

Dwarf Dragon

+14



DRAGON Character

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

This character may use dwarven, dragon, item and universal cards, and may change into dragon forms by playing form cards.

Taint DEF: 5 Od, 4 Warp

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Dwarf Dragon

Elethay Acolyte

5



UNIVERSAL Anchor, Background 0 / P

At an early age, some young men and women hear Elethay's call and devote their lives to the goddess. They become acolytes, serving Elethay's priests and priestesses. After five years of service, acolytes embark on their first Earth Quest: A journey of several years, during which they live as Elethay did when she was a mortal woman—teaching, healing, and protecting the goddesses' worshippers. When the acolyte feels ready, she may return to her temple and undergo the rites and tests of priesthood.

This character has just begun her Earth Quest. She was sent off with many blessings, as well as prayers that she may heal the blight necromancers have inflicted on the land.

This character reads and writes Gennish. She may cast witchcraft spells, and sense if a terrain area is pristine, normal, wasted or warped. When dealing with Elethay worshippers, an acolyte gains a +2 persuasion bonus.

DEMO UNI-004 ILLUSTRATION © 1999 SUSAN VAN CAMP

Elethay Acolyte

STR 0
COR 0
DEF 0
SPD 0
WIS 0
HP +4
CAP 0

Dragon Form 3

1



DRAGON Ace 1 / V

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

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

Healing Flash

1



WITCHCRAFT Ace 1 / F

Independent card. Play to heal one living thing of D6 HP damage. This spell does not heal poison damage, but it does heal damage caused by diseases. Healing Flash does not cure diseases.

"If you're headed for battle, make friends with the witch." Vladus

DEMO WIT-004 ILLUSTRATION © 2000 SUSAN VAN CAMP

Healing Flash

Colors of the Earth

3



WITCHCRAFT Ace, Spell 1 / C

Play to allow the target to add the caster's WIS to her stealth rolls. A person targeted by Colors of the Earth takes on the colors of her surroundings.

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Colors of the Earth

Senses of Elethay

4



WITCHCRAFT Ace, Spell 0 / C

Independent card. Cast on a target to enhance her perception of the physical world. The target gains +6 to all sight, hearing and touch based perception rolls for the spell's duration.

DEMO WIT-003 ILLUSTRATION © 1999 HEATHER BRUTON

Senses of Elethay

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.

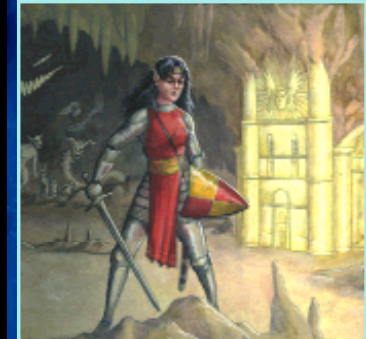
For more information see us at:
www.dragonstorm.com

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

DEMO VAL-005 ILLUSTRATION © SUSAN VAN CAMP

Valarian Champion

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