

TEERU

**Teeru, Water-sorcerer**

Teeru is heir to a long line of **River-Priests (+1)**. His **wild and uncontrolled (+2)** manifestations of **water magic (+1)** caused him much trouble and led him to flee from his village and live like a traveling **hermit (+0)**. He **collects stories (+1)** from people he meets and secretly **dreams of being a hero (+1)**. He **hates orthodoxy (+0)** and wants to free Wambaroum, and he's not shy from **using violence (+0)** in doing so. He often **lies (+1)** and fools himself in his delusion of heroism, and he is prone to **manipulating others (+0)**. He **let his anger control him (+0)**. But now he thinks of his **friends of the Holy Squad (+0)**, and considers confronting the snake.

**Remaining words: 1 Remaining Pool dice: 1**

WOSHI

**Woshi, Water-Warden**

**Kidnapped as a tadpole [+0]** and **raised by Water-Wardens [+1]**, protectors of Yuk, the sacred vision-giving pond-water. He **learned the Yuk-ways in mind and blood [+3]**, as they were slowly killed off. He alone **is guardian of the Yuk-source [+1]**, **cut off from all [+2]** but his retired master Marp. Woshi **values tradition and sticks to it [+0]** when in doubt. Through Yuk-visions, he developed an imperative to **root out the evil in Wambaroum [+0]**. After Woshi met the ~~snake-god~~ ~~Spe~~ snake-demon, he **understood the true meaning of fear [+0]**. Woshi fled Wambaroum, **betraying his mission and values [+0]**. **Sleepless from recurring nightmares [+0]**, Woshi **torments himself with the memory of the frogs he left behind [+0]**.

**Remaining words: 0 Remaining pool dice: 0**