

VASANA, DAUGHTER OF FARNAN

Veteran heavy cavalrywoman of the Ernardori clan of the Colymar Tribe.

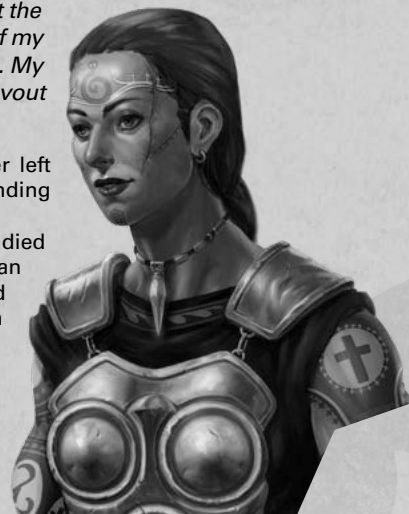
Female, age 21. Initiate of Orlanth Adventurous.

Introduction: *I am Vasana, the daughter of Farnan, a hero of Starbrow's Rebellion, slain and devoured by the Crimson Bat. In my war of revenge against the Lunar Empire, I gained the attention of Argrath at the Battle of Pennel Ford. I was sorely wounded at the Second Battle of Moonbroth, granting me this terrible scar across on the left half of my face. I returned to my mother's farm to recover, and now I am ready for adventure. My friends know me for a fearsome bison rider, a skilled hand with a sword, and a devout worshipper of Orlanth Adventurous. My honor is my greatest strength.*

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

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

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



STR 16 CON 12 SIZ 10
INT 15 DEX 11 CHA 19
POW 14 Magic Points: 14

Location	D20	Armor/HP
Right Leg	01-04	5/4
Left Leg	05-09	5/4
Abdomen	09-11	3/4
Chest	12	5/5
Right Arm	13-15	5/3
Left Arm	16-18	5/3
Head	19-20	5/4

Weapon	%	Damage	SR	Pts
Broadsword	90	1D8+1+1D4	7	12
Lance	70	1D10+1+3D6	6	10
Battle Axe	55	1D8+2+1D4	7	10
Medium Shield	65	1D6+1D4	7	12
Composite Bow	45	1D8+1	3	7

Runes: Air 90% (Ⓔ), Moon 40% (Ⓞ), Earth 20% (Ⓚ), Death 75% (†), Truth 70% (Υ), Movement 75% (Ⓡ).

Passions: Hate (Lunar Empire) 90%, Honor 90%, Devotion (Orlanth) 80%, Loyalty (Sartar) 80%, Loyalty (Argrath) 70%, Loyalty (Colymar Tribe) 70%.

Reputation: 20%

Ransom: 500 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+3

Strike Ranks: DEX 3, SIZ 2

Hit Points: 12

Armor: Bronze disk plate cuirass (5 pts.), bronze greaves and vambraces (5 pts.), studded leather skirt (3 pts.), closed helm (5 pts.).

Skills: *Agility:* Dodge 22%, Ride (Bison) 70%. *Communication:* Dance 25%, Fast Talk 15%, Orate 45%, Sing 50%. *Knowledge:* Battle 65%, Cult Lore (Orlanth) 25%, Customs (Heortling) 35%, Farm 30%, First Aid 25%, Herd 20%. *Manipulation* +5% (includes all weapon skills). *Magic:* Meditate 25%, Spirit Combat 55%, Worship (Orlanth) 35%. *Perception:* Listen 40%, Scan 50%, Search 30%, Track 10%. *Stealth* +5%: Hide 15%, Move Quietly 15%.

Languages: Speak Heortling 60%, Speak Stormspeech 34%, Speak Tradetalk 20%, Read/Write Theyalan 30%, Read/Write New Pelorian 15%.

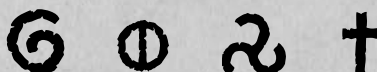
Rune Points: 3 (Orlanth Adventurous)

Rune Spells: Command Cult Spirit (2), Dark Walk (1), Dismiss Magic (Var.), Dismiss Air Elemental (as per elemental size), Divination (1), Earth Shield (3), Extension 1, Find Enemy 1, Flight (var.), Heal Wound (1), Leap (1), Lightning (var.), Mist Cloud (1), Multispell (1), Shield (var.), Spirit Block (var.), Summon Air Elemental (as per elemental size, see separate write-up), Teleportation (3), Wind Words (1).

Spirit Magic: Mobility (1 pt.), Demoralize (2 pts.), Healing 2.

Magic Items: 10-point magic point storage crystal, piece of raw Truestone.

Treasures: Carries 20 L in coin, armor and helmet, medium shield, broadsword, lance, battle axe, composite bow with 20 arrows, riding bison (see separate write-up).



YANIOTH, VAREENA'S DAUGHTER

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

Introduction: *Call me Yanioth Vareena's Daughter, and like my mother, you will know me as a priestess of Ernalda. Praised be the Earth and all its secrets! I know the sacred dances of life and lust as well as the rites of birth and renewal. I speak to spirits of the higher worlds and those of the earth, and I know the ways of knitting flesh and bone to their wholeness. With my half-sister Vasana, I ventured to Nochet, and there I earned the blessing and favor of Queen Samastina. Now I travel with her, following the path that my goddess has set before me.*

Yanioth is a voluptuous woman with brown hair with braids that twist like snakes. She wears the traditional vestments of an Ernaldan priestess, and has a tone ranging from lofty to occasionally salacious. Despite this, she is helpful and generous to her friends, and ruthless towards her enemies.

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

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



STR 11 CON 12 SIZ 15
INT 16 DEX 15 CHA 17
POW 15 Magic Points: 15

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
Dagger	35	1D4+2+1D4	6	6
Battle Axe	55	1D8+2+1D4	5	10
Medium Shield	65	1D6+1D4	6	12
Composite Bow	45	1D8+1	2	7

Runes: Earth (☐) 90%, Darkness (●) 40%, Air (☉) 30%, Fertility (⌘) 85%, Beast (♠) 85%.

Passions: Devotion (Ernalda) 80%, Loyalty (Colymar Tribe) 70%, Loyalty (Ernaldori Clan) 70%, Love (Family) 70%, Loyalty (Argrath) 60%, Loyalty (Feathered Horse Queen) 60%, Loyalty (Sartar) 60%, Loyalty (Queen Samastina) 60%, Hate (Lunar Empire) 60%.

Reputation: 26%

Ransom: 1000 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Strike Ranks: DEX 2, SIZ 1

Hit Points: 13

Armor: Priestess robe.

Skills: *Agility:* Dodge 35%, Swim 40%. *Communication:* Dance 65%, Fast Talk 15%, Orate 60%, Sing 70%. *Knowledge:* Area Lore (Dragon Pass) 25%, Battle 35%, Cult Lore (Ernalda) 40%, Customs (Heortling) 30%, Farm 30%, First Aid 50%, Herd 20%, Plant Lore 25%, Manage Household 35%. *Magic:* Meditate 35%, Spirit Combat 70%, Worship (Ernalda) 70%. *Perception:* Insight (Human) 35%, Listen 30%, Scan 30%, Search 30, Track 10%. *Stealth:* Hide 15%, Move Quietly 15%.

Languages: Speak Heortling 60%, Speak Earthspeech 30%, Speak Tradetalk 20%, Read/Write Theyalan 10%.

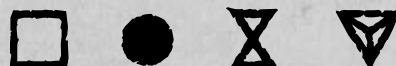
Rune Points: 4 (Ernalda)

Rune Spells: Absorption (var.), Arouse Passion (1), Charisma (1), Command Cult Spirit (2), Dismiss Magic (var.), Dismiss Earth Elemental (as per elemental size), Divination (1), Earthpower (3), Extension (1), Find Enemy (1), Heal Body (3), Heal Wound (1), Inviolable (1), Multispell (1), Regrow Limb (2), Soul Sight (1), Spirit Block (Var.), Summon Earth Elemental (as per elemental size, see separate write-up).

Spirit Magic: Slow (1 pt.), Heal 3, Befuddle (2 pts.).

Magic Items: 10-point magic point storage crystal.

Treasures: Rich from the favor she received from Queen Samastina in Nochet, Yanioth starts with 640 L in coin, composite bow with 20 arrows, battle axe, dagger, medium shield. At home, she has 1780 L in jewelry, vessels, and luxury goods.



VOSTOR, SON OF PYJEM

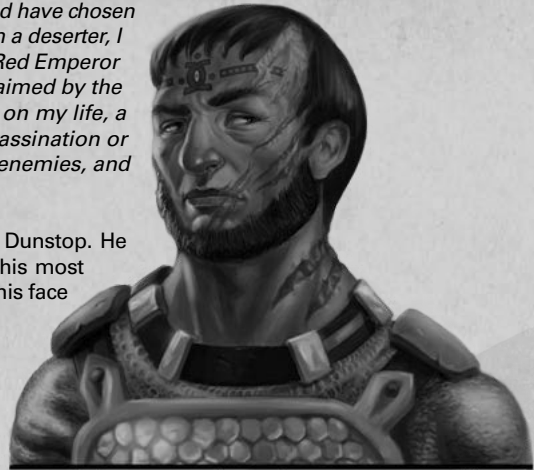
Heavy infantry soldier from Dunstop, in Lunar Tarsh. Male, age 21. Initiate of Seven Mothers.

Introduction: *Hold before you strike, brave adventurers! It is true that I am a Lunar, out of Dunstop in Tarsh, but I have renounced any allegiance to the Lunar Empire, and have chosen to follow a destiny other than that of invader. My name is Vostor. Though I am a deserter, I am no common traitor! I put my kopis-sword and shield to use serving the Red Emperor in Nochet and at the Battle of Pennel Ford, and in his name, I was nearly maimed by the savage called Harek the Berserk. While I recovered, an attempt was made on my life, a purge initiated by the new regime. I had little choice but leave or face assassination or prison, at best. I have found acceptance, even friends, among my former enemies, and now I am my own man, seeking my own path in the world.*

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

Vostor's grandfather fought and died for the Red Emperor at the Battle of Grizzly Peak. Pyjem followed General Fazzur Wideread but died with great glory in the Hendriking Campaign.

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



STR 16 CON 15 SIZ 13
INT 15 DEX 15 CHA 10
POW 15 Magic Points: 15

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

Weapon	%	Damage	SR	Pts
Kopis	80	1D8+1+1D4	6	12
Short Spear	45	1D6+1+1D4	6	10
Dagger	45	1D4+2+1D4	7	7
Large Shield	90	1D6+1D4	7	16
Javelin	30	1D10+1D2	2	8
Composite Bow	50	1D8+1	2	7
Medium Shield	35	1D6+1D4	7	12

Runes: Moon 90% (☉), Air 50% (☁), Earth 50% (☷), Disorder 75% (⚡), Illusion (⋮) 75%.

Passions: Fear (Dragons) 60%, Fear (Harrek the Berserk) 60%, Hate (King Pharandos) 60%, Honor 70%, Love (Family) 60%, Loyalty (Dunstop) 60%, Loyalty (Fazzur Wideread) 80%, Loyalty (Red Emperor) 60%.

Reputation: 19%

Ransom: 500 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Strike Ranks: DEX 2, SIZ 2

Hit Points: 16

Armor: Heavy scale hauberk (5 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).

Skills: *Agility:* Dodge 35%. *Communication:* Dance 15%, FastTalk 15%, Oratory 20%, Intrigue 15%, Sing 30%. *Knowledge:* Area Lore (Lunar Tarsh) 25%, Battle 55%, Celestial Lore 15%, Cult Lore (Seven Mothers) 25%, Customs (Lunar Provincial) 40%, Farm 35%, First Aid 30%. *Magic +5%:* Meditate 15%, Spirit Combat 45%, Worship (Seven Mothers) 35%. *Perception:* Listen 40%, Scan 65%, Search 25%, Track 5%. *Stealth:* Hide 15%, Move Quietly 15%.

Languages: Speak New Pelorian 70/20%, Speak Tarshite 30%, Speak Tradetalk 20%, Speak Heortling 10%.

Rune Points: 3 (Seven Mothers)

Rune Spells: Command Cult Spirit (2), Dismiss Small Elemental (1), Dismiss Magic (var.), Divination (1), Extension (1), Find Enemy (1), Heal Wound (1), Madness (1), Mindblast (2), Multispell (1), Reflection (var.), Regrow Limb (2), Soul Sight (1), Spirit Block (var.), Summon Small Fire Elemental (1) (see separate write-up).

Magic Points: 15

Spirit Magic: Befuddle (2 pts.), Glamour (2 pts.), Heal 1.

Magic Items: A spell matrix for Heal 2 in the form of a belt buckle depicting a fat, grinning dwarf.

Treasures: 125 L in coin and booty, armor and helmet, large shield, kopis, short spear, dagger, two javelins, composite bow with 20 arrows.



SORALA, DAUGHTER OF TORIA

Revolutionary and scribe from Nochet. Female, 21 years old. Initiate of Lhankor Mhy.

Introduction: *Let me be brief here, for I am in the middle of composing a treatise and I do not wish to lose the trail of thought. I am Sorala, a scholar out of the Lhankor Mhy temple in Nochet. My mother taught me in the ways of writing and reading, and instilled in me a great love for the pursuit of knowledge. History, languages, lore, rhetoric, logic, and even the paths of sorcery are among my specialties, and my translations of Second Age Auld Wyrnish brought me great acclaim amidst my peers. But do not think me a mere book-mite or meek copier: I have fought and shed blood for Queen Samastina and King Argrath, and put my sword to work as readily as my stylus! I have joined a small group of adventurers and travel with them now, wishing to explore more of my homeland of Dragon Pass.*

Sorala is an adventurous and athletic scholar, with long brown hair. Her attire is practical and nondescript, aside from the bejeweled veil she wears as a "beard."

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

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

Sorala is a noted sage concerning the Second Age, particularly the city of Old Pavis and of Auld Wyrnish writings.



STR 13 CON 11 SIZ 12
INT 20 DEX 17 CHA 15
POW 13 Magic Points: 13

Location	D20	Armor/HP
Right Leg	01–04	3/4
Left Leg	05–09	3/4
Abdomen	09–11	3/4
Chest	12	3/5
Right Arm	13–15	3/3
Left Arm	16–18	3/3
Head	19–20	6/4

Weapon	%	Damage	SR	Pts
Broadsword	70	1D8+1+1D4	5	12
Small Axe	35	1D8+2+1D4	5	8
Medium Shield	50	1D6+1D4	6	12
Sling	45	1D8	1	–
Thrown Small Axe	65	1D6+1D3	1	8

Runes: Fire 60% (☉), Air 40% (☿), Earth 20% (☷), Truth 95% (Υ), Man 75% (♁), Harmony 70% (III).

Passions: Hate (Lunar Empire) 60%, Devotion (Lhankor Mhy) 80%, Honor 80%, Loyalty (Queen Samastina) 70%, Loyalty (Argrath) 80%, Loyalty (Family) 60%, Loyalty (Clan) 60%, Loyalty (Nochet) 60%.

Reputation: 18%

Ransom: 1000 L.

Move: 8

Damage Bonus: +1D4

Spirit Combat Damage: 1D6+1

Strike Ranks: DEX 1, SIZ 2

Hit Points: 11

Armor: Linothorax hauberk (3 pts.), cuirboilli greaves and vambraces (3 pts.), full helmet (6 pts.).

Skills: *Agility:* Dodge 44%. *Communication:* Bargain 20%, Dance 30%, Fast Talk 15%, Intrigue 20%, Oratory 30%, Sing 30%. *Knowledge:* Area Lore (Dragon Pass) 25%, Area Lore (Old Pavis) 60%, Battle 50%, Bureaucracy 50%, Cult Lore (Lhankor Mhy) 30%, Farm 45%, Troll Lore 30%, Empire of Wyrn's Friends Lore 35%. *Magic:* Meditate 35%, Spirit Combat 40%, Worship (Lhankor Mhy) 30%. *Perception:* Listen 35%, Scan 35%, Search 35%, Track 15%. *Stealth:* Hide 30%, Move Quietly 30%.

Languages: Speak Esrolian 60%, Speak Heortling 50%, Speak Tradetalk 30%, Read/Write Theyalan 90%, Read/Write Auld Wyrnish 60%, Read/Write New Pelorian 50%.

Rune Points: 3 (Lhankor Mhy)

Rune Spells: Analyze Magic (1), Clairvoyance (1), Command Cult Spirit (2), Detect Truth (1), Dismiss Magic (var.), Divination (1), Extension (1), Find Enemy (1), Heal Wound (1), Knowledge (2), Mind Read (1), Multispell (1), Reconstruction (3), Soul Sight (1), Spirit Block (var.), Translate (1), Truespeak (2).

Spirit Magic: Detect Life, Detect Magic, Detect Spirit, Farsee 2.

Magic Items: Small stone figurine of a crested dragonewt that points in a desired direction (Find Magic matrix).

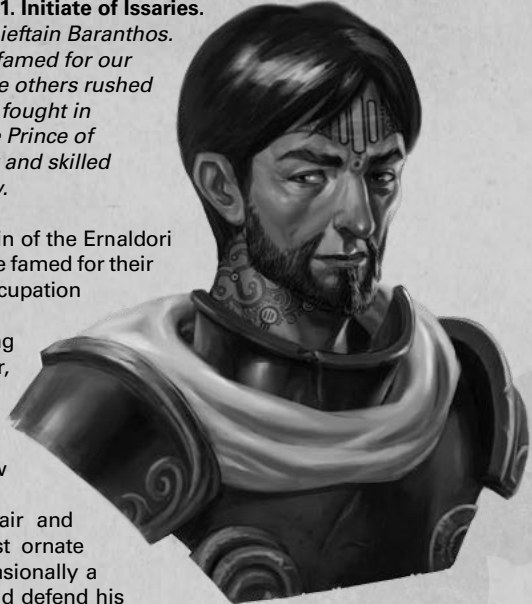
Treasures: 500 L in coin, jewels, and booty, armor and helmet, broadsword, small axe, medium shield, sling and 10 stones, writing implements and materials; tin disk carved with calendar; letter of introduction from the Knowledge Temple in Nochet.



HARMAST, BARANTHOS' SON

Noble farmer-warrior of the Ernardori clan of the Colymar Tribe. Male, age 21. Initiate of Issaries.

Introduction: *Harmast is my name, and I am the firstborn son of the great chieftain Baranthos. You have no doubt heard of me. My clan, the Ernardori, are loyal Sartarites, famed for our prudence and our success. True, my clan defended Colymar tribal lands while others rushed off to war, but when they returned, where were the thanks for our service? I fought in the Battle at Pennel Ford alongside my kinsfolk, and saw the crowning of the Prince of Sartar. My friends and enemies alike know me for a man of words, an envoy and skilled negotiator, but they also know that this fine sword at my side is not for show.*



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

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

Of average size and appearance, Harmast has close-cropped dark hair and surprisingly bright eyes. His garments and gear are well made and boast ornate decorative motifs, a clear display of his family's wealth. In person he is occasionally a bit arrogant, and quickly defensive when it comes to his choice to remain and defend his family's farm estate when others of his kin answered King Broyan's call.

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

STR 13 CON 9 SIZ 13
 INT 19 DEX 18 CHA 10
 POW 16 Magic Points: 16

Move: 8
Damage Bonus: +1D4
Spirit Combat Damage: 1D6+1
Strike Ranks: DEX 1, SIZ 2
Hit Points: 10

Location	D20	Armor/HP
Right Leg	01–04	6/4
Left Leg	05–09	6/4
Abdomen	09–11	6/4
Chest	12	6/5
Right Arm	13–15	6/3
Left Arm	16–18	6/3
Head	19–20	5/4

Armor: Plate cuirass (6 pts.), plate greaves and vambraces (6 pts.), closed helmet (5 pts.).

Skills: *Agility:* Dodge 46%, Ride (Horse) 40%. *Communication:* Bargain 65%, Dance 20%, FastTalk 15%, Oratory 50%, Sing 35%. *Knowledge:* Area Lore (Dragon Pass) 30%, Battle 30%, Cult Lore (Issaries) 30%, Customs (Heortling) 70%, Farm 35%, Herd 25%, Manage Household 50%. *Magic +5%:* Meditate 10%, Spirit Combat 65%, Worship (Issaries) 55%. *Perception:* Insight (Human) 60% Listen 35%, Scan 35%, Search 35, Track 15%. *Stealth:* Hide 25%, Move Quietly 30%.

Languages: Speak Heortling 60%, Speak Tradetalk 45%, Read/Write Theyalan 20%.

Weapon	%	Damage	SR	Pts
Broadsword	100	1D8+1+1D4	6	12
Battle Axe	40	1D8+2+1D4	6	10
Dagger	55	1D4+2+1D4	7	
Medium Shield	80	1D6+1D4	6	12
Javelin	45	1D8+1+1D2	1	7

Rune Points: 3 (Issaries)

Rune Spells: Command Cult Spirit (2), Dismiss Magic (var.), Divination (1), Extension (1), Flight (var.), Find Enemy (1), Heal Wound (1), Multispell (1), Passage (1), Path Watch (2), Safe (2), Soul Sight (1), Spell Trading (2), Spirit Block (var.).

Spirit Magic: Detect Enemy (1 pt.), Farsee (1 pt.), Glamour (2 pts.), Mobility (1 pt.).

Magic Items: Three healing potions that heal 1D10 points of damage each.

Runes: Air 90% (⊕), Fire 45% (⊙), Darkness 20% (●), Harmony 90% (III), Movement 75% (⚡).

Treasures: 150 L in coin, armor and helmet, broadsword, dagger, three javelins, medium shield, two riding zebras.

Passions: Hate (Grey Dog) 60%, Love (Family) 80%, Loyalty (Sartar) 80%, Loyalty (Ernardori Clan) 60%, Loyalty (Colymar Tribe) 60%, Loyalty (Issaries Temple) 60%.

HARMAST'S ZEBRAS: Harmast rides a Praxian zebra (and has a second), and must dismount to fight, as neither has not been trained to be steady in combat. Each has a Move 12. Characteristics are not needed.

Reputation: 15%
Ransom: 500 L.



VASANA'S BISON

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

STR 36 CON 17 SIZ 34
 INT N/A DEX 12 CHA N/A
 POW 10 Magic Points: 10

Location	D20	Armor/HP
Right Hind Leg	01–02	3/6
Left Hind Leg	03–04	3/6
Hindquarters	05–07	3/8
Forequarters	08–10	3/8
Right Front Leg	11–13	3/6
Left Front Leg	14–16	3/6
Head	17–20	3/7

Weapon	%	Damage	SR	Pts
Butt	50	2D10+3D6	8	12
Trample	50	6D6 to downed foe	8	12

Damage Bonus: +3D6

Move: 12

Hit Points: 23

Combat: A bison can butt or trample in the same melee round, not both.

Armor: 3-point hide.

AIR ELEMENTAL

Vasana can spend Rune Points to ask Orlanth to send her any size of air elemental. It will follow her orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small	Medium	Large
Rune Point cost to summon	1	2	3
SIZ (cubic meters)	27 (3×3×3)	54 (3×6×3)	81 (3×9×3)
Hit Points	10	19	29
STR	10	19	29
POW	11	17	20
Movement	12	12	12

Abilities: An air elemental can carry objects or people with a total SIZ equal to or less than the air elemental's STR. It can create a breeze or a small whirlwind. An air elemental may blow arrows or other missile weapons off course.

Attack: An air elemental attacks by taking a character caught within it and throwing them to the top of the elemental, and then dropping them. Damage is 1D6 plus 1D6 per

3 meters of fall. Thus, a small air elemental can do a maximum of 2D6 damage, but by making the elemental 6 meters high, a medium air elemental can do 3D6 damage, and a large air elemental does 4D6. A character may try to resist by pitting their STR in a resistance roll against the STR of the elemental. If the character resists, they stay on the ground. Characters may choose to attack or cast spells at an air elemental instead of resisting, in hopes that the air elemental will be destroyed in mid-toss, causing only 1/2 damage for the toss. The characters will be tossed, however.

EARTH ELEMENTAL

Yanioth can spend Rune Points to ask Ernalda to send her any size of earth elemental. It will follow her orders and stay in this world for 15 minutes (the duration of the spell) and then dissipate.

Characteristics	Small	Medium	Large
Rune Point cost to summon	1	2	3
SIZ (cubic meters)	27 (3×3×3)	54 (3×6×3)	81 (3×9×3)
Hit Points	10	19	29
STR	10	19	29
POW	11	17	20
Movement	0	1D6	3D6

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.

ELEMENTALS (CONTINUED)

FIRE ELEMENTAL

Vostor can spend 1 Rune Point to ask the Seven Mothers to send him a small fire elemental. It 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
SIZ (cubic meters)	27 (3×3×3)
Hit Points	10
STR	10
POW	11
Movement	0

Abilities: A fire elemental will ignite any flammable object it touches. It can heat metal (and eventually melt it), bake stone, set fires, and, of course, burn people. Fire elementals float through the air at the same rate as they move on the ground.

Attack: In combat, a fire elemental engulfs its victims in flame. It can engulf 10 SIZ points of enemy per cubic meter of volume. At the end of each round that the victim is engulfed, a roll of 3D6 is matched against the CON of the victim. If the attack is successful, the character takes the 3D6 damage directly to their general hit points. If unsuccessful, 1/2 the amount rolled is applied to the victim's general hit points. Armor will not protect against this damage, but Protection and Shield spells will.

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