

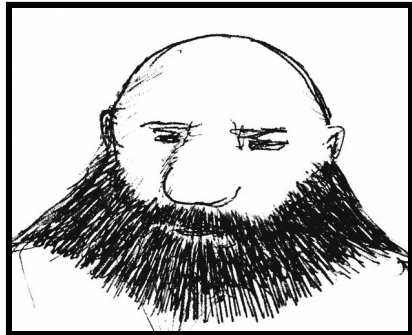


Urga of the Cruth Mountains

Class Dwarf
Level 1st
Alignment Neutral

Ability Scores

Strength 18
Intelligence 9
Wisdom 14
Dexterity 11
Constitution 18
Charisma 9



Movement 90'

Saving Throws 12
(Rods/Staves/Spells)

THACO 19

Damage

Hand Axe (1d6)
Heavy Crossbow (2d4)

Armour Class 9

Hit Points 10

Starting Equipment

Hand-axe (1d6)
Clothes
Boots
Belt
Belt Pouch (50cnc)
Dagger

Languages: © Dwarf



Urga of the Cruth Mountains

- ◆ Urga only speaks Dwarf and feels socially Isolated as a consequence.
- ◆ Despite the fact that Urga was raised on stories of the blood-feud between the Mi and Ma families he has never met a member of that family.

Special Abilities

Infravision (60')

Detect (1-2 in 6):

- Stonework traps
- Sliding walls
- Sloping corridors
- New construction

General Skills

- Read/Write (Dwarf)
- Craft (Fire-Hardening)
- History (Mi family)
- Fire-Making

Urga's Story

Balding, 4'5" tall, 120lb; Urga is a member of the Mi family, a dwarf clan expelled from Rockhome long ago for its violent rivalry with the Dwarf Ma family. The Mi created a rock dam across a river raising the water level in a narrow mountain valley in the cruth mountains until they literally lived on an island in the centre of a swamp.

He found this wretched xenophobia incompatible with what he wanted out of life so he left his family and headed into the human held regions of Darokin working a time as a woodsman before looking to join up with a band of adventurers.

• This card appears in the streamlined Style used in the *Dungeons & Dragons* game. If you'd like expanded rules or information consult BECMi D&D or the D&D Rules Cyclopeda.