

# Gaz Er Unga Og

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Gaz Er Unga Og is also leading a lonely life. Unlike Im Abav Yub, she has not made a choice on her own. Gaz Er Unga Og was once the apprentice of her tribe's shaman. She very much admired to try various spells and accidentally killed her chief with such an experiment. For this, she was driven off her tribe.

Her reputation made her too feared for any tribe to take her into camp, and so she lives on her own. She collected lots of knowledge and is counted as the most educated Albion native ever living, but still many fear her, for the past as well as for her knowledge. Gaz Er Unga Og is seldom seen with other natives - her contacts are as small as inevitable. From time to time, her knowledge is sought by other native women, but generally Gaz Er Unga Og keeps to herself.

Only the arrival of outlanders attracted her attention; even if she is not educated in civilised terms, she knows them to be of interest, using things strange to her and magics other than those known to her. So Gaz Er Unga Og is never far from outlanders, what makes her only more suspect in the eyes of the Albion natives.

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**Hire Fee:** Gaz Er Unga Og will not require a hire fee in form of money. Instead, she claims an item of those who hire her - be it a weapon or a magic amulet she has never met before. Whatever it is, it must be an item that counts as rare+8 at least. As upkeep, she will also take common items unbeknownst to her. Every item civilised enough (i.e. unavailable for barbarians) will do. When you have no more items or cease to provide her with them, Gaz Er Unga Og will leave the warband.

**May be Hired:** Every warband except Witch Hunters may hire Gaz Er Unga Og.

**Rating:** Gaz Er Unga Og increases the warband's rating by +85 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gaz Er Unga Og	4	4	4	3	3	2	4	1	8

**Weapons/Armor:** Gaz Er Unga Og uses two small staves and may parry once with them. She wears no Armor in the beginning, but may be given.

**Skills:** Gaz Er Unga Og has the following skills: *Sorcery* and *Warrior Wizard*.

**Spells:** Gaz Er Unga Og knows all six spells of the Barbarian Shaman Spell list.

## Special Rules:

- *Magical experimentalist:* Gaz Er Unga Og is very attentive on the use of magic around her. Every time a spell is used when she is around, she may try to adapt it (even from the enemy). Throw a D6; on a 6, Gaz Er Unga Og has a certain idea how the spell in question works. If she uses it as her next and manages the difficulty, she really has learnt this spell. Even if she leaves the warband that first engaged her and is engaged by another, she may make use of every spell she learnt previously and of any item she was given within

the campaign. So a second engager will get more for his money than the first - and the third more than the second.

- *Knows the Land*: Gaz Er Unga Og has seen a good deal of Albion, due to her lifestyle. A non-indigenous warband may profit of her knowledge. The warband that engaged her adds always +2 on the throw to determine the supply source they reach.