on occasion. They dislike anything which does not conform to their crude and simple cult demands. They exercise this dislike through contempt for others, even though they may also pursue the same contemptible way of life. Their usefulness against Chaos brings them immunity from normal retaliation for legal violations. Members tend to rove in bands seeking out Chaos to destroy.

**DARNOR**, Human Male, Rune Priest of Storm Bull. Very rich noble from Pavis with experience in heavy cavalry. Age 24.

**STR 15 CON 15 SIZ 15** Right Leg (01-04) 8/6  
**INT 17 POW 18 DEX 19** Left Leg (05-08) 8/6  
**CHA 18** Abdomen (09-11) 7/6  
 Chest (12) 6/7

Mov 8 Hit Points 17 Right Arm (13-15) 7/5  
 Left Arm (16-18) 7/5

**BONUSES: DEFENSE 30%** Head (19-20) 7/6  
**EXPERIENCE 15% ATTACK 25% PARRY 15%.**

1H spear [RH] (1D6+1+1D4) 80% SR 3 Parry (15) 75%.  
 1H spear [LH] (1D6+1+1D4) 60% SR 3 Parry (15) 50%.  
 Javelin (1D10+10+1D2) 80% SR 0 Parry (15) 75%.  
 Battleaxe [RH] (1D8+2+1D4) 75% SR 4 Parry (15) 65%.  
 Battleaxe [LH] (1D8+1+1D4) 50% SR 4 Parry (15) 40%.  
 Bstrd. sword [RH] (1D10+1+1D4) 75% SR 3 Parry (20) 60%.  
 Bstrd. sword [LH] (1D10+1+1D4) 50% SR 3 Parry (20) 40%.  
 Dagger (2D4+2) 60% SR 5 Parry (20) 50%.  
 Medium shield (1D6+1D4) 50% SR 5 Parry (12) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Hawk) 19/16; Bound Spirits—Crystal 18/15, Zebra 18/12, Lizard 16/07, Bat 15/06, Owl 12/08.  
 Total POW (including Darnor): 116.

**SPELLS:** [Darnor]—Befuddle, Detect Enemies, Dispel Magic 2, Disruption, Fanaticism, Healing 6, Light, Protection 4. [Allied Spirit]—Fireblade 4, Invisibility 3, Repair 2, Spirit Shield 2, Vigor 4. [Zebra]—Bladesharp 4, Lightwall 4, Multimissile 4. [Lizard]—Mobility, Xenohealing 6. [Bat]—Detect Life, Detect Silver, Detect Undead, Harmonize 2, Silence. [Owl]—Counter-magic 4, Extinguish 2, Mindspeech 2.

**RUNESPELLS:** Defend Against Chaos, Dismiss Elemental, Divination 2, Earth Power 3, Extension 3, Mind Link 2, Multispell, Shield 4, Spell Teaching, Summon Small Sylph, (One Use Spells—Divine Intervention 4).

**SKILLS:** [Knowledge 15%]—Evaluate Treasure, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 20%, Identify Plants 20%, Identify Animals, Identify Minerals 20%; [Manipulation 25%] Map Making 50%, Climbing 75%, Hide Item 50%, Jumping 75%, Lock Picking 55%, Trap Set/Disarm 75%, Riding 90%, The Peaceful Cut 90%, Swimming 80%, Rowing 30%, Masonry 30%; [Stealth 10%] Camouflage 75%, Hide in Cover 80%, Move Quietly 75% (minus 20% for armor), Pick Pockets 80%; [Perception 15%] Listen 80%, Spot Hidden Items 90%, Spot Trap 80%, Taste Analysis 25%, Tracking 75, Sense Chaos 35%, Sense Assassin 0%, Understand Beast Speech 80%; [Other] Oratory 50%, Bargaining 35%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 95%/20%, Praxian 70%/0%, Sartarite 65%/25%, Lunar 60%/25%, Tradetalk 50%/25%, Darktongue 50%/0%, Stormtongue 50%/0%, Draconic 25%/0%.

**MAGIC ITEMS:** POW 6 Storage Crystal (now holding Bound Spirit), POW 4 Healing Focus Crystal.

**POTIONS:** 2 doses Healing 6 potion, 2 doses Power Restoration 4, 3 doses Blade Venom 16, 2 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Poison Gas pot. 14 ant., 1 dose Wyvern pot. 14 ant., 1 dose Spider pot. 16 ant.

**FINANCES:** carries 10W, 50L, and 30C, has 1000L banked, and gets 1600L yearly as income. His ransom is 2000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews beneath as well as leather byrnie and hood. Weapons as listed (including 3 javelins). The Zebra carries saddlebags, and basic kit. (ENC 15/15)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**ELARONA**, Human Female, Rune Lord of Storm Bull. A mounted barbarian of the Bison Tribe, Age 27.

<b>STR 17 CON 17 SIZ 17</b>	Right Leg (01-04)	11/7
<b>INT 17 POW 15 DEX 19</b>	Left Leg (05-08)	11/7
<b>CHA 15</b>	Abdomen (09-11)	10/7
	Chest (12)	11/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 19	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES:** DEFENSE 25% ATTACK 25% PARRY 10%.

(I) Bst sword [RH] (1D8+2+1D6) 100% SR 4 Parry (23) 90%.

(I) Bst sword [LH] (1D8+2+1D6) 75% SR 4 Parry (23) 75%.

Composite bow (1D8+1) 100% SR 0 Parry (10) 35%.

1H spear [RH] (1D8+1+1D6) 100% SR 2 Parry (23) 80%.

1H spear [LH] (1D8+1+1D6) 80% SR 2 Parry (23) 75%.

Javelin (1D10+1D3) 100% SR 0 Parry (23) 80%.

(I) 2H spear (1D10+1+1D6) 80% SR 1 Parry (23) 60%.

(I) Dagger (1D4+2+1D6) 75% SR 5 Parry (30) 75%.

(I) Large shield (1D8+1D6) 60% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (Axe) 18/11; Bound Spirits —Hawk 17/13, Lizard 15/08, Bison 13/09, Owl 13/05.

Total POW (including Elarona): 91

**SPELLS:** [Elarona] —Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Disruption, Light, Multimissile 2, Protection 2. [Allied Spirit] —Detect Life, Detect Magic, Healing 6, Mobility, Repair 2. [Hawk] —Detect Enemies, Extinguish 2, Fanaticism 2, Mindspeech 3. [Lizard] —Lightwall 4, Vigor 4. [Bison] —Firearrow 2, Fireblade 4, Harmonize 2, Spirit Binding. [Owl] —Glue, Invisibility 3, Silence.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First

Aid 75%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 15%, Identify 20%, Identify Minerals 15%. [Manipulation 25%] Map Making 75%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 80%, Riding 100%, Disguise 30%, The Peaceful Cut 100%, Swimming 30%, Masonry 30%; [Stealth 10%] Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 75%; [Perception 10%] Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 30%, Tracking 95%, Sense Chaos 90%, Sense Assassin 0%, Understand Beast Speech 60%; [Other] Oratory 90%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/40%, Trade-talk 60%/25%, Sartarite 50%/25%, Lunar 50%/25%, Old Pavic 50%/25%, Darktongue 25%/0%, Draconic 20%/0%, Stormtongue 15%/0%.

**MAGIC ITEMS:** POW 14 Storage Crystal, POW 4 Enhancing Crystal.

**POTIONS:** 3 doses Healing 8 salve, 4 doses Blade Venom 16, 3 doses Blade Venom pot. 16 ant., 3 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 14 ant., 1 dose Spider pot. 14 ant., 1 dose Poison Gas pot. 14 ant., 1 dose Herbal pot. 14 ant.

**FINANCES:** carries 10W, 50L, and 30C; has 1500 in bank. Gear is worth 7350L. Her ransom is 3000L.

**EQUIPMENT:** iron plate full helm, cuirass and greaves, iron chain mail skirts. Leather trews beneath as well as leather byrnie and hood. All listed weapons (including 3 javelins), backpack, saddlebags on bison, basic kit. (ENC 17/17)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**FELANOR**, Human Male, Rune Lord-Priest of Storm Bull. A Sartar townsman with light cavalry experience, Age 31.

<b>STR 17 CON 17 SIZ 16</b>	Right Leg (01-04)	11/7
<b>INT 17 POW 18 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 18</b>	Abdomen (09-11)	10/7
	Chest (12)	10/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 19	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES:** DEFENSE 40% ATTACK 35% PARRY 25%.

(I) Bst sword [RH] (1D10+1+1D6) 120% SR 3 Parry (30) 100%.

(I) Bst sword [LH] (1D10+1+1D6) 90% SR 3 Parry (30) 75%.

Composite bow (1D8+1) 120% SR 0 Parry (10) 50%.

1H spear (1D8+1+1D6) 120% SR 2 Parry (23) 110%.

1H spear (1D8+1+1D6) 90% SR 2 Parry (23) 80%.

(I) Javelin (1D10+1D3) 110% SR 0 Parry (23) 110%.

(I) 2H spear (1D10+1+1D6) 90% SR 1 Parry (23) 90%.

(I) Dagger (1D4+2+1D6) 90% SR 5 Parry (30) 80%.

(I) Large shield (1D8+1D6) 90% SR 5 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 20/15; Bound Spirits—Bat 18/07, Lizard 17/10, Horse 15/09, Falcon 11/12, Owl 11/12.

Total POW (including Felanor): 110.

**SPELLS** [Felanor] —Befuddle, Bladesharp 4, Detect Magic, Dispel Magic 2, Disruption, Fanaticism, Healing 6, Invisibility. [Allied Spirit] —Countermagic 4, Fireblade 4, Repair 2, Spirit Shield, Vigor 4. [Bat] —Harmonize 2, Mobility, Lightwall 4. [Lizard] —Spiritbinding. [Horse] —Multimissile 4, Protection 4, Silence. [Falcon] —Extinguish 2, Firearrow 2, Glue, Xenohealing 6. [Owl] —Detect Enemies, Detect Life.

**RUNESPELLS:** Berserker 2, Cure Chaos Wound, Defend Against Chaos, Discorporate, Divination 3, Earthpower 3, Extension 3, Mind Link 2, Shield 4, Spell Teaching, Summon

Spirit of Law 3, Summon Sylph, (One Use Spells —Divine Intervention 6).

**SKILLS:** [Knowledge 15%] Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 90%, Identify Animals 90%, Identify Minerals 90%; [Manipulation 35%] Map Making 90%, Climbing 110%, Hide Item 75%, Jumping 105%, Lock Picking 100%, Trap Set/Disarm 100%, Riding 110%, Disguise 40%, The Peaceful Cut 100%, Swimming 100%, Rowing 75%, Masonry 75%; [Stealth 15%] Camouflage 95%, Hide in Cover 110%, Move Quietly 100% (minus 20% for armor), Pick Pockets 80%; [Perception 15%] Listen 100%, Spot Hidden Items 120%, Spot Trap 110%, Taste Analysis 90%, Tracking 100%, Sense Chaos 100%, Sense Assassin 0%, Understand Beast Speech 85%; [Other] Oratory 100%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 95%/50%, Trade-talk 75%/50%, Lunar 60%/30%, Praxian 60%/20%, Darktongue 50%/0, Old Pavic 45%/30%, Draconic 25%/0%, Stormtongue 25%/0%.

**MAGIC ITEMS:** POW 14 Storage Crystal, POW 4 Spell Reinforcing Crystal, Scroll (+15% Perception).

**POTIONS:** 3 doses Healing 6 salve, 5 doses Blade Venom 20, 3 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Poison Gas pot. 20 ant., 3 doses Spider pot. 20 ant., 3 doses Wyvern pot. 20 ant.

**FINANCES:** carries 30W, 50L, and 50C; has banked 2000L. His gear is worth 7700L; his ransom is 4000L.

**EQUIPMENT:** iron plate full helm, greaves, vambraces, and iron chain mail hauberk. Leather trews beneath, as well as leather byrnie and hood. All listed weapons, backpack, saddlebags on horse, basic kit within. (ENC 17/17)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



# WAHA



Louise Perenné

The Waha cult is associated with the Storm Bull and Eiritha cults, is friendly toward Humakt and Orlanth, unfriendly toward The Seven Mothers, and neutral to all others. Members of the cult consider foreigners to be enemies unless shown otherwise. They hate Chaos and fight chaotic creatures wherever found. Those who do not know The Peaceful Cut are potential foes. The cult is open only to males. Waha's RuneMasters are the male leaders of their tribes, and they hold both temporal and spiritual authority.

**GORTAR**, Human Male. Rhino Tribe Rune Priest of Waha.  
Mounted Barbarian, Age 28.

<b>STR 18 CON 18 SIZ 14</b>	Right Leg (01-04)	8/7
<b>INT 13 POW 18 DEX 18</b>	Left Leg (05-08)	8/7
<b>CHA 15</b>	Abdomen (09-11)	7/7
	Chest (12)	6/8

Mov 8	Hit Points 20	Right Arm (13-15)	7/6
		Left Arm (16-18)	7/6
		Head (19-20)	7/7

**BONUSES:** DEFENSE 30%  
**EXPERIENCE** 03% **ATTACK** 25% **PARRY** 20%.

Heavy mace [RH] (1D8+2+1D4) 80% SR 6 (15) 75%.  
Heavy mace [LH] (1D8+2+1D4) 50% SR 6 (15) 45%.  
Battleaxe [RH] (1D10+1+1D4) 85% SR 5 (20) 80%.  
Battleaxe [LH] (1D10+1+1D4) 60% SR 5 (20) 50%.  
Composite bow (1D8+1) 85% SR 1 (10) 40%.  
Sling (1D8+1D2) 80% SR 1 no parry or hit points.  
Dagger [RH] (2D4+2) 75% SR 7 (20) 75%.  
Dagger [LH] (2D4+2) 50% SR 7 (20) 50%.  
Medium shield (1D6+1D4) 45% SR 7 (12) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Rhino) 19/15; Bound Spirits—Hawk 17/12, Owl 16/12, Lizard 15/09, Bat 15/6.

Total POW (including Gortar): 100

**SPELLS:** [Gortar]—Befuddle, Detect Life, Detect Magic, Detect Spirit, Dispel Magic 2, Disruption, Healing 3, Invisibility 3. [Allied Spirit]—Counter magic 6, Light, Protection 4, Repair 4, Vigor 4. [Hawk]—Bladesharp 4, Bludgeon 4, Harmonize 2, Multimissile 4. [Owl]—Extinguish 2, Firearrow 2, Fireblade 4, Lightwall 4. [Lizard]—Detect Silver, Detect Undead, Glue, Mobility, Silence.

**RUNESPELLS:** Cremate Dead, Defend Against Chaos, Divination, Mind Link, Multispell 2, Shield 4, Speak to Beast 2, Spell Teaching, Summon Gnome 1, Summon Spirit of Law, Vision,

(One Use Spells — Divine Intervention 3).

**SKILLS:** [Knowledge 10%] Evaluate Treasure 35%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 50%, Find Healing Plants 15%, Identify Plants 25%, Identify Animals 25%, Identify Minerals 25%; [Manipulation Skills 25%] Map Making 50%, Climbing 50%, Hide Item 40%, Jumping 50%, Lock Picking 40%, Trap Set/Disarm 50%, Riding 95%, Disguise 30%, The Peaceful Cut 100%, Swimming 40%, Rowing 30%, Masonry 30%; [Stealth 05%] Camouflage 75%, Hide in Cover 75%, Move Quietly 50% (minus 20% for armor), Pick Pockets 10%; [Perception 10%] Listen 75%, Spot Hidden Items 60%, Spot Trap 75%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 75%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/40%, Trade-talk 70%/30%, Sartarite 70%/25%, Lunar 65%/25%, Old Pavic 60%/25%, Darktongue 50%/0%, Aldryami 40%/0%, Draconic 25%/0%.

**MAGIC ITEMS:** POW 3 Healing Focus Crystal.

**POTIONS:** 3 doses Healing 6 salve, 3 doses Blade Venom 14, 3 doses Blade Venom pot. 18 ant., 3 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 14 ant., 1 dose Poison Gas pot. 16 ant., 2 doses Spider pot. 14 ant., 1 dose Herbal pot. 14 ant., 1 dose Mineral pot. 14 ant.

**FINANCES:** carries 10W, 50L, and 30C. He has 500L banked and his gear is worth 890L. His ransom is 1000L.

**EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons, saddlebags on rhino, basic kit in saddlebags. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**HESSIK**, Human Male Rune Lord of the High Llama Tribe.  
Mounted Barbarian, Age 25.

**STR 18 CON 18 SIZ 18** Right Leg (01-04) 11/7  
**INT 14 POW 17 DEX 19** Left Leg (05-08) 11/7  
**CHA 16** Abdomen (09-11) 10/7  
Chest (12) 10/8

Mov 8 Hit Points 21 Right Arm (13-15) 10/6  
Left Arm (16-18) 10/6  
Head (19-20) 10/7

**BONUSES: DEFENSE 25% ATTACK 25% PARRY 15%.**  
**EXPERIENCE 06%**

- (I) 1H spear [RH] (1D8+1+1D6) 100% SR 3 Parry (23) 80%.
- (I) 1H spear [LH] (1D8+1+1D6) 60% SR 3 Parry (23) 40%.
- (I) Javelin (1D10+1D3) 100% SR 0 Parry (23) 80%.
- (I) Bst sword [RH] (1D10+1+1D4) 100% SR 3 Parry (30) 90%.
- (I) Bst sword [LH] (1D10+1+1D4) 75% SR 3 Parry (30) 75%.
- Composite bow (1D8+1) 100% SR 0 Parry (10) 35%.
- (I) Battleaxe [RH] (1D8+2+1D6) 80% SR 4 Parry (23) 65%.
- (I) Battleaxe [LH] (1D8+2+1D6) 60% SR 4 Parry (23) 40%.
- (I) Large shield (1D8+1D6) 45% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (Llama) 17/17; Bound Spirits—Lizard 17/09, Hawk 16/13, Crystal 14/07, Bat 13/08.

Total POW (including Hessik): 94

**SPELLS [Hessik]**—Befuddle, Fireblade 4, Healing 6, Invisibility 3. **[Allied Spirit]**—Demoralize, Detect Enemies, Detect Life, Dispel Magic, Disruption, Mindspeech, Multimissile 4, Repair 2, Vigor 4. **[Lizard]**—Firearrow 2, Harmonize 2, Lightwall 4, Spirit Binding. **[Hawk]**—Countermagic 6, Detect Spirit, Extinguish 2, Protection 4. **[Crystal]**—Ironhand 4, Spirit Shield 3. **[Bat]**—Mobility, Silence.

**SKILLS: [Knowledge 10%]** Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First

Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 15%, Identify Animals 20%, Identify Minerals 15%; **[Manipulation 25%]** Map Making 75%, Climbing 80%, Hide Item 75%, Jumping 80%, Lock Picking 30%, Trap Set/Disarm 75%, Riding 100%, Disguise 30%, The Peaceful Cut 100%, Swimming 40%, Rowing 30%, Masonry 30%; **[Stealth 0%]** Camouflage 90%, Hide in Cover 95%, Move Quietly 75% (minus 20% in armor), Pick Pockets 05%; **[Perception 10%]** Listen 90%, Spot Hidden Items 90%, Spot Trap 100%, Taste Analysis 75%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; **[Other]** Oratory 90%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/50%, Trade-talk 75%/25%, Old Pavic 70%/25%, Sartarite 65%/25%, Lunar 65%/25%, Darktongue 45%/0%, Mostali 30%/0%, Draconic 30%/0%.

**MAGIC ITEMS:** POW 4 Spirit Supporting Crystal, POW 13 Storage Crystal, POW 5 Storage Crystal (now holding Bound Spirit), Ring with Bladesharp 4 matrix.

**POTIONS:** 4 doses Healing 6 potion, 3 doses Blade Venom 18, 3 doses Blade Venom pot. 18 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 14 ant., 2 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 10W, 30L, 30C, and has 1500L in bank. His gear is worth 7650L; his ransom is 3000L.

**EQUIPMENT:** iron plate full helm, vambraces, and greaves, iron chain mail hauberk. Leather trews beneath as well as a leather byrnie and hood. All listed weapons. Backpack, llama, saddlebags on llama, basic kit in saddlebags. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**INOFAR**, Human Male Rune Lord-Priest of the Sable Tribe. A Barbarian with heavy cavalry experience, Age 28.

**STR 18 CON 18 SIZ 14** Right Leg (01-04) 11/7  
**INT 13 POW 18 DEX 21** Left Leg (05-08) 11/7  
**CHA 16** Abdomen (09-11) 10/7  
Chest (12) 11/8

Mov 8 Hit Points 20 Right Arm (13-15) 10/6  
Left Arm (16-18) 10/6  
Head (19-20) 10/7

**BONUSES: DEFENSE 35% ATTACK 30% PARRY 25%.**  
**EXPERIENCE 03%**

- (I) Bst sword [RH] (1D10+1+1D4) 125% SR 4 Parry (30) 110%.
- (I) Bst sword [LH] (1D10+1+1D4) 90% SR 4 Parry (30) 85%.
- (I) 1H spear [RH] (1D10+1+1D4) 120% SR 2 Parry (23) 110%.
- (I) 1H spear [LH] (1D10+1+1D4) 90% SR 2 Parry (23) 80%.
- Heavy crossbow (2D6+2) 125% SR 0 Parry (10) 50%.
- (I) Great sword (2D8+1D4) 110% SR 3 Parry (23) 100%.
- (I) Dagger [RH] (2D4+2) 90% SR 6 Parry (30) 90%.
- (I) Dagger [LH] (2D4+2) 80% SR 6 Parry (30) 85%.
- (I) Large shield (1D8+1D4) 90% SR 6 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (sable) 20/14; Bound Spirits—Bat 17/12, Hawk 16/12, Owl 15/13, Crystal 10/10.

Total POW (including Inofar): 96

**SPELLS: [Inofar]**—Befuddle, Bladesharp 2, Countermagic 4, Dispel Magic 4, Protection 2. **[Allied Spirit]**—Fireblade 4, Harmonize 2, Healing 3, Ironhand 2, Mobility, Repair 2. **[Hawk]**—Farsee, Invisibility 3, Lightwall 4, Mindspeech 2, Multimissile 2. **[Owl]**—Binding, Detect Enemies, Detect Gold, Detect Life, Detect Magic, Detect Spirit, Detect Undead, Disruption, Glue, Vigor 4.

**RUNESPELLS:** Cremate Dead 2, Defend Against Chaos, Divination 4, Discorporation, Dismiss Elemental 3, Mind Link 2, Multispell 2, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Spirit of Law 2 [Traded Spell: Divine Intervention 6].

**SKILLS: [Knowledge 10%]** Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; **[Manipulation 30%]** Map Making 100%, Climbing 100%, Hide Item 100%, Jumping 100%, Lock Picking 75%, Trap Set/disarm 110%, Riding 120%, Disguise 35%, The Peaceful Cut 110%, Swimming 60%, Rowing 35%, Masonry 35%; **[Stealth 10%]** Camouflage 95%, Hide in Cover 100%, Move Quietly 110% (minus 25% for armor), Pick Pockets 15%; **[Perception 10%]** Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 80%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; **[Other]** Oratory 100%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/40%, Trade-talk 80%/25%, Lunar 75%/25%, Sartarite 75%/25%, Old Pavic 50%/25%, Darktongue 45%/0%, Draconic 25%/0%, Storm-tongue 20%/0%.

**MAGIC ITEMS:** POW 13 Storage Crystal, POW 12 Storage Crystal, POW 7 Storage Crystal (now holding Bound Spirit), POW 6 Enhancing and Healing Focus Crystal.

**POTIONS:** 4 doses Healing 6 potion, 4 doses Blade Venom 20, 3 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 25W, 10L, 30C, and has 2000L in bank. His gear is worth 8850L; his ransom is 4000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons are of bronze also. Back pack, saddle bags on sable, basic kit in bags. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.





# EIRITHA

The Eiritha cult is friendly to Pavis, Chalana Arroy, and Orlanth, associated with Storm Bull, Waha, and Aldrya, and unfriendly to Zorak Zoran. The cult is restricted to female membership at the initiate or Rune levels. The cult hates the things of Chaos and all people who would kill the beasts of their herds without knowing the proper prayers and worship to send the animal souls back to their mother-goddesses. The cult is revered throughout Prax, because it teaches the survival skills of Find Water and Find Cattle Feed to its members, as well as the skill of Understand Beast Speech. The cult is not a fighting cult, relying upon Waha and Storm Bull warriors.

**JESSICA GREY**, Human Female Rune Priestess of Eiritha. A poor noble from Pavis with light cavalry experience, age 28.

<b>STR 18 CON 18 SIZ 12</b>	Right Leg (01-04)	8/7
<b>INT 17 POW 18 DEX 18</b>	Left Leg (05-08)	8/7
<b>CHA 18</b>	Abdomen (09-11)	7/7
	Chest (12)	7/8
Mov 8	Right Arm (13-15)	7/6
Hit Points 19	Left Arm (16-18)	7/6
	Head (19-20)	7/7

**BONUSES: DEFENSE 30%  
EXPERIENCE 06% ATTACK 30% PARRY 25%.**

Battleaxe [RH] (1D8+2+1D6) 85% SR 5 Parry (15) 75%.  
Battleaxe [LH] (1D8+2+1D6) 60% SR 5 Parry (15) 50%.  
Great Axe (3D6+2) 85% SR 4 Parry (15) 85%.  
Throwing Axe (1D6+1D3) 80% SR 1 no parry or hit points.  
Hatchet [RH] (2D6+1) 80% SR 6 Parry (15) 70%.  
Hatchet [LH] (2D6+1) 50% SR 6 Parry (15) 45%.  
Dagger [RH] (1D4+1+1D6) 70% SR 6 Parry (20) 70%.  
Dagger [LH] (1D4+1+1D6) 50% SR 6 Parry (20) 50%.  
Large shield (1D8+1D6) 30% SR 6 Parry (16) 85%.

**SPIRITS (POW/INT):** Allied Spirit (Cat) 20/14; Bound Spirits—Lizard 17/09, Hawk 16/11, Owl 16/10, Horse 16/09, Bat 14/9.  
Total POW (including Jessica Grey): 118

**SPELLS:** [Jessica Grey]—Befuddle, Binding, Demoralize, Dispel Magic 2, Farsee, Healing 3, Ignite, Mobility, Xenohealing 3. [Allied Spirit]—Invisibility 3, Mindspeech, Protection 4, Repair 2, Vigor 4. [Lizard]—Detect Enemies, Detect Life, Detect Magic, Detect Traps. [Hawk]—Coordination 2, Countermagic 6, Glue, Silence, Spirit Binding. [Bat]—Extinguish 2, Lightwall 4, Spirit Shield 3.

**RUNESPILLS:** Accelerate Growth 2, Bless Animals, Concealment 2, Divination 2, Heal Body 3, Multispell 2, Pathway, Shield 4, Speak to Beasts, Spell Teaching, Warding 4, (One Use Spells—Seal Spirit).

**SKILLS:** [Knowledge 15%] Evaluate Treasure 35, General Knowledge 15%, Find Cattle Food 90%, Find Water 90%, First Aid 90%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 90%, Identify Plants 90%, Identify Animals 50%, Identify Minerals 50%; [Manipulation 30%] Map Making 50%, Climbing 80%, Hide Item 80%, Jumping 80%, Lock Picking 85%, Trap Set/Disarm 80%, Riding 90%, Disguise 50%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; [Stealth 10%] Camouflage 70%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 75%; [Perception 15%] Listen 75%, Spot Hidden Items 75%, Spot Trap 80%, Taste Analysis 60%, Tracking 75%, Sense Chaos, Sense Assassin, Understand Beast Speech 90%; [Other] Oratory 50%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 90%/80%, Trade-talk 75%/40%, Praxian 70%/30%, Lunar 60%/30%, Sartarite 60%/30%, Earthtongue 50%/25%, Darktongue 50%/25%, Draconic 35%/20%.

**MAGIC ITEMS:** POW 4 Healing Focus Crystal.

**POTIONS:** 3 doses Healing 6 salve, 3 doses Blade Venom pot. 16 ant., 3 doses Manticore pot. 16 ant., 3 doses Wyvern pot. 16 ant., 3 doses Poison Gas pot. 16 ant., 2 doses Spider pot. 16 ant., 2 doses Herbal pot. 16 ant., 2 doses Mineral pot. 16 ant.

**FINANCES:** carries 10W, 30L, 5C; has 500L in bank. Her gear is worth 770L, and her ransom is 1000L.

**EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons (including 4 throwing axes). Saddle bags and basic kit on horse.

ENC: 18 max/18 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**KASSEA**, Human Female, Rune Lady of Eiritha. A poor noble from Pavis with light cavalry experience, age 26.

**STR 18 CON 18 SIZ 13** Right Leg (01-04) 11/7  
**INT 16 POW 17 DEX 21** Left Leg (05-08) 11/7  
**CHA 15** Abdomen (09-11) 10/7  
 Chest (12) 10/8

Mov 8 Hit Points 20 Right Arm (13-15) 10/6  
 Left Arm (16-18) 10/6  
 Head (19-20) 10/7

**BONUSES: DEFENSE 35%**  
**EXPERIENCE 12% ATTACK 30% PARRY BONUS 35%.**

(I) Battleaxe [RH] (1D8+2+1D4) 100% SR 5 Parry (23) 90%.  
 (I) Battleaxe [LH] (1D8+2+1D4) 80% SR 5 Parry (23) 70%.  
 Composite bow (1D12) 100% SR 1 Parry (10) 100%.  
 (I) Thrown axe (1D6+1D2) SR 0 no parry or hit points.  
 (I) Hatchet [RH] (1D6+1+1D4) 90% SR 6 Parry (23) 80%.  
 (I) Hatchet [LH] (1D6+1+1D4) 75% SR 6 Parry (23) 75%.  
 (I) Dagger [RH] (2D4+2) 90% SR 6 Parry (30) 85%.  
 (I) Dagger [LH] (2D4+2) 75% SR 6 Parry (30) 75%.  
 (I) Large shield (1D8+4+1D4) 75% SR 6 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (Battleaxe) 17/15; Bound Spirits—Hawk 17/11, Lizard 15/09, Bat 14/14, Zebra 14/08.  
 Total POW (including Kassea): 94.

**SPELLS:** [Kassea]—Befuddle, Binding, Demoralize, Farsee, Healing 6, Invisibility 3, Light, Mobility, Silence. [Allied Spirit]—Dispel Magic 3, Dullblade 4, Repair 2, Strength 2, Vigor 4. [Lizard]—Detect Enemies, Detect Life, Detect Magic, Detect Traps, Detect Undead, Glue, Mindspeech, Spirit Binding. [Bat]—Counter magic 6, Darkwall 2, Xenohealing 6. [Zebra]—Lightwall 4.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 100%, Find Water 100%,

First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 75%, Identify Plants 25%, Identify Animals 25%, Identify Minerals 25%; [Manipulation 30%] Map Making 65%, Climbing 80%, Hide Item 60%, Jumping 80%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 100%, Disguise 35%, The Peaceful Cut 35%, Swimming 90%, Rowing 35%, Masonry 35%; [Stealth 10%] Camouflage 90%, Hide in Cover 95%, Move Quietly 75% (minus 20% for armor), Pick Pockets 25%; [Perception 10%] Listen 90%, Spot Hidden Items 100%, Spot Traps 100%, Taste Analysis 25%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%, Understand Beast Speech 90%; [Other] Oratory 50%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 90%/90%, Trade-talk 75%/40%, Lunar 75%/40%, Sartarite 75%/35%, Praxian 60%/30%, Darktongue 50%/25%, Draconic 35%/25%, Storm-tongue 20%/0%.

**MAGIC ITEMS:** POW 13 Storage Crystal, POW 4 Spell Resisting Crystal, Protection 4 Matrix in Ring.

**POTIONS:** 4 doses Healing 6 potion, 4 doses Blade Venom pot. 16 ant., 3 doses Manticore pot. 16 ant., 3 doses Wyvern pot. 14 ant., 4 doses Poison Gas pot. 18 ant., 2 doses Herbal pot. 14 ant., 2 doses Mineral pot. 16 ant.

**FINANCES:** carries 10W, 30L, and 40C, and has 1500L in the bank. Her gear is worth 8300L; her ransom is 3000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons (including 4 throwing axes), backpack, saddlebags, basic kit. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**LOMEENA**, Human Female, Rune Lady-Priestess of Eiritha. A mounted barbarian from the Rhino Tribe, age 30.

**STR 17 CON 16 SIZ 15** Right Leg (01-04) 11/7  
**INT 15 POW 18 DEX 21** Left Leg (05-08) 11/7  
**CHA 21** Abdomen (09-11) 10/7  
 Chest (12) 11/8

Mov 8 Hit Points 19 Right Arm (13-15) 10/6  
 Left Arm (16-18) 10/6  
 Head (19-20) 10/7

**BONUSES: DEFENSE 35%**  
**EXPERIENCE 09% ATTACK 30% PARRY 25%.**

(I) Battleaxe [RH] (1D8+2+1D4) 120% SR 4 Parry (23) 100%.  
 (I) Battleaxe [LH] (1D8+2+1D4) 100% SR 4 Parry (23) 90%.  
 (I) Poleaxe (3D6+1D4) 100% SR 2 Parry (18) 100%.  
 Thrown Axe (1D6+1D2) 120% SR 0 no parry or hit points.  
 (I) Hatchet [RH] (1D6+1+1D4) 100% SR 5 Parry (23) 90%.  
 (I) Hatchet [LH] (1D6+1+1D4) 80% SR 5 Parry (23) 75%.  
 (I) Dagger [RH] (2D4+2) 80% SR 5 Parry (30) 75%.  
 (I) Dagger [LH] (2D4+2) 75% SR 5 Parry (30) 75%.  
 (I) Large shield (1D8+1D4) 75% SR 5 Parry (24) 110%.

**SPIRITS (POW/INT):** Allied Spirit (Battleaxe) 19/16; Bound Spirits—Lizard 16/11, Rhino 15/14, Owl 15/13, Hawk 14/11, Cat 13/10.  
 Total POW (including Lomeena): 110.

**SPELLS:** [Lomeena]—Befuddle, Binding, Demoralize, Dispel Magic 2, Dullblade 4, Light, Mobility, Protection 4. [Allied Spirit]—Healing 6, Repair 2, Spirit Shield 2, Strength 2, Vigor 4. [Rhino]—Counter magic 6, Extinguish 2, Glue, Ignite, Mindspeech 2, Silence, Spirit Binding. [Owl]—Detect Enemies, Detect Life, Detect Magic. [Hawk]—Farsee, Lightwall 4, Xenohealing 6.

**RUNESPELLS:** Bless Animals, Concealment 2, Divination 3, Heal Body 3, Mind Link 2, Pathway, Shield 4, Speak to Beast 2, Spell Teaching, Spirit Block 2, Summon Medium Gnome, (One Use Spells—Divine Intervention 6, Seal Spirit).

**SKILLS:** [Knowledge 10%] Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 110%, Find Water 120%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 75%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; [Manipulation 30%] Map Making 80%, Climbing 100%, Hide Item 80%, Jumping 100%, Lock Picking 90%, TrapSet/Disarm 95%, Riding 120%, Disguise 40%, The Peaceful Cut 35%, Swimming 95%, Rowing 35%, Masonry 35%; [Stealth 10%] Camouflage 95%, Hide in Cover 100%, Move Quietly 100% (minus 25% for armor), Pick Pockets 75%; [Perception 10%] Listen 110%, Spot Hidden Items 115%, Spot Trap 110%, Taste Analysis 80%, Tracking 105%, Sense Chaos 0%, Sense Assassin 0%, Understand Beast Speech 90%; [Others] Oratory 95%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Praxian 90%/90%, Trade-talk 75%/50%, Sartarite 65%/30%, Old Pavic 60%/30%, Lunar 60%/30%, Darktongue 50%/30%, Aldryami 50%/25%, Draconic 25%/0%.

**MAGIC ITEMS:** POW 11 Storage Crystal, POW 7 Sensitivity Crystal, Lightwall Matrix in Wand.

**POTIONS:** 4 doses Healing 8 salve, 4 doses Blade Venom 16 ant., 3 doses Manticore pot. 16 ant., 4 doses Wyvern pot. 18 ant., 3 doses Poison Gas pot. 20 ant., 3 doses Spider pot. 18 ant., 3 doses Acid pot. 20.

**FINANCES:** carries 50W, 35L, 25C, and has 2500L in bank. Gear is worth 7700L, and her ransom is 5000L.

**EQUIPMENT:** iron plate full helm, vambraces, and greaves, iron plate cuirass and iron chain mail skirts. Leather trews underneath, and leather byrnie and hood. All listed weapons (including 2 hatchets and 4 throwing axes). Captured bison pack animal carries saddlebags and basic kit. ENC 17/17

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



# HUMAKT



The Humakt cult is friendly toward Waha, Pavis, Yelmalo, Chalana Arroy, and Orlanth, and unfriendly to the Seven Mothers and Zorak Zoran. Humakt is the god of soldiers and death, and opposes those who create undead. The cult does not allow resurrection of its members. Humakti must fight other Humakti fairly, honor the fallen, and maintain strict truth and confidence with other Humakti. Their swords are always sharp and shiny. They may not use maces, mauls or the Bludgeon spell. Humakt gives gifts and geases to his worshippers to make them better Humakti.

**MONDAR**, Human Male, Rune Priest of Humakt. A townsman from Pavis with medium infantry experience, age 24.

**STR 21 CON 21 SIZ 16** Right Leg (01-04) 8/8  
**INT 13 POW 18 DEX 21** Left Leg (05-08) 8/8  
**CHA 18** Abdomen (09-11) 7/8  
 Chest (12) 7/9

Mov 8 Hit Points 23 Right Arm (13-15) 7/7  
 Left Arm (16-18) 7/7  
 Head (19-20) 7/8

**BONUSES: DEFENSE 35**  
**EXPERIENCE 03% ATTACK 35% PARRY 30%.**

Greatsword (2D8+1D6) 90% SR 2 Parry (15) 90%.  
 Bstrd sword [RH] (1D10+1+1D6) 90% SR 3 Parry (20) 80%.  
 Bstrd sword [LH] (1D10+1+1D6) 75% SR 3 Parry (20) 75%.  
 Dagger [RH] (1D4+2+1D6) 75% SR 5 Parry (20) 75%.  
 Dagger [LH] (1D4+2+1D6) 75% SR 5 Parry (20) 75%.  
 Composite bow (1D8+1) 85% SR 0 Parry (10) 45%.  
 1H spear (1D6+1) 75% SR 3 Parry (15) 75%.  
 Javelin (1D10+1D3) 80% SR 0 Parry (15) 75%.  
 Large shield (1D8+1D6) 75% SR 5 Parry (16) 90%.

**SPIRITS (POW/INT):** Allied Spirit (Hawk) 19/13, Lizard 18/09, Bat 18/05, Zebra 16/13, Owl 16/09, Cat 10/11.

Total POW (including Mondar): 115.

**SPELLS [Mondar]**—Befuddle, Bladesharp 2, Healing 6, Multimissile 2, Protection 2. **[Allied Spirit]**—Countermagic 3, Dispel Magic 4, Fireblade 4, Repair 2. **[Lizard]**—Binding, Demoralize, Disruption, Dullblade 2, Firearrow 2, Ignite, Mobility. **[Owl]**—Detect Enemies, Detect Life, Detect Magic, Glue, Lightwall 4, Silence. **[Cat]**—Harmonize 2, Invisibility 3, Vigor 4, Xenohealing 2.

**RUNESEPLLS:** Bind Ghost, Concealment 2, Detect Truth, Divination 2, Mind Link 2, Morale 2, Multispell 3, Oath 2, Shield 4, Spell Teaching, Spirit Block 2, Truesword, Turn Undead.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 55%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; [Manipulation 35%] Map Making 65%, Climbing 75%, Hide Item 60%, Jumping 75%, Lock Picking 65%, Trap Set/Disarm 60%, Riding 45%, Disguise 40%, The Peaceful Cut 40%, Swimming 75%, Rowing 40%, Masonry 40%, Armoring 50%, Weapon Making 50%; [Stealth 10%] Camouflage 80%, Hide in Cover 75%, Move Quietly 60%, Pick Pockets 15%; [Perception 10%] Listen 75%, Spot Hidden Items 85%, Spot Trap 85%, Taste Analysis 30%, Tracking 75%, Sense Assassin 35%; [Other] Oratory 60%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Sword Speech 90%/90%, Old Pavic 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Lunar 75%/50%, Praxian 60%/30%, Darktongue 50%/25%, Draconic 35%/25%.

**MAGIC ITEMS:** POW 8 Storage Crystal, POW 5 Enhancing Crystal.

**POTIONS:** 3 doses Healing 6 salve, 4 doses Blade Venom 14, 4 doses Blade Venom pot. 14 ant., 3 doses Manticore pot. 14 ant., 3 doses Wyvern pot. 16 ant., 2 doses Spider pot. 14 ant., 3 doses Poison Gas pot. 16 ant., 3 doses Acid pot. 16.

**FINANCES:** carries 10W, 50L, and 30C; has 1000L in bank. His gear is worth 1100L; his ransom is 2000L.

**EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chainmail hauberk. Leather trews underneath, and leather byrnie and hood. All listed weapons. Saddlebags and basic kit are on the zebra. (ENC 21/21)

**GIFTS, GEASES, & CHAOTIC FEATURES:** Mondar has geases to mistrust all elves, make a double POW sacrifice on holy days, ride no animals, drink no alcoholic beverages, and to never participate in an ambush.

**NELKARK**, Drake, Rune Duck of Humakt. A townsbird of Sartar with light cavalry experience. Age 25.

<b>STR 13 CON 18 SIZ 8</b>	Right Leg (01-04)	11/7
<b>INT 17 POW 17 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 12</b>	Abdomen (09-11)	10/7
	Chest (12)	10/8
Mov 5	Right Arm (13-15)	10/6
Hit Points 19	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 45% EXPERIENCE 15% ATTACK 30% PARRY 20%.**

- (I) Greatsword (2D8+1D4) 120% SR 5 Parry (23) 110%.
- (I) Bst sword [RH] (1D10+1+1D4) 100% SR 6 Parry (30) 90%.
- (I) Bst sword [LH] (1D10+1+1D4) 80% SR 6 Parry (30) 70%.
- Composite bow (1D8+1) 100% SR 0 Parry (10) 35%.
- (I) Rapier [RH] (1D6+1+1D4) 90% SR 6 Parry (18) 80%.
- (I) Rapier [LH] (1D6+1+1D4) 75% SR 6 Parry (18) 75%.
- (I) Dagger [RH] (2D4+2) 95% SR 8 Parry (30) 90%.
- (I) Dagger [LH] (2D4+2) 80% SR 8 Parry (30) 80%.
- (I) Shield medium (1D6+4+1D4) 75% SR 8 Parry (18) 100%.

**SPIRITS (POW/INT):** Allied Spirit (greatsword) 19/15; Bound Spirits—Bat 16/07, Hawk 15/13, Crystal 14/09.

Total POW (including Nelkark): 91.

**SPELLS: [Nelkark]**—Befuddle, Demoralize, Detect Magic, Disruption, Healing 6, Invisibility 3, Protection 4. **[Allied Spirit]**—Bladesharp 4, Darkwall, Dispel Magic 2, Mindspeech, Vigor 4. **[Bat]**—Fireblade 4, Glue, Silence, Spirit Binding. **[Hawk]**—Counter magic 4, Mobility, Multimissile 4, Parry 4. **[Crystal]**—Detect Enemies, Detect Life, Firearrow 2, Light, Xenohealing 4.

**SKILLS: [Knowledge 15%]** Evaluate Treasure 80%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Heal-

ing Plants 20%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; **[Manipulation 30%]** Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 95%, Trap Set/Disarm 95%, Riding 95%, Disguise 35%, The Peaceful Cut 35%, Swimming 95%, Rowing 35%, Masonry 35%, Armoring 50%, Weapon Making 50%; **[Stealth 25%]** Camouflage 90%, Hide in Cover 95%, Move Quietly 90% (minus 20% for armor), Pick Pockets 50%; **[Perception 15%]** Listen 90%, Spot Hidden Items 100%, Spot Traps 95%, Taste Analysis 75%, Tracking 95%, Sense Chaos 0%, Sense Assassin 50%; **[Others]** Oratory 95%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 95%/80%, Sword-speech 90%/90%, Tradetalk 75%/75%, Praxian 75%/50%, Lunar 75%/50%, Old Pavic 50%/30%, Darktongue 50%/30%, Stormtongue 25%/20%.

**MAGIC ITEMS:** POW 10 Storage Crystal, POW 8 Storage Crystal, POW 7 Storage Crystal (now holding a Bound Spirit), P POW 4 Spell Resisting Crystal.

**POTIONS:** 3 doses Healing 6 salve, 4 doses Blade Venom 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 18 ant., 3 doses Poison Gas pot. 16 ant., 4 doses Wyvern pot. 16 ant.

**FINANCES:** carries 20W, 100L, and 50C; has 2000L in the bank. His gear is worth 8700L; his ransom is 4000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath, and leather byrnie and hood. All listed weapons. Backpack, horse, saddlebags, basic kit. (ENC 14/16)

**GIFTS, GEASES, & CHAOTIC FEATURES:** Nelkark has geases to mistrust all elves, to remain silent one week per Season, to mistrust all non-Humakti, to never participate in an ambush, and to eat no meat during Death Week.

**ORDOMON**, Human Male, Rune Lord-Priest of Humakt. A Sartar peasant with heavy cavalry experience, age 30.

<b>STR 21 CON 21 SIZ 17</b>	Right Leg (01-04)	11/8
<b>INT 18 POW 18 DEX 21</b>	Left Leg (05-08)	11/8
<b>CHA 21</b>	Abdomen (09-11)	10/8
	Chest (12)	11/9
Mov 8	Right Arm (13-15)	10/7
Hit Points 24	Left Arm (16-18)	10/7
	Head (19-20)	10/8

**BONUSES: DEFENSE 50% EXPERIENCE 18% ATTACK 40% PARRY 25%.**

- (I) Greatsword (2D8+1D6) 140% SR 2 Parry (23) 120%.
- (I) Bst swrd [RH] (1D10+1+1D6) 120% SR 3 Parry (30) 100%.
- (I) Bst swrd [LH] (1D10+1+1D6) 100% SR 3 Parry (30) 100%.
- (I) Dagger [RH] (1D4+2+1D6) 100% SR 5 Parry (30) 100%.
- (I) Dagger [LH] (1D4+2+1D6) 100% SR 5 Parry (30) 100%.
- (I) Throwing dagger (1D4+1D3) 120% SR 0 no parry/hit points.
- (I) Rapier [RH] (2D6+1) 100% SR 3 Parry (18) 100%.
- (I) Rapier [LH] (2D6+1) 100% SR 3 Parry (18) 100%.
- (I) Medium shield (2D6) 75% SR 5 (18) 120%.

**SPIRITS (POW/INT):** Allied Spirit (greatsword) 20/15; Bound Spirits—Armor 18/15, Shield 18/14, Lizard 15/10, Bat 13/13, Hawk 12/14. Total POW (including Ordomon): 114.

**SPELLS: [Ordomon]**—Befuddle, Bladesharp 2, Healing 6, Multimissile 2, Parry 2, Protection 2, Spirit Shield 2. **[Allied Spirit]**—Darkwall 2, Detect Life, Dispel Magic 4, Firearrow 4, Fireblade 4. **[Lizard]**—Dullblade 2, Ironhand 2, Mobility, Silence, Vigor 4. **[Bat]**—Detect Enemies, Disruption, Extinguish 2, Ignite. **[Hawk]**—Counter magic 4, Glue, Mindspeech 2, Xenohealing 6.

**RUNESPELLS:** Concealment 2, Discorporation, Dismiss Elemental 3, Divination 2, Morale 2, Multispell 3, Oath 2, Sever Spirit 3, Shield 4, Spell Teaching, Truesword 2, Turn Undead, Vision 2.

**SKILLS: [Knowledge 15%]** Evaluate Treasure 100%, General

Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; **[Manipulation 40%]** Map Making 90%, Climbing 110%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 95%, Riding 110%, Disguise 45%, The Peaceful Cut 45%, Swimming 100%, Rowing 60%, Masonry 45%, Armoring 75%, Weapon Making 75%; **[Stealth 10%]** Camouflage 100%, Hide in Cover 100%, Move Quietly 120% (minus 25% for armor) Pick Pockets 30%; **[Perception 15%]** Listen 110%, Spot Hidden Items 120%, Spot Trap 110%, Taste Analysis 90%, Tracking 100%, Sense Chaos 0%, Sense Assassin 90%; **[Other]** Oratory 100%, Bargaining 40%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 95%/90%, Sword-speech 90%/90%, Tradetalk 75%/75%, Lunar 75%/75%, Praxian 75%/75%, Old Pavic 75%/75%, Darktongue 75%/75%, Stormtongue 30%/30%.

**MAGIC ITEMS:** POW 14 Storage Crystal, POW 4 Power Enhancing Crystal, Harmonize Matrix in Ring.

**POTIONS:** 4 doses Healing 9 salve, 3 doses Blade Venom 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Wyvern pot. 20 ant., 3 doses Poison Gas pot. 20 ant., 3 doses Spider pot. 20 ant.

**FINANCES:** carries 30W, 100L, and 50C, and has 3000L in bank. His gear is worth 10,500L; his ransom is 6000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews beneath as well as leather byrnie, and hood. All listed weapons. Horse, saddlebags, basic kit, back pack. ENC 21 max/ 17 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Ordomon has geases to mistrust all trolls, to double POW sacrifice on holy days, to use no non-cult weapon, to eat no vegetables, and to never use a large shield.





The cult of The Seven Mothers is friendly to Daka Fal and Chalana Arroy, and hostile to Storm Bull, Waha, Humakt, Orlanth, Kyger Litor, and Zorak Zoran. The Seven Mothers were seven men and women who, in 1220 ST, succeeded in causing the birth of the Red Goddess. Their cult is the standard Lunar cult outside the Lunar empire. Because the cult resurrects its followers, the worshippers tend to remain devout. Alone among the other religions included, the Lunar cult includes chaotic beings and chaotic powers as a regular part of the cult. Chaos-hating cults thus hate The Seven Mothers. The cult is actually seven sub-cults combined. It offers no reductions in cost for training, but trains its members in all skills.

**PATREENA**, Human Female, Rune Priestess of the Seven Mothers. A Lunar townswoman with light infantry experience, age 27.

**STR 18 CON 18 SIZ 17** Right Leg (01-04) 8/7  
**INT 14 POW 18 DEX 19** Left Leg (05-08) 8/7  
**CHA 15** Abdomen (09-11) 7/7  
 Chest (12) 7/8  
 Mov 8 Hit Points 21 Right Arm (13-15) 7/6  
 Left Arm (16-18) 7/6  
 Head (19-20) 7/7

**BONUSES: DEFENSE 25%**  
**EXPERIENCE 06% ATTACK 25% PARRY 15%.**

Scimitar [RH] (1D8+1+1D6) 80% SR 3 Parry (20) 65%.  
 Scimitar [LH] (1D8+1+1D6) 50% SR 3 Parry (20) 40%.  
 2H spear [long] (1D10+1+1D6) 80% SR 1 Parry (15) 80%.  
 1H spear [RH] (1D8+1+1D6) 75% SR 2 Parry (15) 75%.  
 1H spear [LH] (1D8+1+1D6) 50% SR 2 Parry (15) 50%.  
 Javelin (1D10+1D3) 80% SR 0 Parry (15) 75%.  
 Composite bow (1D8+1) 80% SR 0 Parry (10) 35%.  
 Dagger (1D4+2+1d6) 60% SR 5 Parry (20) 50%.  
 Medium Shield (2D6) 50% SR 5 Parry (12) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Hawk) 20/15; Bound Spirits—Cat 18/10, Bat 16/15, Lizard 13/06, Owl 11/14.

Total POW (including Patreena): 96

**SPELLS:** [Patreena]—Befuddle, Detect Enemies, Detect Life, Disruption, Healing 6, Multimissile. [Allied Spirit]—Darkwall 2, Dispell Magic 2, Invisibility 3, Light, Mobility, Repair 2, Vigor 4. [Cat]—Counter magic 6, Fireblade 4. [Bat]—Blade-sharp 4, Detect Magic, Extinguish 2, Glue, Ignite, Mindspeech, Silence, Spirit Binding, Strength 2. [Lizard]—Harmonize 2 Protection 4.

**RUNESPELLS:** Chaos Gift 2, Concealment 2, Discorporation, Divination, Madness 2, Mind Blast 2, Mind Link, Multispell 3, Regrow Limb, Shield 4, Spell Teaching, Summon Small Lune,

Truesword.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Animals 30%, Identify Minerals 30%; [Manipulation 25%] Map Making 50%, Climbing 95%, Hide Item 35%, Jumping 75%, Lock Picking 60%, Trap Set/Disarm 65%, Riding 75%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; [Stealth 0%] Camouflage 80%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 25%; [Perception 10%] Listen 75%, Spot Hidden Items 75%, Spot Trap 75%, Taste Analysis 30%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 75%, Bargaining 20%.

**LANGUAGES:** (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Sartarite 75%/50%, Old Pavic 60%/40%, Darktongue 60%/40%, Praxian 60%/30%, Aldryami 30%/20%, Draconic 25%/20%.

**MAGIC ITEMS:** POW 3 Spell Strengthening Crystal.

**POTIONS:** 3 doses Healing 6 salve, 4 doses Blade Venom 16, 4 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., doses Poison Gas pot. 14 ant., 2 doses Wyvern pot. 17 ant., 2 doses Spider pot. 16 ant.

**FINANCES:** carries 10W, 30L, 10C, and has 500L banked. Her gear is worth 840L, and her ransom is 1000L.

**EQUIPMENT:** bronze plate full helm, vambraces and greaves, bronze chain mail hauberk. Leather trews beneath, and leather byrnie and hood. All listed weapons (including 4 javelins). Horse, saddlebags, basic kit. (ENC 18/18);

**GIFTS, GEASES, & CHAOTIC FEATURES:** Patreena's chaos gift is to be able to reflect spells up to POW 4 back at the caster.

# THE 7 MOTHERS

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**QUARG**, Ogre Male, Rune Lord of the Seven Mothers. A Lunar mounted barbarian, age 25.

**STR 21 CON 21 SIZ 15** Right Leg (01-04) 11/8  
**INT 15 POW 17 DEX 21** Left Leg (05-08) 11/8  
**CHA 18** Abdomen (09-11) 10/8  
 Chest (12) 10/9  
 Mov 8 Hit Points 23 Right Arm (13-15) 10/7  
 Left Arm (16-18) 10/7  
 Head (19-20) 10/8

**BONUSES: DEFENSE 35% EXPERIENCE 09% ATTACK 35% PARRY 30%.**

(I) Scimitar [RH] (1D8+1+1D6) 100% SR 3 Parry (30) 90%.  
 (I) Scimitar [LH] (1D8+1+1D6) 75% SR 3 Parry (30) 75%.  
 (I) 2H spear (1D10+1+1D6) 100% SR 1 Parry (23) 95%.  
 (I) 1H spear [RH] (1D8+1+1D6) 90% SR 2 Parry (23) 80%.  
 (I) 1H spear [LH] (1D8+1+1D6) 75% SR 2 Parry (23) 75%.  
 (I) Javelin (1D10+1D3) 90% SR 0 Parry (23) 75%.  
 Composite bow (1D8+1) 90% SR 0 Parry (10) 50%.  
 (I) Dagger (1D4+2+1D6) 75% SR 5 Parry (30) 75%.  
 (I) Large shield (1D8+1D6) 75% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (scimitar) 20/10; Bound Spirits—Hawk 16/11, Bat 15/12, Lizard 11/04, Cat 10/10.

Total POW (including Quarg): 101.

**SPELLS:** [Quarg]—Befuddle, Detect Enemies, Detect Life, Disruption, Healing 6, Invisibility 3, Light, Mobility. [Allied Spirit]—Dispel Magic 2, Glue, Mindspeech, Vigor 4. [Hawk]—Bladesharp 4, Harmonize 2, Protection 4, Spirit Binding. [Bat]—Detect Magic, Dullblade 4, Fanaticism 2, Farsee, Firearrow 2.

[Lizard]—Darkwall 2, Extinguish 2. [Cat]—Countermagic 6, Fireblade 4.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General Knowledge 40%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing Plants 30%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; [Manipulation 35%] Map Making 95%, Climbing 95%, Hide Item 75%, Jumping 90%, Lock Picking 80%, Trap Set/Disarm 85%, Riding 100%, Disguise 90%, The Peaceful Cut 40%, Swimming 90%, Rowing 40%, Masonry 40%; [Stealth 10%] Camouflage 95%, Hide in Cover 80%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; [Perception 10%] Listen 90%, Spot Hidden Items 95%, Spot Trap 90%, Taste Analysis 50%, Tracking 95%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 90%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Lunar 90%/90%, Tradetalk 75%/75%, Old Pavic 70%/50%, Sartarite 65%/45%, Darktongue 60%/40%, Praxian 60%/30%, Draconic 30%/0%.

**MAGIC ITEMS:** POW 12 Storage Crystal, POW 4 Spirit Supporting Crystal, Multimissile 4 matrix in bow.

**POTIONS:** 4 doses Healing 9 salve, 4 doses Blade Venom pot. 20, 3 doses Blade Venom pot. 20 ant., 2 doses Manticore 16 ant., 2 doses Spider pot. 16 ant., 2 doses Wyvern pot 18 ant., 2 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 10W, 50L, 30C, and has banked 1500L. His gear is worth 8250L; his ransom is 3000L.

**EQUIPMENT:** iron armor, weapons (including 4 javelins), back pack, saddle bags, horse, basic kit. (ENC: 21/21).

**GIFTS, GEASES, & CHAOTIC FEATURES:** Quarg can leap up to 10 meters.

**RAN-EEL**, Human Male, Rune Lord-Priest of The Seven Mothers. A poor Lunar noble with heavy cavalry experience, age 29.

**STR 18 CON 18 SIZ 18** Right Leg (01-04) 11/07  
**INT 18 POW 18 DEX 21** Left Leg (05-08) 11/7  
**CHA 18** Abdomen (09-11) 10/7  
 Chest (12) 11/8  
 Mov 8 Hit Points 21 Right Arm (13-15) 10/6  
 Left Arm (16-18) 10/6  
 Head (19-20) 10/7

**BONUSES: DEFENSE 40% EXPERIENCE 18% ATTACK 35% PARRY 20%.**

(I) Scimitar [RH] (1D8+1D6) 120% SR 3 Parry (30) 100%.  
 (I) Scimitar [LH] (1D8+1D6) 110% SR 3 Parry (30) 100%.  
 (I) Greatsword (2D8+1D6) 130% SR 2 Parry (23) 120%.  
 (I) 2H spear (1D10+1+1D6) 110% SR 1 Parry (23) 100%.  
 1H spear [RH] (1D8+1+1D6) 100% SR 2 Parry (23) 100%.  
 1H spear [LH] (1D8+1+1D6) 90% SR 2 Parry (23) 90%.  
 Javelin (1D10+1D3) 120% SR 0 Parry (23) 100%.  
 Composite bow (1D8+1) SR 0 Parry (10) 50%.  
 Large shield (1D8+1D6) SR 5 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (scimitar) 18/16; Bound Spirits—Falcon 18/07, Bat 16/08, Horse 14/10, Lizard 14/04, Cat 13/09. Total POW (including Ran-eel): 111.

**SPELLS:** [Ran-eel]—Befuddle, Bladesharp 2, Dispel Magic 4, Disruption, Healing 6, Multimissile 2, Protection 2. [Allied Spirit]—Invisibility 3, Lightwall 4, Mobility, Repair 2, Spirit Shield 2, Vigor 4. [Falcon]—Countermagic 4, Ignite, Mind Speech 2. [Bat]—Detect Enemies, Detect Life, Detect Magic, Detect Undead, Extinguish 2, Strength 2. [Hawk]—Dullblade 2, Farsee, Glue, Xenohealing 6.

**RUNESPELLS:** Chaos Gift 4, Concealment 2, Divination, Madness 4, Mind Blast 4, Multispell 3, Regrow Limb 2, Resurrection 3, Shield 4, Spell Teaching, Summon Lune 3, Summon Salamander, Truesword 3.

**SKILLS:** [Knowledge 15%] Evaluate Treasure 80%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%; [Manipulation 35%] Map Making 100%, Climbing 110%, Hide Item 80%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 75%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%; [Stealth 10%] Camouflage 100%, Hide in Cover 100%, Move Quietly (minus 25% for armor) 110%, Pick Pockets 90%; [Perception 15%] Listen 100%, Spot Hidden Items 110%, Spot Trap 105%, Taste Analysis 80%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 95%, Bargaining 35%.

**LANGUAGES:** (Speak/Read-Write) Lunar 95%/90%, Tradetalk 80%/80%, Sartarite 80%/80%, Old Pavic 80%/80%, Praxian 75%/50%, Draconic 75%/50%, Darktongue 75%/80%, Mostali 75%/50%.

**MAGIC ITEMS:** POW 10 Storage Crystal, POW 4 Enhancing Crystal, Fireblade matrix in ring.

**POTIONS:** 4 doses Healing 8 salve, 4 doses Blade Venom 20, 3 doses Blade Venom pot. 20 ant., 3 doses Wyvern pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Spider pot. 20 ant., 3 doses Poison Gas pot. 20 ant.

**FINANCES:** carries 30W, 30L, 50C; has 2500L banked. His gear is worth 9000L; his ransom is 5000L. 500L yearly inc.

**EQUIPMENT:** iron plate full helm, greaves, and vambraces; iron plate cuirass and iron chain mail skirts. Leather treads, byrnie, and hood. All listed weapons (including 4 javelins). Back pack, saddle bags on horse, basic kit in saddle bags. ENC: 18 max/18 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



# DAVIS

**SURANNA**, Dwarf Female, Rune Priestess of Pavis. A towns-  
woman of Pavis with medium infantry experience, age 25.

**STR 23 CON 21 SIZ 9** Right Leg (01-04) 8/8  
**INT 18 POW 18 DEX 19** Left Leg (05-08) 8/8  
**CHA 18** Abdomen (09-11) 7/8

Move 8 Hit points 22 Chest (12) 7/9  
Right Arm (13-15) 7/7  
Left Arm (16-18) 7/7  
Head (19-20) 7/8

**BONUSES: DEFENSE 35% EXPERIENCE 18% ATTACK 35% PARRY 25%.**

2H great axe (2D6+2+1D4) 90% SR 5 Parry (15) 85%.  
1H warhammer [RH] (1D6+2+1D4) 80% SR 6 Parry (15) 75%.  
1H warhammer [LH] (1D6+2+1D4) 60% SR 6 Parry (15) 60%.  
Repeating hvy crossbow (2D6+2) 85% SR 0 Parry (10) 50%.  
Bst sword [RH] (1D10+1+1D4) 80% SR 5 Parry (20) 70%.  
Bst sword [LH] (1D10+1+1D4) 50% SR 5 Parry (20) 40%.  
Dagger [RH] (2D4+2) 75% SR 7 Parry (20) 75%.  
Dagger [LH] (2D4+2) 75% SR 7 Parry (20) 75%.  
Large shield (1D8+1D4) 50% SR 7 Parry (80%) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Falcon) 19/17; Bound  
Spirits—Owl 18/12, Bat 17/09, Cat 15/12, Lizard 15/12, Zebra  
12/11. Total POW (including Suranna): 114.

**SPELLS:** [Suranna]—Befuddle, Detect Magic, Detect Life, Ex-  
tinguish 2, Healing 6, Invisibility 3, Mobility. [Allied Spirit]—  
Protection 4, Repair 2, Silence, Vigor 4, Xenohealing 6. [Bat]  
—Bludgeon 4, Fireblade 4, Glue. [Lizard]—Coordination 2,  
Detect Gems, Detect Gems, Firearrow 2, Ignite, Mind Speech.  
[Zebra]—Bladesharp 4, Countermagic 6, Farsee.

**RUNESPELLS:** Discorporation, Divination, Heal Body 2,  
Mind Link, Multispell, Shield 4, Spell Teaching, Spirit Block 2,  
Summon Gnome, Summon Salamander, Support.

**TALLIN**, Human Male, Rune Lord of Pavis. A townsman  
from Pavis with heavy infantry experience, age 25.

**STR 18 CON 18 SIZ 17** Right Leg (01-04) 11/7  
**INT 17 POW 16 DEX 19** Left Leg (05-08) 11/7  
**CHA 15** Abdomen (09-11) 10/7

Move 8 Hit Points 21 Chest (12) 10/8  
Right Arm (13-15) 10/6  
Left Arm (16-18) 10/6  
Head (19-20) 10/7

**BONUSES: DEFENSE 30% EXPERIENCE 15% ATTACK 25% PARRY 10%.**

(I) Great axe (3D6+2) 100% SR 3 Parry (23) 100%.  
(I) 1H warhammer [RH] (2D6+2) 100% SR 4 Parry (23) 85%.  
(I) 1H warhammer [LH] (2D6+2) 75% SR 4 Parry (23) 75%.  
Composite bow (1D8+1) 90% SR 0 Parry (10) 30%.  
(I) Bst sword [RH] (1D10+1+1D6) 100% SR 3 Parry (30) 85%.  
(I) Bst sword [LH] (1D10+1+1D6) 75% SR 3 Parry (30) 75%.  
(I) Dagger (1D4+2+1D6) 80% SR 5 Parry (30) 80%.  
Arbalest (3D6+1) 100% SR 0 Parry (10) 35%.  
(I) Large shield (1D8+1D6) 75% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 20/15; Bound  
Spirits—Falcon 18/15, Bat 17/09, Crystal 14/07, Zebra 12/08.  
Total POW (including Tallin): 97.

**SPELLS:** [Tallin]—Befuddle, Bladesharp 4, Detect Enemies,  
Detect Life, Healing 6, Invisibility 3, Mobility. [Allied Spirit]  
—Dispel Magic, Extinguish 2, Fireblade 4, Light, Vigor 4. [Fal-  
con]—Glue, Ironhand 4, Multimissile 4, Xenohealing 6. [Bat]  
—Detect Magic, Mind Speech, Protection 4, Spirit Binding,  
Spirit Shield 2. [Crystal]—Countermagic 6, Farsee. [Zebra]—  
Bladesharp 4, Bludgeon 4.

**SKILLS:** [Knowledge 15%] Evaluate Treasure 75%, General  
Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First  
Aid 90%, Treat Disease 50%, Treat Poison 75%, Find Healing  
Plants 20%, Identify Plants 50%, Identify Animals 50%, Ident-  
ify Minerals 75%; [Manipulation 35%] Map Making 50%,  
Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking  
75%, Trap Set/Disarm 75%, Riding 50%, Disguise 40%, The  
Peaceful Cut 40%, Swimming 75%, Rowing 40%, Masonry 90%,  
Armoring 90%, Weapon Making 75%, Shield Making 75%;  
[Stealth 15%] Camouflage 75%, Hide in Cover 75%, Move  
Quietly (minus 20% for armor) 75%, Pick Pockets 25%; [Per-  
ception 15%] Listen 75%, Spot Hidden Items 75%, Spot Trap  
80%, Taste Analysis 35%, Tracking 75%, Sense Chaos 0%, Sense  
Assassin 0%; [Other] Oratory 50%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Mostali 95%/90%, Old  
Pavic 90%/90%, Tradetalk 80%/50%, Draconic 60%/50%, Lu-  
nar 60%/40%, Sartarite 60%/40%, Praxian 50%/25%, Dark-  
tongue 50%/25%.

**MAGIC ITEMS:** POW 4 Spell Resisting Crystal, Multimissile 4  
matrix on crossbow.

**POTIONS:** 4 doses Healing 9 salve, 3 doses Blade Venom 16,  
3 doses Blade Venom pot 16 ant., 3 doses Manticore pot. 16  
ant., 3 doses Wyvern pot. 16 ant., 3 doses Spider pot. 16 ant.,  
3 doses Poison Gas pot. 16 ant., 3 doses Acid pot. 20.

**FINANCES:** carries 10W, 30L, 15C, and has 1000L in bank.  
Her gear is worth 825L, and her ransom is 2000L.

**EQUIPMENT:** bronze plate full helm, greaves, and vambraces;  
bronze chain mail hauberk. Leather trews, byrnie, and hood.  
All listed weapons. Backpack, saddlebags on zebra, basic kit in  
saddlebags. (ENC 22/22)

**GIFTS, GEASES, & CHAOTIC FEATURES:** Suranna mistrusts  
elves and hates trolls. She is greedy. She can see in the dark.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General  
Knowledge 15%, Find Cattle Food 15%, Find Water 15%,  
First Aid 100%, Treat Disease 75%, Treat Poison 90%, Find  
Healing Plants 15%, Identify Plants 50%, Identify Animals,  
Identify Minerals 50%; [Manipulation 25%] Map Making 75%,  
Climbing 90%, Hide Item 75%, Jumping 90%, Lock Picking  
80%, Trap Set/Disarm 85%, Riding 75%, Disguise 30%, The  
Peaceful Cut 30%, Swimming 100%, Rowing 30%, Masonry  
100%; [Stealth 10%] Camouflage 90%, Hide in Cover 95%,  
Move Quietly 100% (minus 20% for armor), Pick Pockets 50%;  
[Perception 10%] Listen 90%, Spot Hidden Items 95%, Spot  
Trap 95%, Taste Analysis 50%, Tracking 90%, Sense Chaos 0%,  
Sense Assassin 0%; [Other] Oratory 75%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 90%/90%, Dra-  
conic 80%/50%, Tradetalk 75%/50%, Lunar 70%/55%, Sartarite  
70%/55%, Darktongue 65%/50%, Praxian 65%/40%, Mostali  
60%/40%.

**MAGIC ITEMS:** POW 11 Storage Crystal, POW 5 Storage Crys-  
tal (now holding bound spirit), POW 4 Spell Resisting Crystal.

**POTIONS:** 4 doses Healing 8 salve, 4 doses Blade Venom 16, 3  
doses Blade Venom pot 16 ant., 3 doses Manticore pot. 16  
ant., 3 doses Wyvern pot. 18 ant., 3 doses Spider pot. 16 ant.,  
3 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 20W, 50L, and 10C; has 1500L in bank.  
His gear is worth 7550L, and his ransom is 3000L.

**EQUIPMENT:** iron plate full helm, vambraces, and greaves;  
iron chain mail hauberk. Leather trews, byrnie, and hood. All  
listed weapons. Backpack, saddlebags on zebra, basic kit in  
saddlebags. (ENC 18/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



The Pavis cult is associated with the Aldrya and Flintnail cults, and is friendly to Eiritha, Humakt, Yelmatio, Issaries, Chalana Arroy, and Orlanth, and hostile to Storm Bull and Zorak Zoran. A city cult, the cult has little importance outside Prax. It is currently favored by the Lunar occupation, as they court the Temple to have the Red Goddess "marry" Pavis. The cult is friendly to both Aldryami and Mostali, and often settles disputes between the elves and dwarves. It dislikes trolls and nomads, despises Storm Bull.

**ULFAREN**, Human Male, Rune Lord-Priest of Pavis. A townsman from Pavis with heavy infantry experience, age 30.

<b>STR 18 CON 18 SIZ 18</b>	Right Leg (01-04)	11/7
<b>INT 18 POW 18 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 19</b>	Abdomen (09-11)	10/7
	Chest (12)	10/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 21	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 45% EXPERIENCE 18% ATTACK 35% PARRY 20%.**

- (I) Great axe (3D6+2) 120% SR 3 Parry (23) 110%.
- (I) 1H warhammer [RH] (2D6+2) 110% SR 4 Parry (23) 100%.
- (I) 1H warhammer [LH] (2D6+2) 90% SR 4 Parry (23) 90%.
- (I) bst sword [RH] (1D10+1+1D6) 100% SR 3 Parry (30) 90%.
- (I) bst sword [LH] (1D10+1+1D6) 90% SR 3 Parry (30) 80%.
- Composite bow (1D8+1) 120% SR 0 Parry (10) 90%.
- (I) Greatsword (2D8+1D6) 100% SR 2 Parry (23) 100%.
- (I) Dagger (1D4+2+1D6) 90% SR 5 Parry (30) 90%.
- (I) Large shield (1D8+1D6) 90% SR 5 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (great axe) 21/17; Bound Spirits —Lizard 17/11, Owl 16/11, Bat 15/10, Zebra 15/9, Falcon 13/13. Total POW (including Ulfaren): 115.

**SPELLS: [Ulfaren]**—Befuddle, Disruption, Healing 4, Invisibility 3, Mobility, Protection 4, Xenohealing 4. **[Allied Spirit]**—Dispel Magic 4, Extinguish 2, Lightwall 4, Mind Speech, Repair 2, Vigor 4. **[Bat]**—Detect Enemies, Detect Life, Detect Magic, Ignite, Spirit Binding, Spirit Shield 3. **[Zebra]**—Blade-sharp 4, Bludgeon 4, Farsee. **[Falcon]**—Countermagic 6, Fire-arrow 2, Ironhand 4, Silence.

**RUNESPELLS:** City Harmony 4, Discorporation, Divination 3, Heal Body, Mind Link 2, Multispell 1, Shield 4, Spell Teaching, Summon Salamander 2, Summon Shade 3, Support,

(One Use Spells —Divine Intervention 5).

**SKILLS: [Knowledge 15%]**—Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 20%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; **[Manipulation Skills 35%]** Map Making 90%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 75%, Disguise 50%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 100%; **[Stealth 10%]** Camouflage 100%, Hide in Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 60%; **[Perception 15%]** Listen 100%, Spot Hidden Items 110%, Spot Trap 110%, Taste Analysis 90%, Tracking 110%, Sense Chaos 0%, Sense Assassin 0%; **[Other]** Oratory 90%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 95%/95%, Draconic 90%/90%, Tradetalk 80%/75%, Sartarite 80%/75%, Lunar 75%/75%, Darktongue 75%/75%, Mostali 75%/70%, Praxian 75%/60%.

**MAGIC ITEMS:** POW 10 Storage Crystal, POW 4 Healing Focus Crystal, Fireblade matrix in great axe.

**POTIONS:** 4 doses Healing 9 salve, 4 doses Blade Venom 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Wyvern pot. 20 ant., 3 doses pot. 20 ant., 3 doses Poison Gas pot. 20 ant.

**FINANCES:** 30W, 50L, 30C carried, and 2500L in the bank. His gear is worth 8900L, and his ransom is 5000L.

**EQUIPMENT:** iron plate full helm, vambraces, and greaves; iron chain mail hauberk. Leather treads, byrnie, and hood. All listed weapons. Backpack, saddlebags on zebra, basic kit.

(ENC 16/18)

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**VANDAR**, Human Male, Rune Priest of Yelmadio. A peasant from Pavis with heavy infantry experience, age 24.

<b>STR 19 CON 19 SIZ 18</b>	Right Leg (01-04)	8/8
<b>INT 17 POW 18 DEX 19</b>	Left Leg (05-08)	8/8
<b>CHA 16</b>	Abdomen (09-11)	7/8
	Chest (12)	7/9
Mov 8	Right Arm (13-15)	7/7
Hit Points 22	Left Arm (16-18)	7/7
	Head (19-20)	7/8

**BONUSES: DEFENSE 30% EXPERIENCE 15% ATTACK 30% PARRY 15%.**

2H spear & shield (1D10+1+1D6) 90% SR 1 Parry (15) 90%.

1H spear [RH] (1D8+1+1D6) 80% SR 2 Parry (15) 75%.

1H spear [LH] (1D8+1+1D6) 75% SR 2 Parry (15) 60%.

Javelin (1D10+1D3) 80% SR 0 Parry (15) 75%.

Pike (1D12+1+1D6) 85% SR 1 Parry (15) 80%.

Bst sword (1D10+1+1D6) 80% SR 3 Parry (30) 65%.

Dagger (1D4+2+1D6) 65% SR 5 Parry (20) 65%.

(Kuschile) Composite bow (1D8+1) 85% SR 0 Parry (10) 35%.

Large shield (1D8+1D6) 50% SR 5 Parry (16) 80%.

**SPIRITS (POW/INT):** Allied Spirit (hawk) 18/16; Bound Spirits—Bat 17/11, Owl 17/11, Lizard 15/13, Cat 13/13.

Total POW (including Vandar): 98.

**SPELLS:** [Vandar]—Bladesharp 2, Countermagic 4, Healing 6, Light, Multimissile 2, Protection 2. [Allied Spirit]—Disruption, Invisibility 3, Lightwall 4, Repair 2, Spirit Shield, Vigor 4. [Bat]—Coordination 2, Detect Enemies, Detect Gold, Detect Life, Detect Magic, Farsee, Lantern 2, Mobility, Silence. [Lizard]—Glue, Mind Speech, Spirit Binding, Xenohealing 6.

**RUNESPELLS:** Catseye, Cloud Clear 2, Concealment 2, Divination, Multispell 3, Shield 4, Speak to Birds 2, Spell Teaching, Summon Salamander 2, Sunbright, Sunripen.

**SKILLS:** [Knowledge 15%] Evaluate Treasure 50%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 90%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 30%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; [Manipulation 30%] Map Making 60%, Climbing 75%, Hide Item 65%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; [Stealth 5%] Camouflage 75%, Hide in Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets; [Perception 15%] Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 50%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 95%/90%, Fire-speech 90%/90%, Tradtalk 75%/75%, Sartarite 75%/50%, Lunar 75%/50%, Praxian 60%/30%, Darktongue 60%/30%, Draconic 40%/40%.

**MAGIC ITEMS:** POW 10 Storage Crystal, POW 5 Enhancing Crystal.

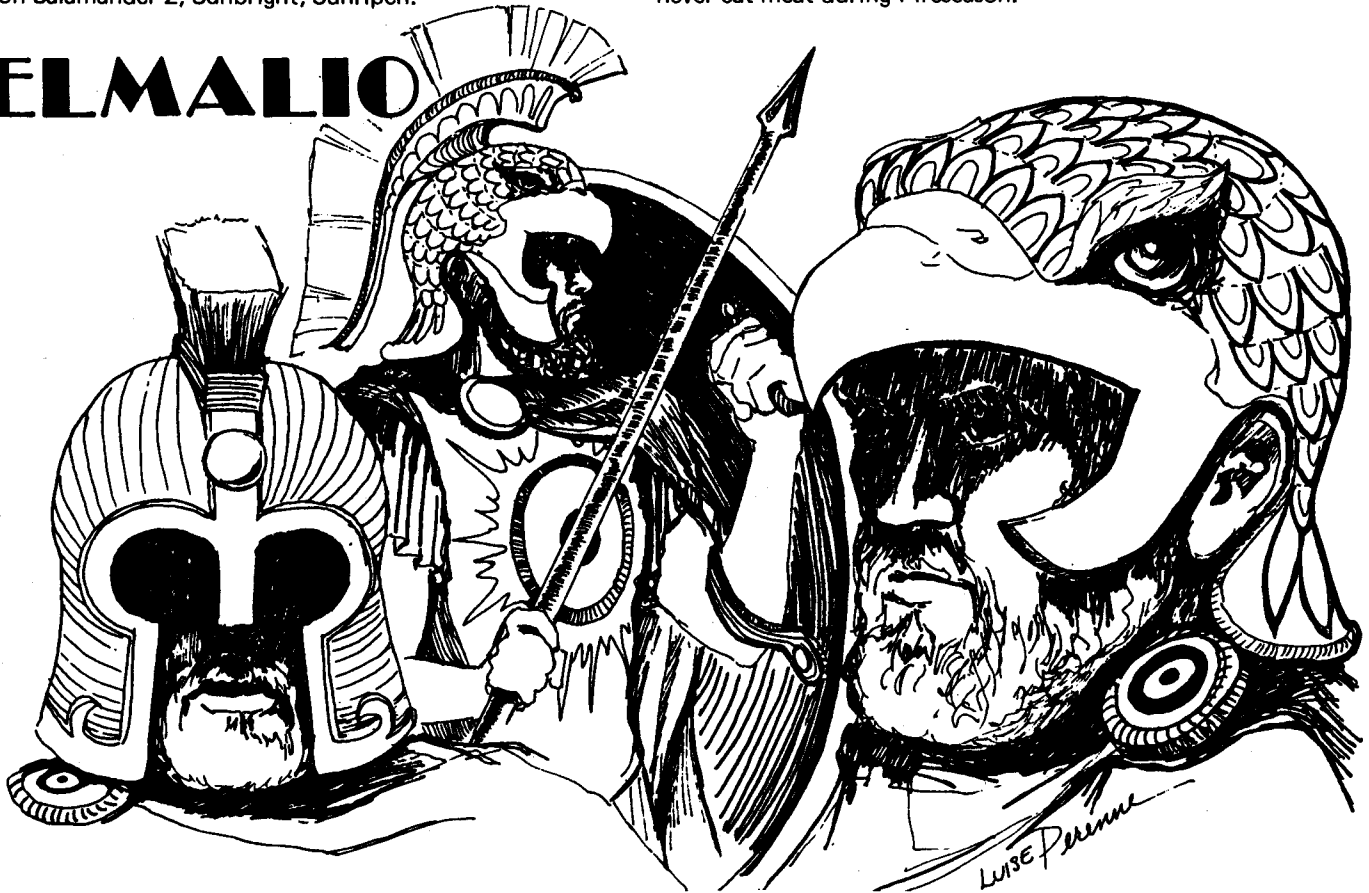
**POTIONS:** 4 doses Healing 6 salve, 4 doses Blad Venom 16, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 14 ant., 2 doses Spider pot. 14 ant., 2 doses Poison Gas pot. 14 ant., 2 doses Acid 16.

**FINANCES:** carries 10W, 30L, and 15C; has 1000L in the bank. Gear is worth 800L, and his ransom is 2000L.

**EQUIPMENT:** bronze full helm, greaves, and vambraces; chain mail bronze hauberk. Leather trews, byrnie, and hood. All weapons listed (including 4 javelins). Saddlebags on zebra, and basic kit in saddlebags. (ENC 19/19)

**GIFTS, GEASES, & CHAOTIC FEATURES:** Vandar may never use a whip or flail, can never eat meat on Friday, and can never eat meat during Fireseason.

# YELMALIO



The cult of Yelmadio is associated with the Aldrya cult and is friendly to the cults of Humakt, Pavis, Chalana Arroy, and Orlanth, and is hostile to the cult of Zorak Zoran. It has a friendly rivalry with the Humakt cult. Members of the cult dislike trolls generally, and Zorak Zoran and Kyger Litor specifically. Cult members like elves, but never befriend dwarves, always support the truth in all they do, and never lie to the detriment of the cult, but they are known to lie to outsiders occasionally. Use of the club, mace, or sword is discouraged, although members may obtain training in sword from other cults. Yelmadio gives out gifts at random and accompanies them with geases. Known as the Sun Dome Temple, the cult specializes in mercenaries trained in spear and pike fighting.



**WULF**, Human Male, Rune Lord of Yelmali. A Sartarite with mounted barbarian experience, age 26.

<b>STR 17 CON 17 SIZ 13</b>	Right Leg (01-04)	9/7
<b>INT 13 POW 17 DEX 20</b>	Left Leg (05-08)	9/7
<b>CHA 16</b>	Abdomen (09-11)	8/7
	Chest (12)	8/8
Mov 8	Right Arm (13-15)	9/6
Hit Points 19	Left Arm (16-18)	9/6
	Head (19-20)	9/7

**BONUSES: DEFENSE 30% EXPERIENCE 03% ATTACK 25% PARRY 20%.**

- (I) Pike (1D12+1+1D4) 100% SR 2 Parry (23) 90%.
- (I) 2H spear & shield (1D10+1+1D4) 100% SR 2 Parry (23) 100%.
- (I) 1H spear [RH] (1D8+1+1D4) 90% SR 3 Parry (23) 85%.
- (I) 1H spear [LH] (1D8+1+1D4) 75% SR 3 Parry (23) 75%.
- (I) Javelin (1D10+1D2) 100% SR 0 Parry (23) 85%.
- (I) Battle axe (1D8+2+1D4) 80% SR 5 Parry (23) 75%.
- (I) Dagger (2D4+2) 80% SR 6 Parry (30) 75%.
- (Kuschile) Composite bow (1D8+1) 100% SR 0 Parry (10) 40%.
- (I) Large shield (1D8+1D4) 75% SR 6 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (spear) 23/13; Bound Spirits - Lizard 17/11, Owl 17/07, Bat 15/11, Hawk 13/08.

Total POW (including Wulf): 102.

**SPELLS:** [Wulf] - Befuddle, Detect Life, Disruption, Healing 6, Invisibilty 3, Mobility. [Allied Spirit] - Coordination 2, Detect Enemies, Dispel Magic 2, Light, Repair 2, Vigor 4. [Lizard] - Detect Gold, Mind Speech, Silence, Spirit Binding, Strength. [Owl] - Extinguish 2, Ignite, Lightwall 4. [Bat] - Countermagic 6, Glue, Multimissile 4. [Hawk] - Bladesharp 4, Protection 4.

**RUNESPELLS:** Catseye.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General

Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 30%, Identify Animals 30%, Identify Minerals 30%; [Manipulation 25%] Map Making 70%, Climbing 95%, Hide Item 75%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 100%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; [Stealth 5%] Camouflage 90%, Hide in Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 75%; [Perception 10%] Listen 100%, Spot Hidden Items 100%, Spot Traps 100%, Taste Analysis 50%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; [Other] Oratory 90%, Bargaining 20%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Fire-speech 90%/90%, Tradetalk 75%/75%, Lunar 75%/50%, Praxian 60%/40%, Darktongue 60%/40%, Old Pavic 60%/40%, Stormtongue 40%/40%.

**MAGIC ITEMS:** POW 12 Storage Crystal, POW 3 Spell Reinforcing Crystal.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom 18, 3 doses Blade Venom pot. 18 ant., 3 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 14 ant., 1 dose Spider pot. 16 ant., 2 doses Poison Gas pot. 16 ant., 3 doses Acid 20.

**FINANCES:** carries 25W, 10L, and 10C; has 2000L in bank. His gear is worth 7200L, and his ransom is 4000L.

**EQUIPMENT:** iron plate full helm, greaves, and vambraces; iron chain mail hauberk. Leather trews, byrnie, and hood. All weapons listed (including 2 javelins). Backpack, horse, saddlebags on horse, basic kit in saddlebags. (ENC 17/17)

**GIFTS, GEASES, & CHAOTIC FEATURES:** Vandar must be celibate during Fireseason, can never wear padding, can never use a medium shield, and takes only ½ damage from fire.

**XENDAR**, Human Male, Rune Lord Priest of Yelmali. A Pavis townsman with light infantry experience. Age 30.

<b>STR 17 CON 17 SIZ 17</b>	Right Leg (01-04)	11/7
<b>INT 16 POW 18 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 18</b>	Abdomen (09-11)	10/7
	Chest (12)	11/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 20	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 35% EXPERIENCE 12% ATTACK 30% PARRY 20%.**

- (I) Pike (1D12+1+1D6) 100% SR 1 Parry (23) 100%.
- (I) 2H spr & shld (1D10+1+1D6) 120% SR 1 Parry (23) 110%.
- (I) 1H spear [RH] (1D8+1+1D6) 110% SR 2 Parry (23) 100%.
- (I) 1H spear [LH] (1D8+1+1D6) 90% SR 2 Parry (23) 90%.
- (I) Javelin [RH] (1D10+1D3) 120% SR 0 Parry (23) 100%.
- (I) Battle Axe [RH] (1D8+2+1D6) 100% SR 4 Parry (23) 90%.
- (I) Dagger [RH] (1D4+2+1D6) 90% SR 5 Parry (30) 90%.
- (Kuschile) Comp. bow (1D8+1) 120% SR 0 Parry (10) 40%.
- (I) Large shield [LH] (1D8+1D6) 90% SR 5 Parry (24) 120%.

**SPIRITS (POW/INT):** Allied Spirit (spear) 20/14; Bound Spirits - Zebra 16/12, Hawk 14/10, Lizard 14/11, Owl 15/8, Bat 16/11.

Total POW (including Xendar): 113.

**SPELLS:** [Xendar] - Befuddle, Bladesharp 2, Healing 6, Invisibility, Protection 2, Spirit Shield 2; [Allied Spirit] - Dispel Magic 4, Disruption, Mobility, Repair, Strength, Vigor; [Zebra] - Ironhand 2, Lightwall, Xenohealing 6; [Hawk] - Extinguish, Lantern 2, Light; [Owl] - Detect Enemies, Detect Gold, Detect Life, Detect Magic, Detect Undead, Silence, Spirit Binding.

**RUNESPELLS:** Catseye, Cloud Clear, Concealment, Dismiss Elemental 3, Extension 3, Multispell 3, Shield 4, Speak to Birds, Spell Teaching, Spell Teaching, Sunbright. (One Use Spells - Divine Intervention 6, Sunspare).

**SKILLS:** [Knowledge 10%] Evaluate Treasure 80%, General

Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; [Manipulation 30%] Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 95%, Riding 100%, Disguise 35%, The Peaceful Cut 35%, Swimming 100%, Rowing 35%, Masonry 35%; [Stealth 5%] Camouflage 100%, Hide In Cover 100%, Move Quietly 110% (minus 25% for armor), Pick Pockets 30%; [Perception 10%] Listen 100%, Spot Hidden Items 100%, Spot Trap 90%, Taste Analysis 75%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 95%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 90%/90%, Fire-speech, 90%/90%, Draconic 90%/90%, Tradetalk 90%/90%, Sartarite 90%/90%, Lunar 90%/90%, Darktongue 90%/90%, Praxian 90%/90%.

**MAGIC ITEMS:** POW 8 Enhancing Crystal, POW 11 Power Storage Crystal, Composite Bow - Multimissile 4 Matrix.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Wyvern pot. 20 ant., 3 doses Spider pot. 20 ant., 3 doses Poison Gas pot. 20 ant.

**FINANCES:** carries 30W, 50L, 10C and has 3000L banked. His gear is worth 7740L and his ransom is now 6000L.

**EQUIPMENT:** Xendar owns a set of excellently crafted iron armor including a full helm, plate vambraces and greaves, a plate cuirass, chainmail skirt and thick padding. All weapons listed are iron or iron bound except the composite bow, which is of wood and bone. His zebra has leather saddle bags, the basic kit and four extra javelins. ENC: 17 max/17 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Xendar enjoys protection from all forms of fire (½ damage), however he distrusts trolls and all worshippers of Orlanth.



*The cult of Issaries is associated with the cults of Chalana Arroy, Lhankhor Mhy, and Orlanth, friendly to the cults of Pavis and Aldrya, and hostile only to the cults of Chaos. This is the cult of merchants and traders. Issaries is the god of communication, travel, and trade. The cult tongue of Tradetalk is the common speech of Glorantha. A goal of the cult is to complete a map of the Underworld. The cult kills hyenas on sight to prevent middleman merchants from seeing them. The cult has a friendly rivalry with the cult of Lhankhor Mhy. The cult hates Chaos, but is neutral to all other disputes. The cult teaches the special skills of Bargaining and Evaluate Trade Goods.*

**YULNEF**, Human Male, Rune Priest of Issaries. A Pavis peasant with heavy infantry experience. Age 28.

<b>STR 18 CON 18 SIZ 13</b>	Right Leg (01-04)	8/7
<b>INT 15 POW 18 DEX 18</b>	Left Leg (05-08)	8/7
<b>CHA 14</b>	Abdomen (09-11)	7/7
	Chest (12)	6/8
Mov 8	Right Arm (13-15)	7/6
Hit Points 20	Left Arm (16-18)	7/6
	Head (19-20)	7/7

**BONUSES: DEFENSE 30% EXPERIENCE 09% ATTACK 25% PARRY 20%.**

Staff (1D8+1D4) 80% SR 3 Parry (15) 80%.  
 Battle Axe [RH] (1D8+2+1D4) 80% SR 6 Parry (15) 70%.  
 Battle Axe [LH] (1D8+2+1D4) 50% SR 6 Parry (15) 50%.  
 Javelin [RH] (1D10+1D2) 85% SR 1 Parry (15) 70%.  
 1H spear [RH] (1D6+1+1D4) 80% SR 5 Parry (15) 70%.  
 1H spear [LH] (1D6+1+1D4) 50% SR 5 Parry (15) 50%.  
 Dagger [RH] (2D4+2) 60% SR 7 Parry (20) 60%.  
 Dagger [LH] (2D4+2) 60% SR 7 Parry (20) 60%.  
 Large shield [LH] (1D8+1D4) 50% SR 7 Parry (12) 80%.

**SPIRITS (POW/INT):** Allied Spirit (falcon) 19/14; Bound Spirits —Zebra 14/9, Bat 13/10, Lizard 14/8.

Total POW (including Yulnef): 78.

**SPELLS:** [Yulnef] —Befuddle, Dispel Magic 2, Disruption, Harmonize, Healing 6, Invisibility; [Allied Spirit] —Detect Life, Detect Magic, Farsee, Mobility, Protection 4, Repair, Vigor; [Zebra] —Bladesharp 4, Glue 1, Multimissile 4; [Bat] —Bludgeon 4, Light, Glamour, Mind Speech 2, Spirit Binding; [Lizard] —Darkwall, Detect Enemies, Detect Gems, Detect Gold, Extinguish.

**RUNESPELLS:** Analyse Magic, Concealment, Create Market, Knowledge, Lock, Mind Link, Multispell 2, Path Watch, Shield 4, Spell Teaching, Spell Trading, (One Use Spells —Guided Teleport, Resurrection).

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals 30%, Identify Minerals 30%, Evaluate Trade Goods 75%; [Manipulation 25%] Map Making 60%, Climbing 75%, Hide Items 40%, Jumping 75%, Lock Picking 60%, Trap Set/Disarm 65%, Riding 50%, Disguise 30%, The Peaceful Cut 30%, Swimming 95%, Rowing 30%, Masonry 30%; [Stealth 5%] Camouflage 75%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 30%; [Perception 10%] Listen 75%, Spot Hidden Items 80%, Spot Traps 75%, Taste Analysis 30%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 75%, Bargaining 75%.

**LANGUAGES:** (Speak/Read—Write) Old Pavis 90%/80%, Tradetalk 90%/90%, Sartarite 90%/75%, Lunar 90%/75%, Draconic 35%/30%, Praxian 75%/50%, Aldryami 75%/40%.

**MAGIC ITEMS:** POW 3 Spell Strengthening Crystal, POW 8 Power Storage Crystal.

**POTIONS:** 3 doses Healing 7 salve, 3 doses Blade Venom pot. 14, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 16 ant., 2 doses Spider pot. 18 ant., 2 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 100L and has 50L banked. His gear is worth 850L and his ransom is 1000L.

**EQUIPMENT:** Yulnef owns a sturdy set of bronze armor including full helm, plate vambraces and greaves with a chain-mail hauberk. He also owns leather padding, and all listed weapons are of bronze or bronze/wood. His zebra is equipped with leather saddle bags, the basic kit, and four extra javelins.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

# ISSARIES

29

**ZOLINDA**, Human Female, Rune Lady of Issaries. A Sartar townsman with heavy cavalry experience. Age 25.

<b>STR 18 CON 18 SIZ 16</b>	Right Leg (01-04)	11/7
<b>INT 15 POW 16 DEX 19</b>	Left Leg (05-08)	11/7
<b>CHA 16</b>	Abdomen (09-11)	10/7
	Chest (12)	10/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 19	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 25% EXPERIENCE 09% ATTACK 20% PARRY 15%.**

- (I) Staff (1D8+1D6) 100% SR 1 Parry (23) 100%.
- (I) Bst swd [RH] (1D10+1+1D6) 90% SR 3 Parry (30) 75%.
- (I) Bst swd [LH] (1D10+1+1D6) 65% SR 3 Parry (30) 60%.
- (I) 1H spear [RH] (1D8+1+1D6) 90% SR 2 Parry (25) 80%.
- (I) 1H spear [LH] (1D8+1+1D6) 60% SR 2 Parry (25) 55%.
- Composite bow (1D8+1) 90% SR 0 Parry (10) 35%.
- (I) 2H spear (1D10+1+1D6) 95% SR 1 Parry (25) 90%.
- (I) Javelin (1D10+1D3) 90% SR 0 Parry (23) 80%.
- (I) Large Shield [LH] (1D8+1D6) 50% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (staff) 19/16; Bound Spirits—Horse 15/12, Falcon 16/15, Bat 16/5, Crystal 15/11.  
Total POW (including Zolinda): 89.

**SPELLS:** [Zolinda]—Befuddle, Detect Life, Disruption, Healing 4, Invisibility, Mobility, Multimissile 4; [Allied Spirit]—Dispel Magic, Mind Speech 2, Protection 4, Repair, Spirit Shield 2, Vigor; [Horse]—Bladesharp 4, Bludgeon 4, Fireblade; [Falcon]—Coordination, Detect Gems, Detect Gold, Fire Arrow, Harmonize, Lightwall; [Crystal]—Countermagic 6, Extinguish, Glamour, Glue 2.

**RUNESPELLS:** none.

**SKILLS:** [Knowledge 5%] Evaluate Treasure 90%, General

**AALARON**, Human Male, Rune Lord-Priest of Issaries. A Pavian townsman with medium infantry experience. age 29.

<b>STR 17 CON 17 SIZ 17</b>	Right Leg (01-04)	11/7
<b>INT 18 POW 18 DEX 21</b>	Left Leg (05-08)	11/7
<b>CHA 18</b>	Abdomen (09-11)	10/7
	Chest (12)	11/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 17	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 40% EXPERIENCE 18% ATTACK 35% PARRY 20%**

- (I) Staff (1D8+1D6) 120% SR 1 Parry (23) 120%.
- (I) Bstrd Swd [RH] (1D10+1D6) 110% SR 3 Parry (30) 40%.
- (I) Bstrd Swd [LH] (1D10+1D6) 90% SR 3 Parry (30) 90%.
- (I) 1H spear [RH] (1D8+1+1D6) 100% SR 1 Parry (23) 90%.
- (I) 1H spear [LH] (1D8+1+1D6) 85% SR 1 Parry (23) 80%.
- (I) 2H spear (1D10+1+1D6) 100% SR 2 Parry (23) 100%.
- (I) Javelin [RH] (1D10+1D3) 120% SR 0 Parry (23) 90%.
- Composite bow (1D8+1) 100% SR 0 Parry (10) 50%.
- (I) Large Shield [LH] (1D8+1D6) 75% SR 5 Parry (24) 110%.

**SPIRITS (POW/INT):** Allied Spirit (staff) 19/11; Bound Spirits—Crystal 14/11, Bat 14/8, Hawk 14/4, Zebra 11/7, Lizard 10/15.  
Total POW (including Aalaron): 115.

**SPELLS** [Aalaron]—Befuddle, Healing 6, Invisibility, Light, Mindspeech 1, Mobility, Multimissile 4, Silence. [Allied Spirit]—Dispel Magic 2, Disruption, Extinguish, Repair, Vigor 4. [Zebra]—Fire Arrow, Fireblade, Glue 1. [Hawk]—Protection 4. [Lizard]—Detect Enemies, Detect Gems, Detect Gold, Detect Life, Detect Magic, Lightwall, Spirit Binding. [Bat]—Bladesharp 4, Bludgeon 4.

**RUNESPELLS:** Analyze Magic 3, Create Market 3, Concealment, Knowledge, Lock 4, Multispell 3, Path Watch, Shield 4, Spell Teaching, Spell Trading. [Traded Spells: Resurrection, Sever Spirit, Summon Shade 3]

Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 70%, Identify Plants 80%, Identify Animals 80%, Identify Minerals 80%, Evaluate Trade Goods 90%; [Manipulation 20%] Map Making 90%, Climbing 100%, Hide Item 70%, Jumping 95%, Lock Picking 80%, Trap Set/Disarm 80%, Riding 100%, Disguise 25%, The Peaceful Cut 25%, Swimming 100%, Rowing 30%, Masonry 30%; [Stealth 10%] Camouflage 90%, Hide In Cover 90%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; [Perception 5%] Listen 85%, Spot Hidden Items 90%, Spot Traps 95%, Taste Analysis 75%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 90%, Bargaining 90%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 80%/90%, Trade-talk 90%/90%, Stormtongue 50%/50%, Lunar 50%/50%, Praxian 60%/50%, Old Pavic 60%/40%, Draconic 30%/20%, Darktongue 60%/40%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal, POW 11 Power Storage Crystal, POW 7 Power Storage Crystal (Bound Spirit), Slave Collar and Bracelets.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 16 ant., 3 doses Wyvern pot. 18 ant., 3 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 30W, 10L, 30C and has 1500L banked. Her gear is worth 7750L and she has a ransom of 3000L.

**EQUIPMENT:** a set of iron armor including full helm, plate vambraces and greaves, chainmail hauberk, and padding. All weapons listed are iron or iron bound, if so indicated. Zolinda also carries a leather back pack, basic kit and has saddle bags for her horse. ENC: 18 max/18 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**SKILLS:** [Knowledge 15%] Evaluate Treasure 100%, General Knowledge 20%, Find Cattle Food 20%, Find Water 20%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 90%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%, Evaluate Trade Goods 100%; [Manipulation 35%] Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 100%, Lock Picking 95%, Trap Set/Disarm 100%, Riding 100%, Disguise 40%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%. [Stealth 10%] Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (-25% for armor), Pick Pockets 25%. [Perception 15%] Listen 100%, Spot Hidden Items 110%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%. [Other] Oratory 100%, Bargaining 130%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 95%/90%, Trade-talk 95%/95%, Sartarite 90%/75%, Lunar 90%/75%, Praxian 80%/60%, Darktongue 75%/60%, Mostali 75%/60%, Draconic 50%/40%.

**MAGIC ITEMS:** POW 4 Spell Strengthening Crystal, POW 6 Power Storage Crystal, POW 10 Power Storage Crystal, Slave Collar and Bracelets.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom 20, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 18 ant., 2 doses Poison Gas pot. 18 ant.

**FINANCES:** carries 40W, 50L, 30C; has banked 3000L. His gear is worth 7915L; his ransom is 5000L.

**EQUIPMENT:** Full iron armor, with full helm, plate vambraces, greaves and cuirass, chain skirt with full leather padding underneath. All weapons listed are of iron if noted, with a complement of 4 javelins, saddle bags and an extra bronze bastard sword on his zebra. Aalaron also has a leather back pack and the basic kit. ENC: 17 max/17 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.



# CHALANA ARROY



*Chalana Arroy is the goddess of healing, and is liked by almost everyone. There are no hostile cults, while only Daka Fal, Waha, Kyger Litor, and Zorak Zoran are neutral. The cults of Storm Bull, Issaries, Lhankhor Mhy, Orlanth, and Aldrya are associated. Cult members must have a sincere wish to heal others, and take an oath never to harm a living creature and to aid all within the limits of their ability. All members become vegetarians. A cult member may defend herself, but harming others is only permitted if there is no other way of escaping. Cultists may not train in combat skills or use offensive spells other than Sleep, Befuddle, Dullblade, or Binding. They heal all whom they meet. Healers never ask for payment, but it is expected that those healed do pay for it. Healers will go on rescue missions and aid friends against Chaos. They cast Sleep or Befuddle only against those who attack first, and will protect one-time attackers who do not attack again.*

**BESHALLA**, Human Female, Rune Priestess of Chalana Arroy.  
A Sartar peasant who studied as an alchemist's apprentice.  
Age 26.

<b>STR 18 CON 18 SIZ 13</b>	Right Leg (01-04)	5/7
<b>INT 16 POW 18 DEX 18</b>	Left Leg (05-08)	5/7
<b>CHA 15</b>	Abdomen (09-11)	5/7
	Chest (12)	5/8

Mov 8	Hit Points 20	Right Arm (13-15)	4/6
		Left Arm (16-18)	4/6
		Head (19-20)	5/7

**BONUSES: DEFENSE 30% EXPERIENCE 12% ATTACK 25% PARRY 20%.**

Quarterstaff (1D8+1D4) 60% SR 3 Parry (15) 60%  
Dagger [RH] (2D4+2) 65% SR 7 Parry (20) 65%  
Dagger [LH] (2D4+2) 45% SR 7 Parry (20) 45%  
Thrown Dagger [RH] (1D4+1D2) 50% SR 1  
Thrown Rock (1D4+1D2) 65% SR 1  
Grapple 65% SR 7  
Kick (1D6+1D4) 65% SR 7  
Sling (1D8+1D2) 50% SR 1  
Large Shield (1D8+1D4) 35% SR 7 Parry (16) 60%

**SPIRITS (POW/INT):** Allied Spirit (monkey) 19/6; Bound Spirits—Falcon 17/13, Bat 16/11, Horse 15/12, Lizard 13/11.  
Total POW (including Beshalla): 99

**SPELLS [Beshalla]**—Dispel Magic 4, Healing 6, Invisibility, Sleep 3. **[Allied Spirit]**—Befuddle, Glue 1, Mindspeech 1, Mobility, Protection 4, Repair, Spirit Shield 2; **[Horse]**—Counter magic 6, Detect Life, Lightwall, Preserve Herbs; **[Falcon]**—Detect Gems, Detect Traps, Dullblade 4, Extinguish, Farsee; **[Bat]**—Binding, Detect Undead, Spirit Binding.

**RUNESPELLS:** Comfort Song, Cure All Disease, Cure Soul Waste, Divination, Heal Body, Multispell 2, Regrow Limb, Resurrection, Shield 4, Speak to Beasts, Spirit Block 2, Telekinesis.

**SKILLS: [Knowledge 10%]** Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 85%, Find Healing Plants 80%, Identify Plants 60%, Identify Animals 60%, Identify Minerals 60%, (Alchemical Skills: Healing potion 6, Manticore pot. 16 antidote, Poison Gas pot. 14 antidote); **[Manipulation 25%]** Map Making 40%, Climbing 75%, Hide Item 35%, Jumping 75%, Lock Picking 30%, Trap Set/Disarm 30%, Riding 40%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; **[Stealth 05%]** Camouflage 50%, Hide in Cover 50%, Move Quietly 60% (minus 05% for armor), Pick Pockets 10%; **[Perception 10%]** Listen 65%, Spot Hidden Items 60%, Spot Trap 50%, Taste Analysis 40%, Tracking 25%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 45%, Bargaining 20%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Storm-tongue 50%/50%, Tradetalk 80%/60%, Lunar 75%/50%, Old Pavic 75%/50%, Draconic 35%/20%, Praxian 80%/60%, Dark-tongue 60%/40%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal.

**POTIONS:** 10 doses Healing 6 salve, 10 doses Manticore pot. 10 ant., 10 doses Poison Gas pot. 14 ant., 3 doses Blade Venom 16 ant., 2 doses Wyvern pot. 14 ant., 2 doses Spider pot. 14 ant., 2 doses Herbal pot. 16 ant., 2 doses Mineral pot. 14 ant., 3 doses Soul Waste Curing Seeds pot. 75%.

**FINANCES:** carries 10W, 30L, 30C.; has banked 500L. Her gear is worth 300 L. and she has a ransom of 1000 L.

**EQUIPMENT:** linen hauberk, leather trews, cuirboilli vambraces and greaves, a leather byrnie under hauberk and an open helm with hood, weapons listed, back pack and saddle bags plus basic kit.  
ENC: 14 max/18 current.

**GIFTS' GEASES & CHAOTIC FEATURES:** none.

**CAR-EEL**, Human Male, Rune Lord of Chalana Arroy. A Lunar mounted barbarian. Age 28.

<b>STR 14 CON 14 SIZ 13</b>	Right Leg (01-04)	10/5
<b>INT 13 POW 16 DEX 21</b>	Left Leg (05-08)	10/5
<b>CHA 18</b>	Abdomen (09-11)	10/5
	Chest (12)	10/6
Mov 8	Right Arm (13-15)	09/5
Hit Points 15	Left Arm (16-18)	09/5
	Head (19-20)	10/5

**BONUSES: DEFENSE 30% EXPERIENCE 03% ATTACK 20% PARRY 15%.**

Quarterstaff (1D8+1D4) 75% SR 2 Parry (15) 75%.  
 Battle Axe [RH] (1D8+2+1D4) 65% SR 5 Parry (15) 60%.  
 Battle Axe [LH] (1D8+2+1D4) 35% SR 5 Parry (15) 30%.  
 (I) Dagger [RH] (2D4+2) 50% SR 6 Parry (30) 50%.  
 (I) Dagger [LH] (2D4+2) 35% SR 6 Parry (30) 35%.  
 Thrown Dagger [RH] (1D4+1D2) 50% SR 0.  
 Thrown Rock [RH] (1D4+1D2) 50% SR 0.  
 Grapple 65% SR 6.  
 (I) Med. Shield [LH] (1D8+1D4) 30% SR 6 Parry (18) 75%.

**SPIRITS (POW/INT):** Allied Spirit (monkey) 20/14; Bound Spirits—Horse 15/16, Falcon 13/14, Bat 10/4, Owl 12/13, Lizard 16/8. Total POW (including Car-eel): 108.

**SPELLS:** [Car-eel]—Befuddle, Healing 6, Mobility, Preserve Herbs, Sleep 4; [Allied Spirit]—Dispel Magic 4, Invisibility, Spirit Shield 3, Vigor; [Horse]—Countermagic 6, Lightwall, Protection 4, Strength; [Falcon]—Binding, Detection Blank 4, Dullblade 4, Glue, Mind Speech 2, Silence; [Owl]—Detect Enemies, Detect Gems, Detect Life, Detect Traps, Farsee, Repair, Spirit Binding.

**RUNESPELLS:** Refine Medicine.

**SKILLS:** [Knowledge 5%] Evaluate Treasure 75%, General

Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 90%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%, (Alchemical Skills—Healing 8 potion, Wyvern pot. 20 ant., Manticore pot. 20 ant.) [Manipulation 20%] Map Making 75%, Climbing 90%, Hide Item 30%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 100%, Disguise 25%, The Peaceful Cut 25%, Swimming 80%, Rowing 25%, Masonry 25%; [Stealth 15%] Camouflage 75%, Hide In Cover 90%, Move Quietly 90% (minus 15% for armor), Pick Pockets 20%; [Perception 5%] Listen 80%, Spot Hidden Items 90%, Spot Trap 80%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 75%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Lunar 90%/90%, Trade-talk 80%/60, Sartarite 75%/50%, Praxian 75%/50%, Old Pavic 80%/50%, Darktongue 80%/45%, Aldryami 80%/40%, Mostali 80%/45%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal, POW 10 Storage Crystal.

**POTIONS:** 6 doses Healing 8 ointment, 6 doses Manticore pot. 20 ant., 3 doses Spider pot. 16 ant., 3 doses Blade Venom pot. 16 ant., 3 doses Herbal pot. 16 ant., 3 doses Mineral pot. 16 ant.

**FINANCES:** carries 100L. He has banked 1500L. His gear is worth 4200L and his ransom is 3000L.

**EQUIPMENT:** full iron helmet, chain mail, and leather byrnie, treads, sleeves, and hood. All weapons listed are of bronze or wood except the daggers which are of iron. His shield is also of iron, and he has backpack, saddlebags, and basic kit.

ENC: 14 max/14 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**DOREENA**, Human Female, Rune Lord- Rune Priest of Chalana Arroy. A Pavis townsman with light infantry experience, Age 35.

<b>STR 15 CON 15 SIZ 13</b>	Right Leg (01-04)	11/6
<b>INT 17 POW 18 DEX 21</b>	Left Leg (05-08)	11/6
<b>CHA 21</b>	Abdomen (09-11)	10/6
	Chest (12)	11/7
Mov 8	Right Arm (13-15)	10/5
Hit Points 17	Left Arm (16-18)	10/5
	Head (19-20)	10/6

**BONUSES: DEFENSE 40% EXPERIENCE 15% ATTACK 30% PARRY 20%.**

(I) 2H spear (1D10+1+1D4) 65% SR 2 Parry (23) 55%.  
 (I) 1H spear [RH] (1D8+1+1D4) 80% SR 3 Parry (23) 60%.  
 (I) Javelin [RH] (1D10+1D2) 60% SR 0 Parry (23) 60%.  
 Thrown Rock [RH] (1D4+1D2) 75% SR 0.  
 Grapple 75% SR 6.  
 Fist (1D3+1D4) 75% SR 6 Parry (5) 55%.  
 Kick (1D6+1D4) 80% SR 5 Parry (6) 60%.  
 (I) Dagger [RH] (2D4+2) 75% SR 6 Parry (30) 80%.  
 (I) Med shield [LH] (1D6+1D4) 50% SR 6 Parry (18) 95%.

**SPIRITS (POW/INT):** Allied Spirit (monkey) 18/14; Bound Spirits—Hawk 14/10, Zebra 17/13, Bat 11/11, Owl 17/12, Dog 14/13, Monkey 12/13. Total POW (including Doreena): 121.

**SPELLS:** [Doreena]—Befuddle, Healing 6, Invisibility, Protection 4, Sleep 3. [Allied Spirit]—Binding, Dispel Magic 4, Glue 1, Light, Mind Speech 1, Vigor. [Hawk]—Countermagic 6, Preserve Herbs, Spirit Binding, Spirit Shield 2. [Zebra]—Detect Enemies, Detect Life, Detect Magic, Detect Undead, Farsee, Lightwall, Mobility, Silence.

**RUNESPELLS:** Comfort Song, Cure All Disease, Cure Soul Waste, Dismiss Elemental 3, Divine Intervention 6, Heal Constitution, Multispell 3, Refine Medicine, Regrow Limb, Resurrection, Shield 4, Speak to Beasts, Spell Teaching.

**SKILLS:** [Knowledge 15%] Evaluate Treasure 90%, General Knowledge 20%, Find Cattle Food 100%, Find Water 100%, First Aid 100%, Treat Disease 120%, Treat Poison 110%, Find Healing Plants 100%, Identify Plants 100%, Identify Minerals 100%, (Alchemical Skills: Healing potion 8, Wyvern pot. 20 ant., Spider pot. 20 ant., Manticore pot. 20 ant., Poison Gas pot. 20 ant.); [Manipulation 30%] Map Making 75%, Climbing 95%, Hide Item 55%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 95%, Disguise 50%, The Peaceful Cut 50%, Swimming 95%, Rowing 50%, Masonry 90%; [Stealth 15%] Camouflage 90%, Hide in Cover 95%, Move Quietly 95% (minus 25% for armor), Pick Pockets 20%; [Perception 15%] Listen 90%, Spot Hidden Items 95%, Spot Traps 100%, Taste Analysis 75%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 95%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavic 90%/75%, Lunar 85%/75%, Sartarite 85%/75%, Praxian 75%/75%, Darktongue 75%/75%, Tradetalk 90%/80%, Tarshite 70%/60%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal.

**POTIONS:** 6 doses Healing 6 ointment, 6 doses Blade Venom ant., 6 doses Manticore pot. 20 ant., 6 doses Poison Gas pot. 20 ant., 6 doses Wyvern pot. 20 ant., 6 doses Spider pot. 20 ant., 6 doses Harbal pot. 20 ant., 6 doses Mineral pot. 20 ant.

**FINANCES:** carries 200L.; has banked 2500L.; Her gear is worth 6320L, and her ransom is 5000L.

**EQUIPMENT:** iron full helmet, iron plate cuirass with iron chain skirt, vambraces and matching greaves. Leather byrnie and treads with hood; iron shield, pair of daggers with all other listed weapons of bronze or wood. She normally carries 3 javelins. Saddle bags, back pack and basic kit.

ENC: 15/15.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**ELAMON**, Human Male, Rune Priest of Lhankor Mhy. A Pavis poor noble who became an Alchemist's apprentice. Age 29.

**STR 17 CON 17 SIZ 15** Right Leg (01-04) 8/7  
**INT 16 POW 18 DEX 18** Left Leg (05-08) 8/7  
**CHA 14** Abdomen (09-11) 7/7  
 Chest (12) 7/8

Mov 8 Hit Points 19 Right Arm (13-15) 7/6  
 Left Arm (16-18) 7/6  
 Head (19-20) 7/7

**BONUSES: DEFENSE 30% EXPERIENCE 12% ATTACK 25% PARRY 20%.**

Bstrd sword [RH] (1D10+1+1D4) 75% SR 4 Parry (20) 70%.  
 Bstrd sword [LH] (1D10+1+1D4) 50% SR 4 Parry (20) 45%.  
 Composite bow (1D8+1) 75% SR 1 Parry (10) 45%.  
 2H spear (1D10+1+1D4) 75% SR 2 Parry (15) 75%.  
 1H spear [RH] (1D8+1+1D4) 65% SR 3 Parry (15) 60%.  
 1H spear [LH] (1D8+1+1D4) 35% SR 3 Parry (15) 40%.  
 Javelin [RH] (1D10+1D2) 65% SR 1 Parry (15) 60%.  
 Dagger [RH] (2D4+2) 50% SR 6 Parry (20) 50%.  
 Large Shield [LH] (1D8+1D4) 50% SR 6 Parry (16) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Hawk) 20/12; Bound Spirits —Zebra 17/13; Bat 11/6; Owl 15/9; Lizard 17/12.

Total POW (including Elamon): 98.

**SPELLS:** [Elamon] —Befuddle, Dispel Magic 2, Disruption, Healing 6, Harmonize, Invisibility, Mobility; [Allied Spirit] —Farsee, Mind Speech 1, Protection 4, Repair, Vigor; [Bat] —Counter magic 6; [Owl] —Detect Enemies, Detect Gems, Detect Gold, Detect Life, Detect Traps, Detect Undead, Silence; [Lizard] —Bladesharp 4, Detect Silver, Detect Spirits, Light, Multimissile 4, Spirit Binding.

**RUNESPELLS:** Analyze Magic, Clairvoyance, Divination 2, Mind Read, Multispell 2, Reconstruction, Shield 4, Spell Teaching, Spirit Block 2, Telekinesis, Translate, True Speak.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 95%, General Knowledge 25%, Find Cattle Food 15%, Find Water 15%, First

Aid 90%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills: Blade Venom pot. 14 ant., Power Restoring 4 potion, Acid pot. 16, Blade Venom pot. 14 ant., Wyvern pot. 14 ant., Manticore pot. 14 ant., Spider pot. 16 ant.; [Manipulation 25%] Map Making 75%, Climbing 75%, Hide Item 40%, Jumping 75%, Lock Picking 65%, Trap Set/Disarm 65%, Riding 50%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; [Stealth 5%] Camouflage 25%, Hide In Cover 60%, Move Quietly 65% (minus 20% for armor), Pick Pockets 10%; [Perception 10%] Listen 75%, Spot Hidden Items 75%, Spot Trap 75%, Taste Analysis 50%, Tracking 50%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 75%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Old Pavis 90%/90%, Draconic 65%/30%, Tradetalk 95%/95%, Lunar 75%/70%, Sartarite 80%/70%, Praxian 75%/40%, Darktongue 80%/50%, Mostali 65%/50%.

**MAGIC ITEMS:** POW 4 Spell Resisting Crystal, POW 13 Power Storage Crystal.

**POTIONS:** 3 doses Healing 6 salve, 6 doses Blade Venom pot. 14, 6 doses Blade Venom pot. 14 ant., 4 doses Power Restoring pot. 4, 4 doses Wyvern pot. 14 ant., 4 doses Manticore pot. 14 ant., 4 doses Spider pot. 16 ant., 4 doses Acid pot. 16.

**FINANCES:** carries 20W, 30L, 10C. Has banked 1000L and has an income of 400L/year. His gear is worth 1000L and his ransom is 2000L.

**EQUIPMENT:** Full bronze helm, chain hauberk with plate greaves and vambraces, leather hood, byrnie and trews. All listed weapons are of bronze or wood, with the composite bow of wood and bone. Elamon carries three javelins, a leather back pack, saddle bags and a basic kit. (ENC:17/17).

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

**FELAMORA**, Human Female, Rune Lady of Lhankor Mhy. A Lunar townswoman who apprenticed herself to a Free Sage early in life. Age 37.

**STR 16 CON 15 SIZ 16** Right Leg (01-04) 11/6  
**INT 16 POW 15 DEX 19** Left Leg (05-08) 11/6  
**CHA 16** Abdomen (09-11) 10/6  
 Chest (12) 10/7

Mov 8 Hit Points 17 Right Arm (13-15) 10/5  
 Left Arm (16-18) 10/5  
 Head (19-20) 10/6

**BONUSES: DEFENSE 25% EXPERIENCE 12% ATTACK 15% PARRY 10%.**

(I) 2H spear (1D10+1+1D4) 100% SR 1 Parry (23) 100%.  
 Composite bow (1D8+1) 100% SR 0 Parry (10) 35%.  
 (I) Bst swd [RH] (1D10+1+1D4) 95% SR 3 Parry (30) 75%.  
 (I) Bst swd [LH] (1D10+1+1D4) 75% SR 3 Parry (30) 75%.  
 (I) 1H spear [RH] (1D8+1+1D4) 80% SR 2 Parry (23) 80%.  
 (I) 1H spear [LH] (1D8+1+1D4) 75% SR 2 Parry (23) 75%.  
 (I) Javelin [RH] (1D10+1D2) 85% SR 0 Parry (23) 80%.  
 (I) Dagger [RH] (2D4+2) 75% SR 5 Parry (23) 75%.  
 (I) Md Shield [LH] (1D6+1D4) 50% SR 5 Parry (18) 90%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 21/13; Bound Spirits —Horse 15/9, Falcon 15/11, Owl 15/10, Crystal 18/8.

Total POW (including Felamora): 109.

**SPELLS:** [Felamora] —Befuddle, Detect Enemies, Detect Magic, Disruption, Healing 6, Invisibility, Light, Strength; [Allied Spirit] —Dispel Magic 2, Mobility, Multimissile 1, Repair, Vigor; [Horse] —Bladesharp 4, Protection 4, Silence; [Owl] —Fire Arrow, Fireblade, Lightwall; [Falcon] —Detect Life, Detect Spirits, Detect Undead, Glue 1, Mindspeech 2; [Crystal] —Counter magic 6, Spirit Binding.

**SKILLS:** [Knowledge 5%] Evaluate Treasure 95%, General Knowledge 50%, Find Cattle Food 10%, Find Water 10%, First Aid 100%, Treat Disease 75%, Treat Poison 90%, Find Healing

Plants 75%, Identify Plants 75%, Identify Animals 75%, (Alchemical Skills: brew Blade Venom pot. 14, Blade Venom pot. 14 ant.); [Manipulation 15%] Map Making 95%, Climbing 80%, Hide Item 40%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 75%, Disguise 20%, The Peaceful Cut 20%, Swimming 80%, Rowing 20%, Masonry 20%; [Stealth] Camouflage 75%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 15%; [Perception] Listen 90%, Spot Hidden Items 90%, Spot Trap 95%, Taste Analysis 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 90%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Lunar 90%/90%, Tradetalk 90%/90%, Sartarite 80%/80%, Praxian 85%/85%, Old Pavis 85%/85%, Darktongue 90%/90%, Draconic 80%/80%, Tarshte 80%/80%.

**MAGIC ITEMS:** POW 4 Spell Strengthening Crystal, POW 10 Power Storage Crystal, POW 6 Power Storage Crystal (now holding Bound Spirit).

**POTIONS:** 3 doses Healing 8 salve, 4 doses Blade Venom 14, 4 doses Blade Venom pot. 14 ant., 3 doses Manticore pot. 12 ant., 3 doses Wyvern pot. 16 ant., 3 doses Poison Gas pot. 14 ant., 3 doses Spider pot. 13 ant.

**FINANCES:** carries 10W, 30L, 15C. Has banked 1500L, has gear worth about 7250L and has a ransom of 3000L.

**EQUIPMENT:** iron plate full helm, vambraces and greaves, iron chain mail hauberk. Leather trews underneath as well as leather byrnie and hood. All listed weapons are iron or iron bound wood except for the composite bow which is of bone and wood. Felamora also carries a leather back pack, saddle bags for her horse, basic kit and 4 extra javelins.

ENC: 16 max/16 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.





The cult of Lhankhor Mhy is associated with Issaries, Chalana Arroy, and Orlanth, friendly to Pavis, and neutral to all others. Lhankhor Mhy is the god of knowledge, and his cult is the cult of sages and alchemists. Members vow truth, but the cult rarely takes action against lawbreakers. The cult gives training in all sage skills.

**GELMON**, Human Male, Rune Lord -Rune Priest of Lhankor Mhy. A Sartar townsman who apprenticed himself to a Free Sage. Age 45.

**STR 16 CON 16 SIZ 16** Right Leg (01-04) 11/6  
**INT 15 POW 18 DEX 21** Left Leg (05-08) 11/6  
**CHA 18** Abdomen (09-11) 10/6  
Chest (12) 10/7

Mov 8 Hit Points 18 Right Arm (13-15) 10/5  
Left Arm (16-18) 10/5  
Head (19-20) 10/6

**BONUSES: DEFENSE 35%  
EXPERIENCE 9% ATTACK 25% PARRY 20%.**

(I) Bst swd [RH] (1D10+1+1D4) 120% SR 3 Parry (30) 100%.  
(I) Bst swd [LH] (1D10+1+1D4) 100% SR 3 Parry (30) 90%.  
(I) 2H spear (1D10+1+1D4) 120% SR 1 Parry (23) 120%.  
(I) 1H spear [RH] (1D8+1+1D4) 100% SR 2 Parry (23) 90%.  
(I) 1H spear [LH] (1D8+1+1D4) 80% SR 2 Parry (23) 80%.  
(I) Javelin [RH] (1D10+1D2) 110% SR 0 Parry (23) 90%.  
Composite bow (1D8+1) 120% SR 0 Parry (10) 50%.  
(I) Dagger [RH] (2D4+2) 80% SR 5 Parry (30) 80%.  
(I) Large Shield [LH] 75% SR 5 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 17/15, Horse 12/12, Falcon 15/10, Owl 16/10, Bat 17/11, Lizard 18/12.

Total POW (including Gelmon): 128.

**SPELLS:** [Gelmon] —Befuddle, Disruption, Healing 6, Invisibility, Multimissile 2, Spirit Shield 2; [Allied Spirit] —Detect Magic, Dispel Magic 4, Fireblade, Repair, Vigor; [Horse] Bladesharp 2, Countermagic 4, Lightwall, Protection 2; [Falcon] —Farsee, Glue 2, Ironhand 2, Mind Speech 3, Strength; [Owl] —Fanaticism, Fire Arrow, Spirit Shield 4; [Bat] —Detect Enemies, Detect Life, Detect Undead.

**RUNESPILLS:** Analyze Magic, Clairaudience, Create Neutral Ground, Dismiss Elemental 3, Knowledge, Mind Read, Multispell 3, Reconstruction, Shield 4, Spell Teaching, Translate, Truespeak, (One Use Spells —Divine Intervention 6).

**SKILLS:** [Knowledge 10%] Evaluate Treasure 110%, General

Knowledge 80%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Animals 100%, Identify Minerals 100%, (Alchemical Skills: Blade Venom pot. 20, Blade Venom pot. 20 ant., Wyvern pot. 20 ant., Manticore pot. 20 ant., Spider pot. 20 ant., Poison Gas pot. 20, Healing 10 salve); [Manipulation 25%] Map Making 100%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 100%, Riding 80%, Disguise 75%, The Peaceful Cut 30%, Swimming 100%, Rowing 50%, Masonry 50%; [Stealth 10%] Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for Armor), Pick Pockets 50%; [Perception 10%] Listen 100%, Spot Hidden Items 100%, Spot Trap 110%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 100%, Bargaining 40%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Tradetalk 90%/90%, Lunar 90%/90%, Praxian 90%/90%, Dark-tongue 90%/90%, Aldryami 90%/90, Old Pavic 90%/90%, Draconic 90%/90%.

**MAGIC ITEMS:** POW 4 Power Enhancing Crystal, POW 15 Power Storing crystal. Scroll: Stealth +5% (in Lunar).

**POTIONS:** 6 doses Healing 10 salve, 6 doses Blade Venom pot. 20, Blade Venom pot. 20 ant., 6 doses Manticore pot. 20 ant., 6 doses Wyvern pot. 20 ant., 6 doses Spider pot. 20 ant., 6 doses Poison Gas pot, 20 ant.

**FINANCES:** carries 25W, 20L, 30C. Has banked 2500L, his gear is worth 8700L and he has a ransom of 5000L.

**EQUIPMENT:** heavily armored in plate iron helm, matching vambraces and greaves, and an iron, chain hauberk, with leathers under all. All listed weapons are either iron or iron bound except the composite bow which is wood and bone. Gelmon carries only one javelin, as well as a back pack, saddle bags and a basic kit.

ENC: 16 max/16 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** none.

# ORLANTH



The cult of Orlanth is associated with the Lightbringer cults of Issaries, Chalana Arroy, and Lhankor Mhy, hostile toward Chaos and The Seven Mothers, neutral to Daka Fal and Zorak Zoran, and friendly to all other cults. Orlanth is the god of air and storm. The cult has three sub-cults. Orlanth Adventurous is the most widespread, particularly in Prax, as it is for those who wander and adventure. Orlanth Thunderous is worshipped where people commune with violent storms of nature, as in the Storm Hills. Orlanth Rex is for chieftains, nobles, and poets. There is a permanent rivalry with Yelmalo, but not necessarily antagonistic. Orlanth cultists despise all chaotic creatures, as well as the citizens of the Lunar empire, with those links to Chaos. Initiates may demand assistance (for an agreed-upon price) from all air Rune cultists (Orlanth, Storm Bull, Thunder Bird, etc.).

**HENRIK**, Human Male, Rune Priest of Orlanth Thunderous. A Sartarite townsman with heavy cavalry experience. Age 25.

<b>STR 18 CON 18 SIZ 18</b>	Right Leg (01-04)	8/7
<b>INT 14 POW 18 DEX 18</b>	Left Leg (05-08)	8/7
<b>CHA 16</b>	Abdomen (09-11)	7/7
	Chest (12)	7/8
Mov 8 Hit Points 21	Right Arm (13-15)	7/6
	Left Arm (16-18)	7/6
	Head (19-20)	7/7

**BONUSES: DEFENSE 25% EXPERIENCE 06% ATTACK 25% PARRY 15%.**

Greatsword (2D8+1D6) 80% SR 3 Parry (15) 80%.  
 Bstrd sword [RH] (1D10+1+1D6) 85% SR 4 Parry. (20) 75%.  
 Bstrd sword [LH] (1D10+1+1D6) 50% SR 4 Parry (20) 50%.  
 Composite bow (1D8+1) 85% SR 1 Parry (10) 35%.  
 Dagger [RH] (1D4+2+1D6) 75% SR 6 Parry (20) 75%.  
 Dagger [LH] (1D4+2+1D6) 75% SR 6 Parry (20) 75%.  
 Grapple 75% SR 6.  
 Thrown Rock [RH] (1D4+1D3) 75% SR 1.  
 Large Shield [LH] (1D8+1D6) 50% SR 6 Parry (16) 85%.

**SPIRITS (POW/INT):** Allied Spirit (cat) 22/13; Bound Spirits —Horse 15/14, Bat 16/13, Monkey 14/9, Lizard 15/8.  
 Total POW (including Henrik): 110.

**SPELLS:** [Henrik] —Befuddle, Disruption, Farsee, Harmonize, Healing 6; [Allied Spirit] —Ironhand 4, Mobility, Protection 4, Vigor; [Horse] —Bladesharp 4, Countermagic 6, Multimissile 4; [Bat] —Detect Magic, Extinguish, Glue 1, Spirit Binding, Xenohealing 6; [Monkey] — Detect Enemies, Detect Life, Fire Arrow, Lightwall, Mind Speech 1; [Lizard] —Dispel Magic 2, Fireblade, Repair.

**RUNESPELLS:** Analyse Magic, Darkwalk, Discorporation, Divination 1, Guided Teleportation, Lock, Multispell 2, Shield 4, Spell Teaching, Summon Sylph 3, Teleportation, Wind

**SKILLS:** [Knowledge 10%] Evaluate Treasure 75%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; [Manipulation 25%] Map Making 75%, Climbing 90%, Hide Item 50%, Jumping 80%, Lock Picking 75%, Trap Set/Disarm 75%, Riding 80%, Disguise 30%, The Peaceful Cut 30%, Swimming 80%, Rowing 30%, Masonry 30%; [Stealth 0%] Camouflage 60%, Hide In Cover 75%, Move Quietly 75% (minus 20% for armor), Pick Pockets 05%; [Perception 10%] Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 50%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/40%, Darktongue 60%/40%, Praxian 60%/30%, Tarshite 50%/30%, Old Pavic 40%/20%.

**MAGIC ITEMS:** POW 4 Spell Reinforcing Crystal, POW 10 Power Storage Crystal.

**POTIONS:** 3 doses Healing 8 salve, 3 doses Blade Venom pot. 14, 3 doses Blade Venom pot. 14 ant., 2 doses Manticore pot. 14 ant., 2 doses Wyvern pot. 12 ant., 2 doses Poison Gas pot. 14 ant., 2 doses Spider pot. 14 ant.

**FINANCES:** carries 10W, 30L, 30C. Has banked 1500L and has gear worth 1100L. Henrik's ransom is 3000L.

**EQUIPMENT:** bronze plate armor; full helm, vambraces and greaves with a chain hauberk and leather underneath. All listed weapons are of bronze or wood, and he has a leather back pack and saddle bags.  
 ENC: 18 max/18 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Must eat eggs once per week.

**ISHOMON**, Human Male, Rune Lord of Orlanth Adventurous,  
A Sartar townsman with heavy cavalry experience. Age 27.

<b>STR 17 CON 17 SIZ 14</b>	Right Leg (01-04)	11/6
<b>INT 17 POW 15 DEX 21</b>	Left Leg (05-08)	11/6
<b>CHA 18</b>	Abdomen (09-11)	10/6
	Chest (12)	10/7
Mov 8	Right Arm (13-15)	10/5
Hit Points 18	Left Arm (16-18)	10/5
	Head (19-20)	10/6

**BONUSES: DEFENSE 35% Head (19-20) 10/6**  
**EXPERIENCE 15% ATTACK 30% PARRY 20%.**

- (I) Greatsword (1D8+1D6) 100% SR 3 Parry (23) 100%.
- (I) Bstrd sword[RH] (1D10+1+1D6) 100%SR 4 Parry(30) 90%
- (I) Bstrd sword[LH] (1D10+1+1D6) 75% SR 4 Parry(30) 75%.
- (I) Battle Axe [RH] (1D8+2+1D6) 90% SR 5 Parry (23) 80%.
- (I) Battle Axe [LH] (1D8+2+1D6) 75% SR 5 Parry (23) 75%.
- Composite bow (1D8+1) 100% SR 0 Parry (10) 40%.
- (I) Dagger [RH] (1D4+2+1D6) 75% SR 6 Parry (30) 75%.
- Arbalest (3D6+1) 85% SR 0 Parry (10) 45%.
- (I) Large Shield (1D8+1D6) 75% SR 6 Parry (24) 100%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 19/15; Bound Spirits —Horse 14/7, Bat 14/5, Lizard 14/9, Crystal 16/14, Crystal 16/7. Total POW (including Ishomon): 118.

**SPELLS: [Ishomon]** —Befuddle, Detect Magic, Dispel Magic 2, Disruption, Healing 6, Invisibility, Xenohealing 3; **[Allied Spirit]** —Bladesharp 4, Fireblade, Mobility, Repair, Vigor; **[Horse]** —Harmonize, Light, Protection 4; **[Bat]** —Multimissile 4, Spirit Binding; **[Lizard]** —Countermagic 6, Silence, Strength; **[Crystal]** —Detect Enemies, Fire Arrow, Glue 1, Iron Hand 4, Lightwall, Mind Speech 2.

**SKILLS: [Knowledge 10%]** Evaluate Treasure 90%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 90%, Treat Disease 75%, Treat Poison 90%, Find Healing

Plants 50%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; **[Manipulation 30%]** Map Making 90%, Climbing 95%, Hide Item 50%, Jumping 95%, Lock Picking 75%, Trap Set/Disarm 90%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 90%, Rowing 35%, Masonry 35%; **[Stealth 20%]** Camouflage 75%, Hide In Cover 95%, Move Quietly 100% (minus 20% for armor), Pick Pockets 25%; **[Perception]** Listen 90%, Spot Hidden Items 100%, Spot Trap 95%, Taste Analysis 50%, Tracking 80%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 90%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/50%, Lunar 75%/40%, Praxian 70%/30%, Darktongue 65%/30%, Old Pavic 65%/25%, Draconic 30%/15%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal, POW 10 Power Storage Crystal, POW 8 Power Storage Crystal (Bound Spirit), POW 9 Power Storage Crystal (Bound Spirit).

**POTIONS:** 4 doses Healing 8 salve, 4 doses Blade Venom pot. 16, 4 doses Blade Venom pot. 16 ant., 3 doses Manticore pot. 16 ant., 3 doses Wyvern pot. 16 ant., 3 doses Poison Gas pot. 16 ant.

**FINANCES:** carries 30W, 30L, 10C. Has banked 2000L, has gear and equipment worth 8450L and has a ransom of 4000L.

**EQUIPMENT:** full iron armor including a full helm, vambraces, greaves and a chain mail hauberk. Full leather underneath. All listed weapons are iron or iron bound except the composite bow, which is wood and bone, and the arbalest, which is all wood. He also has a leather back pack, saddle bags and the basic kit.  
ENC: 17 max/17 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** must eat eggs once a week, must fight chaos, must aid earth cults, and must challenge Yelmations to a round of riddles.

**JEMDAR**, Human Male. Rune Lord Priest of Orlanth Rex. A  
Sartar poor noble with light cavalry experience. Age 36.

<b>STR 18 CON 18 SIZ 18</b>	Right Arm (01-04)	11/7
<b>INT 15 POW 18 DEX 21</b>	Left Arm (05-08)	11/7
<b>CHA 18</b>	Abdomen (09-11)	10/7
	Chest (12)	11/8
Mov 8	Right Arm (13-15)	10/6
Hit Points 21	Left Arm (16-18)	10/6
	Head (19-20)	10/7

**BONUSES: DEFENSE 35% Head (19-20) 10/7**  
**EXPERIENCE 09% ATTACK 30% PARRY 20%.**

- (I) Greatsword (2D8+1D6) 125% SR 2 Parry (23) 110%.
- (I) Bstrd swd[RH] (1D10+1+1D6) 110% SR 3 Parry(30) 100%
- (I) Bstrd swd[LH] (1D10+1+1D6) 90% SR 3 Parry (30) 90%.
- Composite bow (1D8+1) 120% SR 0 Parry (10) 50%.
- (I) Battle Axe[RH] (1D8+2+1D6) 100% SR 4 Parry (23) 90%.
- (I) Battle Axe [LH] (1D8+2+1D6) 85% SR 4 Parry (23) 80%.
- Arbalest (3D6+1) 100% SR 0 Parry (10) 60%.
- (I) Dagger [RH] (1D4+2+1D6) 85% SR 5 Parry (30) 85%.
- (I) Large Shield [LH] (1D8+1D6) 85% SR 5 Parry (24) 110%.

**SPIRITS (POW/INT):** Allied Spirit (sword) 20/15; Bound Spirits —Horse 14/6, Cat 17/9, Bat 15/8, Monkey 13/15, Ox 15/9. Total POW (including Jemdar): 123.

**SPELLS: [Jemdar]** —Befuddle, Demoralize, Dispel Magic, Healing 6, Invisibility; **[Allied Spirit]** —Detect Magic, Disruption, Extinguish, Fireblade, Mind Speech 1, Repair, Vigor; **[Horse]** —Countermagic 4, Harmonize; **[Cat]** —Bladesharp 2, Mobility, Multimissile 4, Protection 2; **[Bat]** —Detect Enemies, Detect Undead, Ironhand 2, Lightwall; **[Ox]** —Detect Life, Glue 1, Spirit Binding, Spirit Shield.

**RUNESPELLS:** Command Worshippers, Concealment, Darkwalk, Dismiss Elemental 3, Heal Constitution, Guided Teleport, Multispell 3, Shield 4, Spell Teaching, Summon Sylph 3, Telekinesis, Teleport, Wind Words.

**SKILLS: [Knowledge 10%]** Evaluate Treasure 100%, General

Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 100%, Identify Plants 100%, Identify Minerals 100%; **[Manipulation 30%]** Map Making 100%, Climbing 100%, Hide Item 80%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 35%, Swimming 100%, Rowing 35%, Masonry 35%; **[Stealth 5%]** Camouflage 95%, Hide In Cover 110%, Move Quietly 115% (minus 25% for armor), Pick Pockets 10%; **[Perception 10%]** Listen 110%, Spot Hidden Items 115%, Spot Trap 105%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 100%, Bargaining 30%.

**LANGUAGES:** (Speak/Read-Write) Sartarite 90%/90%, Stormspeech 90%/90%, Tradetalk 75%/75%, Lunar 75%/75%, Praxian 65%/50%, Darktongue 65%/50%, Old Pavic 60%/40%, Draconic 50%/40%.

**MAGIC ITEMS:** POW 6 Power Enhancing Crystal, POW 11 Power Storage Crystal.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 18 ant., 3 doses Wyvern pot. 18 ant., 3 doses Spider pot. 18 ant., 3 doses Poison Gas pot. 18 ant., 3 doses Acid pot. 20.

**FINANCES:** carries 30W, 50L, 30C, has banked 3000L, and has an income of 500L per year. His gear is, to him, priceless, but would return well over 10,000L. His ransom is 6000L.

**EQUIPMENT:** Full iron armor, with plate helm, vambraces, greaves, a plate cuirasse and a chain skirt. Leather underneath. All weapons listed above are of iron or are iron bound, except the composite bow and the arbalest. Jemdar also has a leather back pack and saddle bags, and the basic kit, too. To carry it he has a small ox-cart.  
ENC: 18 max/18 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** must eat eggs once a week, must fight chaos, must aid earth cults, must challenge Yelmations to a riddling contest.



# KYGER LITOR



*Kyger Litor is a goddess of Darkness and creator of the trolls. Her cult is associated with Daka Fal, and friendly with Orlanth and Zorak Zoran, and hostile to the Seven Mothers, and Aldrya. She is a leader against Chaos and her cult rules most troll societies. She rarely befriends light or fire cults, and she dislikes the Lightbringers. Trolls have an ancestral hatred of dwarves and elves, they have dark sense and can function in the absence of light.*

**KYOLA KAGAN**, Dark Troll Female, Rune Priestess of Kyger Litor. An Old Pavis townstroll, she has aquired light cavalry experience. Age 28.

<b>STR 20 CON 20 SIZ 19</b>	Right Leg (01-04)	9/8
<b>INT 13 POW 18 DEX 19</b>	Left Leg (05-08)	9/8
<b>CHA 16</b>	Abdomen (09-11)	8/8
	Chest (12)	8/9
Mov 8 Hit Points 23	Right Arm (13-15)	8/7
	Left Arm (16-18)	8/7
	Head (19-20)	8/8

**BONUSES: DEFENSE 25% EXPERIENCE 03% ATTACK 25% PARRY 15%.**

Greatsword (2D8+1D6) 90% SR 1 Parry (15) 85%.  
 Heavy Mace [RH] (1D8+2+1D6) 85% SR 3 Parry (15) 70%.  
 Heavy Mace [LH] (1D8+2+1D6) 50% SR 3 Parry (15) 40%.  
 Composite Bow (1D8+1) 85% SR 0 Parry (10) 35%.  
 Bstrd Sword [RH] (1D10+1+1D6) 75% SR 2 Parry (20) 65%.  
 Bstrd Sword [LH] (1D10+1+1D6) 50% SR 2 Parry (20) 40%.  
 Dagger [RH] (1D4+2+1D6) 75% SR 4 Parry (20) 75%.  
 Dagger [LH] (1D4+2+1D6) 75% SR 4 Parry (20) 75%.  
 Large Shield [LH] (1D8+1D6) 75% SR 4 Parry (16) 80%.

**SPIRITS (POW/INT):** Allied Spirit (Beetle) 22/17: Bound Spirits —Zebra 10/14, Hawk 11/15, Bat 13/11, Owl 15/10.

Total POW (including Kyola): 71.

**SPELLS:** [Kyola] —Befuddle, Disruption, Extinguish, Healing 6, Invisibility; [Allied Spirit] —Demoralize, Detect Magic, Dispel Magic 2, Ironhand 4, Mobility, Protection 4, Repair, Strength; [Zebra] —Bladesharp 4, Bludgeon 4, Harmonize, Jumping 4; [Hawk] —Darkwall, Detect Enemies, Detect Life, Glue 2, Mind Speech 2, Spirit Binding; [Bat] —Countermagic 6, Multimissile 4, Silence.

**RUNESPELLS:** Blinding 2, Counter Chaos, Crush 2, Darksee, Dismiss Elemental 2, Divination 1, Healing Trance, Mind Link, Multispell 2, Shield 4, Spell Teaching.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 50%, General

Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 50%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 15%, Identify Animals 20%, Identify Minerals 15%; [Manipulation 25%] Map Making 50%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 65%, Trap Set/Disarm 75%, Riding 90%, Disguise 30%, The Peaceful Cut 30%, Swimming 75%, Rowing 30%, Masonry 30%; [Stealth 0%] Camouflage 80%, Hide In Cover 75%, Move Quietly 75% (minus 25% for Armor), Pick Pockets 50%; [Perception 10%] Listen 75%, Spot Hidden Items 80%, Spot Trap 75%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%, Darksense 100%; [other] Oratory 50%, Bargaining 20%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 75%/75%, Lunar 70%/50%, Sartarite 60%/40%, Old Pavic 60%/30%, Draconic 25%/0%, Praxian 25%/0%, Aldryami 30%/0%.

**MAGIC ITEMS:** POW 4 Spell Strengthening Crystal, POW 12 Power Storage Crystal.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 16, 3 doses Blade venom pot. 14 ant., 2 doses Manticore pot. 14 ant., 2 doses Wyvern pot. 16 ant., 2 doses Spider pot. 16 ant., 2 doses Poison Gas pot. 12 ant., 2 doses Herbal pot. 14 ant.

**FINANCES:** carries 10W, 30L, 15C, has 1000L banked. Her gear is worth 1050L and she has a ransom of 2000L.

**EQUIPMENT:** Kyola wears bronze armor, with a full helmet, plate vambraces and greaves and a chain hauberk. She wears full leather padding. All weapons listed are of bronze or wood, and she has both a leather back pack, and leather saddlebags. A basic kit completes the ensemble. ENC: 20 max/20 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Kyola Kagan hates elves, dwarves, will hunt down chaos and will take double damage from iron weapons. She also has normal 2 point troll-skin.

**LORMOG LIBOR**, Great Troll Male, Rune Lord of Kyger Litor. A Shadows Dance townstroll, he aquired medium infantry experience. Age 25.

<b>STR 36 CON 20 SIZ 34</b>	Right Leg (01-04)	10/9
<b>INT 10 POW 17 DEX 21</b>	Left Leg (05-08)	10/9
<b>CHA 12</b>	Abdomen (09-11)	9/9
	Chest (12)	10/10
Mov 7 Hit Points 27	Right Arm (13-15)	9/8
	Left Arm (16-18)	9/8
	Head (19-20)	9/9

**BONUSES: DEFENCE 0% EXPERIENCE 0% ATTACK 45% PARRY 20%.**

(L) Greatsword (2D8+3D6) 100% SR 1 Parry (15) 90%.  
 (L) Maul (2D8+3D6) 100% SR 1 Parry (20) 95%.  
 (L) Hvy Mace [RH] (1D8+2+3D6) 100% SR 3 Parry (25) 90%.  
 (L) Hvy Mace [LH] (1D8+2+3D6) 85% SR 3 Parry (25) 75%.  
 Bite (1D4+3D6) 85% SR 4.  
 Composite bow (1D8+1) 100% SR 0 Parry (10) 50%.  
 (L) Battle Axe [RH] (1D8+2+3D6) 85% SR 3 Parry (20) 75%.  
 (L) Battle Axe [LH] (1D8+2+3D6) 75% SR 3 Parry (20) 75%.  
 (L) Large Shield [LH] (1D8+3D6) 90% SR 4 Parry (16) 100%.

**SPIRITS (POW/INT):** Allied Spirit (mace) 19/17; Bound Spirits —Bat 17/11, Beetle 16/14, Hawk 18/15.

**SPELLS:** [Lormog] —Befuddle, Detect Magic, Healing 6, Multimissile 2; [Allied Spirit] —Bludgeon 2, Detect Enemies, Demoralize, Disruption, Dispel Magic 4, Extinguish, Glue 1, Invisibility, Repair; [Bat] —Countermagic 4, Darkwall, Harmonize, Mobility, Protection 2; [Hawk] —Bladesharp 2, Ironhand 2, Jumping, Mind Speech 1, Silence, Spirit Binding, Stone Biting 2, Tree Chopping Song.

**RUNESPELLS:** none.

**SKILLS:** [Knowledge 5%] Evaluate Treasure 65%, General

**MERLGER MORAN**, Mistress Race Troll Female, Rune Lord Priest of Kyger Litor. A rich Dagori Inkarth noble, she has had heavy cavalry experience. Age 29.

<b>STR 28 CON 21 SIZ 28</b>	Right Leg (01-04)	10/9
<b>INT 14 POW 19 DEX 21</b>	Left Leg (05-08)	10/9
<b>CHA 21</b>	Abdomen (09-11)	9/9
	Chest (12)	9/10
Mov 9 Hit Points 25	Right Arm (13-15)	9/8
	Left Arm (16-18)	9/8
	Head (19-20)	9/9

**BONUSES: DEFENSE 25% EXPERIENCE 06% ATTACK 40% PARRY 25%.**

(L) 2H spear (1D10+1+2D6) 120% SR 0 Parry (20) 100%.  
 (L) 1H spr [RH] (1D8+1+2D6) 110% SR 1 Parry (20) 100%.  
 (L) Javelin [RH] (1D10+2D6) 110% SR 0 Parry (20) 100%.  
 (L) Maul (2D8+2D6) 120% SR 1 Parry (20) 110%.  
 (L) Bst swd [RH] (1D10+1+2D6) 110% SR 2 Parry (20) 100%.  
 (L) Bst swd [LH] (1D10+1+2D6) 100% SR 2 Parry (20) 90%.  
 Composite Bow (1D8+1) 100% SR 0 Parry (10) 55%.  
 Arbalest (3D6+1) 100% SR 0 Parry (10) 50%.

**SPIRITS (POW/INT):** Allied Spirit (maul) 21/13; Bound Spirits —Horse 17/13, Falcon 14/13, Lizard 13/9, Bat 18/13, Owl 18/11. Total POW (including Merlger): 120.

**SPELLS:** [Merlger] —Befuddle, Binding, Demoralize, Dispel Magic 4, Disruption, Healing 6; [Allied Spirit] —Detect Magic, Extinguish, Glue 1, Mind Speech 1, Repair, Spirit Shield 2, Vigor; [Falcon] —Countermagic 4, Ironhand, Spirit Binding, Xenohealing 6; [Bat] —Bladesharp 2, Bludgeon 2, Darkwall, Detect Enemies, Multimissile 4, Protection 2; [Owl] —Jumping 2, Stone Biting 2, Tree Chopping Song.

**RUNESPELLS:** Blinding 4, Concealment, Counter Chaos, Crush, Darksee, Dismiss Elemental 3, Divination 3, Divine Intervention 6, Healing Trance, Multispell 3, Shield 4, Spell Teaching, Summon Shade 3.

**SKILLS:** [Knowledge 10%] Evaluate Treasure 100%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First

Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 90%, Treat Disease 90%, Treat Poison 90%, Find Healing Plants 10%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%; [Manipulation 45%] Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 90%, Trap Set/Disarm 100%, Riding 80%, Disguise 50%, The Peaceful Cut 50%, Swimming 100%, Rowing 50%, Masonry 50%; [Stealth -20%] Camouflage 100%, Hide In Cover 50%, Move Quietly 50% (minus 25% for armor), Pick Pockets 5%; [Perception 5%] Listen 100%, Spot Hidden Items 90%, Spot Trap 90%, Taste Analysis 50%, Tracking 85%, Sense Chaos 0%, Sense Assassin 0%, Darksense 100%; [other] Oratory 75%, Bargaining 10%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 90%/40%, Tradetalk 75%/40%, Lunar 60%/0%, Sartarite 60%/0%, Praxian 50%/0%, Old Pavic 40%/0%, Draconic 15%/0%, Aldryami 30%/0%.

**MAGIC ITEMS:** POW 4 Power Enhancing Crystal, POW 12 Power Storage Crystal, Ring —Vigor Matrix.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 18, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 18 ant., 2 doses Spider pot. 16 ant., 2 doses Poison Gas pot. 18 ant.

**FINANCES:** carries 10W, 30L, 20C. Has banked 2000L and has gear worth 2980L. His ransom is 4000L.

**EQUIPMENT:** wears lead plate cuirass, full helm, vambraces and greaves. He has a lead chainmail skirt, and all weapons so indicated are also lead. Lormog also has a saddle bag and the basic kit. ENC: 28 max/28 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** has 2 point troll-skin.

Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 15%, Identify Plants 75%, Identify Animals 75%, Identify Minerals 75%; [Manipulation] Map Making 100%, Climbing 110%, Hide Item 100%, Jumping 115%, Lock Picking 100%, Trap Set/Disarm 105%, Riding 100%, Disguise 75%, The Peaceful Cut 45%, Swimming 100%, Rowing 50%, Masonry 50%; [Stealth -5%] Camouflage 100%, Hide In Cover 100%, Move Quietly 100% (minus 20% for armor), Pick Pockets 05%; [Perception] Listen 100%, Spot Hidden Items 100%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%, Dark Sense 100%; [other] Oratory 100%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 90%/90%, Lunar 80%/80%, Sartarite 80%/80%, Praxian 80%/80%, Old Pavic 75%/75%, Aldryami 50%/50%, Mostali 50%/50%.

**MAGIC ITEMS:** POW 6 Power Enhancing Crystal, POW 15 Power storage Crystal, Scroll —Skill Training in Maul +5% (in Darktongue).

**POTIONS:** 4 doses Healing 20 salve, 4 doses Blade Venom pot. 20, 4 doses Blade Venom pot. 20 ant., 4 doses Manticore pot. 20 ant., 4 doses Wyvern pot. 20 ant., 4 doses Spider pot. 20 ant., 4 doses Poison Gas pot. 20 ant.

**FINANCES:** carries 30W, 50L, 30C, with 5000L banked and an income of 1000L per annum. Her gear is valued at 3050L, and she has a ransom of 10,000L.

**EQUIPMENT:** While she appears in full lead armor (full helm, vambraces, greaves, chain hauberk and leather padding) her listed weapons are of lead and/or wood. She also has saddle bags and the basic kit. ENC: 25 max/25 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Merlger has normal 2 point troll-skin, and is vulnerable to iron (does double damage).

**NORGASH ORNAG**, Dark Troll Male. Rune Priest of Zorak Zoran. An Old Pavis townstroll with heavy infantry training. Age 28.

**STR 23 CON 21 SIZ 23** Right Leg (01-04) 9/9  
**INT 16 POW 18 DEX 18** Left Leg (05-08) 9/9  
**CHA 16** Abdomen (09-11) 8/9  
 Chest (12) 8/10

Mov 8 Hit Points 25 Right Arm (13-15) 8/8  
 Left Arm (16-18) 8/8  
 Head (19-20) 8/9

**BONUSES: DEFENSE 20% EXPERIENCE 12% ATTACK 30% PARRY 15%.**

Maul (2D8+2D6) 85% SR 2 Parry (15) 75%.  
 Heavy Mace [RH] (1D8+2+2D6) 85% SR 4 Parry (20) 70%.  
 Heavy Mace [LH] (1D8+2+2D6) 50% SR 4 Parry (20) 35%.  
 Sling (1D8) 75% SR 1.  
 Composite bow (1D8+1) 75% SR 1 Parry (10) 35%.  
 Battle Axe [RH] (1D8+2+2D6) 75% SR 4 Parry (15) 60%.  
 Battle Axe [LH] (1D8+2+2D6) 50% SR 4 Parry (15) 35%.  
 Dagger [RH] (1D4+2+2D6) 65% SR 5 Parry (20) 50%.  
 Medium Shield [LH] (1D8+2D6) 75% SR 5 Parry (12) 85%.

**SPIRITS (POW/INT):** Allied Spirit (Beetle) 19/14; Bound Spirits —Zebra 17/8, Bat 11/11, Hawk 13/14, Owl 15/10.

Total POW (including Norgash): 88.

**SPELLS:** [Norgash] —Befuddle, Demoralize, Detect Enemies, Detect Magic, Disruption, Extinguish, Healing 6, Invisibility; [Allied Spirit] —Darkwall, Dispel Magic, Fireblade, Protection 4, Repair; [Zebra] —Dullblade, Fanaticism, Fire Arrow, Ignite; [Bat] —Bludgeon 4, Coordination, Mobility, Vigor; [Hawk] —Countermagic 6, Glue 1, Harminize, Multimissile 4, Spirit Binding.

**RUNESPELLS:** Berserker, Create Ghost, Create Skeleton, Create Zombie, Crush 2, Darksee, Face Chaos, Fear, Healing Trance, Seal Wound, Shield 4, Spell Teaching, Summon Shade 3.

# ZORAK ZORAN

**SKILLS:** [Knowledge 10%] Evaluate Treasure 50%, General Knowledge 15%, Find Cattle Food 15%, Find Water 15%, First Aid 75%, Treat Disease 60%, Treat Poison 75%, Find Healing Plants 15%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills — brew Blade Venom pot. 20); [Manipulation 30%] Map Making 65%, Climbing 80%, Hide Item 50%, Jumping 80%, Lock Picking 70%, Trap Set/Disarm 75%, Riding 50%, Disguise 35%, The Peaceful Cut 35%, Swimming 75%, Rowing 50%, Masonry 50%; [Stealth -5%] Camouflage 75%, Hide In Cover 50%, Move Quietly 50% (minus 20% for armor), Pick Pockets 30%; [Perception 10%] Listen 75%, Spot Hidden Items 75%, Spot Traps 75%, Taste Analysis 35%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 75%, Bargaining 20%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 90%/90%, Tradetalk 75%/75%, Lunar 70%/50%, Sartarite 70%/50%, Praxian 65%/30%, Old Pavic 70%/30%, Draconic 30%/30%, Aldryami 30%/30%.

**MAGIC ITEMS:** POW 4 Spirit Supporting Crystal, POW 13 Power Storage Crystal, Battle Axe —Bladesharp 4 Matrix.

**POTIONS:** 6 doses Blade Venom pot. 20, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 3 doses Wyvern pot. 18 ant., 1 dose Poison Gas pot. 14 ant., 2 doses Spider pot. 16 ant., 3 doses Healing 10 salve.

**FINANCES:** carries 20W, 30L, 15C. Has banked 500L and his gear is worth 900L. Norgash has no other ransom.

**EQUIPMENT:** Norgash possesses full armor; plate vambraces and greaves, a chainmail hauberk and full helm. He has good leather padding underneath. All armor is of bronze, as are those listed weapons which are not of wood. He also carries a leather back pack and basic kit, and his zebra has saddle bags.  
 ENC: 22 max/22 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Norgash has troll-skin worth 2 points.

*Zorak Zoran is a god of death and Darkness. His cult is associated with Storm Bull, friendly to Kyger Litor and neutral to Daka Fal, Waha and the Lightbringers. It is hostile to all other cults. The cult is fond of bloodshed, slaughter and torture. Devious strategem and dirty tricks are encouraged. Intimidation and pillage are applauded forms of behavior, and on their Holy Day they use all spells and expend themselves in great berserk furies which occasionally kill themselves as well as innocents. They do not ransom; only rescue or revenge.*





**PELUK KOMAZ**, Mistress Race Male Troll, Rune Lord Priest of Zorak Zoran. A rich Shadows Dance noble, he has had heavy cavalry experience, Age 29.

<b>STR 30 CON 20 SIZ 30</b>	Right Leg (01-04)	10/9
<b>INT 18 POW 21 DEX 21</b>	Left Leg (05-08)	10/9
<b>CHA 21</b>	Abdomen (09-11)	9/9
	Chest (12)	10/10
Mov 9	Right Arm (13-15)	9/8
Hit Points 27	Left Arm (16-18)	9/8
	Head (19-20)	9/9

**BONUSES: DEFENSE 30% EXPERIENCE 18% ATTACK 55% PARRY 25%.**

(L) Greatsword (2D8+3D6) 120% SR 1 Parry (15) 100%.  
 (L) Hy Mace [RH] (1D8+2+3D6) 125% SR 3 Parry (25) 100%.  
 (L) Hy Mace [LH] (1D8+2+3D6) 90% SR 3 Parry (25) 75%.  
 Sling (1D8) 110% SR 0.  
 Composite Bow (1D8+2) 120% SR 0 Parry (10) 60%.  
 (L) Btl Axe [RH] (1D8+2+3D6) 100% SR 3 Parry (20) 75%.  
 (L) Btl Axe [LH] (1D8+2+3D6) 90% SR 3 Parry (20) 75%.  
 (L) Dagger [RH] (1D4+2+3D6) 90% SR 4 Parry (20) 75%.  
 (L) Lg Shield [LH] (1D8+3D6) 110% SR 4 Parry (16) 110%.

**SPIRITS (POW/INT):** Allied Spirit (mace) 19/17; Bound Spirits —Horse 17/7, Bat 19/11, Lizard 13/14, Owl 13/12, Falcon 16/10. Total POW (including Peluk): 120.

**SPELLS: [Peluk]** —Befuddle, Demoralize, Dispel Magic 4, Disruption, Extinguish, Healing 6, Invisibility; **[Allied Spirit]** —Bludgeon 4, Detect Enemies, Detect Life, Detect Magic, Fireblade, Repair, Vigor; **[Horse]** —Fanaticism, Fire Arrow, Glue 1, Spirit Binding; **[Bat]** —Bladesharp 2, Detect Life, Harmonize, Mobility, Multimissile 4, Protection 2; **[Owl]** Countermagic 4, Dullblade, Spirit Shield 4.

**RUNESPELLS:** Berserker, Concealment, Create Zombie, Crush 4, Dismiss Elemental 3, Divination 3, Fear 4, Multispell 3, Seal Wound 4, Shield 4, Spell Teaching, Summon Shade 3, (One Use —Sever Spirit).

**SKILLS: [Knowledge 20%]** Evaluate Treasure 75%, General Knowledge 25%, Find Cattle Food 25%, Find Water 25%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find Healing Plants 25%, Identify Animals 75%, Identify Minerals 75%, (Alchemical Skills —Blade Venom pot. 20); **[Manipulation 55%]** Map Making 100%, Climbing 100%, Hide Item 90%, Jumping 110%, Lock Picking 90%, Trap Set/Disarm 100%, Riding 95%, Disguise 60%, The Peaceful Cut 60%, Swimming 100%, Rowing 60%, Masonry 60%; **[Stealth -10%]** Camouflage 100%, Hide In Cover 90%, Move Quietly 90% (minus 65% for armor), Pick Pockets 30%; **[Perception]** Listen 100%, Spot Hidden Items 100%, Spot Trap 100%, Taste Analysis 75%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 100%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 100%/100%, Tradetalk 90%/90%, Lunar 80%/75%, Sartarite 80%/75%, Praxian 75%/60%, Old Pavic 75%/60%, Draconic 50%/50%, Aldryami 50%/50%.

**MAGIC ITEMS:** POW 4 Power Enhancing Crystal, POW 10 Power Storage Crystal.

**POTIONS:** 4 doses Healing 20 salve, 6 doses Blade Venom pot. 20, 4 doses Blade Venom pot. 20 ant., 3 doses Manticore pot. 20 ant., 3 doses Wyvern pot. 20 ant., 3 doses Poison Gas pot. 20 ant., 3 doses Spider pot. 20 ant., 3 doses Herbal pot. 20 ant.

**FINANCES:** carries 40W, 50L, 30C, and has banked 5000L. His gear is worth 2865L. Peluk has no other ransom.

**EQUIPMENT:** Cuirass, vambraces and greaves are of lead plate, and he has a lead chainmail skirt for his abdomen. Fine leather pads the armor. All weapons listed are of lead and/or wood. Peluk also has a back pack and a basic kit, plus saddle bags for his horse. ENC: 26 max/26 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** standard 2 point troll-skin. Also, Peluk is vulnerable to iron (takes double damage).

Plants 10%, Identify Plants 50%, Identify Animals 50%, Identify Minerals 50%, (Alchemical Skills —concoct Blade Venom pot. 20); **[Manipulation 45%]** Map Making 75%, Climbing 100%, Hide Item 75%, Jumping 100%, Lock Picking 80%, Trap Set/Disarm 100%, Riding 90%, Disguise 50%, The Peaceful Cut 50%, Swimming 95%, Rowing 50%, Masonry 50%; **[Stealth -35%]** Camouflage 70%, Hide In Cover 50%, Move Quietly 65% (minus 20% for armor), Pick Pockets 5%; **[Perception 5%]** Listen 90%, Spot Hidden Items 90%, Spot Traps 85%, Taste Analysis 50%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 90%, Bargaining 25%.

**LANGUAGES:** (Speak/Read-Write) Darktongue 90%/80%, Tradetalk 75%/50%, Lunar 60%/30%, Sartarite 60%/30%, Praxian 50%/25%, Old Pavic 50%/25%, Draconic 30%/20%, Aldryami 30%/20%.

**MAGIC ITEMS:** POW 4 Power Enhancing Crystal, POW 12 Power Storage Crystal, Composite bow —Fire Arrow Matrix.

**POTIONS:** 4 doses Healing 10 salve, 6 doses Blade Venom pot. 20, 3 doses Blade Venom pot. 16 ant., 2 doses Manticore pot. 16 ant., 2 doses Wyvern pot. 18 ant., 2 doses Spider pot. 15 ant., 2 doses Poison Gas pot. 12 ant.

**FINANCES:** carries 25W, 50L, 30C. He has banked 1000L and has gear worth 2640L. Orziola has no ransom.

**EQUIPMENT:** Orziola equips himself in the finest lead armor; full plate helm, cuirass, vambraces and greaves with a lead chainmail skirt and full leathers underneath. All listed weapons are of lead and/or wood. Orziola also has a leather back pack, leather saddle bags for his horse and the basic kit. ENC: 27 max/27 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** he has the standard 2 point troll-skin, and the vulnerability to iron. Any weapons of that metal will do double damage.

**ORZIOLA DANAK**, Great Troll Male, Rune Lord of Zorak Zoran. A Shadows Dance poor noble with light cavalry experience. Age 26.

<b>STR 33 CON 20 SIZ 33</b>	Right Leg (01-04)	10/9
<b>INT 12 POW 17 DEX 21</b>	Left Leg (05-08)	10/9
<b>CHA 12</b>	Abdomen (09-11)	9/9
	Chest (12)	10/10
Mov 7	Right Arm (13-15)	9/8
Hit Points 27	Left Arm (16-18)	9/8
	Head (19-20)	9/9

**BONUSES: DEFENSE 0% EXPERIENCE 0% ATTACK 45% PARRY 20%.**

(L) Poleaxe (6D6) 100% SR 1 Parry (17) 90%.  
 (L) Hy Mace [RH] (1D8+2+3D6) 100% SR 3 Parry (25) 75%.  
 (L) Hy Mace [LH] (1D8+2+3D6) 75% SR 3 Parry (25) 75%.  
 Sling (1D8) 100% SR 0.  
 Composite Bow (1D8+1) 95% SR 0 Parry (10) 45%.  
 (L) Battle Axe [RH] (1D8+2+3D6) 90% SR 3 Parry (20) 75%.  
 (L) Battle Axe [LH] (1D8+2+3D6) 75% SR 3 Parry (20) 60%.  
 (L) Dagger [RH] (1D4+2+3D6) 75% SR 4 Parry (20) 60%.  
 (L) Lg Shield [LH] (1D8+3D6) 100% SR 4 Parry (16) 100%.

**SPIRITS (POW/INT):** Allied Spirit (mace) 18/18; Bound Spirits —Horse 17/13, Owl 15/8, Bat 17/12. Total POW (including Orziola): 84.

**SPELLS: [Orziola]** —Befuddle, Demoralize, Detect Enemies, Disruption, Extinguish, Healing 6; **[Allied Spirit]** —Bludgeon 2, Darkwall, Dispel Magic 4, Invisibility, Mind Speech 1, Repair, Vigor; **[Horse]** —Countermagic 4, Detect Life, Detect Magic, Fanaticism, Fireblade, Mobility, Silence; **[Owl]** —Bladesharp 2, Multimissile 4, Protection 2; **[Bat]** —Harmonize, Spirit Binding, Xenohealing 6.

**SKILLS: [Knowledge 5%]** Evaluate Treasure 65%, General Knowledge 10%, Find Cattle Food 10%, Find Water 10%, First Aid 85%, Treat Disease 55%, Treat Poison 75%, Find Healing

**QUERIAL THE FAIR**, Female Dryad, Rune Priestess of Aldrya (Elder Sister). An Old Pavis rich noble with light cavalry experience. Age 28.

<b>STR 14 CON 15 SIZ 9</b>	Right Leg (01-04)	8/6
<b>INT 22 POW 18 DEX 19</b>	Left Leg (05-08)	8/6
<b>CHA 18</b>	Abdomen (09-11)	7/6
	Chest (12)	7/7
Mov 9	Right Arm (13-15)	7/5
Hit Points 16	Left Arm (16-18)	7/5
	Head (19-2-)	7/6

**BONUSES: DEFENSE 40% EXPERIENCE 30% ATTACK 30% PARRY 15%.**

Staff (2D8) 75% SR 2 Parry (20) 75%.  
Composite Bow (1D8+1) 85% SR 0 Parry (10) 25%.  
Bstrd sword [RH] (1D10+1) 65% SR 4 Parry (20) 50%.  
Bstrd sword [LH] (1D10+1) 40% SR 4 Parry (20) 30%.  
Thrown Rock [RH] (1D4) 65% SR 0.  
Grapple 65% SR 6.  
Dagger [RH] (1D4+2) 65% SR 6 Parry (20) 60%.  
Dagger [LH] (1D4+2) 50% SR 6 Parry (20) 50%.  
Large Shield [LH] (1D8) 50% SR 6 Parry (16) 65%.

**SPIRITS (POW/INT):** Allied Spirit (tree) 21/16; Bound —Zebra 19/15, Hawk 15/11, Bat 10/8, Owl 13/10, Lizard 8/8.  
Total POW (including Querial): 105.

**SPELLS: [Querial]** —Befuddle, Detect Enemies, Detect Life, Detect Magic, Dispel Magic 4, Extinguish, Healing 6, Xenohealing 6; **[Allied Spirit]** —Demoralize, Disruption, Invisibility, Light, Mind Speech 1, Mobility, Repair, Strength, Vigor; **[Hawk]** —Bladesharp 4, Bludgeon 4, Harmonize, Food Song; **[Bat]** —Multimissile 4, Protection 4; **[Owl]** —Spirit Binding; **[Lizard]** —Countermagic 6, Glue 2.

**RUNESPELLS:** Accelerate Growth, Concealment, Cure All Disease, Dismiss Elemental 2, Divination 2, Heal Body, Mindlink, Plant Eye, Silence, Spell Teaching, Spirit Block, Sun-ripen, Summon Gnome 2.

**ROHIR OAKLIMB**, Elf Human, Rune Lord of Aldrya (High Elf King). A Sartar peasant with medium infantry experience. Age 25.

<b>STR 15 CON 15 SIZ 12</b>	Right Leg (01-04)	7/6
<b>INT 24 POW 17 DEX 21</b>	Left Leg (05-08)	7/6
<b>CHA 16</b>	Abdomen (09-11)	6/6
	Chest (12)	6/7
Mov 9	Right Arm (13-15)	7/5
Hit Points 16	Left Arm (16-18)	7/5
	Head (19-20)	7/6

**BONUSES: DEFENCE 50% EXPERIENCE 36% ATTACK 35% PARRY 20%.**

Elf Bow (1D8+1) 100% SR 0 Parry (10) 50%.  
(C) 2H spear (1D10+1+1D4) 100% SR 2 Parry (15) 100%.  
(C) 1H spear [RH] (1D8+1+1D4) 90% SR 3 Parry (15) 75%.  
(C) 1H spear [LH] (1D8+1+1D4) 75% SR 3 Parry (15) 75%.  
(C) Javelin [RH] (1D10+1D2) 100% SR 0 Parry (15) 80%.  
(C) Bst swd [RH] (1D10+1+1D4) 100% SR 4 Parry (20) 90%.  
(C) Bst swd [LH] (1D10+1+1D4) 75% SR 4 Parry (20) 75%.  
(C) Dagger [RH] (2D4+2) 75% SR 6 Parry (20) 75%.  
(C) Small shield [LH] (2D4) 75% SR 6 Parry (8) 100%.

**SPIRITS (POW/INT):** Allied Spirit (bow) 21/15; Bound Spirits —Horse 16/11, Falcon 17/7, Owl 11/13, Bat 15/8.  
Total POW (including Rohir): 97.

**SPELLS: [Rohir]** —Befuddle, Demoralize, Detect Detection, Dispel Magic 2, Disruption, Extinguish, Fanaticism, Healing 6, Invisibility, Light, Mind Speech 1, Multimissile 4; **[Allied Spirit]** —Detect Enemies, Detect Life, Detect Magic, Fire Arrow, Lightwall, Repair, Vigor; **[Owl]** —Food Song, Harmonize, Mobility, Preserve Herbs, Spirit Binding.

**RUNESPELLS:** (One Use—Arrow Trance).

**SKILLS: [Knowledge 20%]** Evaluate Treasure 65%, General Knowledge 25%, Find Cattle Food 25%, Find Water 100%, First Aid 100%, Treat Disease 75%, Treat Poison 100%, Find

**SKILLS: [Knowledge 20%]** Evaluate Treasure 65%, General Knowledge 25%, Find Cattle Food 25%, Find Water 90%, First Aid 75%, Treat Disease 65%, Treat Poison 75%, Find Healing Plants 90%, Identify Plants 90%, Identify Animals 50%, Identify Minerals 50%, Find Food 90%, Tell Direction 90%; **[Manipulation 30%]** Map Making 50%, Climbing 75%, Hide Item 50%, Jumping 75%, Lock Picking 65%, Trap Set/Disarm 75%, Riding 90%, Disguise 35%, The Peaceful Cut 35%, Swimming 80%, Rowing 35%, Masonry 35%; **[Stealth 20%]** Camouflage 75%, Hide in Cover 75%, Move Quietly 75%, (minus 20% for armor), Pick Pockets 25%; **[Perception 20%]** Listen 75%, Spot Hidden Items 75%, Spot Traps 65%, Taste Analysis 40%, Tracking 75%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 55%, Bargaining 35%.

**LANGUAGES:** (Speak/Read-Write) Aldryami 100%/100%, Tradetalk 60%/60%, Old Pavic 90%/90%, Lunar 65%/50%, Sartarite 65%/50%, Darktongue 60%/40%, Draconic 35%/20%, Praxian 60%/40%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal, POW 11 Power Storage Crystal, Ring —Preserve Herbs Matrix.

**POTIONS:** 4 doses Blade Venom pot. 16 ant., 4 doses Spider pot. 16 ant., 2 leaves Soul Waste cure 75%, 1 flower Shakes cure 95%, 2 stems Brain Fever cure 50%, 2 leaves Wasting Disease cure 75%, 2 leaves Creeping Chills cure 75%.

**FINANCES:** no money carried or banked. Ransom is 2000L.

**EQUIPMENT:** bronze full helm, and plate vambraces and greaves. Querial wears a chainmail hauberk. All weapons listed are of bronze and/or wood. She also has saddle bags for her zebra and the basic kit. ENC: 15 max/15 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Querial is bound to her oak tree. She will sleep all Autumn and Winter. She is a vegetarian and enjoys Communion of the Tree.

Healing Plants 95%, Identify Plants 95%, Identify Animals 75%, Identify Minerals 75%, Find Food 90%, Tell Direction 90%; **[Manipulation 35%]** Map Making 65%, Climbing 100%, Hide Item 60%, Jumping 90%, Lock Picking 75%, Trap Set/Disarm 90%, Riding 75%, Disguise 40%, The Peaceful Cut 40%, Swimming 90%, Rowing 40%, Masonry 40%; **[Stealth 20%]** Camouflage 90%, Hide In Cover 90%, Move Quietly 90% (minus 20% for armor), Pick Pockets 25%; **[Perception 20%]** Listen 100%, Spot Hidden Items 100%, Spot Trap 90%, Taste Analysis 60%, Tracking 90%, Sense Chaos 0%, Sense Assassin 0%; **[other]** Oratory 65%, Bargaining 35%.

**LANGUAGES:** (Speak/Read-Write) Aldryami 100%/100%, Tradetalk 80%/60%, Sartarite 75%/60%, Lunar 75%/60%, Praxian 60%/40%, Old Pavic 50%/30%, Darktongue 50%/50%, Tarshite 50%/30%.

**MAGIC ITEMS:** POW 6 Healing Focusing Crystal, POW 12 Power Storage Crystal.

**POTIONS:** 4 doses Healing 10 salve, 4 doses Blade Venom pot. 18 ant., 3 doses Manticore pot. 10 ant., 3 doses Wyvern pot. 10 ant., 3 doses Spider pot. 10 ant., 2 doses Poison Gas pot. 18 ant., 2 doses Herbal pot. 16 ant., 2 doses Mineral pot. 18 ant.

**FINANCES:** carries 10W, 20L, 30C and has banked 2000L. His gear is worth 2365L and he has a ransom of 4000L.

**EQUIPMENT:** Rohir own a set of full copper armor including a chainmail hauberk, plate vambraces and greaves with a full helm. Fine leather padding completes the set. All of the weapons listed are either fully copper or copper bound, with 3 extra javelins. Rohir also has a leather back pack, basic kit, and saddle bags for his horse. ENC: 15 max/15 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Rohir may never eat meat, he may kill only in defense and must try to slay all undead.



*Aldrya is the goddess of trees and forests, and the creator of the races of the Aldryami: the Runners, Pixies, Elves, and Dryads. Her cult is associated with the cults of Daka Fal, Eiritha, Pavis, Yelmadio, and Chalana Arroy, is friendly with the cults of Orlanth, and hostile to the cults of Kyger Litor, Zorak Zoran, and Mostal. She is the enemy of Chaos, and her cult members will travel out of their forests to fight against it. Her cult teaches its members to find water in wooded areas, passwords, and signs to guide them through Aldryami areas, and how to tell their direction, to Identify Plants, and to Locate Healing Plants. All members are vegetarians, and sing the Food Song as they gather their food.*

**SELEK THE WISE**, Elf Male, Rune Lord Priest of Aldrya (Gardener). An Old Pavis townsfolk with heavy cavalry experience. Age 50.

**STR 16 CON 16 SIZ 10** Right Leg (01-04) 7/6  
**INT 23 POW 18 CHA 18** Left Leg (05-08) 7/6  
**CHA 18** Abdomen (09-11) 6/6  
 Chest (12) 6/7

Mov 9 Hit Points 17 Right Arm (13-15) 7/5  
 Left Arm (16-18) 7/5  
 Head (19-20) 7/6

**BONUSES: DEFENSE 50% EXPERIENCE 30% ATTACK 35% PARRY 20%.**

Elf bow (1D8+1) 120% SR 0 Parry (10) 80%.  
 (C) 2H spear (1D10+1+1D4) 120% SR 2 Parry (15) 110%.  
 (C) 1H spear [RH] (1D8+1+1D4) 110% SR 3 Parry (15) 100%.  
 (C) 1H spear [LH] (1D8+1+1D4) 100% SR 3 Parry (15) 100%.  
 (C) Javelin (1D10+1D2) 120% SR 0 Parry (15) 100%.  
 (C) Bst swd [RH] (1D10+1+1D4) 110% SR 4 Parry (20) 100%.  
 (C) Bst swd [LH] (1D10+1+1D4) 100% SR 4 Parry (20) 100%.  
 (C) Dagger [RH] (2D4+2) 90% SR 6 Parry (20) 90%.  
 (C) Md Shield [LH] (1D6+1D4) 90% SR 6 Parry (12) 110%.

**SPIRITS (POW/INT):** Allied Spirit (bow) 20/14; Bound Spirits —Zebra 18/9, Hawk 14/12, Owl 16/10, Bat 18/8, Cat 13/13.  
 Total POW (including Selek): 117.

**SPELLS:** [Selek] —Befuddle, Demoralize, Detect Life, Dispel Magic 2, Disruption, Extinguish, Healing 6, Lightwall, Multi-missile 4, Silence; [Allied Spirit] —Fanaticism, Invisibility, Light, Mind Speech 1, Mobility, Repair, Speedart, Vigor; [Hawk] —Fireblade, Food Song, Harmonize, Preserve Herbs, Spirit Binding; [Owl] —Bladesharp 4, Protection 4, Fire Arrow.

**RUNESPELLS:** Arrow Trance, Catseye, Chameleon, Create Warrior of Wood 2, Cure All Disease 4, Gnome to Gargoyle, Heal Body, Recover Spirit 6, Shield 4, Speak to Beasts, Spell Teaching, Summon Medium Gnome, (One Use Spells —Divine Intervention 6).

**SKILLS:** [Knowledge 20%] Evaluate Treasure 100%, General Knowledge 25%, Find Cattle Food 25%, Find Water 100%, First Aid 100%, Treat Disease 100%, Treat Poison 100%, Find

Healing Plants 100%, Identify Plants 100%, Identify Animals 90%, Identify Minerals 90%, Find Food 100%, Tell Direction 100%; [Manipulation 35%] Map Making 80%, Climbing 100%, Hide Item 50%, Jumping 100%, Lock Picking 100%, Trap Set/Disarm 110%, Riding 100%, Disguise 40%, The Peaceful Cut 40%, Swimming 100%, Rowing 40%, Masonry 40%; [Stealth 25%] Camouflage 100%, Hide In Cover 100%, Move Quietly 110% (minus 20% for armor), Pick Pockets 30%; [Perception 20%] Listen 110%, Spot Hidden Items 115%, Spot Trap 100%, Taste Analysis 100%, Tracking 100%, Sense Chaos 0%, Sense Assassin 0%; [other] Oratory 90%, Bargaining 50%.

**LANGUAGES:** (Speak/Read-Write) Aldryami 100%/100%, Tradetalk 100%/100%, Old Pavic 90%/75%, Draconic 90%/75%, Sartarite 90%/75%, Lunar 90%/75%, Praxian 90%/75%, Darktongue 90%/75%.

**MAGIC ITEMS:** POW 4 Spell Strengthening Crystal, POW 10 Power Storage Crystal, Amulet —Lightwall Matrix, Scroll —Knowledge +5% (in Old Pavic).

**POTIONS:** 4 doses Healing 14 salve, 4 doses Blade Venom pot. 20 ant., 4 doses Spider pot. 20 ant., 4 doses Wyvern pot. 20 ant., 4 doses Scorpion pot. 20 ant., 4 doses Poison Gas pot. 20 ant., 4 doses Mineral pot. 20 ant., 2 leaves Wasting Disease cure 75%, 2 leaves Brain Fever cure 75%, 2 leaves Soul Waste cure 75%, 2 leaves Creeping Chills cure 75%, 2 leaves Shakes cure 75%.

**FINANCES:** carries 30W, 100L, 25C and has 5000L banked. His gear is worth about 2400L and he has a ransom of 10,000L.

**EQUIPMENT:** a full set of fine copper armor; full helm, plate vambraces and greaves, chainmail hauberk and leather padding. All of the listed weapons are of copper or copper-bound wood. Selek also carries a leather back pack, basic kit and has saddle bags for his zebra. He has three extra javelins, too.

ENC: 15 max/15 current.

**GIFTS, GEASES, & CHAOTIC FEATURES:** Selek may never eat meat, must always slay undead and may kill only in defence.



## ABOUT THE DATA SHEETS

### The RuneQuest Character Sheet

This sheet is to be used for the RuneMasters in the book, although it may be copied and used for one's player character as well (in fact, I recommend it). The upper left section has lines for the player's name, the name of the character, the race, sex, age, birthdate, social class, nationality, prior experience, cults and cult ranks of the character. Below that is the section for the character's seven characteristics and below that is a section for the bonuses calculated from those characteristics. Below that are sections for languages, knowledge skills, perception skills, Manipulation skills, stealth skills, and other skills. The numbers in ( )'s are the basic chance for each ability. Below the Other Skills section is the section for battle magic spells, with lines for the spells known. The ( )'s are for the initials of the character or spirit who has that spell in mind. Next to the battle magic section is the section for the list of Rune spells. The ( )'s on top is for the total number of points of Rune magic known. Back on the middle of the top of the sheet, to the right of the personal section, are boxes with numbers to record the current POW for the character and for his allied and bound spirits and power storage crystals. The ( )'s are for the intelligence of the spirits. There is also a box for the character's total hit points.

Below these boxes is the section for the armor and hit locations. Under type of armor worn, enter the armor type worn on each location. The ( )'s to the right of that is for the encumbrance of the armor on that location. The line of numbers below that line is for the hit points in that location. Circle the stating number and check off damage as it occurs, and add on points as healing takes place. At the bottom of the section is a place for the total encumbrance of the armor. Below this section is a place for the total encumbrance of the armor. Below this section is a Finances section listing the money carried, the funds in a bank or cult account, the character's income (usually zero for non-nobility), any loans outstanding, the value of the character's gear, and the character's ransom. The section for date is for a player-character in a campaign for the campaign date.

Beneath the Finances entries is a small section of miscellaneous notes about the character, such as abilities to make potions or geases. To the right is a section for equipment, which does not include armor but does include all weapons. All RuneMasters in this book are assumed to have a riding animal (which may or may not be a bound spirit) and on the animal are saddlebags, a basic adventurer's kit (blanket, rope, food, mess kit, torches, clothes, flint and steel, etc.), spare javelins or other weapons as the player of the RuneMaster desires. The location of each weapon and other item is noted, along with its encumbrance. Below there is a line for the total encumbrance of the gear. It is assumed that a pouch with a supply of small potion or antidote bottles has zero encumbrance. Then there is a section for total encumbrance carried, maximum encumbrance allowed (the average of the character's STR and CON), the character's basic movement and the character's current movement. As no RuneMaster in this book is over-encumbered, the current movement and the basic movement are the same. If the RuneMaster picks up more items, say as loot, he could be slowed down. Below the encumbrance section is a listing for potions and magic items.

The right hand column of the sheet is for weapons. The weapon type, the character's strike rank with that weapon, and his percentage abilities to hit, critical hit, special hit (Crush, Slash, or Impale), Fumble and parry are listed in the appropriate space. The book does not give the chances for critical hits (1/20th of the attack percentage), special hits (1/rth of the attack percentage) or fumbles (1/20th of the chance to miss) so these should be calculated and entered. There is a line for the hit points of the weapon, and a line for the special hit damage of the weapon. (Impales do maximum weapon damage plus normal weapon damage plus damage bonus; slashes do double weapon damage plus damage bonus; crushes do normal weapon damage plus damage bonus plus maximum damage bonus). There are enough weapons boxes to list the character's ability with the same weapon in all of its different modes. A balanced 2-meter spear could be used as a TH spear, a 1H spear with left or right hand, and as a javelin—four modes, for instance. At the bottom is a box for the shield, with spaces for its use as a shield bash weapon.

### Character's Allied and Bound Spirits Sheet

This sheet is intended to be a back-side sheet for the RuneQuest character sheet. It has sections for the character's allied spirit and up to six additional bound spirits. This will allow you to roll up their characteristics and fill in their armor hitpoints, attacks, and abilities, as well as spells known. Each spirit bound into a familiar should be filled out so

can be played if it is involved in combat. The section at the bottom is there for you to record the character's abilities with weapons or attacks not listed on the character sheet, such as grapple, kick, throw rocks, etc. There is space for fourteen additional weapons, which should be sufficient for all eventualities.

### RuneQuest Leader & Followers Sheet

The left half is an abbreviated character sheet for a leader and the right half is an even more abbreviated section for three followers. This could be used for an initiate and three lay members for the retinue of a RuneMaster. The section for notes on the followers can be used for skills. The various sections are similar to the RuneQuest character sheet.

### RuneQuest Squad Sheet

There are spaces on top for two leader characters and spaces for 12 squad members below. Notice that the leader sections are identical to the follower section on the previous sheet. The squad sections are based upon having up to six identical squad members, for the sake of simplicity and speed in creation. The squad members differ only in Power and hit points per hit location. For each character roll his Power and constitution. Assign them all the same size and dexterity, so the strike ranks will be the same. Each is wearing the same armor and is armed with the same weapons with the same chances to hit and the same damage bonus. Squad A and squad B can be different to provide some variety. Check off the damage to each location and the use of Power for each character and enter the total hit points at the top. Check with each damage to see if the total of all damages exceed the total hit points. The squad B section can also be used for the riding animals of the troopers in squad A.

### RuneQuest Game Master's Player-Character Sheet

This is used not only for the player-characters to be listed on for the purposes of the party and the referee, but also for the referee to list the non-player characters on another sheet for aid in keeping track of them all. The chest armor number is the number of points of armor protection in the chest. Spell points refer to the total number of points of battle magic or Rune magic known. POW is for the total of all stored Power available to the character.

### RuneQuest Character Worksheet

Use this sheet in playing either two different characters or a single RuneMaster plus his or her allied spirit. This sheet can be used by both the players for their characters and by the referee for NPCs. The description of figure line is for a description of the miniature figure used for that character. The current status lists the current and maximum encumbrance, the current and base movement (or normal and Mobility-enhanced movement), the total points of magical protection (Protection and Shield spells combined), the total points of Countermagic (Shield spells add in at two to one, you can also list Reflection or Absorption Rune spells here), the defense (including any Shimmer), the character's own POW (lower as it drops during the game), and the total of stored Power. (The line beneath is for counting off the used-up stored Power—remember to leave one point in each spirit, or you have killed that spirit.) There is also a line for the weapon currently held, and the parry item being used. The next column over keeps track of spells in effect on that character, with the number of the melee round in which they took effect. (They go down after ten rounds or after being dispelled or otherwise neutralized.) The section to the right tracks the actions planned and executed by the character each melee round. You put the actions planned and the SR for each action on the line for that melee round. At the bottom are lines for the numbers for the weapon and parry item, which should include enhancements due to Bladesharp, Bludgeon, Speedart, Strength, Coordination, Fanaticism, Parry, Demoralize, Dullblade, Morale, and other Rune spells.

### RuneQuest Party Worksheet

This is for the referee to record the actions of each NPC in a given melee round. Each sheet has space for two rounds. Each NPC and each allied spirit of an NPC should have its own line. If there are a lot of RuneMasters, then the top section can be used for them for one round, and the bottom section can be used the allied spirits for the same round. You may also want to include bound spirits if they are involved in the combat. List the name of the character and 1-3 actions and their strike ranks in the round planned. The line at the end is for any comments or for a fourth action.

## RuneQuest Allied & Bound Spirit Sheet

[illegible]

**CHARACTER'S ABILITIES WITH OTHER WEAPONS**

**CHARACTER'S ABILITIES WITH OTHER WEAPONS**

WEAPON	Damage	S/R	HP	WEAPON	Damage	S/R	HP	WEAPON	Damage	S/R	HP	WEAPON	Damage	S/R	HP				
Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP
WEAPON					WEAPON					WEAPON					WEAPON				
Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP
Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP
WEAPON					WEAPON					WEAPON					WEAPON				
Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP
Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP
WEAPON					WEAPON					WEAPON					WEAPON				
Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP
Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP
WEAPON					WEAPON					WEAPON					WEAPON				
Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP	Damage	3	S/R	3	HP
Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP	Attack	3	Parry	3	HP

# RuneQuest Leader & Followers Sheet

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NAME		STR	INT	TOTAL HIT POINTS												POWER POINTS																							
SOCIAL CLASS		CON	POW	1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9																		
NATION & CULT		SIZ	DEX	10	11	12	13	14	15	10	11	12	13	14	15																								
RACE		SEX	CHA	16	17	18	19	20	21	16	17	18	19	20	21																								
MOVEMENT		BASE STRIKE RANK	(DEX S/R)	22	23	24	25	26	27	22	23	24	25	26	27																								
SHIELD		Party	3 Pts	DEFENSE												HIT NO. & LOCATION												ARMOR TYPE & NO.											
WEAPON																																							
S/R		Dem.																																					
Attack		3 Pumble	3																																				
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PLAYER'S NAME	CHARACTER'S NAME	NATION--CUTS--STATUS	DEFENSE	SHIELD	CHEST	TWO BEST	SPELL POINTS	RIDE	STR	COM	SIZ	LWT	POW	POW	DEX	CHA	PERCEPTION	SKILLS
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
HP 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			%	%			%											
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HP 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			%	%			%											
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*RuneQuest Character Worksheet*

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*RuneQuest Party Worksheet*

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# RUNEMASTERS



Here are 45 Rune Lords, Rune Priests, and Rune Lord-Priests of the 15 cults surveyed in *Cults of Prax*. Each character is completely individualized, experienced, equipped with spells, treasures, bound spirits, and so on. Every stat takes up about half a page, and in themselves form a valuable collection for referees who need Rune-level characters as NPCs.

But William R. Keyes' book is much more than a collection of statistics. He also discusses how Rune Masters should be created, and about the logic of their growth, how each type of RuneMaster should be played, what their retinue (if any) should be, how a referee can organize his NPCs with coherent melee tactics and team strategy, etc. —the most informative notes of their kind ever published about the rational play of strong *RuneQuest* characters.

Stats cover backgrounds of characters, their basic characteristics, movement, encumbrance, hit points, bonuses, weapons, spirits, spells, Rune spells, skills and certain acquired knowledge, languages, magic items, potions, finances, equipment, gifts, geases, and more.

Cults include Daka Fal, Storm Bull, Waha, Eiritha, Humakt, The Seven Mothers, Pavis, Yelmatio, Issaries, Chalana Arroy, Lhankhor Mhy, Orlanth, Kyger Litor, Zorak Zoran, and Aldrya.

Appendices are included.

