

Front

CAPTAIN LONARDI

Ship Captain

36 pt

ST	10
DX	14(12)
IQ	12
MA	8



Human

Fine Saber (2d-2; +1 DX)

Leather armor (stops 2 hits)  
Main-gauche (stops 1 hit)

Back

**The Fantasy Trip™**

Notes:

Talents: Assess Value, Business Sense (2), Captain (2), Fencer, Knife, Literacy, Recognize Value, Seamanship, Sex Appeal, Sword.

Equipment: Logbook, upper-class clothing, navigational instruments (\$250).

An experienced sailor; often contracted by Indhyana League explorer-mages. Always carries his logbook in a pocket. Always willing to contract with adventurers for a cut of the loot.

GBA1

Front

SHARLYS ABRANGO

Scout

36 pt

ST	11
DX	13(12)
IQ	12
MA	10



Human

Longbow (1d+2)

Backup: Shortsword (2d-1)

Cloth armor (stops 1 hit)

Back

**The Fantasy Trip™**

Notes:

Talents: Area Knowledge, Bow, Brawling, Carousing, Charisma, Knife, Literacy, Recognize Value, Streetwise, Sword.

Special Equipment: Paired Parchments (anything written on one is duplicated instantly on another scroll; allows two-way communication).

Agents of the Indhyana League are capable and worldly. They might be found in any city, town, or even a remote location, either looking to hire adventurers to retrieve some valuable mystical or historical artifact, or in search of information regarding such a thing. Their Paired Parchments allow them to keep in touch with their superiors – lore-wise research mages with a penchant for meddling in local politics and clandestinely acquiring important relics. Frequently at odds with Lady Raelle Ironskull.

GBA2

SISTER IUSTITIA

Missionary

33 pt

ST	9
DX	12
IQ	13
MA	10



Human

Staff (1d)

**The Fantasy Trip™**

Notes:

Talents: Detect Lies, Diplomacy (2), Literacy, Priest.

Spells: Curse, Freeze, Reveal Magic, Staff/Staff II.

Sister Iustitia (Yoo-STISH-eee-yah) is an Enokian priest who'd be encountered on a pilgrimage to the Ivy Temple; she's heard that they follow the pure Way of Enok there, rather than the den of corruption that was her home temple. She is earnest, devout, and not at all shy about using her magical talents to "open the Way for Enok" where her Diplomacy fails her. She could know some temple scandal and be pursued by assassins, or have a hidden relic she's trying to protect from the elders. A woman with an iron will.

GBA3

KLATR

Sergeant

35 pt

ST	12
DX	14(11)
IQ	9
MA	6



Human

Broadsword (2d; enchanted for +1 damage) Backup: Dagger 1d-1

Chainmail (enchanted, stops 4 hits); small shield (enchanted, stops 2 hits)

**The Fantasy Trip™**

Notes:

Talents: Alertness, Brawling, Pole Weapons, Shield, Sword.

Klattr is one of the sergeants of the Ironskulls, a legion of mercenary warriors who were nearly wiped out storming the castle of a vampire lord. Klattr is frequently sent out of the castle on errands for the Lady Raelle Ironskull, as a messenger or to deliver or obtain a magical item from a client. Where the agents of the Ironskulls go, nothing good follows.

GBA4