

## Das Karr Dragon

+11



DRAGON Character

STR 0  
COR 1  
DEF 3  
SPD 2  
WIS 1  
HP 26  
CAP 7

This character may use Das Karr, Dragon, Item and Universal cards, and may change into dragon by playing form cards.

**Taint DEF: 5 Od, 3 Warp**

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Foxwings Dragon

## Hedge Wizard

5



UNIVERSAL Anchor, Background 0 / P

Hedge wizards make a living by healing for a fee and putting on shows. They know basic magic but can't read or write. They may buy only Quick Heal, Warp Ward, Night Eyes and/or Fire Show spells until they have learned to Read and Write Gennish. Hedge Wizards gain a +2 bonus to perception rolls. They may not take the Unobservant Flaw. A Hedge Wizard can sense if terrain is wasted, normal, warped or pristine.

Hedge wizards are treated contemptuously by necromancers. Wizards are only slightly kinder to these mages. Hedge Wizards undergo many hardships during training, when they must scrounge food, clothes and supplies for themselves and their masters. This character had recently struck out on her own when she changed for the first time. She is streetwise enough to know that necromancers are her enemies and Valarians are her friends.

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STR 0  
COR +1  
DEF 0  
SPD 0  
WIS 0  
HP 0  
CAP 0

Hedge Wizard

## Dragon Form 3

1



DRAGON Ace 1 / V

STR +5  
COR 0  
DEF +4  
SPD +1  
WIS 0  
HP 0  
CAP +2

Play to shape shift a dragon character into dragon form. Shifted dragons may not use weapons, armor or humanoid languages. A young dragon has short wings: It cannot fly unless a Dragon Flight card is used. A Character may only play one form card at a time.

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Dragon Form 3

## Quick Heal

2



WIZARD Ace, Spell 0 / F

Independent card. Play to heal D6 HP damage. Poison and disease damage are not affected by this spell.

*"It ain't pretty, but it'll save your hide in a pinch."  
Trechan Dors*

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Quick Heal

## Night Eyes

2



WIZARD Ace, Spell 1 / \*

Cast to allow a target to see in darkness as though it were daylight. This spell lasts for 8 hours.

*"With this spell my apprentices can turn sniveling vermines into deadly nightfighters."  
Vinita Nor*

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Night Eyes

## Fire Show

1



WIZARD Ace, Spell 1 / C

Play to allow the casting wizard to put on a five minute fire show. When casting Fire Show, the user adds a +2 bonus to Entertain rolls. This spell is a favorite of traveling Hedge Wizards.

*"When local folks are distracted, my light fingered friends do their best work."  
Icara the hedge wizard*

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Fire Show

## Luck of Youth

0



UNIVERSAL / Independent Ace 0 / F

Independent Card. Play to add +2 to any dice roll. May only be used by characters with 25 or less card points. A character may only have one Luck of Youth.

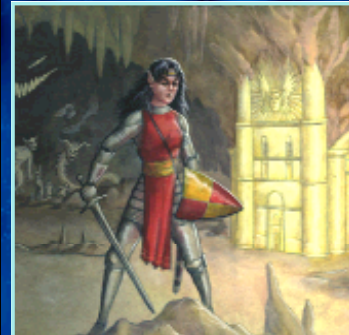
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[www.dragonstorm.com](http://www.dragonstorm.com)**

DEMO

Luck of Youth

## Valarian Champion

Boon



UNIVERSAL Anchor, Boon 0 / P

This boon permanently adds +1 WIS and +8 HP to a character. A character may only have one of this Boon. Boons are earned through game play and approved by a Gamemaster.

*"Late in the Storm Age, mentors started recruiting shape shifters as Valarian Champions: Warriors dedicated to the destruction of Warp and the death of all necromancers." History of the Stormlands*

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Valarian Champion

STR 0  
COR 0  
DEF 0  
SPD 0  
WIS +1  
HP +8  
CAP 0