

# RUNEQUEST®

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## ELDER RACE ADVENTURERS



BY JERRY THORPE & JASON DURALL





# RUNEQUEST®

## ELDER RACE ADVENTURERS

### FOURTEEN NEW ADVENTURER SHEETS FOR RUNEQUEST

BY JERRY THORPE & JASON DURALL

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Chaosium Publication 4053

August 2025. Version 1.0







## FINROLAR (BROWN ELF)

INITIATE OF ALDRYA, HIGH KING ELF SUBCULT:   
CULT: ALDRYA REPUTATION: 10% RANSOM: 500 L

**Male Brown Aldryami, age 33. Warrior of Tarndisi's Grove.**

*The forest grove I grew up in was the only world I ever wanted, but the human world could not be ignored. When the Lunar Empire invaded Dragon Pass, my mother died fighting them. A human risked everything to return with her bow, but it was as dead as she was. Now I have joined Kallyr's Rebellion to see what my mother died for, and to exact my revenge.*

Born in a small forest called Tarndisi's Grove, just south of Apple Lane and north of Clearwine, Finrolar's parents both were members of the Marching Aldryami, the standing army of elves prepared to defend the elf-lands against logging and the incursion of other races.

While the past few decades in Sartar's history were marked with the struggle against the Lunar Empire, life within Tarndisi's Grove remained relatively the same. The Grove had little to offer the Lunars, and the Empire was for the most part happy to stay well and clear of it. After a few disastrous incursions when the Lunars learned about elf-summoned War Trees, they let their occupation of Sartar end at the borders of the elf-lands.

Nonetheless, the elves of the grove spoke to their distant cousins across the whole of the land, and the earth and the wind carried news of what befell the human kingdoms.

His mother Oresta became interested in Kallyr Starbrow's Rebellion and left the Grove to see this war-leader for herself. She apparently met her end at the hand of the Lunars. Several months later,

a human soldier came to the Grove with news of her passing. He tried to return her elf-bow intact, but it had become brittle and dead from his mortal touch.

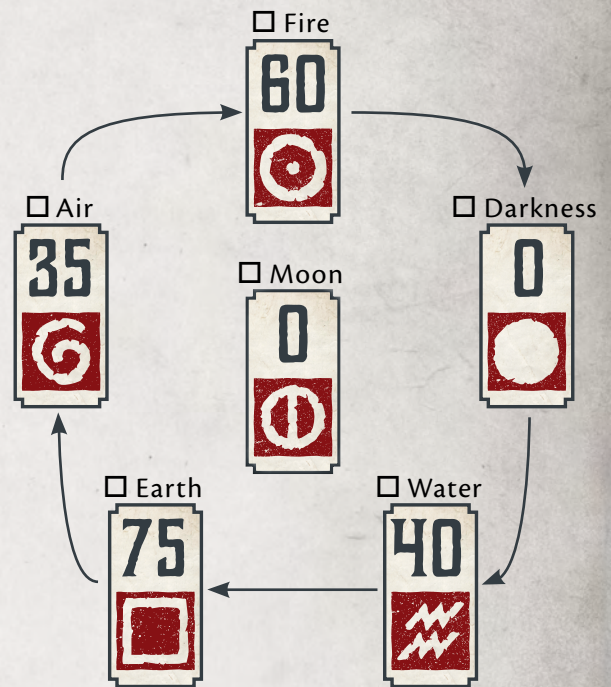
After the Great Winter had passed, Finrolar left the grove and joined the human resistance against the Lunar Empire. He did not witness the Dragonrise himself but saw its effects, and when he heard that Kallyr Starbrow was again at war with the Lunars, he set out in search of a means of avenging his mother's death.

### HOW TO PLAY FINROLAR

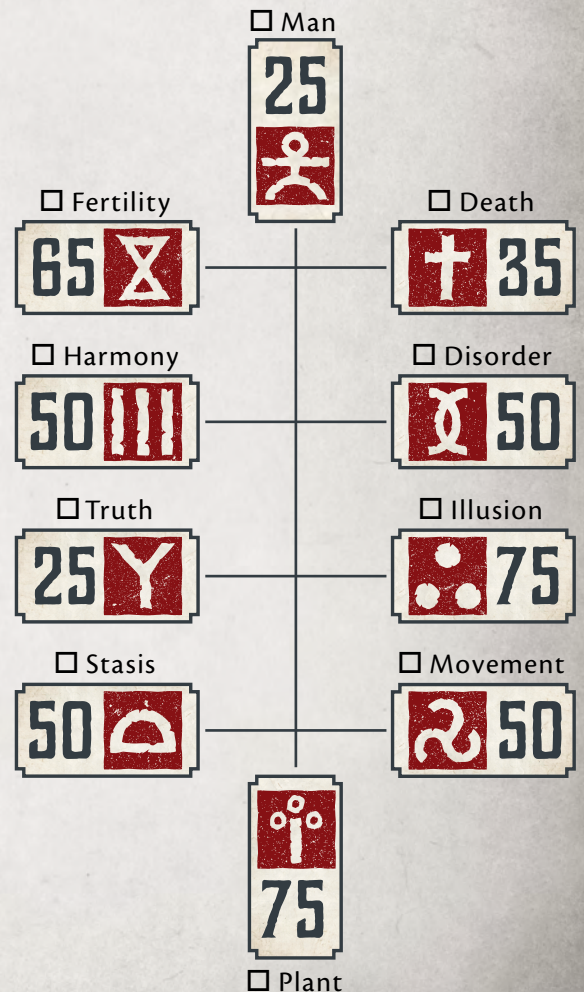
- Brown elves (also called *mrelti*) are a sentient plant-like species with their own senses, their own types of feeling and expression, and are a bit alien and unsettling to humans.
- Finrolar is particularly curious about humankind and after several years patrolling the edges of the grove, he struck out into their world.
- His Elfsense lets him see the life energy flowing through living beings, particularly when they are in pain.
- He is a vegetarian, and usually only eats fresh food off the vine.
- Like most elves, Finrolar is slow to form an opinion, but rarely changes his mind.
- Finrolar is still young, barely more than a teenager by elf standards. At 33, he's at least seven years from being considered an adult, and should live to be at least 250.
- He is weak in melee combat and silent death with a bow—the combination of Arrow Trance and either Speedart or Multimissile makes him a deadly sniper.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





# STATISTICS

**STR** 12 **CON** 12 **SIZ** 9 **DEX** 17 **INT** 23 **POW** 14 **CHA** 14

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Elf Bow	125	1D8+1	S/MR	6*
Short Spear, 1H	85	1D6+1	5	10
Short Spear, 2H	95	1D10+1	3	10
Short Spear, Thrown	95	1D6+1	1/MR	10
Small Shield	95	1D3	6	8
Short Sword	65	1D6+1	6	12
Spirit Combat	55	1D6+1	—	—

## HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	2/4	Hit Points	12
Left Leg	05–08	2/4	Move	9
Abdomen	09–11	2/4	Strike Rank	3 (DEX 1, SIZ 2)
Chest	12	2/5	Rune Points	4
Right Arm	13–15	2/3	Magic Points	24 (14+10)
Left Arm	16–18	2/3	Damage Bonus	—
Head	19–20	2/4	Healing Rate	2

## HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Treated bark armor (–0% to Move Quietly).

**Special Abilities:** Night vision is better than humans. Elfsense lets an elf, by touch, sense the emotional and physical state of a living being, including whether it is stressed or in pain. Elfsense also helps read the quality and richness of soil.

**Vulnerability:** Brown elves are vulnerable to iron and cannot handle or use it. Any damage from an iron weapon that exceeds a brown elf's armor is doubled.

**Magic Items:** Leafy cloak (+20% to Hide in deciduous forests), elf bow (range 80, has POW 10 and provides 10 magic points to owner, withers and dies in the hands of a non-Aldryami, and is equivalent to a self bow for other elves).

**Treasures:** Leafy hat, 100 arrows.

\* An elf bow can only be repaired using the Heal spell, not normal craftsmanship or the Repair spell.

\*\* **Arrow Trance:** 1 point, Self, Temporal, Nonstackable. Doubles bow skill, user can only target and shoot and cannot do anything other than supporting those actions. Can only use bow-related magic (can heal bow, if damaged) and if battle ends before spell expires, will wait patiently for new targets. *Glorantha Bestiary*, page 27.

\*\*\* Finrolar uses the Plant Rune instead of the Man Rune when casting Rune Magic spells.

# SKILLS & PASSIONS

## AGILITY (+10%)

- ☐ Climb.....80%
- ☐ Dodge.....89%
- ☐ Jump.....61%

## COMMUNICATION (+15%)

- ☐ Charm.....30%
- ☐ Dance.....50%
- ☐ Orate.....25%
- ☐ Sing.....65%
- ☐ Speak Aldryami.....65%
- ☐ Speak Earthtongue.....13%
- ☐ Speak Tradetalk.....35%

## KNOWLEDGE (+15%)

- Cult Lore (Aldrya).....50%
- Customs (Aldryami).....40%
- Elder Race Lore (Aldryami).....65%
- ☐ First Aid.....50%
- Homeland L. (Tarndisi's Grove).....65%
- Homeland Lore (Sartar).....25%
- Plant Lore.....85%
- ☐ Survival.....40%

## MAGIC (+5%)

- ☐ Meditate.....25%
- ☐ Spirit Combat.....55%
- ☐ Worship (Aldrya).....75%

## MANIPULATION (+25%)

- ☐ Elf Bow.....125%
- ☐ Short Spear.....85%
- ☐ Shortsword.....65%
- ☐ Shield.....95%

## PERCEPTION (+15%)

- ☐ Elfsense.....60%
- ☐ Insight (Elf).....35%
- ☐ Listen.....60%
- ☐ Scan.....40%
- ☐ Search.....40%
- ☐ Track.....65%

## STEALTH (+25%)

- ☐ Hide.....70%
- ☐ Move Quietly.....70%

## PASSIONS

- ☐ Devotion (Aldrya).....60%
- ☐ Hate (Lunar Empire).....60%
- ☐ Hate (Mostali).....60%
- ☐ Hate (Uz).....60%
- ☐ Loyalty (Tarndisi's Grove).....60%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Befuddle	2	36
Heal 1	1	36
Mobility	1	36
Multimissile 1	1	36
Speedart	1	37

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Arrow Trance**	1	☿ ☽	**
Heal Body	3	☿ ☽ ☿	44
Reflection	1	☿ ☽ ☿	47
Shield	1	☿ ☽ ☿	49

## MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



## RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## YEREMA (GREEN ELF)

**PRIESTESS-SHAMAN OF ALDRYA:**   
**CULT:** ALDRYA **REPUTATION:** 5% **RANSOM:** 250 L

**Female Green Aldryami, age 40. Two-Pine Ridge forest.**

*Aldrya is everything, and she speaks, lives, and breathes through me. I thought all would respect the life she represents, but the Lunar Empire has burned our forests and cut our sacred trees. And so I have left my home of Two-Pine Ridge, and seek to learn the ways of the humans while I have the freedom to do so.*

A full adult *vronkali*—as the green elves are called—Yerema is a priestess-shaman of the elf goddess Aldrya, the ancestral figure worshipped by all Aldryami. She was born and grew up largely in the Aldryami community in Two-Pine Ridge and has served Aldrya faithfully all these years. She has many brothers and sisters, but some have left and never returned.

Yerema is no stranger to humans, as the Jotorling Clan of the Culbrea Tribe dwells in the area and she has even crossed the Lorthing River and visited Jonstown on occasion. The Lunar invasion of the region was noted, and even though the Lunars wisely avoided provoking the Aldryami overmuch, and left them to their groves, their presence was still felt.

The Lunar army burnt many forests and fought Aldryami elsewhere, and word spread amongst them that the Lunars were their enemies. Thus, the Aldryami of Two-Pine Ridge offered shelter and assistance to Culbrea Tribe's refugees and rebels alike.

Yerema's encounters with the human-folk and other minor adventures nearby

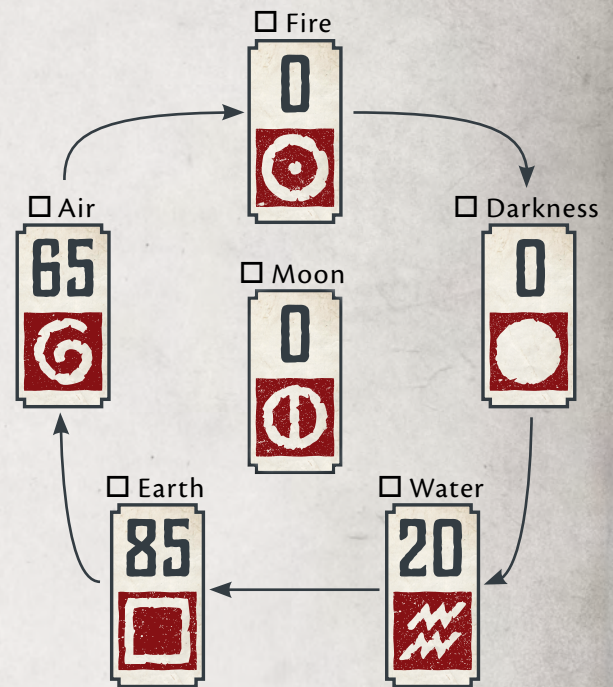
have made her curious about the outside world. Spirits speak to her about momentous events transpiring in the lands surrounding her home, and she wants to see them and know how to prepare for the coming of the Hero Wars.

### HOW TO PLAY YEREMA

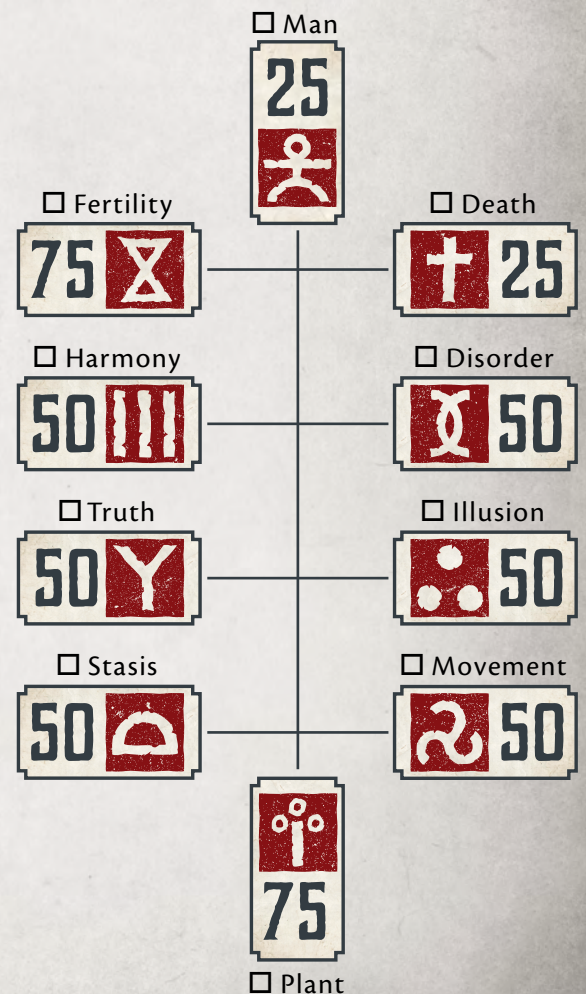
- Yerema is a *vronkali*, a green elf, and she is not human. Her emotional state is far more linked to the weather and her environment than it is to any people around her.
- She's a young adult. In Aldryami terms she would be just out of her teens.
- She is deeply connected to the plant and spirit worlds and sees them as indistinguishable. All life is one. She is a vegetarian and does not eat meat, usually provided to her by the plants she tends.
- Currently, she's not very well suited to be a shaman, given her average CHA, so she seeks to increase her CHA however possible.
- Her goal is to become a full shaman. This involves awakening her 'fetch', a manifested part of her soul. To do this, she needs to sacrifice POW, so she's also eager to increase that as much as she can. As a green elf, her maximum POW is 20.
- Yerema does not like to get involved in melee combat, preferring to stay at distance with her elf bow, or disincorporate for spirit combat.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
14 14 13 18 20 18 13

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Elf Bow	90	1D8+1	S/MR	6*
Dagger	40	1D4+2+1D4	7	6
Spirit Combat	80	1D6+2	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	2/6
Left Leg	05–08	2/6
Abdomen	09–11	2/6
Chest	12	2/7
Right Arm	13–15	2/5
Left Arm	16–18	2/5
Head	19–20	2/6

### ATTRIBUTES

QUALITY	VALUE
Hit Points	16
Move	9
Strike Rank	3 (DEX 1, SIZ 2)
Rune Points	3
Magic Points	29 (18+11)
Damage Bonus	+1D4
Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Treated woven vine armor (–0% to Move Quietly).

**Special Abilities:** Night vision is better than humans. Elfsense lets an elf, by touch, sense the emotional and physical state of a living being, including whether it is stressed or in pain. Elfsense also helps read the quality and richness of soil.

**Vulnerability:** Green elves are vulnerable to iron and cannot handle or use it. Any damage from an iron weapon that exceeds a green elf's armor is doubled.

**Magic Items:** Artifacts and regalia of the forest spirits; healing poultices that heal 1D6 damage after 1D6 hours on a wound; hooded leafy cloak (+20% to Hide in deciduous forests), elf bow (range 80, has POW 11 and provides 11 magic points to owner, withers and dies in the hands of a non-Aldryami, and is equivalent to a self bow for other elves).

**Treasures:** 100 arrows, jewelry, vessels, and other miscellaneous goods worth 450 L.

\* An elf bow can only be repaired using the Heal spell, not normal craftsmanship or the Repair spell.

\*\* **Arrow Trance:** 1 point, Self, Temporal, Nonstackable. Doubles bow skill, user can only target and shoot and cannot do anything other than supporting those actions. Can only use bow-related magic (can heal bow, if damaged) and if battle ends before spell expires, will wait patiently for new targets. *Glorantha Bestiary*, page 27.

\*\*\* **Chameleon:** 2 points, Self, Temporal, Nonstackable. Caster blends into background with a Hide 100% skill while still. If user enters combat, any foes must roll Scan to attack, parry, or Dodge the caster. *Glorantha Bestiary*, page 27.

\*\*\*\* Yerema uses the Plant Rune instead of the Man Rune when casting Rune Magic spells.

## SKILLS & PASSIONS

### AGILITY (+15%)

<input type="checkbox"/> Climb	85%
<input type="checkbox"/> Dodge	51%
<input type="checkbox"/> Jump	69%
<input type="checkbox"/> Swim	45%

### COMMUNICATION (+15%)

<input type="checkbox"/> Charm	55%
<input type="checkbox"/> Dance	45%
<input type="checkbox"/> Sing	60%
<input type="checkbox"/> Speak Aldryami	65%
<input type="checkbox"/> Speak Spiritspeech	50%
<input type="checkbox"/> Speak Tradetalk	30%

### KNOWLEDGE (+15%)

Animal Lore	20%
Cult Lore (Aldrya)	65%
Customs (Aldryami)	40%
Elder Race Lore (Aldryami)	40%
<input type="checkbox"/> First Aid	40%
Homeland Lore (Sartar)	55%
Plant Lore	85%
<input type="checkbox"/> Survival	30%
<input type="checkbox"/> Treat Disease	20%
<input type="checkbox"/> Treat Poison	20%

### MAGIC (+5%)

<input type="checkbox"/> Meditate	25%
<input type="checkbox"/> Spirit Combat	55%

<input type="checkbox"/> Spirit Dance	55%
Spirit Lore	55%
<input type="checkbox"/> Spirit Travel	55%
<input type="checkbox"/> Worship (Aldrya)	55%

### MANIPULATION (+25%)

<input type="checkbox"/> Craft (Wood Shaping)	10%
<input type="checkbox"/> Play Instrument (Stringed)	5%
<input type="checkbox"/> Conceal	45%
<input type="checkbox"/> Elf Bow	90%
<input type="checkbox"/> Dagger	40%

### PERCEPTION (+15%)

<input type="checkbox"/> Elfsense	60%
<input type="checkbox"/> Insight (Aldryami)	35%
<input type="checkbox"/> Listen	60%
<input type="checkbox"/> Scan	40%
<input type="checkbox"/> Search	40%
<input type="checkbox"/> Track	50%

### STEALTH (+15%)

<input type="checkbox"/> Hide	60%
<input type="checkbox"/> Move Quietly	55%

### PASSIONS

<input type="checkbox"/> Devotion (Aldrya)	60%
<input type="checkbox"/> Hate (Mostali)	60%
<input type="checkbox"/> Hate (Uz)	60%
<input type="checkbox"/> Loyalty (Two-Pine Ridge)	60%
<input type="checkbox"/> Loyalty (shaman)	60%

**Note:** Skill category modifiers are already calculated into skill percentages.

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Detect Spirit	1	36
Second Sight	3	37
Speedart	1	37
Spirit Block	1	37

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32

## COMMON RUNE MAGIC

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



## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Arrow Trance	1		**
Chameleon	2		***
Discorporation	1		42

### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## DIYAK (BABOON)

INITIATE OF GRANDFATHER BABOON (DAKA FAL):

CULT: DAKA FAL REPUTATION: 5% RANSOM: 500 L

**Male Baboon, age 22. Mercenary Warrior of the Baboon Troop.**

*Hey there, do you have work for me? If it can be cut, or beaten, or torn apart... I am the baboon for that. Half price for Lunars. We have some history. I just came out of Big Rubble and want some real adventure, not just poking around through ruins. If you don't need a fighter, why are you wasting my time?*

Born in the Monkey Ruins in the region of Prax called Orani's Mistake, Diyak is a wanderer, a mercenary at heart. He is bigger, stronger, and harder than most baboons and eventually may become a leader of his people, once he gets a bit more experience and worldliness. He has many brothers and sisters, and one day will return and do his family proud.

Baboons, as all Diyak's people know, date back to the age when humans and beasts had not yet separated. Because baboons still have this purity, they are naturally superior to humans. They look to the Monkey Ruins as the fallen capital of their once-magnificent empire, but they also know that there's little money to be made there, so many baboons serve as mercenaries in groups such as the Baboon Troop (the largest and most famous of these companies, many of which have the same name).

Diyak was only a cub when the Lunar Tarshites first invaded Prax, and though they didn't get very far, the baboons developed a considerable hatred for them. Most of his youth was dominated by the

skirmishes against the Lunars as they tried to annex Dragon Pass, but when Diyak was finally old enough to fight, the Lunars had claimed Dragon Pass. Soon after, though, the White Bull Society was formed, and eventually, the human adventurer Argrath was proclaimed as the White Bull himself.

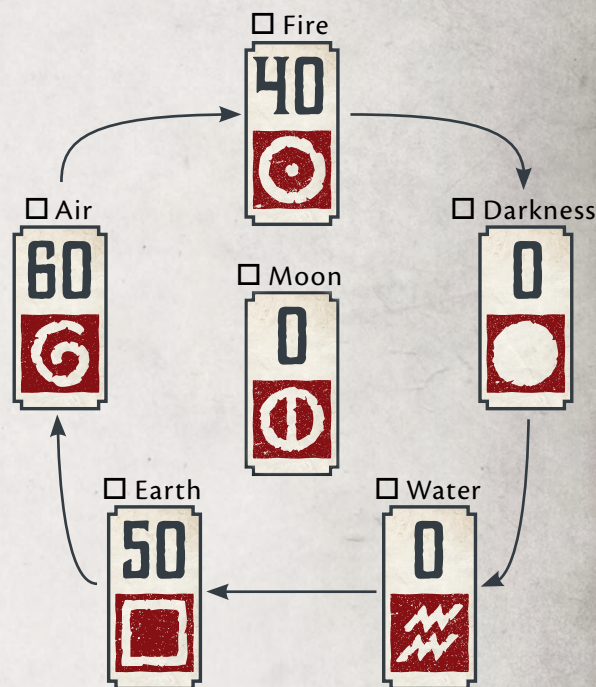
After a year or two poking around Big Rubble for treasure and drinking with mercenaries and barbarians in Prax, Diyak has made his way west to see what's so great about Dragon Pass that the Lunars would come so far to conquer it.

### HOW TO PLAY DIYAK

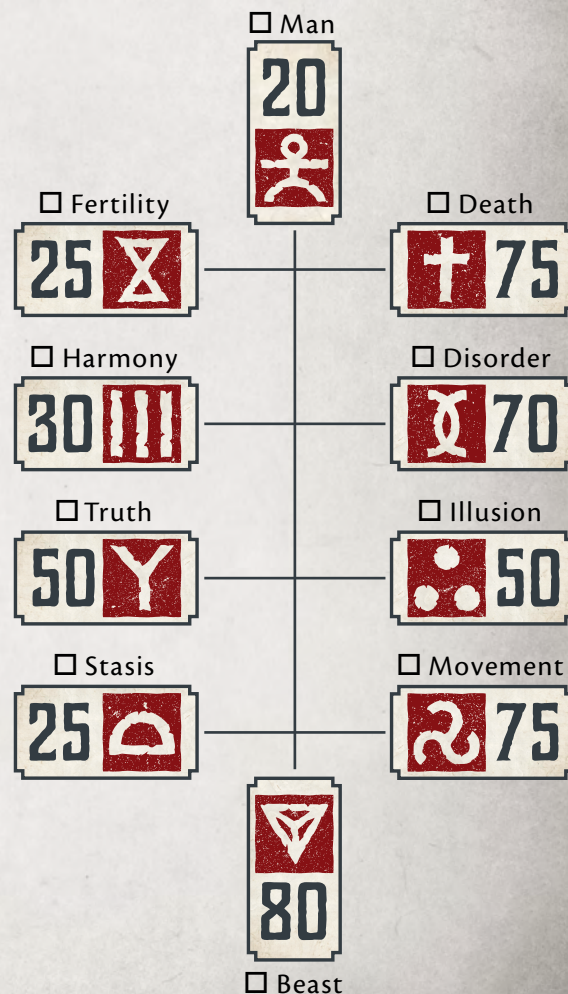
- Despite being a mercenary, Diyak is very spiritual. He worships the spirits, his ancestors, and Grandfather Baboon.
- Diyak likes to make guttural noises, barks, and grunts, even though he is fluent in Tradetalk and can speak Praxian competently.
- Due to his combination of his Beast nature and his training, he respects strong leaders and follows them unquestioningly. This also extends to shamans or their equivalent.
- In combat, Diyak is terrifying to humans, and he knows it. His preferred tactic is to stab with his spear then close to claw and bite. When he casts Ironhand on himself, combined with Protection and Mobility, he can be a devastating close combat opponent.
- The rules for Grappling are on page 58 of the Rules booklet. Don't be afraid to use them!

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





✧

## ATTACKS

## HIT LOCATIONS

## ATTRIBUTES

## HIT POINTS

## STARTING GEAR, TREASURE, & ABILITIES

**Magic Items:** None.

**Treasures:** Fetishes of his ancestors and Grandfather Baboon.

\* Diyak uses the Beast Rune in place of the Man Rune when casting Rune Magic spells.

**\*\* Ironhand:** *Variable, Touch, Temporal, Passive.* Adds +5% and +1 damage to his Claw or Bite attack. Caster can affect magical creatures with this spell. *RUNEQUEST: Roleplaying in Glorantha*, page 262.

**\*\*\* Spirit Guardian:** *1 point, Ranged, One Day, Stackable.* Cast upon a friendly spirit, connecting the caster and spirit as if allied (can see through the spirit's senses and use the spirit's magic/Rune points and cast any known spells through them, and vice versa). Each extra Rune point adds a day's duration. *RUNEQUEST: Roleplaying in Glorantha*, page 341.

**AGILITY (+15%)**

**MANIPULATION (+20%)**

## COMMUNICATION (+5%)

**PERCEPTION (+5%)**

**KNOWLEDGE (+5%)**

STEALTH (+10%)MAGIC (+5%)

<input type="checkbox"/> Meditate.....	10%
<input type="checkbox"/> Spirit Combat.....	60%
<input type="checkbox"/> Worship (Grandfather Baboon).....	55%
<input type="checkbox"/> Worship (Ancestors).....	20%

**Note:** Skill category modifiers are already calculated into skill percentages.

## PASSIONS

- ☐ Devotion (Grandfather Baboon) 60%
- ☐ Love (Family) 60%
- ☐ Loyalty (Baboon Troop) 60%

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Detect Water	1	36
Disruption	1	36
Ironhand 1	1	**
Mobility	1	36
Protection 1	1	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

Spell	Points	Runes	Page
Discorporation	1+		42
Restore Health	1		47
Spirit Guardian	1		***

## MAGIC POINTS

UNC	0	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
27	28	29	30
31	32		



## RUNE POINTS

1	2	3	4	5	6
7	8	9	10	11	
12	13	14	15		





## MAGHOR (CENTAUR)

INITIATE OF ARACHNE SOLARA: 

CULT: ARACHNE SOLARA REPUTATION: 5% RANSOM: 500 L

Male Centaur, age 25. Warrior of Beast Valley.

*Stand aside if you seek to hinder me: I am a descendant of King Ironhoof and have many allies among my people and other Beast Folk. Your human wars are of little interest to me. If you seek adventure, let us go together, and see what fame we might find.*

A stalwart member of the Beast Folk, Maghor is a warrior born in the wild, untamed region known as the Beast Valley, an area still held by the Beast Folk and owing allegiance to none but themselves. Maghor is a younger son of a father of no particular fame, and though he saw no hardship in his life, it was not distinguished by any honor or renown, a state Maghor is ready to change.

Maghor worships Arachne Solara, the Spider Goddess. Hers is not a traditional cult and she offers no Rune magic to her followers.

The original race of centaurs were all but extinct when History began, but the race was re-fashioned again in the time of the Empire of the Wyrms Friends through a combination of sorcery and surgery. Centaurs are among the most noble and prominent of the Beast People and dominate their counsels, but they have little in the way of material culture and simply use goods fashioned for humans or others, when needed.

Maghor left his home in Beast Valley in search of experience and fame, both of which would aid him in his future among his people. After a short period spent as a scout for the Lunar Empire's armies as they advanced across eastward, he chose to leave that service, disliking the Lunar tendency to

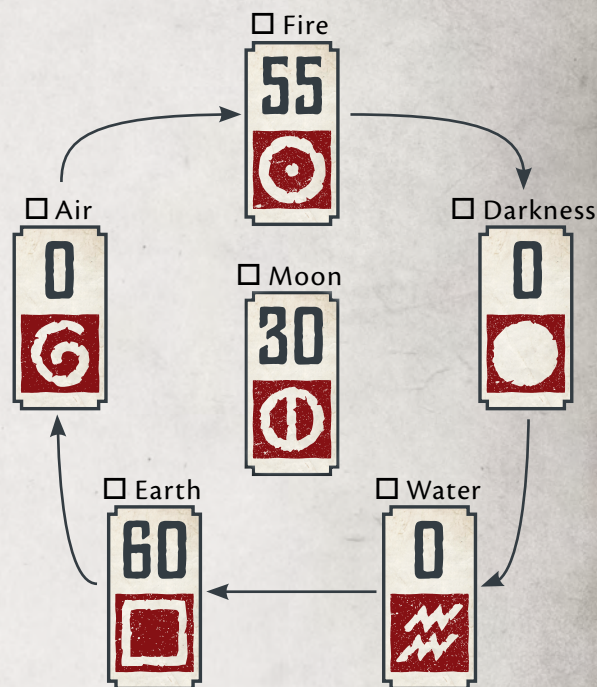
disregard the natural world and their harsh treatment of forests and wilderness. Now he seeks adventure elsewhere, putting his considerable physical assets and skills to use as an adventurer.

### HOW TO PLAY MAGHOR

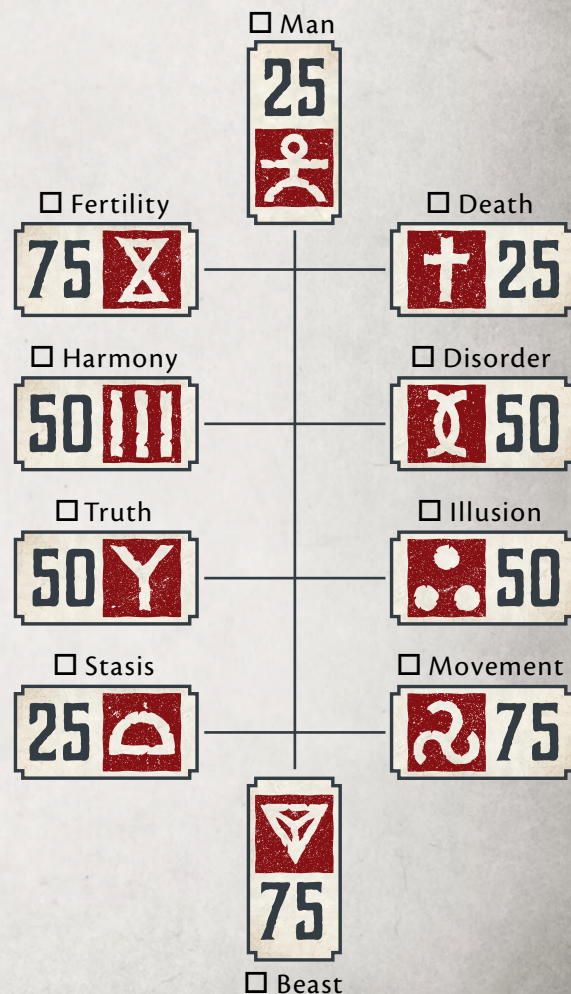
- Maghor is big and powerful and is accustomed to lesser folk listening to him and getting out of his way.
- Due to his life among the Beast People, Maghor has little patience for especially civilized customs and artificial behavior. He acts the way he feels, and he is direct with his emotions.
- Maghor is torn between disliking human cities, as they are uncomfortable for a centaur, and finding them deeply interesting for the incredible variety of experience one might find in them.
- As Beast Folk, centaurs get on well with other Beast Folk, and also with elves and trolls, despite past hostilities. They dislike dwarfs and mistrust humans.
- He is an excellent musician, using his harp and voice with great skill.
- With a combination of Mobility (for himself) and Slow (on his foe) he can chase down almost any prey.
- In combat, Maghor is going to be devastating when outdoors, given a chance to charge into combat with his lance and shield at the ready.
- He's an excellent archer, and uses Multimissile to advantage.
- Even in a skirmish he can rear and plunge, doing considerable damage with his hooves, while he switches to broadsword.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** 19 | **CON** 14 | **SIZ** 31 | **DEX** 17 | **INT** 14 | **POW** 12 | **CHA** 13

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Lance	45	1D10+1+2D6	1	10
Composite Bow	85	1D8+1	1	7
Broadsword	80	1D6+1+2D6	3	12
Medium Shield	75	1D6+2D6	4	12
Hoof *	70	1D8+2D6	5	Leg
Spirit Combat	60	1D6+1	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP
R Hind Leg	01-02	4/8
L Hind Leg	03-04	4/8
HindQ	05-06	4/11
ForeQ	07-08	4/11
R Foreleg	09-10	4/8
L Foreleg	11-12	4/8
Chest	13-14	3/11
Right Arm	15-16	3/8
Left Arm	17-18	3/8
Head	19-20	4/11

### ATTRIBUTES

QUALITY	VALUE
Hit Points	19
Move	12
Strike Rank	1 (DEX 1, SIZ 0)
Rune Points	3
Magic Points	12
Damage Bonus	+2D6
Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

### STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Equine body has 1-point hide. Linen linothorax (3 pts.), cuirboilli greaves and vambraces (3 pts.) and an open helm (4 pts.) (-5% to Move Quietly).

**Magic Items:** None

**Treasures:** Fire-making gear, water skin, war booty worth 150 L.

\* Maghor can kick with his hoof at the same time as striking with his broadsword.

\*\* **Ironhoof:** *Variable, Touch, Temporal, Passive.* Adds +5% and +1 damage to his Hoof attack. Caster can affect magical creatures with this spell. *RUNEQUEST: Roleplaying in Glorantha*, page 262.

## SKILLS & PASSIONS

### AGILITY (+0%)

- ☐ Dodge.....59%
- ☐ Jump.....61%
- ☐ Swim.....25%

### COMMUNICATION (+5%)

- ☐ Sing.....60%
- ☐ Speak Beastspeech.....55%
- ☐ Speak Esrolian.....17%
- ☐ Speak Heortling.....30%
- ☐ Speak Old Pavic.....10%
- ☐ Speak Stormspeech.....10%
- ☐ Speak Tarshite.....10%
- ☐ Speak Tradetalk.....40%

### KNOWLEDGE (+5%)

- Animal Lore.....20%
- ☐ Battle.....45%
- Cult Lore (Arachne Solara).....25%
- Customs (Sartar).....30%
- Elder Race Lore (Centaur).....30%
- ☐ First Aid.....40%
- Homeland Lore (Sartar).....35%
- Plant Lore.....20%
- ☐ Survival.....45%

### MAGIC (+0%)

- ☐ Meditate.....20%

- ☐ Spirit Combat.....40%
- ☐ Worship (Arachne Solara).....45%

### MANIPULATION (+20%)

- ☐ Broadsword.....80%
- ☐ Composite Bow.....85%
- ☐ Craft (Luthier).....10%
- ☐ Hoof.....70%
- ☐ Lance.....45%
- ☐ Medium Shield.....75%
- ☐ Play Instrument (Stringed).....85%

### PERCEPTION (+5%)

- ☐ Insight (Centaur).....25%
- ☐ Listen.....40%
- ☐ Scan.....40%
- ☐ Search.....30%

### STEALTH (-10%)

- ☐ Hide.....0%
- ☐ Move Quietly.....0%

### PASSIONS

- ☐ Devotion (Arachne Solara) 60%
- ☐ Honor 60%
- ☐ Love (Kin) 60%
- ☐ Loyalty (Ironhoof) 70%

*Note: Skill category modifiers are already calculated into skill percentages.*

### SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Heal	1	36
Ironhoof	1	**
Mobility	1	36
Multimissile 1	1	36
Slow	1	36

### COMMON RUNE MAGIC

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

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## MARRISHTA (DUCK)

INITIATE OF ISSARIES GOLDENTONGUE: III 2

CULT: ISSARIES REPUTATION: 10% RANSOM: 500 L

**Female Duck, age 25. Merchant and Trader, Durulz tribe of the Upland Marsh.**

*According to Issaries, everything has value, from the smallest coin to the greatest castle. It's just a matter of finding out who owns it and who wants it. The rest is negotiation.*

*We ducks have a complicated history, and we don't share it with outsiders. Neither fish nor fowl, we exist in the between spaces, and for that reason we are best suited for our primary homeland, the haunted Upland Marsh. The dead largely leave us alone, and we them, though some of my more aggressive kinsfowl hunt them under the blessing of Humakt.*

Born in the Upland Marsh, Marrishta's childhood was spent largely like those of her family, fishing, hunting, and contributing to the flock. found herself drawn to the worship of Issaries, both for his emphasis on trade as travel. Marrishta longed to see more of the world, and through early trips to nearby Issaries temples, she discovered much of the rest of the wonders of Dragon Pass.

Alas, just as she was due to strike out and explore what Glorantha had to show her, two great events reshaped the world of Dragon Pass. The first of these was the Great Winter; in those hard years many of her kin died. The second great event was the Dragonrise, which instilled in her

a desire to leave the Upland Marsh for good. She joined up with Argrath's army, putting her Issaries temple merchant training to work in logistics and supply, helping his army find food and manage their immense needs.

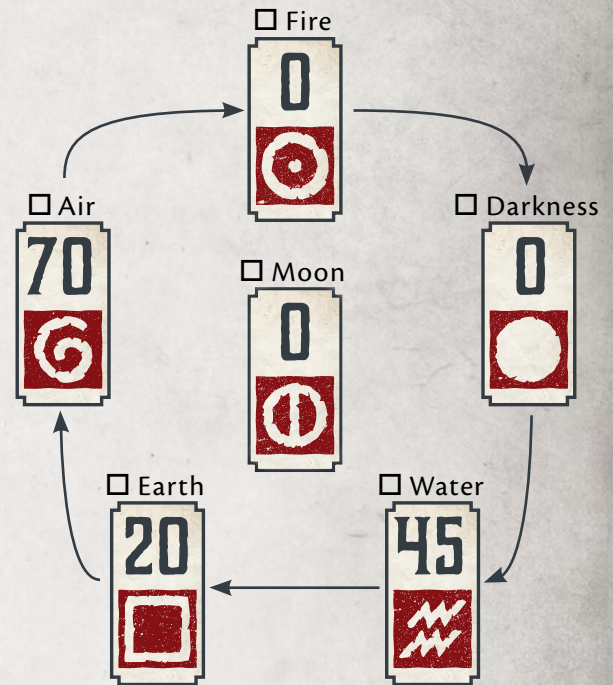
Now with the Lunar Empire in retreat, Marrishta seeks further purpose. Where will Issaries send her, and what fortune can she win?

### HOW TO PLAY MARRISHTA

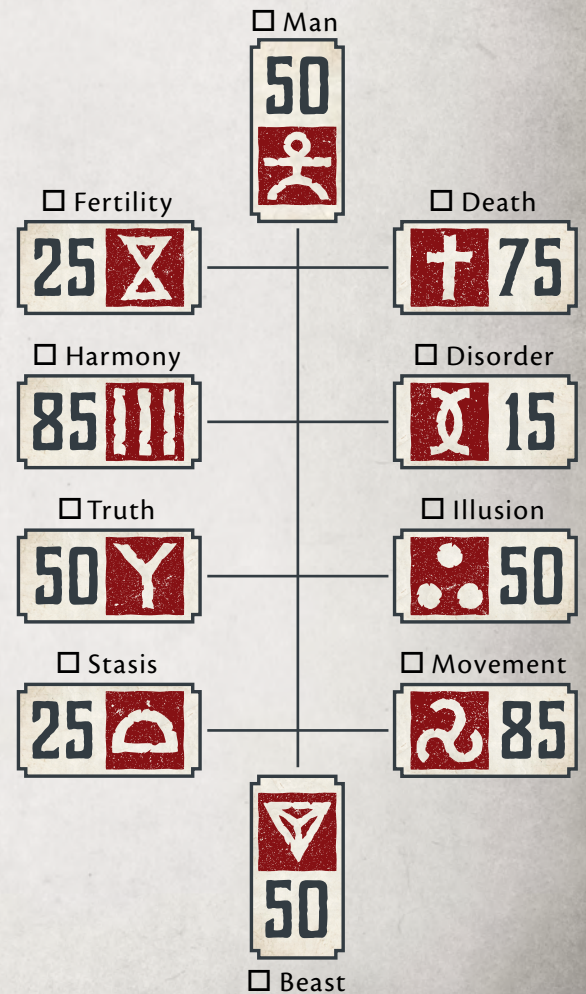
- As an Issaries trader, she's always looking to make money for her cult. More importantly, she's a negotiator, seeking to find Harmony between two sides in any conflict.
- She's not much of a fighter but does not shy away from conflict. It's just that she lets those most suited for combat handle it for her.
- In any business arrangement, she is looking for the best payout over time. That means she wants the other negotiator to think she let them have the better deal and may take a short-term loss to ensure a greater long-term reward.
- Her word is her bond. If she says something, every feather on her body will be dedicated to making it happen.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
10 12 7 13 17 14 14

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Dagger	40	1D4+2	8	6
Sling	30	1D8	2	—
Small Shield	40	1D3	7	8
Shortsword	40	1D6+1	7	12
Bite	75	1D8+1+1D3	5	—
Spirit Combat	35	1D6+1	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	1/4	Hit Points	11
Left Leg	05–08	1/4	Move	5 walk / 8 swim
Abdomen	09–11	3/4	Strike Rank	4 (DEX 2, SIZ 2)
Chest	12	4/5	Rune Points	3
Right Arm	13–15	1/3	Magic Points	14
Left Arm	16–18	1/3	Damage Bonus	—
Head	19–20	3/4	Healing Rate	2

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 **11** 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Composite helm (3 pts.), light scale cuirass (4 pts.), linen skirt (3 pts.), leather vambraces (1 pt.), leather greaves (1 pt.).  
(–10% to Move Quietly)

**Abilities:** Can breathe underwater for six minutes without difficulty; must roll CON×5 or less each full turn after. Takes 1D4 damage to abdomen hit location if roll fails.

**Magic Items:** Composite helmet holds a Glamor (2 pts.) matrix.

**Treasures:** Dagger, shortsword, sling, leather pouch holding 10 sling stones, small shield, writing equipment, wooden flute, fine clothes (40 L), 500 L in goods, 150 L, small statue of Issaries, walking staff.

## SKILLS & PASSIONS

### AGILITY (+5%)

<input type="checkbox"/> Boat	45%
<input type="checkbox"/> Climb	20%
<input type="checkbox"/> Dodge	41%
<input type="checkbox"/> Jump	44%
<input type="checkbox"/> Swim	85%

### COMMUNICATION (+10%)

<input type="checkbox"/> Bargain	20%
<input type="checkbox"/> Charm	25%
<input type="checkbox"/> Dance	55%
<input type="checkbox"/> Fast Talk	20%
<input type="checkbox"/> Orate	25%
<input type="checkbox"/> Sing	45%
<input type="checkbox"/> Speak Esrolian	47%
<input type="checkbox"/> Speak Heortling	85%
<input type="checkbox"/> Speak Tarshite	25%
<input type="checkbox"/> Speak Tradetalk	95%

### KNOWLEDGE (+10%)

Cult Lore (Issaries)	30%
Customs (Heortling)	45%
Customs (Ducks)	30%
Elder Race Lore (Ducks)	15%
<input type="checkbox"/> Evaluate	75%
<input type="checkbox"/> Farm	40%
<input type="checkbox"/> Herd	25%
Homeland Lore (Upland Marsh)	40%
<input type="checkbox"/> Manage Household	50%
Read/Write (Theyalan)	30%

*Note: Skill category modifiers are already calculated into skill percentages.*

### MAGIC (+5%)

<input type="checkbox"/> Meditate	10%
<input type="checkbox"/> Spirit Combat	40%
<input type="checkbox"/> Worship (Issaries)	55%

### MANIPULATION (+15%)

<input type="checkbox"/> Craft (Woodcarving)	25%
<input type="checkbox"/> Play Instrument (Woodwind)	20%
<input type="checkbox"/> Dagger	40%
<input type="checkbox"/> 1H Sword	40%
<input type="checkbox"/> Sling	30%
<input type="checkbox"/> Small Shield	40%

### PERCEPTION (+10%)

<input type="checkbox"/> Insight (Ducks)	30%
<input type="checkbox"/> Insight (Humans)	20%
<input type="checkbox"/> Listen	35%
<input type="checkbox"/> Scan	35%
<input type="checkbox"/> Search	35%

### STEALTH (+20%)

<input type="checkbox"/> Hide	30%
<input type="checkbox"/> Move Quietly	30%

### PASSIONS

<input type="checkbox"/> Devotion (Issaries)	90%
<input type="checkbox"/> Hate (Undead)	60%
<input type="checkbox"/> Love (Family)	60%
<input type="checkbox"/> Loyalty (Durulz Tribe)	60%

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Countermagic	1	36
Detect Enemies	1	36
Glamour	1	36
Mobility	1	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Create Market	1	III	42
Passage	1+	R	47
Spell Trading	1	III	49

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 **3** 4 5 6  
7 8 9 10 11  
12 13 14 15





## GORGA SPLIT-HORN (MINOTAUR)

INITIATE OF STORM BULL:

CULT: STORM BULL REPUTATION: 10% RANSOM: 500 L

**Male Minotaur, age 20. Warrior of the Red Hoof Clan.**

*They say that all us minotaurs are the children of Urox, the Storm Bull, and Eirithra, the Herd Mother. They gave us life and power, but I don't know about much else.*

*Yeah, I came from the Beast Wilds. Boring.*

*I'm on my own. looking for work that pays well and lets me put my axe to good use. You know of anything?*

*No, not woodcutting.*

Born in the Beast Wilds, Gorga was a brute, even among his fellow minotaurs. He grew rapidly, towering above his herd-brothers and -sisters, and even before he had come of age his deeds were being boasted about by his proud parents and kin. Gorga was fearless and willful, more than capable of meeting up any challenge he was thrust against, and he likely would have become a great Storm Khan... if only he had a lick of sense.

Instead, the stories of his bravery were paired with anecdotes mocking him for his lack of worldly knowledge, his impetuousness, and his sheer naivete. Too often the butt of jokes amongst his peers, Gorga grew tired of their two-facedness and joined one the first mercenary company recruiting out of the Beast Wilds. Unfortunately, this company served the Lunars, and he grew bored with their regimentation, their discipline, and their arrogance.

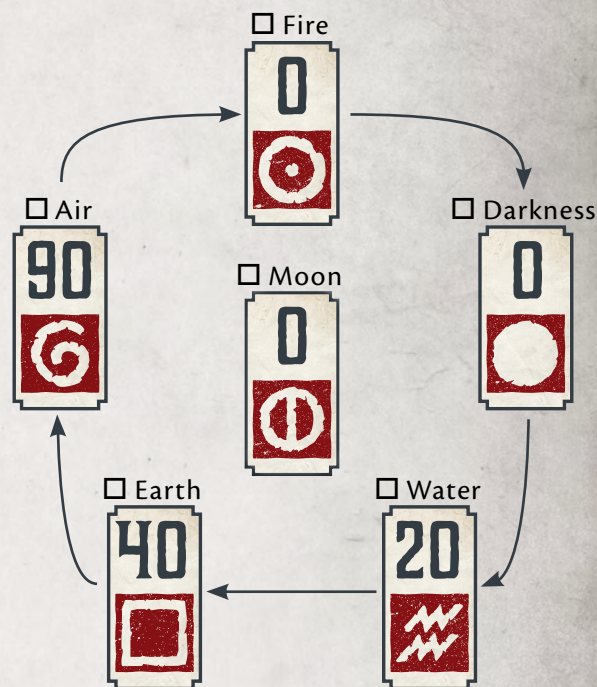
After his regiment's humiliating defeat at Dangerford, he collected his severance pay in the form of loot from his fallen fellows and struck out on his own. He's heard good things about the Orlanthi and he would like to know more.

### HOW TO PLAY GORGA SPLIT-HORN

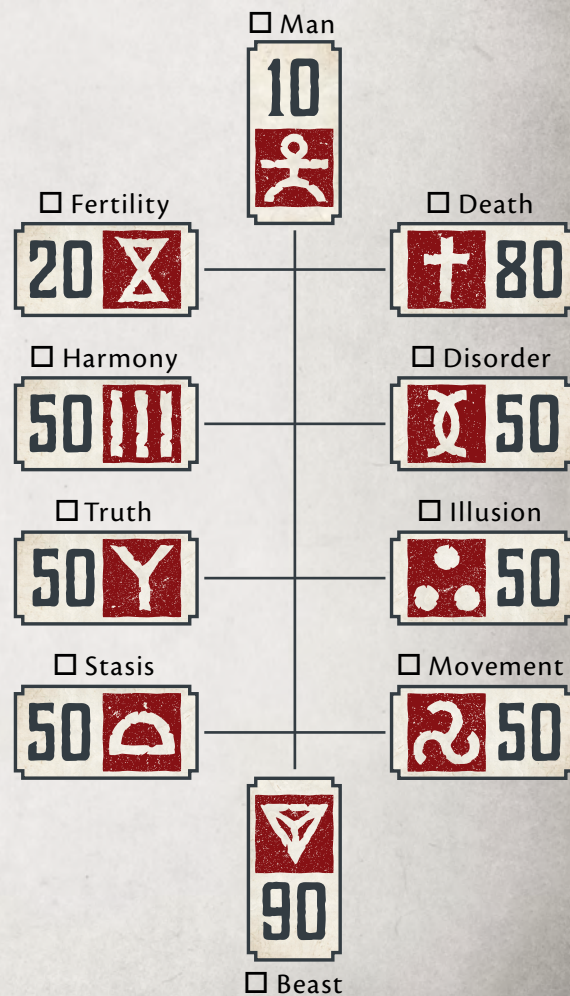
- Gorga is a gigantic minotaur, a fearsome force of horn, hide, and bronze. He is fearless and capable, and thinks nothing of jumping into any combat, no matter the odds.
- He is not bloodthirsty: he just likes to get his mad on. Combat is one of the few things he can do without doubt, and that people admire him for.
- Gorga is also, however, relatively immature and staggeringly naive. He doesn't like being kidded or mocked, and in fact, he's become increasingly sensitive about it.
- When Gorga goes Berserk, whether with his normal minotaur ability or through magic, he is nearly unstoppable. Use this whenever it seems like a good idea. To Gorga, it is always a good idea. It does wipe him out, though, so keep that in mind.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
26 15 21 8 6 15 6

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
2H Great Axe	90	2D6+2+2D6	7	10
Head Butt	95	1D6+2D6	9	Head
RH Heavy Cestus	45	1D3+2+2D6	9	8
Spirit Combat	35	1D6	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	4/6
Left Leg	05–08	4/6
Abdomen	09–11	4/6
Chest	12	5/7
Right Arm	13–15	11/5
Left Arm	16–18	3/5
Head	19–20	3/6

### ATTRIBUTES

QUALITY	VALUE
Hit Points	18
Move	10
Strike Rank	5 (DEX 4, SIZ 1)
Rune Points	3
Magic Points	15
Damage Bonus	+2D6
Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** 3-pt. skin plus heavy scale hauberk (5 pts.), heavy cestus on right hand and arm (8 pts.), leather leg wrappings (1 pt.). (–25% to Move Quietly).

**Magic Items:** Great axe with Bladesharp 2 matrix.

**Treasures:** 1D3 distinctive scars, sleeping roll, good clothing, 20 L in coin, war booty worth 112 L.

\* Gorga can go non-magically berserk in combat, striking at 1.5× his normal attack %. This ability is identical to the Fanaticism spirit magic spell but does not allow Dodging. It costs no magic points.

\*\* **Impede Chaos:** 1 point, Ranged, Temporal, Stackable. The target of this spell becomes difficult for Chaos creatures to hit. For each point stacked in the spell, subtract –20% from the attack skill of any Chaos creature attacking the recipient. Impede Chaos has no effect against non-Chaotic opponents.

## SKILLS & PASSIONS

### AGILITY (+0%)

- ☐ Dodge.....16%
- ☐ Jump.....24%

### COMMUNICATION (–5%)

- ☐ Intimidate.....30%
- ☐ Sing.....15%
- ☐ Speak Beastspeech.....45%
- ☐ Speak Heortling.....5%

### KNOWLEDGE (–5%)

- ☐ Battle.....45%
- ☐ Cult Lore (Storm Bull).....15%
- ☐ Customs (Minotaurs).....20%
- ☐ Elder Race Lore (Minotaurs).....0%
- ☐ First Aid.....20%

### MAGIC (+5%)

- ☐ Meditate.....10%
- ☐ Sense Chaos.....65%
- ☐ Spirit Combat.....35%
- ☐ Worship (Storm Bull).....30%

### MANIPULATION (+5%)

- ☐ Craft (Woodcarving).....15%
- ☐ Play Instrument (Percussion).....10%
- ☐ Great Axe.....90%
- ☐ Head Butt.....95%
- ☐ Fist.....45%

### PERCEPTION (–5%)

- ☐ Insight (Minotaurs).....15%
- ☐ Listen.....30%
- ☐ Scan.....55%
- ☐ Search.....30%
- ☐ Track.....60%

### STEALTH (–25%)

- ☐ Hide.....0%
- ☐ Move Quietly.....0%

### PASSIONS

- ☐ Devotion (Storm Bull) 70%
- ☐ Hate (Chaos) 80%
- ☐ Love (Family) 60%
- ☐ Loyalty (Red Hoof Clan) 60%
- ☐ Loyalty (Tribe of Urox) 60%
- ☐ Loyalty (Company of the Beast) 70%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Heal 4	4	36
Protection 1	1	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Berserker	2	☐	40
Cure Chaos Wound	1	☐☐☐	42
Impede Chaos	1	☐	**

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## PELIRA (AGIMORI)

INITIATE OF FOUNDCHILD:  

CULT: FOUNDCHILD REPUTATION: 5% RANSOM: 250 L

Female Agimori, age 21. Doraddi Tribe, Clan of the Silver Cup.

*You move about swiftly, flitting from thing to thing like an insect.*

*We agimori are eternal. We have been here since before Dragon Pass had a name.*

*We will be here long after the name has been forgotten.*

Born into one of the nomadic Agimori "man-and-a-half" clans that roam the wastelands of Prax, Pelira grew up roaming the scrub deserts, learning the rules and discipline of the Survival Compact that laid out how the Praxians were to live.

Pelira was a scout and a wayfinder, trusted with hunting and reconnaissance, and thus, her tribe's survival. The Clan of the Silver Cup, her clan, fought the Lunars, they fought other Animal Nomads, even other Agimori who were not of her tribe, the Doraddi. In fact, they fought almost everyone else in Prax.

When Argrath emerged from Pavis and rallied the Praxian nomads of many banners under his own, that of the White Bull, Pelira threw her lot in with them, putting her skills to work as part of something greater than a single tribe. She listened to the outlandish stories told by the fires of the outlanders, and in the aftermath of the Second Battle of Moonbroth, Pelira decided she would see the strange world of Dragon Pass for herself.

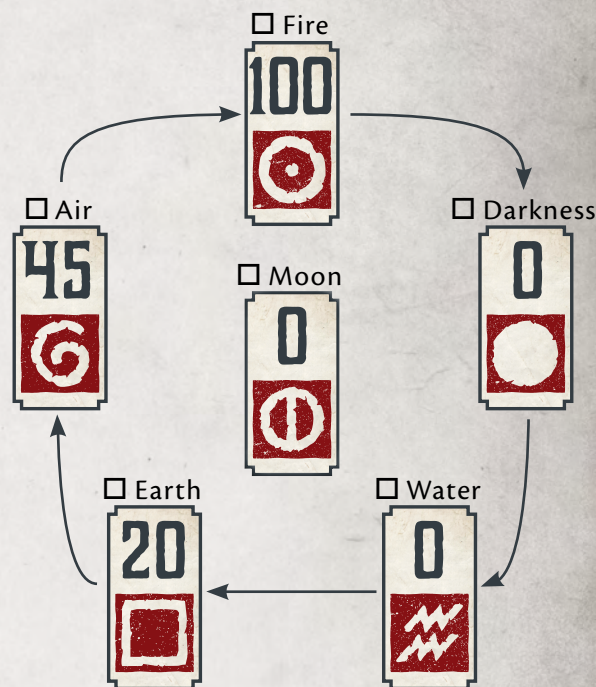
### HOW TO PLAY PELIRA

- Pelira appears barbaric and strange, but her lineage is thousands of years old and she and her people have held traditions older than most of the lands of Dragon Pass
- She is a born hunter, quiet and observant, and her personal journey is to learn as much about the outside world as she can. One does so by watching and listening, not by drawing attention.
- Like most Agimori, Pelira has many cultural taboos that she grew up believing were sacred. She may or may not adhere to these, but she is aware of them:

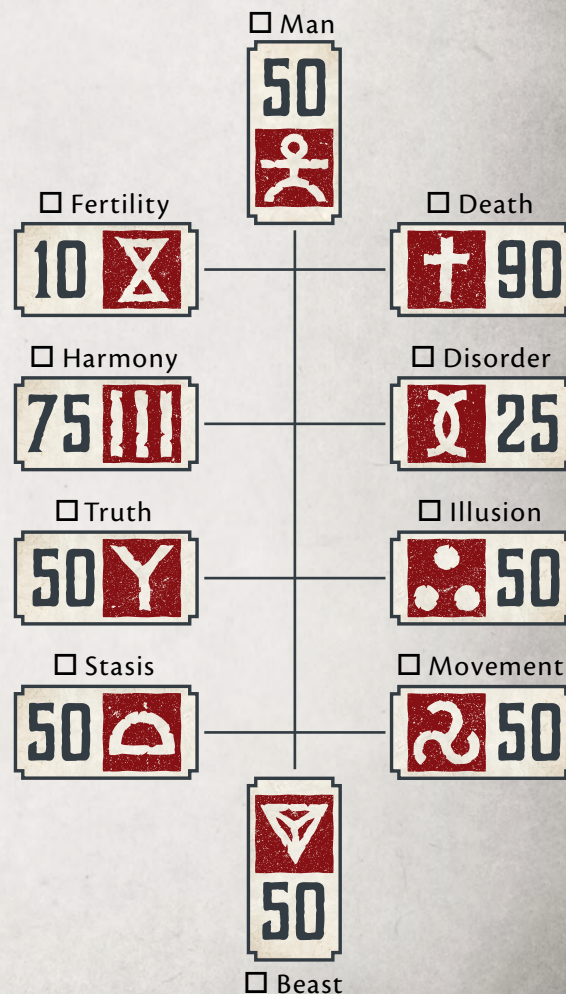
- Agimori never ride into battle.
- Cowards must be slain out of hand.
- Theft of anyone's food, water, or weapons is punishable by death.
- A killer should be given an hour's head start if their victim died in a fair fight; if not, they can be slaughtered like a pig.
- Agimori do not hire out as mercenaries on opposing sides of a fight, as it would be considered murder to kill another Agimori in battle.
- It is taboo to own a slave.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
21 16 18 12 14 10 8

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Javelin, 1H	90	1D6+1D6	6	8
Short Spear, 1H	70	1D6+1+1D6	6	10
Javelin, Thrown	70	1D10+1D3	3	8
Large Shield	65	1D6+1D6	7	16
Pike	45	2D6+1+1D6	4	12
Shortsword	35	1D6+1+1D6	7	12
Spirit Combat	20	1D6	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	5/6	Hit Points	18
Left Leg	05–08	5/6	Move	10
Abdomen	09–11	4/6	Strike Rank	4 (DEX 3, SIZ 1)
Chest	12	4/7	Rune Points	3
Right Arm	13–15	5/5	Magic Points	10
Left Arm	16–18	5/5	Damage Bonus	+1D6
Head	19–20	5/6	Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** 2 pt. skin plus composite helm (3 pts.), cuirboilli greaves and vambraces (3 pts.) and heavy leather hauberk (2 pts.).

**Magic Items:** Enchanted shortspear holding a Bladesharp 2 matrix.

**Treasures:** Three javelins, large shield, pike, shortsword, short spear.

**Abilities:** As an Agimori, Pelira can work or fight in the hottest climes and takes half damage from all heat- or fire-based attacks (e.g. spells such as Fireblade, Firearrow and Sunspear, or a fire elemental's attack): rolled damage is halved after penetrating her armor or other protection, and the remainder (rounded up) is then applied to the rolled hit location. She is very susceptible to cold.

Agimori are renowned for their ability to travel long distances and cross difficult terrain and remain in fighting trim. Pelira can run her STR×4 in kilometers on flat land, STR×3 in kilometers on hilly land, or STR×2 in kilometers in mountainous or swampy land, in the same time as a human's normal movement.

### TEMPERATURE COLD EFFECTS SUFFERED BY AGIMORI

5°C / 40°F	Loss of Perception skill category bonus.
0°C / 32°F	All Perception skills halved; –3 to DEX; Dodge halved; loss of all other DEX-based bonuses.
–7°C / 20°F	All Perception skills at base chance; –6 to DEX; loss of Dodge; all Manipulation skills halved.
–12°C / 10°F	All Perception skills at 5%; –9 to DEX; all Manipulation skills at base chance.
–18°C / 0°F	Movement halved; all Perception and Manipulation skills at 5%; –12 to DEX; –6 to CON; death by freezing in minutes equal to current CON.

## SKILLS & PASSIONS

### AGILITY (+5%)

<input type="checkbox"/> Climb	20%
<input type="checkbox"/> Dodge	29%
<input type="checkbox"/> Jump	41%

### COMMUNICATION (–5%)

<input type="checkbox"/> Sing	15%
<input type="checkbox"/> Speak Agimori	45%
<input type="checkbox"/> Speak Praxian	55%
<input type="checkbox"/> Speak Tradetalk	5%

### KNOWLEDGE (+5%)

Animal Lore	40%
Cult Lore (Foundchild)	25%
Customs (Agimori)	30%
Elder Race Lore (Agimori)	10%
Homeland Lore (Prax)	45%
<input type="checkbox"/> Peaceful Cut	80%
<input type="checkbox"/> Survival	30%

### MAGIC (+0%)

<input type="checkbox"/> Meditate	5%
<input type="checkbox"/> Spirit Combat	20%
<input type="checkbox"/> Worship (Foundchild)	25%

### MANIPULATION (+15%)

<input type="checkbox"/> Craft (Leatherworking)	25%
<input type="checkbox"/> Play Instrument (Woodwind)	20%

<input type="checkbox"/> Conceal	30%
<input type="checkbox"/> Thrown Javelin	90%
<input type="checkbox"/> Large Shield	65%
<input type="checkbox"/> Pike	45%
<input type="checkbox"/> Shortsword	35%
<input type="checkbox"/> 1H Spear	70%

### PERCEPTION (+5%)

<input type="checkbox"/> Insight (Agimori)	25%
<input type="checkbox"/> Listen	60%
<input type="checkbox"/> Scan	75%
<input type="checkbox"/> Search	65%
<input type="checkbox"/> Track	100%

### STEALTH (–5%)

<input type="checkbox"/> Hide	55%
<input type="checkbox"/> Move Quietly	60%

### PASSIONS

<input type="checkbox"/> Devotion (Foundchild)	70%
<input type="checkbox"/> Hate (Chaos)	80%
<input type="checkbox"/> Hate (Dinosaurs)	60%
<input type="checkbox"/> Love (Family)	60%
<input type="checkbox"/> Love (Hunting)	60%
<input type="checkbox"/> Loyalty (Doraddi Tribe)	60%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Detect Life	1	36
Mobility	1	36
Multimissile 2	2	36
Silence	1	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Beastmaster	2+	☑	**
Draw Beast	1+	☑	**
Sureshot	1	☑	50

\*\* Pelira's **Beastmaster** and **Draw Beast** Rune spells are detailed on pp. 319 & 327 of RQG.

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## CANNEK (IRON DWARF)

INITIATE OF MOSTAL:  

CULT: MOSTAL REPUTATION: 10% RANSOM: 500 L

**Male (?) Iron Dwarf, age 50. Warrior.**

*Just because I come to understand you does not mean I will like you... I understand many things before I kill them.*

*You have a place in the World Machine, you just don't know it.*

Cannek is a warrior born first and foremost, like all iron dwarves. Knowing how to kill and defeat his clan's enemies is not enough for him though. He strives, like most dwarves, to ensure the World Machine is restored. To do that he must learn more, so he left his clan to make his way among the other races. Only there can learn more about them and the design of the World Machine.

He knows he is a good fighter, having bested most every foe that has stood before him, but that does not really matter to Cannek. Everything he does is in service to his clan, and gaining enlightenment about the world is what he believes will help protect his clan the most. The more he knows about the enemy of the Mostali the more he can protect his people when called upon.

He will join up with others (assuming there are no trolls or elves among their number) as a means to continue to learn and gain enlightenment. He will even protect his companions, but it is a means to an end. It is not because he cares about humans: they will be dead soon, and even while around, they will flit from idea to

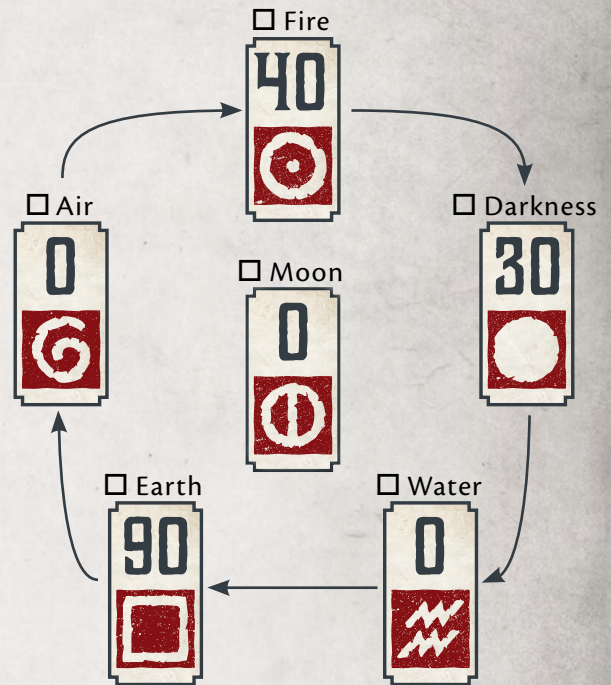
idea. Instead, he will protect them for his time with them so that he can learn more from them. Gaining a human's trust without betraying dwarven secrets is a fine line that Cannek has learned to tread carefully.

### HOW TO PLAY CANNEK

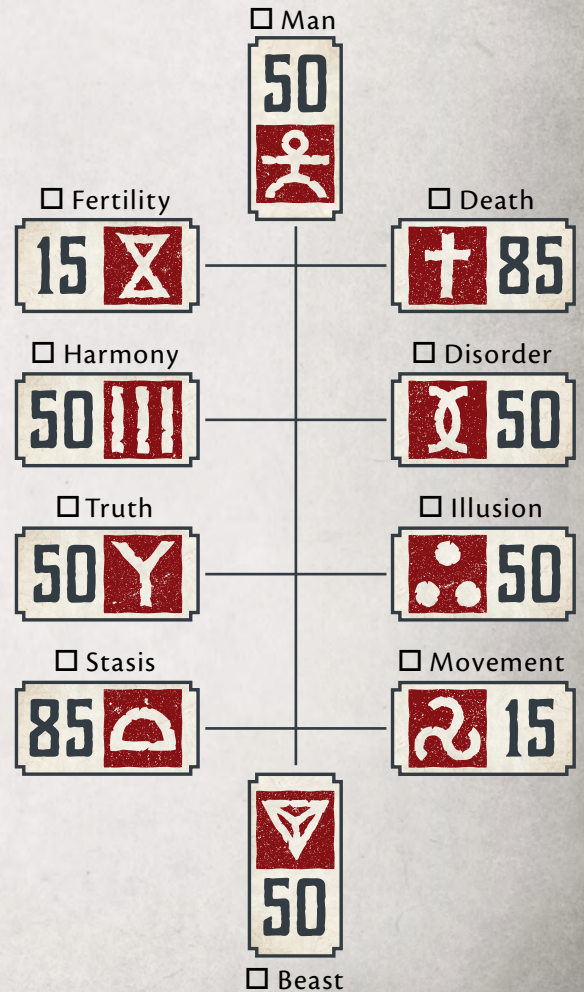
- Cannek is very secretive. He will not talk about his culture, traditions, or religion to any non-Mostali. If learning about your enemy is an effective way to help defeat them, he will not be the one to give outsiders information on his people.
- He questions everything. He wants to know as much as he can about non-dwarves, so any chance he gets he will prompt for more information. He knows he cannot just ask outright, or people become suspicious, but if they bring something up he will listen intently, relate it to something he has seen in his travels, or otherwise engage.
- Like most dwarves he has an intense hatred for trolls and elves. He will not travel with them and will kill them when he can. He knows humans frown on needless killing so will not put himself or his mission in danger just to kill an elf or troll.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
17 16 8 10 13 10 14

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
1H Battle Axe	95	1D8+2+1D4	8	8
Medium Shield	95	1D4+1D4	8	12
Light Crossbow	100	2D4+2	3*	6
Fist (Heavy Cestus)	75	1D3+2+1D4	9	8
Spirit Combat	20	1D6	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	9/5	Hit Points	15
Left Leg	05–08	9/5	Move	6
Abdomen	09–11	9/5	Strike Rank	5 (DEX 3, SIZ 2)
Chest	12	9/6	Rune Points	3
Right Arm	13–15	9/4	Magic Points	10
Left Arm	16–18	9/4	Damage Bonus	+1D4
Head	19–20	9/5	Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Coat of unenchanted heavy dwarf iron chainmail (9 pts.) and full helm (9 pts.). The dwarf has a 70% chance of being unaffected by any spell cast at them. (–25% to Move Quietly)

**Magic Items:** None but see armor.

**Treasures:** Medium shield, battle axe, heavy cestus (right hand), light dwarven crossbow, plain but good quality linen and wool clothing, multi-tool, smithing equipment, 1D3 cans of dwarf “food”. 130L in leather pouch.

\* Cannek’s Light Crossbow takes both hands, has a range of 100m, and its rate of fire is 1/2MR (it requires 1 full round using both hands to reload).

### SORCERY SPELLS

SPELL	POINTS	%	RUNE	TECHNIQUE
Ward Against Weapons	2	25	†	Dispel
Neutralize Armor	2	20	⌂	Dispel
Neutralize Magic	2	15	℞	Dispel

**Mastered Runes & Techniques:** Death, Stasis, Dispel.

\*\* Cannek’s three Sorcery spells and Enchant Iron are detailed in the *RUNEQUEST: Roleplaying in Glorantha* core rulebook.

## SKILLS & PASSIONS

### AGILITY (+5%)

<input type="checkbox"/> Boat	5%
<input type="checkbox"/> Climb	25%
<input type="checkbox"/> Dodge	25%
<input type="checkbox"/> Jump	35%

### COMMUNICATION (+5%)

<input type="checkbox"/> Sing	25%
<input type="checkbox"/> Speak Mostali	55%
<input type="checkbox"/> Speak Heortling	30%
<input type="checkbox"/> Speak Esrolian	17%
<input type="checkbox"/> Speak Old Pavic	10%
<input type="checkbox"/> Speak Stormspeech	10%
<input type="checkbox"/> Speak Tarshite	10%

### KNOWLEDGE (+5%)

<input type="checkbox"/> Battle	75%
Cult Lore (Mostal)	25%
Customs (Mostali)	30%
Elder Race Lore (Dwarf)	20%
<input type="checkbox"/> First Aid	30%
Mineral Lore	25%

### MAGIC (+0%)

<input type="checkbox"/> Meditate	5%
<input type="checkbox"/> Spirit Combat	20%
<input type="checkbox"/> Worship (Mostal)	25%

**Note:** Skill category modifiers are already calculated into skill percentages.

### MANIPULATION (+10%)

<input type="checkbox"/> Craft (Secrets of Iron)	55%
<input type="checkbox"/> Devise	40%
<input type="checkbox"/> Medium Shield	95%
<input type="checkbox"/> 1H Axe	95%
<input type="checkbox"/> Crossbow	105%
<input type="checkbox"/> Fist	75%

### PERCEPTION (+5%)

<input type="checkbox"/> Insight (Dwarfs)	25%
<input type="checkbox"/> Insight (Trolls)	20%
<input type="checkbox"/> Listen	50%
<input type="checkbox"/> Scan	40%
<input type="checkbox"/> Search	30%
<input type="checkbox"/> Track	20%
<input type="checkbox"/> Earthsense Scan	50%
<input type="checkbox"/> Earthsense Search	50%

### STEALTH (+10%)

<input type="checkbox"/> Hide	45%
<input type="checkbox"/> Move Quietly	45%

### PASSIONS

<input type="checkbox"/> Devotion (Mostal)	60%
<input type="checkbox"/> Devotion (Dwarf Secrets)	80%
<input type="checkbox"/> Hate (Aldryami)	60%
<input type="checkbox"/> Hate (Trolls)	80%

### SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Bladesharp 3	3	36
Protection 2	2	36

### COMMON RUNE MAGIC

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

### RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Enchant Iron	1	†	**
Summon Gnome	1 or 2	⌂	50
Shield	1+	⌂	49

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## BELLAIN (GOLD DWARF)

INITIATE OF MOSTAL:  

CULT: MOSTAL REPUTATION: 10% RANSOM: 150 L

Female (?) Gold Dwarf, age 28. Philosopher and Lorekeeper.

*Interesting bauble you have there. I'll trade you these hides for it.*

*Unlucky run you had there, best of luck next time friend, I think its time for me to retire for the night.*

*The World Machine will not be restored with the work of Iron alone. It will take thought, planning, and gold. Lots and lots of gold.*

Bellain is whip smart and knows it. She works among the humans as a trader, though it also gives her a chance to indulge in her other favorite past time, gambling. She believes that to help rebuild the World Machine she needs to elevate her clan and dwarfhold higher. To do that takes treasure, so into the world she went, acting as a trader, to try and amass as much wealth and treasure as she can.

Dwarves are master craftsmen, but for a gold dwarf, that craft is learning. Bellain embodies that wherever she goes, gathering as much knowledge while giving away as little as possible.

She loves to teach but will not teach dwarven lore to any outsiders. Instead, she will happily engage in philosophical discussions with non-Mostali and poke holes in their flawed beliefs and societal systems. Her tongue can be as sharp as her wit.

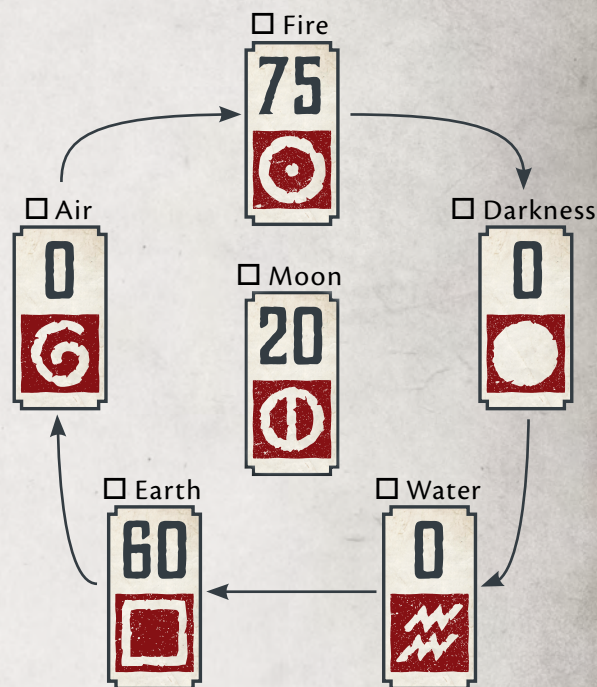
Bellain loves to play the odds. She sees it as pitting her sharp mind against the dull minds of those around her. This can lead her into trouble, but so far it has not been any trouble she could not manage.

### HOW TO PLAY BELLAIN

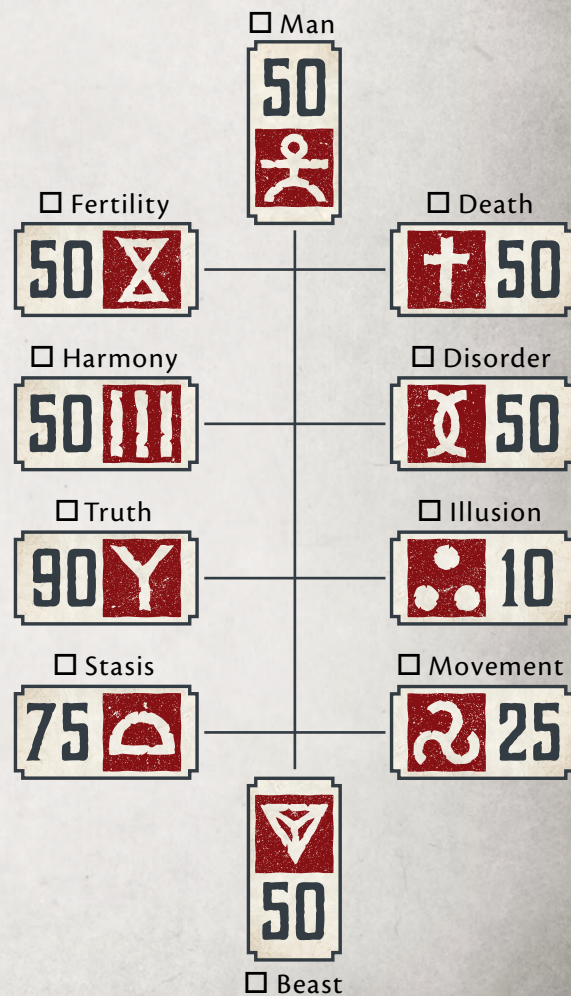
- Bellain is calculating and very intelligent. She does nothing rashly, always calculating the odds of her success and planning how to either excel at a situation or extract from it.
- Bellain is not a fighter but can use her magic to help set her companions up to succeed.
- She will not reveal Mostali secrets to non-dwarves. She is very cagey when the subject of Mostali comes up, turning the conversation to a new topic as soon as she can, however she can.
- Like most dwarves she hates trolls and elves. She will not attack them on sight, but will not tolerate their presence, always looking for a way to drive them off.
- Bellain travels with a small construct called Glorbin who acts as her office assistant. It gets things for her, constructs office equipment like quills, and has a built-in inkwell that manufactures ink when Bellain feeds him the appropriate ingredients. He is also an expert scroll roller and book binder.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
14 11 5 12 18 15 14

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Dwarf Pistol *	25	2D6+2	3	7
Spirit Combat	25	1D6+1	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01–04	1/4
Left Leg	05–08	1/4
Abdomen	09–11	4/4
Chest	12	4/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	3/4

### ATTRIBUTES

QUALITY	VALUE
Hit Points	10
Move	6
Strike Rank	6 (DEX 3, SIZ 3)
Rune Points	3
Magic Points	15
Damage Bonus	—
Healing Rate	2

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Gold scale headpiece (3 pts.), gilded light scale hauberk (4 pts.), leather greaves (1 pt.). (–20% to Move Quietly)

**Magic Items:** Enchanted gold belt that holds a Detect Enemies (1 pt.) matrix, small animated enchanted bronze monkey.

**Treasures:** Gold headpiece (worth 600L), 4 gold rings (worth 250L each), 3 gold bangles (worth 300L each), a gemstone studded bangle (worth 500L), magnifying glass, writing equipment, high quality clothing (tunic, sandals, gold and turquoise cloak), belt knife, fire-making gear, water skin a small collection of metal lore scrolls (+10% to Library Use skill checks), small powder pouch holding 4 refills of dwarven black powder.

\* Dwarf Pistol impales. Takes an entire round to reload so can only be fired once every two melee rounds. Each shot requires one refill of black powder.

## SORCERY SPELLS

SPELL	POINTS	%	RUNE	TECHNIQUE
Create Wall of Flames	2	20	☉	Summon
Enhance INT	2	50	☉	Summon
Logician	2	50	Y	Summon
Solace of the Logical Mind	2	35	Y	Command

**Mastered Runes & Techniques:** Fire/Sky, Truth, Command, Summon.

## GLORBIN, BELLAIN'S NILMERG COMPANION

**STR** **CON** **SIZ** **DEX** **POW**  
7 6 2 14 4

**Hit Points:** 3, **Move:** 6, **Magic Points:** 4. **Passion:** Loyalty (Bellain) 85%  
**Skills:** Craft (Office Supplies) 100%, Dodge 30%, Listen 30%, Spot 45%.

**Note:** Glorbin has no effective attacks. He is capable of manufacturing inks when fed the correct ingredients, can bind books, roll scrolls, and make excellent quills. He can also do mundane office tasks when tasked by Bellain. Glorbin's small size forces all foes to subtract –20% from attack chances against it.

## SKILLS & PASSIONS

### AGILITY (+0%)

<input type="checkbox"/> Climb	20%
<input type="checkbox"/> Dodge	24%
<input type="checkbox"/> Jump	36%

### COMMUNICATION (+10%)

<input type="checkbox"/> Orate	60%
<input type="checkbox"/> Sing	30%
<input type="checkbox"/> Speak Mostali	80%
<input type="checkbox"/> Speak Tradetalk	35%

### KNOWLEDGE (+5%)

Alchemy	35%
Animal Lore	25%
Celestial Lore	25%
Cult Lore (Mostal)	30%
Customs (Mostali)	35%
Elder Race Lore (Dwarf)	45%
<input type="checkbox"/> Evaluate	40%
<input type="checkbox"/> First Aid	30%
Library Use	65%
Mineral Lore	55%
Plant Lore	40%
<input type="checkbox"/> Read/Write (Mostali)	85%
<input type="checkbox"/> Read/Write (Theyalan)	30%
Glorantha Lore	90%

**Note:** Skill category modifiers are already calculated into skill percentages.

### MAGIC (+0%)

<input type="checkbox"/> Meditate	30%
<input type="checkbox"/> Spirit Combat	25%
<input type="checkbox"/> Worship (Mostal)	30%

### MANIPULATION (+10%)

<input type="checkbox"/> Craft (Goldsmith)	35%
<input type="checkbox"/> Dwarf Pistol	25%

### PERCEPTION (+5%)

<input type="checkbox"/> Insight (Dwarfs)	30%
<input type="checkbox"/> Listen	35%
<input type="checkbox"/> Scan	35%
<input type="checkbox"/> Search	35%
<input type="checkbox"/> Earthsense Scan	35%
<input type="checkbox"/> Earthsense Search	35%

### STEALTH (+10%)

<input type="checkbox"/> Hide	25%
<input type="checkbox"/> Move Quietly	25%

### PASSIONS

<input type="checkbox"/> Devotion (Caste Duties)	60%
<input type="checkbox"/> Devotion (Mostal)	60%
<input type="checkbox"/> Devotion (Protecting Lore)	70%
<input type="checkbox"/> Hate (Aldryami)	60%
<input type="checkbox"/> Hate (Trolls)	60%
<input type="checkbox"/> Love (Wisdom)	90%

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Bladesharp 3	3	36
Protection 2	2	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Enchant Gold	1	☉	**

\*\* Bellain's four Sorcery spells and Enchant Gold are detailed in the *RUNEQUEST: Roleplaying in Glorantha* core rulebook.

## MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



## RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## URZA (DARK TROLL)

INITIATE OF KYGER LITOR:

CULT: KYGER LITOR REPUTATION: 15% RANSOM: 500 BOLGS

Female Dark Troll, age 26. Noble of the Black Rock Clan.

*Are you gonna eat that? Just kidding.*

*It's far too small to make a meal for me.*

*No, let's hunt us up something bigger!*

*Besides, not going to earn any glory just sitting here.*

*My mace craves a good crunching.*

Urza knows she is destined to lead the Black Rock clan. Everyone else in the clan knows it as well, but that doesn't mean she won't have to work for it. Strong and powerfully built, like most Dark Trolls, Urza has struck out into the wider world to prove to herself and her clan mates that she is best to lead them into the next generation.

Urza wants to make a name for herself, and go on great adventures. Only once she is a famous hero of many great tales of adventure can she go back to the caves of the Black Rock clan and take her rightful place at the head of the clan.

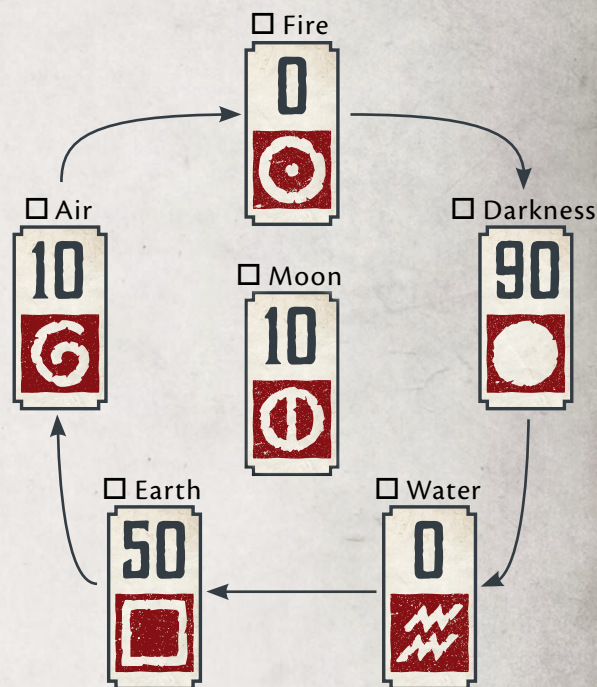
Until that day, she strives for adventure, never shirking from the chance to put her skills to the test, smashing heads and breaking bones along the way. And the eating isn't bad either.

### HOW TO PLAY URZA

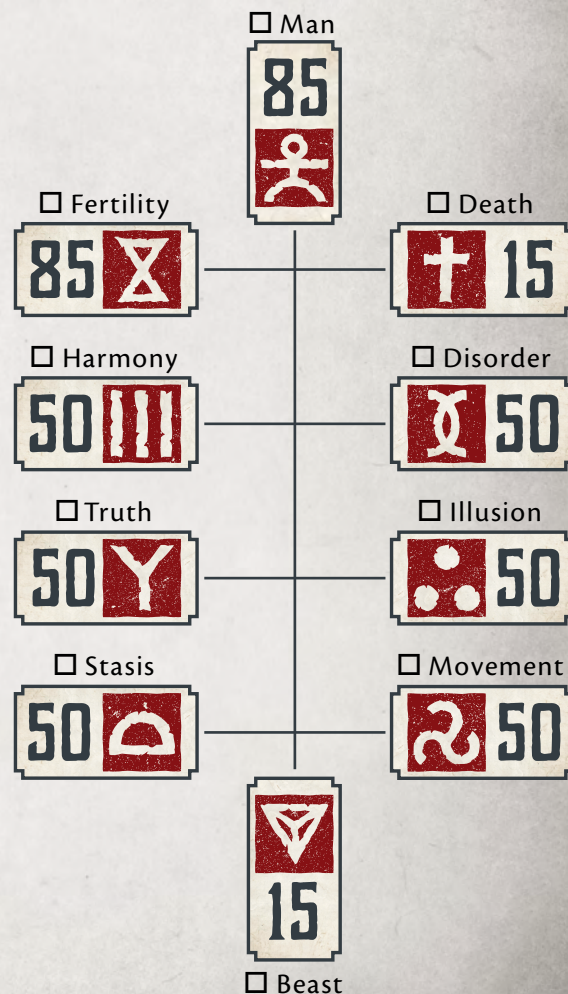
- Urza wants to be a leader, but unfortunately doesn't really have the aptitude for it. In the absence of that she figures if she can make a great name for herself the rest will follow, so she throws herself with gusto into the fray.
- She is a heavily armored, large fighter, able to lay down bruising hits with her maul or mace and take a good bit of punishment. When things are too intense for her to take on, she can befuddle or use darkness or blindness to whittle her foes' numbers down to a level she feels she can safely take on.
- Urza rides a trained giant rhino guard beetle into battle named Gulgor. Gulgor is a massive three meters long and weighs almost 500 kgs. He is capable of toppling all but the very largest of enemies.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





# STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
18 13 19 9 13 16 11

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
1H Heavy Mace	65	1D8+2+1D6	7	10
2H Maul	85	2D8+1D6	5	12
Large Shield	90	1D6	7	16
Sling	30	1D8	3	—
Spirit Combat	65	1D6+1	—	—

## HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	6/5	Hit Points	15
Left Leg	05–08	6/5	Move	9
Abdomen	09–11	5/5	Strike Rank	4 (DEX 3, SIZ 1)
Chest	12	5/6	Rune Points	3
Right Arm	13–15	6/4	Magic Points	16 (+10 in belt)
Left Arm	16–18	6/4	Damage Bonus	+1D6
Head	19–20	2/5	Healing Rate	3

## HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** Bronze greaves and vambraces (6 pts.), heavy scale hauberk (5 pts.), bronze headband (2 pts.). (–25% to Move Quietly)

**Magic Items:** Enchanted bronze belt that can hold 10 MPs.

Enchanted maul that holds a Bludgeon 2 matrix.

**Treasures:** Heavy mace, large shield, maul, sling, fancy clothing worth 80 L; one dose healing potion (POT 1D6); one dose poison antidote (POT 6, any type), trained guard beetle, POW storage crystal (1D6 points). Gem studded belt (worth 750L), gold Man Rune necklace (worth 600L), gold Darkness Rune necklace (worth 400L), bearskin cloak (worth 150L), flint knife, simple foot coverings, large sack, broad-brimmed headgear, ear ointment, owns 15,850 bolgs.

## GULGOR, URZA'S GIANT RHINO GUARD BEETLE

**STR** **CON** **SIZ** **DEX** **POW**  
38 18 34 7 8

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Horn Ram	75	2D6+4D6	8	—
Bite	50	1D6+2D6	8	—

## HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
R Hind Leg	1	9/5	Hit Points	24
R Center Leg	2	9/5	Move	6
L Hind Leg	3	9/5	Strike Rank	4
L Center Leg	4	9/5	Magic Points	8
Abdomen	5–8	9/8	Damage Bonus	+4D6
Thorax	9–12	9/9	Healing Rate	3
Right Foreleg	13–14	9/5	Armor	9-pt chitin
Left Foreleg	15–16	9/5	Dodge	15%
Head	17–20	9/8	Listen, Spot	30%

# SKILLS & PASSIONS

## AGILITY (+0%)

- ☐ Dodge.....28%
- ☐ Jump.....27%
- ☐ Ride (Insect).....10%
- ☐ Swim.....5%

## COMMUNICATION (+0%)

- ☐ Intimidate.....45%
- ☐ Intrigue.....15%
- ☐ Orate.....20%
- ☐ Sing.....20%
- ☐ Speak Darktongue.....85%
- ☐ Speak Heortling.....10%
- ☐ Speak Esrolian.....5%

## KNOWLEDGE (+5%)

- Cult Lore (Kyger Litor).....45%
- Customs (Heortling).....20%
- Customs (Trolls).....45%
- Elder Race Lore (Trolls).....35%
- Read/Write (Darktongue).....20%

## MAGIC (+5%)

- ☐ Meditate.....10%
- ☐ Spirit Combat.....65%
- ☐ Worship (Kyger Litor).....55%

## MANIPULATION (+10%)

- ☐ Craft (Leadsmith).....20%
- ☐ Play Instrument (Percussion).....15%
- ☐ 1H Mace.....65%
- ☐ Large Shield.....90%
- ☐ Maul.....85%
- ☐ Sling.....30%

## PERCEPTION (+5%)

- ☐ Insight (Trolls).....45%
- ☐ Insight (Humans).....30%
- ☐ Listen.....40%
- ☐ Scan.....30%
- ☐ Search.....30%
- ☐ Darksense Scan.....30%
- ☐ Darksense Search.....30%

## STEALTH (–5%)

- ☐ Hide.....15%
- ☐ Move Quietly.....15%

## PASSIONS

- ☐ Devotion (Kyger Litor).....60%
- ☐ Hate (Aldryami).....60%
- ☐ Hate (Chaos).....60%
- ☐ Hate (Mostali).....60%
- ☐ Love (Family).....60%
- ☐ Loyalty (Black Rock Clan).....60%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Befuddle	2	36
Darkwall	2	36
Demoralize	2	36
Detect Enemies	1	36
Disruption	1	36
Heal	2	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Absorption	1	<input type="checkbox"/>	39
Blinding	1+	<input type="checkbox"/>	**
Summon Shade	1	<input type="checkbox"/>	50

## MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



## RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## BROG (GREAT TROLL)

INITIATE OF ZORAK ZORAN:

CULT: ZORAK ZORAN REPUTATION: 10% RANSOM: 500 BOLGS

Male Great Troll, age 20. Warrior.

*Don't. Tell. Me.... What... to.... Do!!!*

*You order me around one more time and I'm gonna split you in two.*

*Just cause I ain't as smart as you, doesn't mean I can't make up my own mind.*

*Your plan is far too complex.*

*Just wait here, I'll gut 'em all.*

Brog is a great troll, and that means every dark troll he has ever known has it in their head they are smarter than him. The fact that they are right doesn't matter, what matters is Brog is tired of it. Always with the Brog smash this guy. Brog, lift this. Brog, carry this. Brog, smash this other guy.

Well, Brog is done. Let's see the clan get along with out ole Brog there for all the lifting and the smashing. Let the uzko lift and smash for themselves. Or make the enlos do it. Brog is done. So off he went, out to find his own way, and make his own plans for smashing.

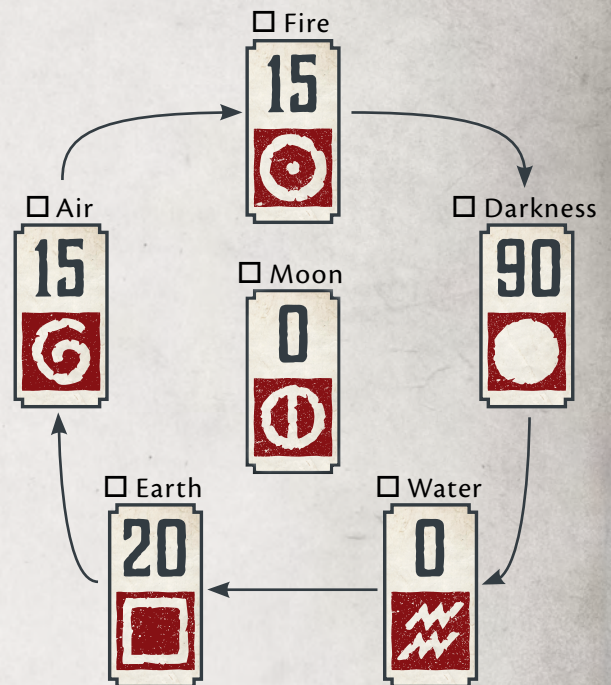
What Brog really wants, is to order someone else around. He wants to start his own warband. That way he can order someone else to smash things or lift things or carry things. He may not be a master tactician, but he doesn't need to be, with enough strength he show others that he should be in charge and then he will be the one giving commands.

### HOW TO PLAY BROG

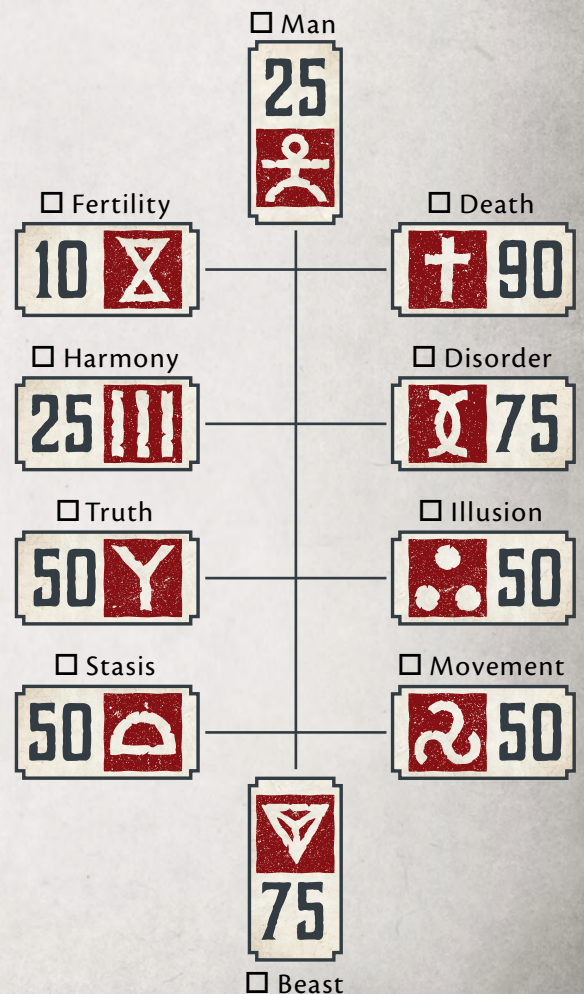
- Brog is massive and strong, and he knows it. He is not above throwing around his weight or his strength to get his way.
- If someone starts ordering him around like he is stupid or can't think for himself, Brog warns them to stop, then he makes them stop.
- Great trolls were originally created as bodyguards, and like many of his kind, Brog not only excels at the job, he kind of enjoys it as well.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
28 17 28 9 8 11 7

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
2H Rhomphaia	90	2D6+2+2D6	5	10
1H Heavy Mace	75	1D8+2+2D6	6	10
Large Shield	80	1D6+2D6	6	16
2H Maul	55	2D8+2D6	4	12
Spirit Combat	55	1D6	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	6/7	Hit Points	21
Left Leg	05–08	9/7	Move	7
Abdomen	09–11	8/7	Strike Rank	3 (DEX 3, SIZ 0)
Chest	12	8/8	Rune Points	3
Right Arm	13–15	3/6	Magic Points	11
Left Arm	16–18	3/6	Damage Bonus	+2D6
Head	19–20	7/7	Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** 3-pt. skin, heavy scale hauberk (5 pts.), bronze plate greave on left leg (6 pts.), open helm (4 pts.). (–25% to Move Quietly)

**Magic Items:** Enchanted rhomphaia inscribed with Death and Darkness Runes that holds a Bladeshard 2 matrix.

**Treasures:** Heavy mace, large shield, maul, flint knife, simple foot coverings, large sack, broad-brimmed headgear, ear ointment. Lead amulet inscribed with a Death Rune (worth 200L), bronze wide bangle inscribed with a Disorder Rune (worth 250L), 350 bolgs.

\* **Crush:** 1 point, Ranged, Temporal, Stackable. Each point of this stackable spell adds +10% to the user's chance of hitting with the affected blunt weapon and adds +1D4 damage. Weapons affected by the spell take on a black sheen.

\*\* **Seal Wound:** 2 points, Ranged, Temporal, Nonstackable. Damage done by the weapon this spell is applied to will not regenerate or heal magically but must be healed in the normal time it would take. Thus Heal 2 will cauterize a wound, but not heal it. Heal 6 will restore a limb but not mend it, etc.

## SKILLS & PASSIONS

### AGILITY (+0%)

<input type="checkbox"/> Climb	50%
<input type="checkbox"/> Dodge	18%
<input type="checkbox"/> Jump	52%
<input type="checkbox"/> Swim	5%

### COMMUNICATION (–5%)

<input type="checkbox"/> Intimidate	55%
<input type="checkbox"/> Sing	25%
<input type="checkbox"/> Speak Darktongue	45%
<input type="checkbox"/> Speak Tradetalk	5%

### KNOWLEDGE (–5%)

<input type="checkbox"/> Battle	35%
Cult Lore (Zorak Zoran)	15%
Customs (Trolls)	20%
Elder Race Lore (Trolls)	20%
<input type="checkbox"/> First Aid	35%

### MAGIC (+0%)

<input type="checkbox"/> Meditate	5%
<input type="checkbox"/> Spirit Combat	55%
<input type="checkbox"/> Worship (Zorak Zoran)	25%

### MANIPULATION (+10%)

<input type="checkbox"/> Craft (Knapper)	20%
<input type="checkbox"/> Play Instrument (Percussion)	15%
<input type="checkbox"/> 1H Mace	75%
<input type="checkbox"/> Large Shield	80%
<input type="checkbox"/> 2H Hammer	55%
<input type="checkbox"/> 2H Sword	90%

*Note: Skill category modifiers are already calculated into skill percentages.*

### PERCEPTION (–5%)

<input type="checkbox"/> Insight (Trolls)	15%
<input type="checkbox"/> Listen	40%
<input type="checkbox"/> Scan	20%
<input type="checkbox"/> Search	20%
<input type="checkbox"/> Darksense Scan	30%
<input type="checkbox"/> Darksense Search	20%

### STEALTH (–25%)

<input type="checkbox"/> Hide	5%
<input type="checkbox"/> Move Quietly	15%

### PASSIONS

<input type="checkbox"/> Hate (Aldryami)	60%
<input type="checkbox"/> Hate (Chaos)	80%
<input type="checkbox"/> Hate (Mostali)	60%
<input type="checkbox"/> Loyalty (Death Lord)	80%
<input type="checkbox"/> Loyalty (Clan Matriarch)	60%

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Bludgeon 2	2	36
Extinguish	1	36
Protection 2	2	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Berserker	1	†	40
Crush	1+	□	*
Seal Wound	1	□ †	**

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## RAGNA (TROLLKIN)

INITIATE OF ARGAN ARGAR: ☐ ☐ ☐

CULT: ARGAN ARGAR REPUTATION: 5% RANSOM: 0 L

Female Trollkin, age 12. Worker (Hunter/Gatherer) from the Styx Grotto.

*You think you had it rough?*

*Please. If I messed up, or got on someone's bad side, I was liable to get eaten.*

*All this, this is child's play compared to living at home.*

Ragna, like most trollkin, is destined to die and be eaten. That's what she has been told her entire life. She doesn't want to be eaten just because some uzko or uzdo gets a craving and she is the closest trollkin in reach. No thank you. Instead, she decided to leave home and make her own way.

Smarter than most other trollkin, Ragna has always been pragmatic and a survivor. Within the troll caves she always found ways to take the tasks that would keep her out of sight and out of mind. She blended in when things got rough and got out when things got tough.

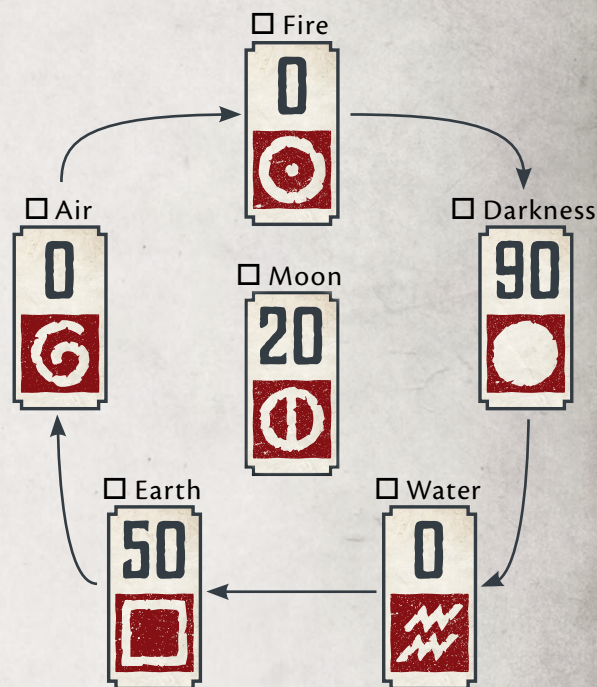
When she left, she knew there was one thing she had to take with her, Clicker, her pet guard beetle. Clicker is her best friend, and she would be completely lost in the big world without Clicker at her side. In battle, Clicker takes the front allowing Ragna to hang back in relative safety. During the day, when Ragna sleeps, it's Clicker watching over her. The two are inseparable, and anyone that threatens Clicker has to answer to Ragna's rage.

### HOW TO PLAY RAGNA

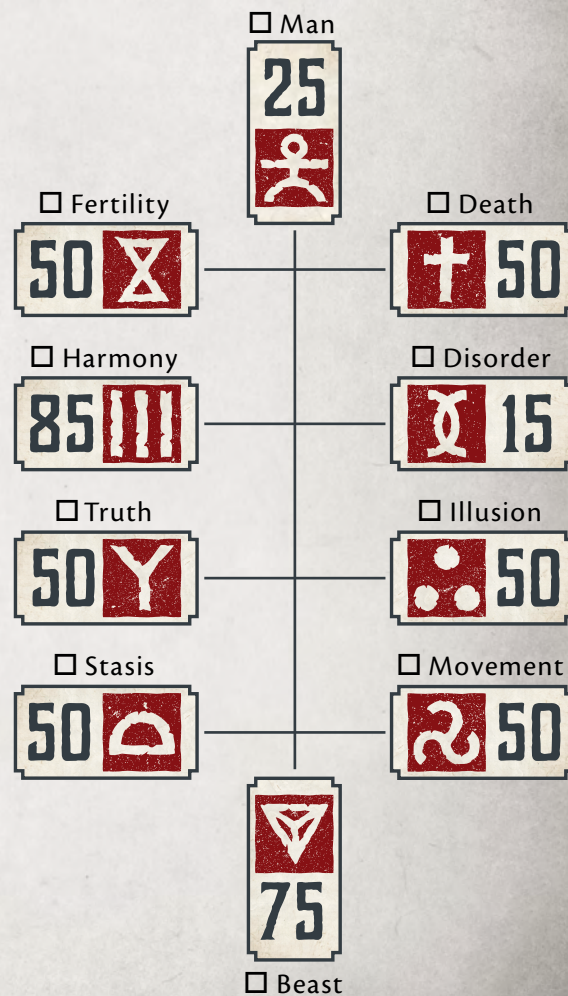
- Very few trollkin survive long as adventurers. Trolls would regard them as disposable, except that they can be eaten when they die. As Ragna would very much like to escape random death or being eaten, she is a survivor, making decisions to the best of her ability and caution to try to stay alive.
- As a trollkin, she can eat almost anything, so surviving day-to-day is mostly a case of avoiding danger.
- She is not very tough, so she tries to use ranged weapons or avoid combat whenever possible. Her Dodge skill is high, and she fights cautiously when forced to.
- Ragna's pet guard beetle, Clicker, is not only her loyal companion, it's her best friend, she she talks to it and dotes upon it. In return, it helps her in many ways, guarding while she sleeps and acting as a scout.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
10 12 10 18 12 8 7

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Light Mace	35	1D6+2	6	6
Medium Shield*	35	1D4	6	12
1H Short Spear	45	1D6+1	5	10
Sling	65	1D8	1	—
Spirit Combat	30	1D6	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
Right Leg	01–04	2/4	Hit Points	12
Left Leg	05–08	2/4	Move	6
Abdomen	09–11	4/4	Strike Rank	3 (DEX 1, SIZ 2)
Chest	12	5/5	Rune Points	3
Right Arm	13–15	2/3	Magic Points	8
Left Arm	16–18	2/3	Damage Bonus	—
Head	19–20	2/4	Healing Rate	2

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** 1 pt. skin. linen skirt (3 pts.), light scale chest (4 pts.), leather greaves, vambraces and hooded cloak (each 1 pt.). (–10% to Move Quietly).

**Magic Items:** Enchanted tinted crystal glasses (worth 200L) that allow her to operate in daylight without suffering the normal Demoralize effect that all Trollkin suffer whenever they are in full sunlight.

**Treasures:** 1,020 Bolgs, light mace, sling (can use Bolgs or stones as ammo), leather pouch holding 20 slingstones, short spear, snares for prey, beetle carapace shield, gold earring (worth 250L)

### CLICKER, RAGNA'S WATCH BEETLE

**STR** **CON** **SIZ** **DEX** **POW**  
19 18 16 7 8

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Bite	50	1D10+1D6	9	—

### HIT LOCATIONS

LOCATION	D20	AP/HP	QUALITY	VALUE
R Hind Leg	1	6/4	Hit Points	19
R Center Leg	2	6/4	Move	6
L Hind Leg	3	6/4	Strike Rank	5
L Center Leg	4	6/4	Magic Points	8
Abdomen	5–8	6/8	Damage Bonus	+1D6
Thorax	9–12	6/8	Healing Rate	3
Right Foreleg	13–14	6/4	Armor	6-pt chitin
Left Foreleg	15–16	6/4	Dodge	20%
Head	17–20	6/7	Listen, Spot	40%

## SKILLS & PASSIONS

### AGILITY (+10%)

<input type="checkbox"/> Dodge	71%
<input type="checkbox"/> Jump	64%
<input type="checkbox"/> Ride (Insect)	10%
<input type="checkbox"/> Swim	15%

### COMMUNICATION (–5%)

<input type="checkbox"/> Intimidation	10%
<input type="checkbox"/> Sing	15%
<input type="checkbox"/> Speak Darktongue	85%
<input type="checkbox"/> Speak Tradetalk	5%

### KNOWLEDGE (+0%)

Cult Lore (Argan Argar)	20%
Customs (Trolls)	25%
Elder Race Lore (Trolls)	25%
<input type="checkbox"/> First Aid	20%
Homeland Lore (Styx Grotto)	40%
Read/Write (Darktongue)	30%

### MAGIC (–5%)

<input type="checkbox"/> Meditate	0%
<input type="checkbox"/> Spirit Combat	30%
<input type="checkbox"/> Worship (Argan Argar)	20%

### MANIPULATION (+10%)

<input type="checkbox"/> Craft (Leatherworking)	20%
<input type="checkbox"/> Play Instrument (Percussion)	15%

<input type="checkbox"/> 1H Mace	35%
<input type="checkbox"/> Medium Shield	35%
<input type="checkbox"/> Sling	65%
<input type="checkbox"/> 1H Spear	45%

### PERCEPTION (+10%)

<input type="checkbox"/> Insight (Trolls)	20%
<input type="checkbox"/> Listen	45%
<input type="checkbox"/> Scan	25%
<input type="checkbox"/> Search	25%
<input type="checkbox"/> Track	35%
<input type="checkbox"/> Darksense Scan	55%
<input type="checkbox"/> Darksense Search	35%

### STEALTH (+20%)

<input type="checkbox"/> Hide	65%
<input type="checkbox"/> Move Quietly	85%

### PASSIONS

<input type="checkbox"/> Devotion (Argan Argar)	70%
<input type="checkbox"/> Devotion (Survival)	70%
<input type="checkbox"/> Hate (Aldryami)	60%
<input type="checkbox"/> Hate (Master)	70%
<input type="checkbox"/> Hate (Mostali)	60%
<input type="checkbox"/> Loyalty (Matriarch)	60%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Protection 3	3	36
Vigor	2	36

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Create Shadow	1+	<input type="checkbox"/>	**
Dark Walk	1	<input type="checkbox"/>	42
Summon Shade	1 or 2	<input type="checkbox"/>	50

\*\* Ragna's **Create Shadow** Rune spell is detailed on page 325 of the *RUNEQUEST: Roleplaying in Glorantha* core rulebook.

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32



### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15





## NALLUR (WIND CHILD)

INITIATE OF ORLANTH ADVENTUROUS: **G R M**

CULT: ORLANTH REPUTATION: 5% RANSOM: 250 L

Male Wind Child, age 20.  
Assistant Shaman.

*I'll meet you on the hilltop, where the winds pass from the sky to the ground.*

*The city is not for me, its buildings are closed, its spaces tight, and you can't feel the wind.*

*Don't worry about me though, I will be fine, like I always am.*

Nallur comes from an aerie high atop one of the tallest peaks of Dragon Pass. He is on assignment, sent to fly with the humans to learn about the war. There has been talk at the aerie about intervening in the war, but they must decide if it is just, and more importantly what is in it for the aerie to get involved.

His constant companion is an air elemental named Tinkle. Tinkle and Nallur love to fly together, and he treats the spirit like a brother.

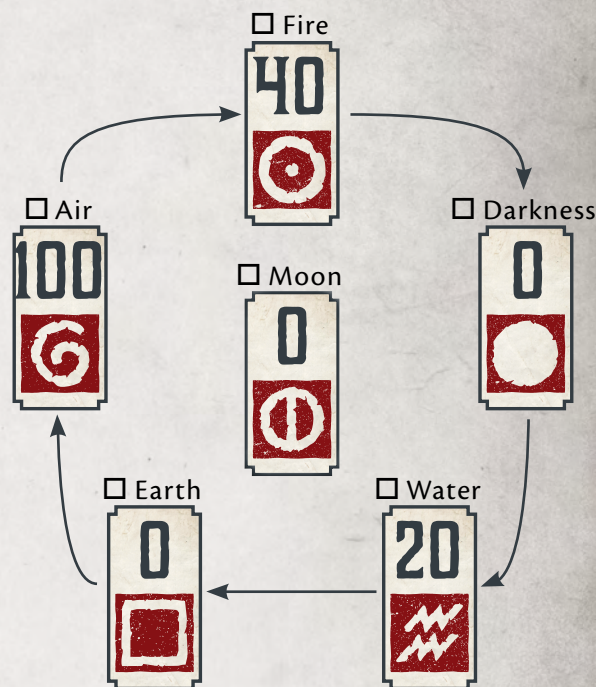
Nallur knows that he is gaining valuable experience in the human lands, and yearns to return home with great stories about his adventures. He strives to become a full shaman one day but knows that journey will be extremely perilous. He will be enamored with any shamans he meets, attempting to learn as much as he can from them. He is also fascinated with spirits and will do whatever he can to learn more about them.

### HOW TO PLAY NALLUR

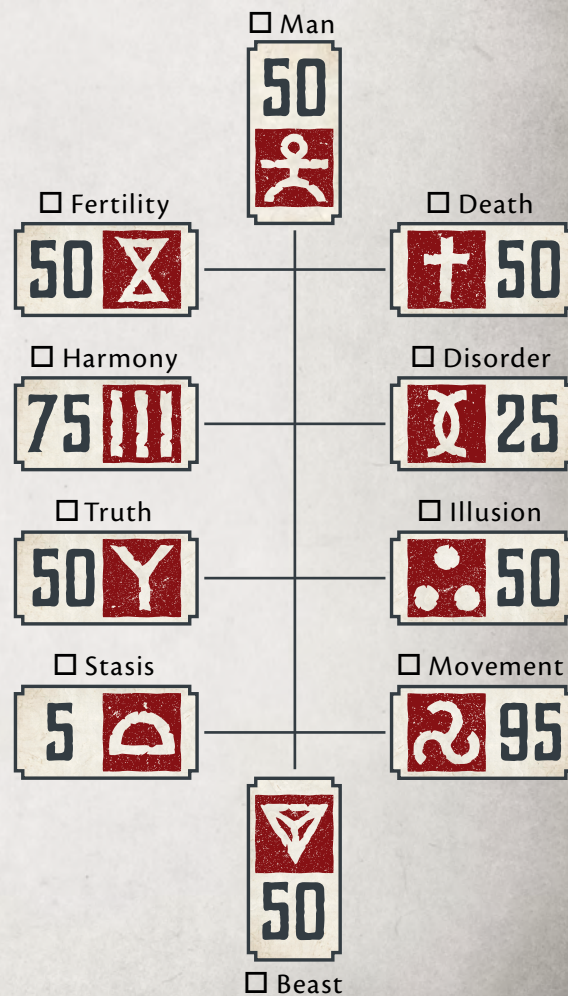
- Wind children are very self-centered. They do not understand the human ways of doing things for others. Nallur has come to understand that this is the human way, but at his core he only wants to do things for himself, his creche, or his aerie. He knows the best way to get those things is to do things for the humans, so will help them, but not out of a sense of goodness, but because he expects the favor to be returned.
- Wind children are extremely claustrophobic, and Nallur is no exception. He will not enter a building, cave, or other closed space unless he absolutely must. He doesn't like forests, or anywhere he cannot see the sky.
- Nallur, like most wind children, does not prefer to engage in direct confrontation. He is far more comfortable staying back and casting spells (such as disruption) or using his sling.
- As an assistant shaman, Nallur is his companions' main line of defense against spirits. He is adept at spirit combat.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





## STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
6 13 5 22 15 15 14

### ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Rapier	50	1D6+1-1D4	5	8
Sling	40	1D8	0	—
Swordstick	40	2D6+2-1D4	4	10
Spirit Combat	75	1D6+2	—	—

### HIT LOCATIONS

LOCATION	D20	AP/HP
Right Leg	01-03	0/4
Left Leg	04-06	0/4
Abdomen	07-09	0/4
Chest	10	0/5
Right Wing	11-12	0/3
Left Wing	13-14	0/3
Right Arm	15-16	0/3
Left Arm	17-18	0/3
Head	19-20	0/4

### ATTRIBUTES

QUALITY	VALUE
Hit Points	12
Move	6 walk / 12 fly
Strike Rank	3 (DEX 0, SIZ 3)
Rune Points	3
Magic Points	15
Damage Bonus	-1D4
Healing Rate	3

### HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** None.

**Magic Items:** Enchanted rapier holding bound spirit.

**Treasures:** A set of local herbs and powders used for healing and rituals, several small bird bone statuettes, fine bronze wrist chain worth 25 L, 5 L in coin, rapier, sling, sword stick, leather belt pouch holding 10 sling stones, leather belt.

**Allied & Bound Spirits:** Tinkle; Bound spirit: POW: 13 CHA: 17 INT: 7; Magic Points: 13; Spirit Combat 65% 1D6+1; Move: 12 (Fly); Special Abilities: Elemental Form (Air) – able to form a body out of air. This costs 1 magic point per cubic meter (see air elemental stats in RQB). Treat as Summon Air Elemental rune spell except Nallur automatically Commands it.

**Special:** Wind Children are adept in the use of air elementals. When a wind child casts any spell at an air elemental, the wind child's chance of overcoming the elemental's resistance is increased by +50%. When a Command, Control, or Dominate spell is cast at an air elemental already under a wind child's control, modify the attacker's chance of overcoming the air elemental's resistance by -50%. Thus, when a wind child tries to wrest an air elemental away from another wind child, the chances of success are normal.

## SKILLS & PASSIONS

### AGILITY (+15%)

<input type="checkbox"/> Climb	55%
<input type="checkbox"/> Dodge	74%
<input type="checkbox"/> Fly	85%
<input type="checkbox"/> Jump	81%

### COMMUNICATION (+5%)

<input type="checkbox"/> Dance	25%
<input type="checkbox"/> Orate	55%
<input type="checkbox"/> Sing	65%
<input type="checkbox"/> Speak Spiritspeech	70%
<input type="checkbox"/> Speak Stormspeech	55%
<input type="checkbox"/> Speak Heartling	25%
<input type="checkbox"/> Speak Esrolian	15%

### KNOWLEDGE (+5%)

Animal Lore	25%
Cult Lore (Orlanth)	35%
Customs (Wind Children)	30%
Elder Race Lore (Wind Child)	10%
<input type="checkbox"/> First Aid	30%
Homeland Lore (Storm Peaks)	35%
Plant Lore	30%
Wind Lore	40%

### MAGIC (+5%)

<input type="checkbox"/> Meditate	30%
<input type="checkbox"/> Spirit Combat	75%
<input type="checkbox"/> Spirit Dance	25%

Spirit Lore	35%
<input type="checkbox"/> Spirit Travel	60%
<input type="checkbox"/> Worship (Orlanth)	55%

### MANIPULATION (+20%)

<input type="checkbox"/> Craft (Leatherworking)	30%
<input type="checkbox"/> Play Instrument (Woodwind)	25%
<input type="checkbox"/> Rapier	50%
<input type="checkbox"/> Sling	40%
<input type="checkbox"/> Swordstick	40%

### PERCEPTION (+5%)

<input type="checkbox"/> Insight (Wind Children)	25%
<input type="checkbox"/> Listen	30%
<input type="checkbox"/> Scan	65%
<input type="checkbox"/> Search	40%

### STEALTH (+25%)

<input type="checkbox"/> Hide	35%
<input type="checkbox"/> Move Quietly	35%

### PASSIONS

<input type="checkbox"/> Devotion (Orlanth)	80%
<input type="checkbox"/> Hate (Being Enclosed)	80%
<input type="checkbox"/> Hate (Aldryami)	60%
<input type="checkbox"/> Hate (Griffins)	60%
<input type="checkbox"/> Love (Family)	60%
<input type="checkbox"/> Loyalty (Shaman)	60%

*Note: Skill category modifiers are already calculated into skill percentages.*

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Disruption	1	36
Heal	2	36
Multimissile	2	36
Second Sight	3	36
Speedart	1	36
Spirit Binding	1	36

### MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Dismiss Sylph	1-3	Ⓜ	43
Increase Wind	1+	Ⓜ	44
Summon Sylph	1-3	Ⓜ	50

### RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15







## AYESTA (TELMORI)

INITIATE OF TELMOR:

CULT: TELMOR REPUTATION: 5% RANSOM: 250 L

**Female Telmori, age 20. Hunter and Wolf-Sister of the Telmori Tribe.**

*You non-wolves are so strange.*

*With your weird clothes and ugly cities and towns.*

*Why do you build upon the land when you can live on it?*

*Why do you sow crops when you can hunt?*

*But most importantly why do you think you can take what is ours and act like we will not fight you with every claw and fang until our days are done?*

Ayesta grew up in a tribe constantly at war. The Telmori, though declared an ally to Sartar, are chaos tainted and hated by most Orlanthi. Their tribe had no home for many years, and now lays claim to Wulfland, northeast of Jonstown. They are not the only ones though. The Telmori first claimed the land in 1606 by routing the Maboder tribe, and the Maboder have never forgotten.

Ayesta was just a pup when the land was claimed, and still young when the tribe was defeated by the Lunar general James Wulf. But now she is of age, and the Dragonrise caused Wulf to flee. The lands belong to the Telmori once again, but only if they can keep it.

Once again, the Telmori are in conflict, with the Maboder, the Torkani, and Cinsina, all Sartarite tribes looking to take land from the Telmori once again. Ayesta has no interest in letting them. She will

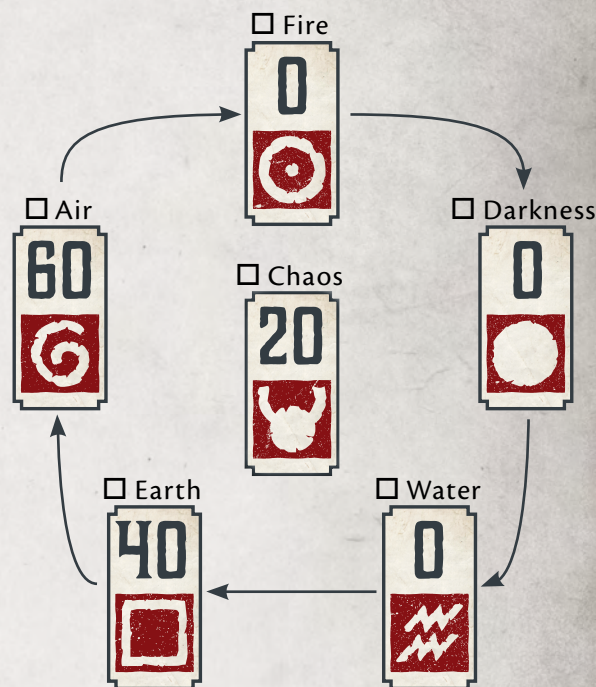
lend her claws to the cause. Staying at home and guarding it is not how Ayesta sees her talents best used. Instead she has struck forth, to find allies and means to defeat the Telmori's enemies, or at least increase her own strength so she can drive them away for good.

### HOW TO PLAY AYESTA

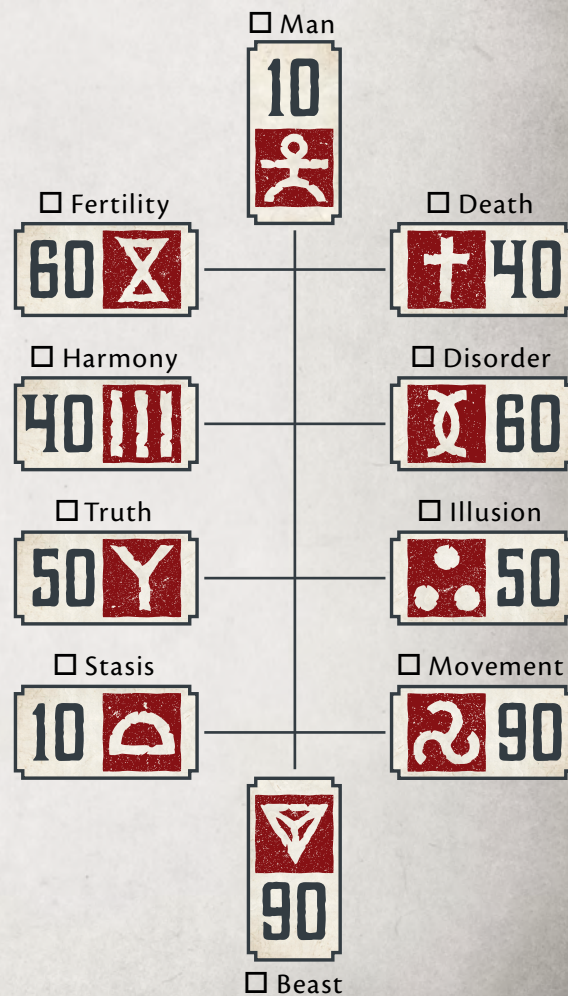
- The Telmori live much more primitively than most Sartar tribes. They prefer to hunt rather than herd or grow crops. They live where they want, and how they want, and act more like animals than people most of the time.
- Ayesta's brother wolf, Ripear is her constant companion. If forced to leave him behind (such as entering a city) she will either refuse, or if coerced be miserable until reuniting with her brother. Her relationship with Ripear is that of brother and sister, not owner and pet.
- Every Wildday Ayesta shapeshifts into her wolf form as soon as the sun sets and remains so until the sun rises again. She will use that time to run and hunt with Ripear. She is aware of her surroundings and anything that needs done, but she will prefer to spend the time hunting.
- While in wolf form (or after having cast Wolf's Hide) Ayesta is immune to damage unless from magic or pure (runic) metal weapons.

## RUNES

### ELEMENTAL AFFINITIES



### POWER AFFINITIES





# STATISTICS

**STR** **CON** **SIZ** **DEX** **INT** **POW** **CHA**  
16 (32) 12 12 15 14 (7) 9 15

(Characteristics and attributes in parentheses are for when Ayesta is in wolf form.)

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Bite (as wolf)	85 (95*)	1D2+1D4 (1D8+2D6*)	8	Head
Dagger**	35	1D4+2+1D4	8	6
Javelin w/ Atlatl**	30	1D10+1D6+1D4	2	8
1H Broadsword**	45	1D8+1+1D4	6	12
Spirit Combat	20	1D6	—	—

\* In wolf form. \*\* Can only use weapons in human form.  
It takes 1 MR to reload the Atlatl.

## HIT LOCATIONS (HUMAN)

LOCATION	D20	AP/HP
Right Leg	01–04	1/4
Left Leg	05–08	1/4
Abdomen	09–11	1/4
Chest	12	1/5
Right Arm	13–15	0/3
Left Arm	16–18	0/3
Head	19–20	0/4

## HIT LOCATIONS (WOLF)

LOCATION	D20	AP/HP
R Hind Leg	01–02	1*/3
L Hind Leg	03–04	1*/3
Hindquarter	05–07	1*/5
Forequarter	08–10	1*/5
R Foreleg	11–13	1*/3
L Foreleg	14–16	1*/3
Head	17–20	1*/4

\* Only takes damage from magic or pure (runic) metal weapons

## ATTRIBUTES

QUALITY	VALUE
Hit Points	11
Move	8 (12*)
Strike Rank	4 (DEX 2, SIZ 2)
Rune Points	3

QUALITY	VALUE
Magic Points	9
Damage Bonus	+1D4 (+2D6*)
Healing Rate	2

## HIT POINTS

DEAD 0 1 2 3 4 5 6 7 8 9 10 11 12 13  
14 15 16 17 18 19 20 21 22 23 24

## STARTING GEAR, TREASURE, & ABILITIES

**Armor:** As a human, leather sleeveless tunic and skirt (1 pt.). As a wolf, 1-pt. skin + plus immunity to most weapons (see RQB P.85).

**Magic Items:** Necklace with a blue magic POW storage crystal pendant that can hold up to 10 magic points or serve as a spirit binding matrix. Currently holds 10 magic points.

**Treasures:** Broadsword, dagger, 3 javelins, atlatl, leather sword belt, leather dagger sheath, companion wolf, snares, furs worth 120 L.

## RIPEAR, AYESTA'S WOLF COMPANION

**STR** **CON** **SIZ** **DEX** **POW**  
14 10 10 17 10

## ATTACKS

WEAPON	%	DAMAGE	SR	PTS
Bite	35	1D8	8	—

**Hit Points:** 11. **Move:** 12. **Strike Rank:** 3 (DEX 1, SIZ 2).

**Armor:** 2-pt fur. **Skills:** Dodge 40%, Search 60%, Track 80%.

**Hit Locations:** per Wolf form, above. **AP/HP:** 2/3 on limbs, 2/4 on head, 2/5 on hindquarters and forequarters.

# SKILLS & PASSIONS

## AGILITY (+5%/+25%\*)

- ☐ Dodge.....55% (75%\*)
- ☐ Jump.....50% (70%\*)

## COMMUNICATION (+5%/+5%\*)

- ☐ Sing.....25%
- ☐ Speak Telmori.....55%
- ☐ Speak Heortling.....25% (0%\*)
- ☐ Speak Esrolian.....15% (0%\*)

## KNOWLEDGE (+5%/–5%\*)

- Animal Lore.....50% (40%\*)
- Cult Lore (Telmor).....25% (15%\*)
- Customs (Telmor).....30% (20%\*)
- E.Race Lore (Telmor).....10% (0%\*)
- Homeland Lore (local).....45% (35%\*)

## MAGIC (+0%/+0%\*)

- ☐ Meditate.....5%
- ☐ Spirit Combat.....20%
- ☐ Worship (Telmor).....25%

## MANIPULATION (+10%/+20%\*)

- ☐ Conceal.....35% (32%\*)
- ☐ Craft (Leatherworking).....20% (0%\*)
- ☐ Play Instrument (Drum).....15% (0%\*)

- ☐ 1H Sword.....45% (0%\*)
- ☐ Atlatl.....30% (0%\*)
- ☐ Bite.....85% (95%\*)
- ☐ Dagger.....35% (0%\*)
- ☐ Thrown Javelin.....35% (0%\*)

## PERCEPTION (+5%/–5%\*)

- ☐ Insight (Telmor).....25% (15%\*)
- ☐ Listen.....65% (55%\*)
- ☐ Scan.....60% (50%\*)
- ☐ Search.....50% (40%\*)
- ☐ Track.....65% (55%\*)

## STEALTH (+20%)

- ☐ Hide.....30%
- ☐ Move Quietly.....30%

## PASSIONS

- ☐ Devotion (Telmor).....60%
- ☐ Hate (Storm Bull cultists).....60%
- ☐ Love (companion wolf).....60%
- ☐ Love (family).....60%
- ☐ Loyalty (pack leader).....60%
- ☐ Loyalty (pack).....60%

**Note:** Skill category modifiers are already calculated into skill percentages.

## SPIRIT MAGIC SPELLS

SPELL	POINTS	PAGE
Dispel Magic	2	36
Heal	2	36
Ironhand	1	*

## MAGIC POINTS

UNC 0 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 27 28  
29 30 31 32

## COMMON RUNE MAGIC

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

## RUNE MAGIC SPELLS

SPELL	POINTS	RUNES	PAGE
Wolfhide	3	☐	*
Wolfrunning	2	☐	*
Wolf's Head	1	☐	*

\* Ayesta's three **Telmor Cult Special** Rune spells are described on p.87 of the *RUNEQUEST Bestiary*. **Ironhand** is on p.262 of the *RQG* core rulebook.

## RUNE POINTS

1 2 3 4 5 6  
7 8 9 10 11  
12 13 14 15

