

# PRE-GENERATED ADVENTURERS & NPCs

## Agata of the Ernaldori

Raised to rank of Earth Priestess only a season ago, Agata is the most junior of the priestesses at the Great Earth Temple at Clearwine. She is a sturdy young woman with the practical strength of someone raised among fields. Her round, sun-touched face is brushed with freckles from time spent working outdoors. Warm brown eyes reveal both curiosity and concern for the people around her. Agata's dark hair is usually worn in long braids tied with strands of vines, flowers and grasses that she collects. At her belt she carries a pouch containing sacred soil from her home in Greenbrass, a small sickle used in rituals and gathering plants, and a satchel of herbs.

Rituals, blessings, and the rhythms of field and family life come naturally to her, but the politics and dangers beyond her home valley are unfamiliar territory. Her instinct is always to preserve harmony—between people, between communities, and between humanity and the land itself. Violence is not her first choice; Agata instead prefers negotiation, mediation, and healing. She is conscientious and bright, but admittedly not very world wise. Her six-month-old daughter is being cared for by Agata's mother in their home village of Greenbrass.

Born to an unremarkable family of the Ernaldori clan in the village of Greenbrass, Agata never expected to be entrusted with such responsibilities so quickly. She is keen to prove herself on this important mission for Queen Leika.

Among companions, Agata often becomes the group's moral center and caretaker. She tends the wounded, offers blessings at campsites, gathers herbs and mosses, and reminds others that the world is sustained by harmony rather than disorder and conflict. Agata has trained diligently with a simple spear and shield, but has never been in an actual real combat. Although she is a priestess she is yet to receive her allied spirit.

## Hross Oddbuy

Originally from the Hiording clan, Hross is a trader who, decades ago, left behind a comfortable but humdrum life dealing in mundane agricultural produce to become a peddler of exotic and expensive trinkets. Hross dresses in layered woolen robes of various travel-faded colours topped with a deep blue trader's cloak edged with intricate Esrolian embroidery (from a recent trading expedition to Nochet) and fastened at the shoulder with a heavy brooch worked in the Movement and Harmony runes. He is in late middle age with a once study frame now softened by years of good eating and travel rather than hard labour. His beard is thick, streaked with grey and neatly cropped.

Shrewd but good-natured, Hross has sharp eyes that are constantly moving, weighing, noting, measuring. He is well-known in chieftains' halls across Sartar, Tarsh, and beyond. Queen Leika has entrusted him to convey the gifts the priestess Agata will present, and to vouch for their value. Hross has been to Runegate before, but that was decades ago, before its destruction by the Crimson Bat.

In combat, Hross relies on **Befuddle**, using **Protection** and dodging or parrying with his Quarterstaff while getting out of harm's way (and getting his bodyguard Garan in harm's way).

## Garan Greatsword

Garan is lean and muscular from difficult months of hunger and hard travel. His dark hair is worn long but tied back crudely and his beard is kept short. His face is sharp and severe, made harsher by a nose that has been broken at least once and set poorly. Hailing from the unruly Varmandi clan, Garan took on the desperate life of a brigand after his whole family perished in the Great Winter. He found himself called to the Humakt cult after discovering in a burned-out farmstead the two-handed greatsword he now wields. At Garan's belt hangs a small, soot-darkened leather pouch. Each morning, he performs the quiet ritual of taking a pinch of fine grey ash and carefully drawing it along the flat of his formidable greatsword. He says nothing while he does this and does not explain it if asked. Serving the death god has ironically bought a measure of stoic calm to Garan's life.

For the past several seasons he's worked as Hross Oddbuy's bodyguard and is starting to warm to the old fellow.

Unless Hross holds him back, Garan tends to go all in when things get heated, casting **Bladesharp 4** and **Sword Trance** with at least 3 magic points. With a sword skill well over 100% and a weapon blessed to do devastating damage, he is a formidable opponent whose key vulnerability is his unarmored left leg. Hross supports his bodyguard with **Protection 4**.

## Jess Red-Hair

Jess was chosen by Vinga, the feminine incarnation of Orlanth, at her adulthood ceremony; everyone said that was inevitable, what with her flaming red hair which she usually ties back in a practical braid. Her green eyes are sharp and clear with a spark that hints at both intelligence and a streak of stubbornness. Jess's hands are calloused from years of wielding spear and sling, and the scars that crisscross her forearms tell of countless skirmishes. She is a steadfast and fiercely loyal foot soldier in Leika Black-spear's warband, having followed her into exile ten years ago.

Jess is Agata's eldest sister, and regrets not being there for a lot of her growing up. She is immensely proud and protective of Agata and has stepped forward as a volunteer to be part of this mission to make sure it is a success.

Despite her stern exterior, Jess has warmth for those she trusts. Her laughter is rare but genuine and her counsel carries weight. Jess is informed by experience, empathy and a clear sense of responsibility to her Queen and family.

Jess is highly skilled with her spear and sling. Before combat she usually casts **Strength** on herself. This increases her damage bonus to +1d6, and her Agility and Manipulation skills (including weapon skills) by 10%.

# AGATA OF THE ERNALDORI

PRIESTESS OF ERNALDA: ☒ ☐ ☐ ☐

## WHO IS AGATA?

Raised to rank of Earth Priestess only a season ago, Agata is the most junior of the priestesses at the Great Earth Temple at Clearwine. From an unremarkable family of the Ernardori clan, she is keen to prove herself on this important mission for Queen Leika. Agata is conscientious and bright, but admittedly not very world-wise.

## AGATA OF THE ERNALDORI

Priestess of Ernalda, human female, age 20.

STR	CON	SIZ	DEX	INT	POW	CHA
13	13	8	15	17	18	19

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
1h Short Spear	75	1D6+1	6	10
Sickle	60	1D4+2	8	8
Medium Shield	60	1D4	7	12
Spirit Combat	35	1D6+3	12	—

## HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	3/5
Left Leg	05–08	3/5
Abdomen	09–11	5/5
Chest	12	5/6
Right Arm	13–15	3/4
Left Arm	16–18	3/4
Head	19–20	4/5

## ATTRIBUTES

QUALITY	VALUE
Hit Points	13
Move	8
Strike Rank	4 (DEX 2 SIZ 2)
Rune Points	5
Magic Points	18
Reputation	20%
Ransom	1000 L.

## GEAR, TREASURE & ABILITIES

**Cults:** Ernalda

**Rune Spells:** All common Rune spells, plus Bless Crops 1+, Heal Body 3, Inviolable 1+

**Spirit Magic:** Befuddle (2), Heal 1–2, Ignite (1), Slow (1)

**Skills:** *Agility* 10%: Climb 45%, Dance 50%, Dodge 50%, Jump 53%, Ride (horse) 40% *Communication* 20%: Bargain 25%, Charm 35%, Orate 30%, Sing 35% *Knowledge* 15%: Cult Lore (Ernalda) 60%, Customs (Sartar) 45%, Farm 80%, First Aid 70%, Homeland Lore (Sartar) 40%, Plant Lore 65% *Magic* 15%: Meditate 45%, Spirit Combat 35%, Worship (Ernalda) 50% *Manipulation* 20%: Play Flute 25% *Perception* +15%: Insight (human) 35%, Listen 45%, Scan 45%, Search 45% *Stealth* +15%: Hide 35%, Move Quietly 35%

**Languages:** Speak Earthtongue 55%, Speak Theyalan 70%

**Passions:** Devotion (Ernalda) 80%, Love(family) 80%, Loyalty (Queen Laika) 80%

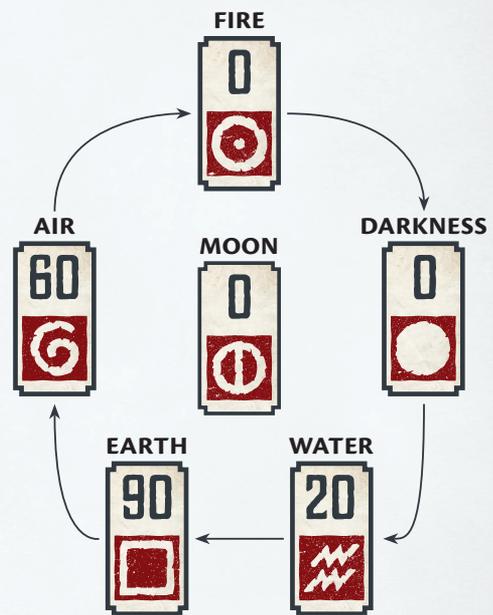
**Armor:** Open helm, heavy scale hauberk, cuirboilli greaves, and vambraces

**Equipment:** Harvesting sickle, healing salves x2 (each heals up to 6 points of damage), copper-plated ceremonial bowl.

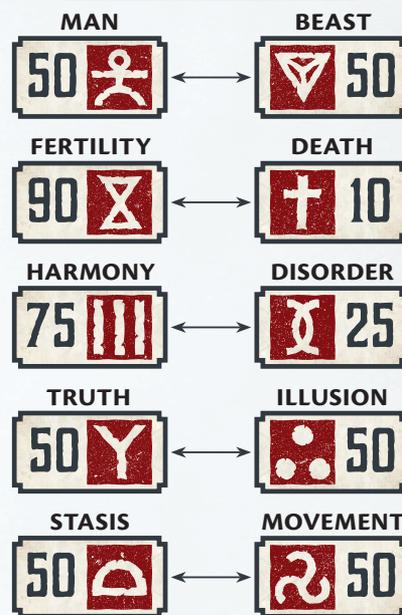
**Allied and Bound Spirits:** None.

**Note:** Agata will only don her armor and carry her spear and shield in dangerous situations. Normally they are carried on Hross Oddbuy's mule.

## ELEMENTAL RUNES



## POWER & FORM RUNES



## COMMON RUNE SPELLS

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

\*RuneQuest Starter Set Book 1: Rules

# HROSS ODDBUY

INITIATE OF ISSARIES (GOLDENTONGUE): III H R

## WHO IS HROSS?

Originally from the Hiording clan, Hross is a trader who, decades ago, left behind a comfortable but humdrum life dealing in mundane agricultural produce to become a peddler of exotic and expensive trinkets. Shrewd but good-natured, he is well-known in chieftains' halls across Sartar, Tarsh, and beyond. Queen Leika has entrusted him to convey the gifts the priestess Agata will present, and to vouch for their value.

## HROSS ODDBUY

Initiate of Issaries (Goldentongue), human male, age 48.

STR	CON	SIZ	DEX	INT	POW	CHA
8	11	14	11	16	13	15

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Quarterstaff	90	1D8+1	8	12
Spirit Combat	65	1D6+1	12	—

## HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	0/4	Hit Points	12
Left Leg	05–08	0/4	Move	8
Abdomen	09–11	3/4	Strike Rank	5 (DEX 3 SIZ 2)
Chest	12	3/5	Rune Points	8
Right Arm	13–15	0/3	Magic Points	29
Left Arm	16–18	0/3	Reputation	27%
Head	19–20	0/4	Ransom	500 L.

## ATTRIBUTES

## GEAR, TREASURE & ABILITIES

**Cults:** Issaries (Goldentongue)

**Rune Spells:** All common Rune spells, plus Create Market 3+, Detect Honor [one use] 1+, Lock 1+, Path Watch 2, Spell Trading 2

**Spirit Magic:** Countermagic 1–4, Detect Enemies (1), Light (1), Mobility (1), Protection 1–2, Repair 1–2, Second Sight (3)

**Skills:** *Agility 10%:* Climb 45%, Dodge 40%, Ride (horse) 40%  
*Communication 20%:* Bargain 80%, Charm 50%, Orate 50%, Sing 70%  
*Knowledge 15%:* Cult Lore (Issaries) 60%, Customs (Sartar) 75%, Customs (various foreign) 25%, Homeland Lore (Sartar) 75%  
*Magic 15%:* Spirit Combat 65%, Worship (Issaries) 60%  
*Manipulation 20%:* Conceal 60%, Sleight 60%  
*Perception +15%:* Insight (human) 75%, Listen 65%, Scan 75%, Search 65%  
*Stealth +15%:* Hide 50%, Move Quietly 45%

**Languages:** Speak Esrolian 50%, Speak Theyalan 90%, Read/Write Theyalan 40%, Speak Tradetalk 95%

**Passions:** Devotion (Issaries) 80%, Loyalty (Hiording clan) 60%, Loyalty (Queen Leika) 80%

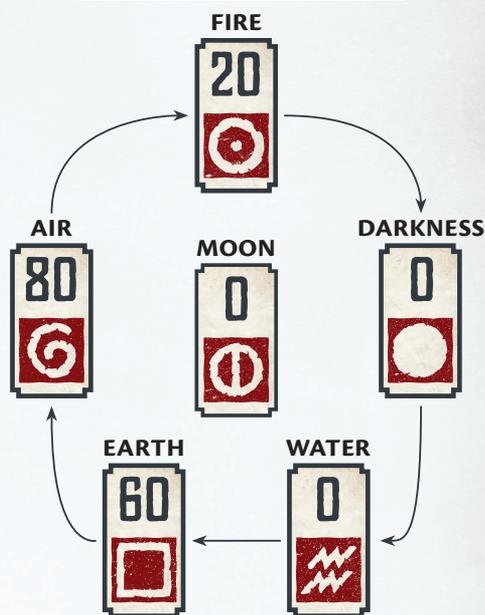
**Armor:** Linothorax (Hross relies on his Protection spell, dodge and parry with his Quarterstaff)

**Magic Items:** Duck head clay amulet containing a bound spirit with POW 16. Hross can draw upon the spirit's magic points.

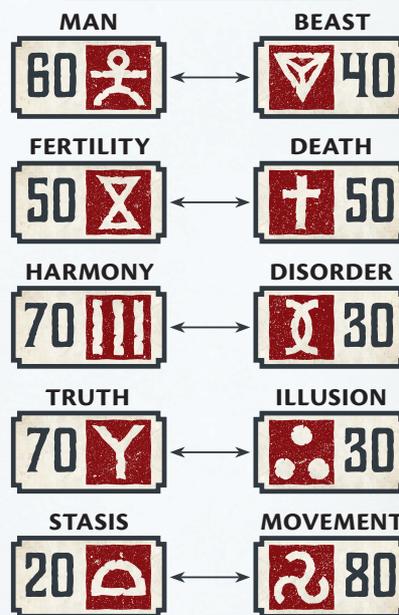
**Equipment:** Pack mule with gifts for Runegate provided by Queen Leika, simple writing equipment, fine saddlebags, trade goods (bronze Esrolian necklaces inset with semi-precious stones, exotic incense blends, a collection of unusual feathers, and a curious device of unknown origin) worth 200L.

**Allied and Bound Spirits:** None.

## ELEMENTAL RUNES



## POWER & FORM RUNES



## COMMON RUNE SPELLS

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

\*RuneQuest Starter Set Book 1: Rules

# GARAN GREATSWORD

INITIATE OF HUMAKT: † Y

## WHO IS GARAN?

Hailing from the unruly Varmandi clan, Garan took on the desperate life of a brigand after his whole family perished in the Great Winter. He found himself called to the Humakt cult after discovering in a burned-out farmstead the two-handed greatsword he now wields. Serving the death god has ironically bought a measure of stoic calm to Garan's life. For the past several seasons he's worked as Hross Oddbuy's bodyguard and is starting to warm to the old fellow.

## GARAN GREATSWORD

Initiate of Humakt, human male age 23.

STR	CON	SIZ	DEX	INT	POW	CHA
14	10*	13	14	12	14	11

## ATTACKS

WEAPON	%	DAMAGE	SR	Pts
2H Greatsword	75	2D8**	5	18***
1H Small Axe	70	1D6+1+1D4	8	6
Medium Shield	65	1D4+1D4	7	12
Javelin (thrown)	80	1D10+1D2	1/MR	8
Spirit Combat	45	1D6+1	12	—

## HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01-04	6/4	Hit Points	11
Left Leg	05-08	0/4	Move	8
Abdomen	09-11	6/4	Strike Rank	4 (DEX 2 SIZ 2)
Chest	12	6/5	Rune Points	4
Right Arm	13-15	6/3	Magic Points	14
Left Arm	16-18	6/3	Reputation	10%
Head	19-20	5/4	Ransom	—

## ATTRIBUTES

## GEAR, TREASURE & ABILITIES

**Cults:** Humakt

**Rune Spells:** Detect Truth 1, Shield 1+, Sword Trance 1

**Spirit Magic:** Bladesharp 1-4, Detect Undead (1), Heal 1-2

**Skills:** *Agility 10%:* Climb 55%, Dodge 55%, Ride (horse) 30%  
*Communication 20%:* Intimidate 75% *Knowledge 15%:* Animal Lore 40%, Cult Lore (Humakt) 30%, Homeland Lore (Sartar) 45%  
*Magic 15%:* Spirit Combat 45%, Worship (Humakt) 30%  
*Manipulation 20%:* Conceal 30% *Perception +15%:* Listen 65%, Scan 60%, Search 45%, Track 55% *Stealth +15%:* Hide 40%, Move Quietly 40%

**Languages:** Speak Theyalan 65%

**Passions:** Devotion (Humakt) 75%, Honor 75%, Loyalty (Hross) 60%

**Humakt Gifts:** \* +4 to effective CON against disease or poison

\*\* Bless 2H-Greatsword to do double damage once armor is penetrated

\*\*\* Increase the hit points of specific weapon by 50% (his Greatsword)

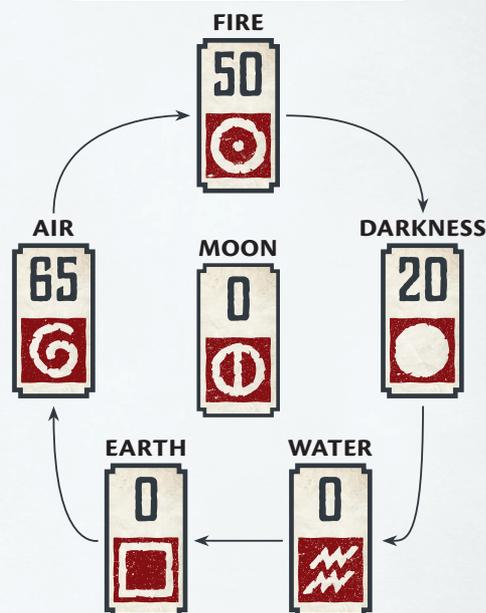
**Humakt Geases:** Wear no armour on left leg; Drink no alcoholic beverages; Never eat from a dish

**Armor:** Plate vambraces, right plate greave, segmented plate on chest/abdomen, closed helm

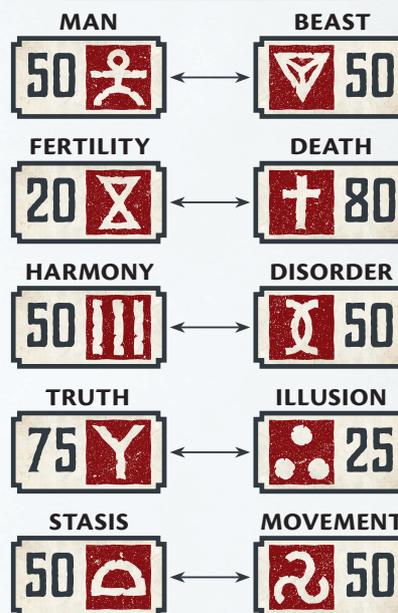
**Equipment:** Small pouch containing ash

**Allied and Bound Spirits:** None

## ELEMENTAL RUNES



## POWER & FORM RUNES



## COMMON RUNE SPELLS

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

\*RuneQuest Starter Set Book 1: Rules

# JESS RED-HAIR

INITIATE OF ORLANTH ADVENTUROUS (VINGA):  

## WHO IS JESS?

At her adulthood ceremony Jess was chosen by Vinga, the feminine incarnation of Orlanth; everyone said that was inevitable, what with her flaming red hair. She is a steadfast foot soldier in Leika Blackspear's warband, loyally following her into exile ten years ago. Jess is Agata's eldest sister, and regrets not being there for a lot of her growing up. She is immensely proud of Agata, and stepped forward to volunteer to be part of this mission to make sure it is a success.

## VANDARL HUMAKTSON

Initiate of Orlanth Adventurous (Vinga subcult), human female age 29.

**STR** 16 | **CON** 12 | **SIZ** 12 | **DEX** 15 | **INT** 16 | **POW** 11 | **CHA** 14

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
1h Short Spear	90	1D8+1+1D4	5	10
Medium Shield	80	1D4+1D4	7	12
Dagger	65	1D4+2+1D4	8	6
Sling	65	1D8	S/MR	—
Spirit Combat	60	1D6+1	12	—

## HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01-04	3/4
Left Leg	05-08	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	3/4

## ATTRIBUTES

QUALITY	VALUE
Hit Points	12
Move	8
Strike Rank	4 (DEX 2 SIZ 2)
Rune Points	5
Magic Points	21
Reputation	20%
Ransom	500 L.

## GEAR, TREASURE & ABILITIES

**Cults:** Orlanth Adventurous (Vinga subcult)

**Rune Spells:** Fearless 2, Lightning 1+, Shield 1+

**Spirit Magic:** Demoralize (2), Disruption (1), Glamor (2), Heal 1-2, Strength (2)

**Skills:** *Agility 10%:* Climb 40%, Dance 30%, Dodge 50%, Ride (horse) 40% *Communication 20%:* Orate 45%, Intimidate 45%, Sing 35% *Knowledge 15%:* Cult Lore (Orlanth-Vinga) 40%, Customs (Sartar) 50%, Homeland Lore (Esrolia) 25%, Homeland Lore (Sartar) 45% *Magic 15%:* Spirit Combat 60%, Worship (Orlanth-Vinga) 60% *Manipulation 20%:* Conceal 50%, Sleight 50% *Perception +15%:* Listen 65%, Scan 65%, Search 65%, Track 45% *Stealth +15%:* Hide 60%, Move Quietly 50%

**Languages:** Speak Theyalan 65%

**Passions:** Devotion (Orlanth - Vinga) 75%, Hate (chaos) 60%, Honor 60%, Love (family) 65%, Loyalty (Queen Leika) 90%,

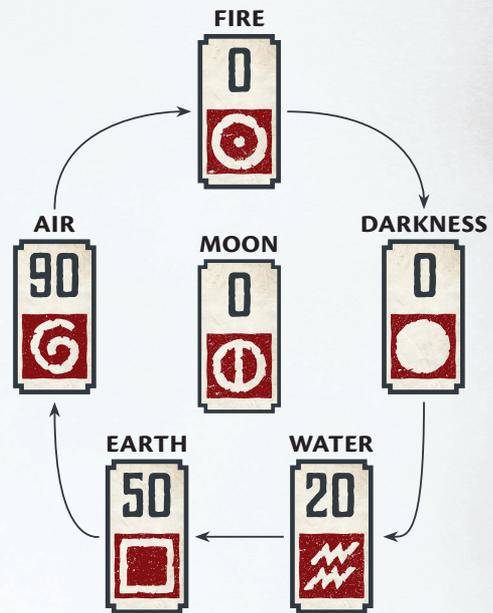
**Armor:** Linothorax, cuirboilli vambraces and greaves, open helm.

**Magic Items:** Magic crystal on brooch stores 10 magic points; Pennant is a matrix for the Glamor spirit magic spell.

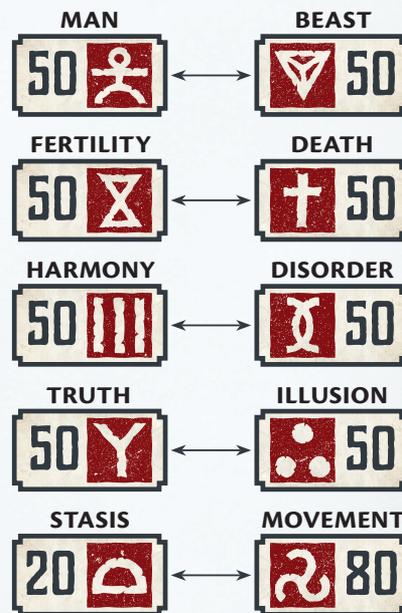
**Equipment:** Jess flies a pennant from her short spear. It has a light blue field and white movement rune emblazoned across it, an emblem of Queen Leika. Jess has to return the pennant at the end of the mission.

**Allied and Bound Spirits:** None

## ELEMENTAL RUNES



## POWER & FORM RUNES



## COMMON RUNE SPELLS

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

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