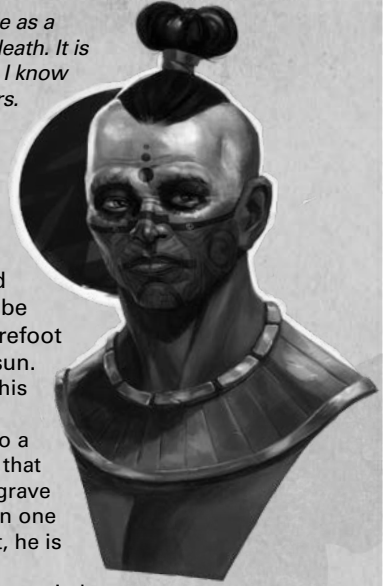


VISHI DUN

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

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



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

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

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

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

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

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

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

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

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

Reputation: 9%
Ransom: 250 L.
Move: 8
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+3
Strike Ranks: DEX 2, SIZ 2
Hit Points: 13
Armor: Loincloth and robe.

Skills: *Agility:* Dodge 36%, Ride (High Llama) 65%.
Communication: Sing 45%. *Knowledge:* Animal Lore 40%, Battle 30%, Cult Lore (Waha) 35%, First Aid 50%, Herd 50%, Peaceful Cut 50%, Plant Lore 45%. *Magic:* Meditate 40%, Spiritspeech 50%, Spirit Combat 95%, Spirit Dance 45%, Spirit Lore 40%, Spirit Travel 65%, Worship (Waha) 35%. *Manipulation* +20% (includes all weapon skills). *Perception:* Listen 40%, Scan 40%, Search 50%, Track 10%. *Stealth:* Hide 20%, Move Quietly 20%.

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

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

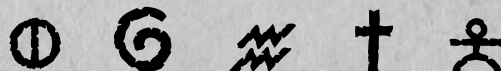
Rune Points: 3 (Waha)

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

Magic Items: 14-point magic storage crystal.

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

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



FAMILIAR, ELEMENTAL, AND MOUNT

COUSIN MONKEY, *Baboon*

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

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

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

Damage Bonus: none

Move: 12

Hit Points: 11

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

Armor: 1-point fur.

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

Languages: Baboon 30%, Praxian 10%.

Passions: Love (Family) 60%.

Runes: Beast 80%, Disorder 75%.

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

EARTH ELEMENTAL

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

Characteristics	Small
Rune Point cost to summon	1
Size (cubic meters)	27 (3x3x3)
Hit Points	10
STR	10
POW	11
Damage Modifier	0
Movement	3

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

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

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

VISHI DUN'S HIGH LLAMA

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

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

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

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

Damage Bonus: +4D6

Move: 12

Hit Points: 23

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

Armor: 2-point hide.

THE SPIRIT WORLD

The **Spirit World** is a place of sublime beauty and life, but is also the place where lost spirits wander, where broken dreams coalesce, and where nightmares feast. Some spirits are bound to specific regions, while others wander throughout the Spirit World. This otherworld is made of many smaller parts that are distinct, but connected to other locations through spiritual pathways. To most visitors, it appears as simply a limitless grey zone of nothingness. To shamans, however, the Spirit World appears differently. Like many places in Glorantha, the badlands described in *The Broken Tower* are mirrored in the Spirit World, a desolate place of rocky plains and grey foothills.

The Shaman

Spirit magic is common in Glorantha, and the **shaman** is the expert in its use. Shamans are specialists committed to spirit magic and knowledge of spirits and the Spirit World, developing specialized skills, knowledge and powers. Shamans are very powerful because they exist in both the corporeal world (the Middle World) and the Spirit World at the same time, viewing the whole of existence. Their main responsibility is to tend to the spiritual protection and knowledge of their kinsmen and tribesmen, the keepers of ritual and spirit magics, and they act as enchanter and summoners.

DISCORPORATION

A shaman's spirit can leave its body in the Middle World and wander deep into the Spirit World, a process called **discorporation**. To discorporate, a shaman must sacrifice 5 magic points in a one-hour ritual. The duration of this discorporation is 1D6 hours. Every additional magic point spent increases the time that the shaman can remain discorporate by 1 hour. This discorporation process cannot be Dispelled.

While discorporate, the shaman can sense other spirits and sources of POW at a range of roughly 10 meters per point of POW. Within a range of 1 meter per POW, the shaman can sense the POW of entities to within 10 points. At that range, the shaman can also sense Runic affinities over 50%. When in direct contact with another spirit or entity, the shaman can sense exact POW, INT, and CHA. The shaman can also sense cult affiliations. Neither the shaman nor the fetch (see below) recovers magic points while the shaman is discorporate.

The state of discorporation can also be achieved with the Discorporate Rune spell.

SPIRIT WORLD SKILLS

The following skills are of use to most shamans or discorporate characters.

- **Spirit Dance (00):** Avoiding a hostile spirit while discorporate.
- **Spirit Lore (00):** Knowing a spirit's affinities, abilities, or what appeases or drives it away.
- **Spirit Travel (10):** Navigating the spirit world, usually required when moving from the inner regions of the Spirit World.

THE FETCH

A shaman gains extraordinary abilities by awakening a portion of their soul called a **fetch**, their Spirit World alter ego. The fetch's appearance is different, based on the shaman's tradition. Through their relationship with the fetch, a shaman is aware of both the Middle World and the Spirit World at the same time. When the shaman is wholly present in the Middle World, the fetch is present in both worlds, and both the fetch and the shaman are fully aware of everything the other is doing.

The relationship between the shaman and fetch has the following qualities:

- Once awakened the fetch can never be put to sleep or separated from the shaman. A fetch can never be Dispelled, Dismissed, or Neutralized. **If the fetch is ever destroyed, the shaman dies.**
- The fetch cannot be seen by normal entities without some ability such as Mystic Vision or Second Sight.
- The fetch's magic points are always accessible to the shaman, and its POW can be sacrificed whenever the shaman desires.
- A shaman automatically has permanent Second Sight (see page 19, *RUNEQUEST Quick-Start*). The shaman can even see POW in the dark.
- The shaman can use the fetch's CHA for storing spirit magic spells, but does not add to the shaman's CHA for other purposes.
- The fetch shares the shaman's INT, and can act and react just as can the shaman.
- The fetch inhabits and protects the shaman's body when the shaman goes into the Spirit World, becoming visible to others in the Middle World. The fetch can cast any spell available to the shaman, including spells and spirits trapped within it or on the shaman's body, but it cannot move or animate the shaman's body. Spells cast by the fetch have the POW and magic points of the fetch instead of the POW and magic points of the shaman.
- When discorporate, the shaman cannot use the fetch's magic points to defend or attack, though they can be used for spells. A discorporate shaman cannot use the fetch's magic points for defense while traveling in the Spirit World.

TRAVELING WITHIN THE SPIRIT WORLD

A shaman normally searches for spirits on the Frontier Region of the Spirit World. Occasionally the shaman must journey deeper into the Outer and Inner Regions in search of specific spirits into areas more difficult to navigate. Moving inward is easy, as the spirit gravity of the Inner Regions pulls everyone inward, and one must only "let go" to move inward. To move outward from one region to another, the shaman must make a Spirit Travel roll.

Spirit Combat

Interaction with hostile spirits often ends in Spirit Combat, which can occur between two disincorporate entities or between between a disincorporate entity and an entity in the corporeal world. Spirit combat may be initiated only by a disincorporate being. If a spirit wishes to attack a corporeal being, the spirit makes itself visible to the Middle World the melee round prior to its first attack. Shamans can always see spirits using Second Sight, and are normally aware of the spirit's intention to attack, before it materializes. If both combatants are already on the Spirit World, there is no delay. Spirit combat is always resolved on SR 12 of each melee round, regardless of any other actions taken by the characters. If a spirit is attacked with physical weapons or spells, that is resolved on the attacker's normal melee SR.

Once begun, spirit combat lasts until one of the following conditions are met:

- Both parties agree to end the conflict
- One of the combatants disengages
- One or both parties are reduced to 0 magic points.

Once a spirit attacks, it continues to attack its target until the spirit wins, loses, negotiates a deal with the target, or the target disengages.

The Spirit Combat skill is used for both attack and defense in spirit combat, as an opposed resolution of the combatants' skills.

- **Winner and a Loser:** The winner does spirit combat damage to the loser.
- **Tie:** A tie (where both participants succeed but roll the same number) means the situation is temporarily unresolved. If both participants rolled a critical success, the result is a tie, and both parties do spirit combat damage to the other.
- **Two Losers:** Nothing happens unless one of the rolls is a fumble. The fumbling character loses 1D6 magic points.

Once a corporeal being is engaged in spirit combat, they may not attempt any skill or engage in physical melee combat with a separate physical melee target without first succeeding at with a roll of INT×5. Corporeal beings engaged in spirit combat may cast a spell if they succeed at a concentration check. Spirits may cast spells if they possess that ability and do so in the same manner as other combatants.

SPIRIT COMBAT DAMAGE

Spirit combat damage reduces the target's current magic points, unless absorbed by spirit armor.

- On a special success, the rolled spiritual damage is doubled.
- On a critical success, the spirit damage is rolled twice, and bypasses any spiritual armor.

In addition, on a special or critical success, actual physical damage to hit points may be inflicted to a random hit location on a corporeal target, equal to the number of D6s rolled for its damage.

When a spirit is reduced to 0 magic points, it then can be controlled by a shaman. If the spirit is not controlled, it retreats to the Spirit World. If a corporeal being is reduced to 0 magic points, it is open to possession (see below) or simply falls unconscious until they recover 1 magic point.

ATTACKING WITH WEAPONS AND SPELLS

Corporeal entities may attack a spirit with enchanted weapons and spells if it is engaged in spirit combat. The attack is resolved normally, but the damage from physical weapons is based on its magical content. Generally, only the purely magical effects and damage from Rune magic affect the spirit, while spirit magic does not. Damage from enchanted weapons or spells reduce the spirit's magic points.

DISENGAGING FROM SPIRIT COMBAT

An entity may declare during their Statement of Intent that they are trying to disengage from spirit combat. They may do so either by **succeeding at a Spirit Dance or Spirit Combat roll**. One attempt may be made at any time during the round. If using Spirit Dance, there is no opposed roll that round, and if Spirit Combat, the combat ends at the end of the round. When a combatant disengages, the combat is over. Spirits return to the Spirit World. If the spirit wishes to renew combat, it must first materialize for one round before it can initiate spirit combat again.

POSSESSION

When a spirit reduces a corporeal entity's magic points to 0, the spirit may possess the entity. There are two kinds of possession: dominant (where the spirit's INT and POW replace the body's owner, along with its personality) and covert (a haunting, exerting no influence on actions or consciousness, with the body's owner unaware of the possession).