

A Meeting in the Evening (GV2)

As you look over the town after everyone has retired for the evening, your attention is drawn by a single sound rising above the quiet of the village. A baby's insistent cry carries across the common area. While going to investigate, a woman steps out of her hut, carrying the crying child with her. As the two of you come closer, you can see that the woman is young, pretty, and barely dressed. She has obviously just risen from her bed to tend to her child. She wears only a thin sleep robe, and has a scarf tossed over her head. As she sees you, she averts her eyes slightly, and tries to adjust the scarf with one hand while holding the crying baby with the other. She is only partially successful at this, and you notice how scantily dressed and lovely the woman is. Do you go to speak with her? Check your response and give this back to the Gamemaster.

Yes No

Overheard... (GV4)

(sounds of heavy coughing, then a man's voice)
...no, no—don't bother, I tell you. She couldn't help last time. I'm just getting old and the lungs aren't what they used to be. (coughing) Same thing took my father, or at least it made him weak enough that he lost a fight for the last time....

Overheard... (GV5)

(voices of two children whispering)

First voice: "...simple, dummy. Just remember how much you deserve it. Keep that in your mind, just like you were told by Old Granpa."

Second voice, younger than the first: "Look how? I don't get it. Ol' Granpa is scary enough, but how do I do it?"

First voice: "Look into their eyes and believe that you are better than they are. Then they'll do whatever you want. Try it tomorrow. Now go to sleep so you'll be ready in case she needs us to stay up late tomorrow."

Overheard... (GV6)

(Sounds of a man and woman conversing in half-whispers) Her: "...can't bring myself to do it anymore, Salos. I can't explain what it is. I don't know... Maybe the miscarriage, it all seems so sad. I just can't find that place in my heart anymore..."

(After a long pause) Him: Yeah. It's not like it used to be, but then, I guess I'm not either.... (Sound of a deep sigh.) I'm so tired all the time, and the corpse—I mean the crops—just aren't doing well, no matter how hard we work. Do the bad dreams still bother you, Hala? You laid so still last night... I couldn't sleep. (Sound of another sigh, bordering on a drawn in sob.) Sleep. I remember sleeping well when I was younger."

An Attractive Widow (GV3)

When you come within speaking distance, the woman hesitantly meets your eyes for a moment, then makes a bow of obeisance. With her hands full of baby and scarf, she cannot correct it when her gown falls slightly away from her body as she bows. Just then, in the half light of your torch, she looks as beautiful as any high born lady of the Sun Dome. "Kind lord, forgive my child for disturbing you," she says. "Sometimes when I take the child to Ernald's shrine, she quiets down." What do you do? Circle any of the following that apply and give this back to the Gamemaster.

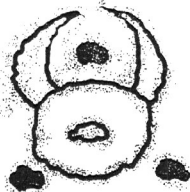
Interrogate her

Flirt

Accompany her to the Ernald's Shrine

Make a pass

Make casual conversation

**Gaumata's Vision (GV1)**

All Praise the Discerning Light of Yelm and the Devotion of his Son, Our lord Yelmatio

A transcription of the vision granted to Gaumata the Strange, Light Priest of the Holy Sun Dome

I asked Yelmatio to send me what message he needed me to know for the betterment of my people.

In my dreams, I stood in a Watchtower at the edge of a great crevasse or at the top of a cliff. A river wended its way below me. Looking down, I saw a village at the base of the cliff. All was quiet and peaceful to the eye.

Then I saw the town as if with Yrok's Reen Vision. Details sprung up. The women of the village walked about with filthy sticks through their guts. The men lay about looking like dried up corpses left too long in the heat, but still rose up to walk about in the night. Tiny monsters devoured unknown feasts in the fields. There were no children anywhere to be seen. Nearby, in a blood red lake, hideous, perverted tentacles of filth reached out to grasp all the townspeople.

All dissolved in a foul pool of gorp, splashing with violence so it sprayed across the valley and the country. Some of it landed on the Holy Dome itself, and left a stain. I awoke shaken and disgusted, though blessed with the vision of Yelmatio.

Is this a village in your distant future?
YELMA

Ernaldan Records (GV7)

This shrine uses clay tablets for its permanent records. Earthspeech is well suited to writing in clay. Each priestess' records are kept together, in more or less chronological order. Most records deal with lists of livestock, magics worked on fields, births, deaths, and blessings done. The Priestess also records results of divinations in the scrolls. The temple stores records in the basement, near the catacomb where women and children of the village are buried. Retiring priestesses sign their name.

Some priestesses use standard dating since the Dawning, but most refer to years based on the tenure of the Headman at the time.

Ernaldan Record 1 (GV8)

Time of the Feast of Giving, first year of Fethal's leadership.

The shrine's Copper Chalice tipped over and dented. Many of the villagers got only a small sip of Ernald's Milk that year. Sweet Goddess Preserve Us.

First week of Dark Season, first year of Fethal's leadership.

Volnee the smith tried to fix the chalice. It cracked, and cannot be repaired. Sweet Goddess Preserve Us.

GM Reference Pullout p. 1

Ermaldan Record 2 (GV9)

How sad I am to write this. I might have mixed my play with tears. On Wildday of the week before the Sacred Time of Fethal's second year, our Priestess of 15 years died. She broke her neck tripping down the stairs from the temple. With her death, I am forced to take on the tasks of the Goddess, though I doubt I can complete them as well as dear departed Elitha did.

Ermaldan Record 3 (GV10)

This, I fear, will be my last entry. Maybe the Goddess calls for me, or else she must not approve of my service. How else am I to interpret this pain in my heart and body, given from the stillbirth I have born? Clearly it will be my death. I do not know why this has befallen, for Ermaldan's voice has been silent to me. I have called Azdala to me for the preparations, so I know I will be cared for in kindly fashion. Goddess Preserve those who come after me, and Rethay, the new priestess. Let my blood be cleansed from the Shrine. Solu, Priestess.

Young Ogre Children age 5-7 (look 8-11)

STR	7	01-04/01-03	R Leg	0/3
CON	14	05-08/04-06	L Leg	0/3
SIZ	6	09-11/07-10	Abdom	0/3
INT	14	12/11-15	Chest	0/4
POW	14	13-15/16-17	R Arm	0/3
DEX	8	16-18/18-19	L Arm	0/3
APP	13	19-20/20	Head	0/3

Move: 3
Fatigue: 21
Hit points: 10
Magic points: 14
DEX SR: 4

Armor: None. Total encumbrance = 2. Fatigue 16 (20-4). Quiver of 20 arrows (Enc. 1).
Weapon SR Attk/Par% Damage ENC/AP
2-H Short Spear 5 19/21- 1d6+1 2/10
Self Bow 3/9 25/- 1d6+1 .5/5
1-H S. Spear 7 40/31 1d6+1 2/10

Spirit Magic (60-ENC): Befuddle (2), Bladesharp 3, Disruption, Heal 2, Silence 2. All the foet have been tattooed on their bodies.

Skills: Scan 25, Listen 25, Search 29, Sneak 40 (-ENC), Dodge 20 (-ENC), Lie 45, Human Lore 9, Ogre Lore 12.

Languages: Local 26/-

Notes: The Mistress ordered Penfiss to load these kids up with Spirit Magic. These stats show one of the older children. Younger children have fewer spells. Only the senior children know Bladesharp and Befuddle, but even the 5-year-olds know Heal, Disrupt, and Silence.
Combat Notes: In a fight these young kids may not be very organized, but they should surprise the visitors with their complete fearlessness. If they back up the militia, the kids are actually more dangerous than the militia-men, as they alternate steady missile fire and Disruption spells.

Ermaldan Record 4 (GV11)

Rethay died. Fell off goat path. She now wrapped up nice, no more troubles. No more sad. Fethal say I priestess now. I am Ty Kora Teks. Good.

RARE

Young Lamia Children age 5-6 (look 7-10)

STR	6	01-06/01-05	Tail	2/3
CON	12	07-10/06-10	Abdom	2/3
SIZ	9	11-12/11-15	Chest	0/4
INT	15	13-15/16-17	R Arm	0/3
DEX	13	16-18/18-19	L Arm	0/3
APP	16	19-20/20	Head	0/3

Move: 3
Fatigue: 12
Hit points: 11
Magic points: 9
DEX SR: 4

Armor: 2 point tail scales. Total encumbrance = 0.

Weapon	SR	Attk/Par%	Damage
Bite	9	29/-	1d6+STR Drain
Kiss	9	28	POW Drain
Constrict	2**	35/-	1d6

**Takes place the round after a successful bite or kiss.

Spirit Magic (60-ENC): Befuddle (2), Ironhand 3, Heal 2, Silence 2. All foet have been tattooed on their bodies.
Skills: Scan 25, Listen 25, Search 29, Sneak 50 (-ENC), Hide 40 (-ENC) Dodge 20 (-ENC), Lie 45, Human Lore 9, Chaos Lore 12.

Languages: Pavic 26/-

Notes: These monsters have also loaded up on Spirit Magic. All of them have all of these spells.

Special Abilities: Read the RQ Creatures book description carefully. The following description only summarizes their abilities. Lamiae do not lose fatigue from exertion or combat. They do not regain fatigue or MP normally. The illusion of normal human appearance costs 2 MP per day. The lamiae may either bite or kiss once each round, and if successful may use her constrictor ability 3 SR later.

Bite: This attack drains STR permanently, giving the lamia 1d6 fatigue per STR point lost by the victim. Victim dies at 0 STR.

Kiss: Drains POW, which the lamia turns into MP. May not drain victim below 1 POW.

Constrict: Victims of this attack take damage automatically each round after a successful attack. Hard armor only resists until total damage exceeds its AP. The lamia must drop its illusion to do a constrict attack.
Love Trap: The lamia matches its MP vs. a male target's INT. If successful, the victim falls in love with the lamia, and does her bidding. This costs no MP.

Notes: These monstrosities have no real combat training, but they know how to behave around humans. They try to be friendly and endearing, but they still don't have a real control of their cravings.

Since these lamiae are young and small, they only lose 1 FP per day, not 1d6. Even so, their growing bloodlust places great pressure on the population of Black Rock. Any captives of the Mistress get fed to these children first, then the ogres get the meat.

Ermaldan Record 5 (GV12)

Born to Thil and her husband Varloz Brownfoot on the 12th day of Sea Season, in the year 1588, a girl child. Named after her grandmother, Visla.
(This is the only birth of a child named "Visla" longer ago than eight years. No girl child born less than nine years ago has any other name.)

Records Summary (GV13)

The town has many still births, and has lost three women in labor over the past five years.

General omens from ceremonies over the past decade have been bad, and getting worse, at least until the time of Azdala. Her records are barely literate and difficult to decipher because of their ramblings.

GM Reference Pullout p. 2

Black Rock Militia Yelmiallo Initiates and Victims of the Mistress

STR	10	01-04/01-03	R Leg	1/4
CON	8	05-08/04-06	L Leg	1/4
SIZ	12	09-11/07-10	Abdom	1/4
INT	12	12/11-15	Chest	1/5
POW	12	13-15/16-17	R Arm	1/3
DEX	11	16-18/18-19	L Arm	1/3
APP	11	19-20/20	Head	4/4

Move: 3
Fatigue: 22
Hit points: 11
Magic points: 11
DEX SR: 3

Muster Gear: Total encumbrance = 14. Fatigue 8 (22-14). Cuirbottli helm (AP 3/ENC .5). Linen armor on all locations (AP 1/ENC 3.5). Quiver of 20 arrows (Enc. 1).

Weapon	SR	Attk/Par%	Damage	ENC/AP
2-H Spear	6	35/-	1d10+1	2/10
1-H S. Spear	7	40/31	1d6+1	2/10
Hostile Shield	8	19/40	1d6	7/18
Self Bow	3/9	35/-	1d6+1	.5/5
Hostile Shield	8	10/20	1d6	7/18

Spirit Magic (60-ENC): Bladesharp 1, Disruption, Heal 1.

Skills: Scan 35, Listen 35, Search 33, Sneak 30 (-ENC), Dodge 30 (-ENC), Farming 45, Human Lore 15.
Languages: Pavic 32/-, Firespeech 07/-

Combat Notes: Even when led by Thosah and Fethal, the militia has little spirit. Its members prefer to advance slowly, cast mass Disrupt spells and engage with missile fire. If forced to fight one on one, members of this unit flee any time they take a wound or are even knocked back. Without leadership, they won't even form up, preferring to hide in their huts and argue about what to do.

Common Knowledge About the Black Rock Region (GV14)

Arrowsands (small village): A typical Sun County village. Its local militia is well respected as being almost as capable as the regular militia. It has to be, because of a long history of attempted nomad raids. Villagers pride themselves on their skill with the bow.

Black Rock (small village): Tiny, isolated, and out of the way, Black Rock is known for the very defensible cliffs surrounding it, making it the only village in this part of Sun County free of nomad raids in this century.

Black Rock Bluff: An impressive cliff face on the north slopes gradually down to the Praxian plain on the south. Its top has little vegetation, and consists mainly of broken rock and blown sand. The north face has one large terrace that supports the village of Black Rock. Old legends say the "Cliff Toads' Graveyard" exists somewhere in the jumbled stone atop the Bluff. The legend does not say why anyone would want to find such a thing.

Chomoro (large village): This good fort and large village is the closest place to go when real trouble shows up. Haloric's immediate superior commands the militia here. This is the closest place to find a full-time Chalana Arroy shrine, and sometimes a Light Son. There is a small temple to Yelmalo here, with a full-time priest.

Corn Spot (small village): This little hamlet owes a great deal to South Fork. If not for South Fork's central place as a butt of jokes, Corn Spot would certainly become the focus of Sun County's hick jokes. A sleepy village known for good harvests and gullible young women.

Dry Market Ruin: Before Littlefish Creek became Gone Creek, this village held about 100 people. Since the drought of '04-'05, most of the villagers have moved to Queenscliff or South Fork. Now there is nothing here but the dry, empty shells of the old adobe brick huts slowly blowing away in the Praxian wind. The well here still gets water in the rainy season.

Dyskund Valley: The closest Grantlands settlement to the south is the Pola Stead in

Dyskund Valley. There is no communication between the Grantlands and Sun County communities, but Grantlanders are known to hunt game in the unsettled lands south of Black Rock.

Gnome Head: An unusual geologic feature on the plain between Black Rock and Queenscliff. Local legend says it is the head of an ancient servant of Ernalda, killed during the Darkness. It is a huge, mostly smooth dome of granite, only cracked on the south-eastern side. Locals say the head looks up at the sky, and the crevasse in the southeast side is the gnome's mouth. Gnome Head is easy to climb — you can just walk up its slope.

Gone Creek: Before the drought of 1604-'05, this creek was seasonal, but always got water during the wet season. Since then, it has never flooded, and gets only the slightest runoff from the rain.

New Stead: As the name implies, this village has only recently been founded. Lunar-supported Tarshites work to establish profitable cotton and flax plantations here. They depend on slaves for their work force. Representatives from the town attend most local slave auctions.

Queen's Pillar: Local legend says that the Queenfish's beloved once lived in a high tower. When the seas invaded the land, the Queenfish sent her waters to his abode to wear away the gates that stood between her and her objective. Magasta called for her aid before she won through, and the tower was destroyed in the Godswar, leaving only the foundation. What remains is called the Queen's Pillar.

Queenfish Creek: Named after the spirit of the creek, Queenfish Creek supplies almost all the water for the villages of Queenscliff and Cliffside. Even during the wettest part of the year, the creek is fordable almost everywhere. It is seasonal, but only dries out during the hottest part of the summer in a normal year. Locals in Queenscliff make huge sacrifices to the Queenfish, to assure her health and favor.

Queenscliff: Center of the district, Queenscliff has steadily grown in status since Dry Market died out. With the relative peace of the Lunar occupation and Sable Nation dominance of the Long Dry, the local farmers have expanded their fields beyond their traditional boundaries. The mayor of Queenscliff has petitioned Count Solanthos for permission to upgrade the town's wood and adobe stock-ade to stone.

The IVth Militia Squad resides here, giving Queenscliff a total trained militia force of 32 men. Half of these are the local militia; half are the IVth Squad under Templar Haloric Glowbrow. Haloric also keeps half a dozen hangers-on around. He refers to these outlanders as his "irregular support personnel."

Rock Fall: Locals believe this unusual rock formation fell from heaven during the Godswar. Details are sketchy, but some suggest that the huge boulders here are part of the mansion where the Queenfish's lover lived. Whatever the case, it is filled with a broken jumble of rock, varying from melon-sized to as big as a large house. There are no known paths through it, and no way for horses to enter the area. Cliff toads infest it in wet years, using it as a breeding ground and eating the large rubble runner population.

South Fork: Just about the poorest village in Sun County, and often the butt of jokes. "You best be good in this life, or in the next you'll be born in South Fork." Its reputation is as a place only hicks come from. South Fork often suffers from nomad raids. This is the main cause of their poverty.

The Old Sentinel: Highest peak on Black Rock Bluff, it serves as a landmark for the whole region. Old folks in Queenscliff tell the tale of how it used to be a watchpost for the Templars, back before the Solitude of Testing.

Toad's Claw: Another peculiar rock formation. Black Rock villagers think it came from the Red Toad who lost it during the God's War. Shamans can contact the Red Toad there during Dark Season, but they might get eaten by Cliff Toads first.

GM Reference Pullout p. 3

KILL AND DECEIVE

Penliss, female, 19, Novice Shaman of the Red Toad Spirit

STR	9			
CON	10	left	19-20/20	right
SIZ	9		0/3	
INT	14		12/11-15	
POW	10	16-18/18-19	0/4	13-15/16-17
DEX	10		0/3	
APP	11			

Move: 3 09-11/07-10
Fatigue: 19 0/3
Hit points: 10 05-08/04-06 01-04/01-03
Magic points: 10 0/3 0/3
DEX SR: 3

Arms and Armor: Total encumbrance (w/ 2-H Short Spear & satchel of shamanic junk) = 3. Fatigue 16 (19-3). Penliss wears no armor.

Weapon SR Att/Par% Damage ENC/AP
2-H Short Spear 8 30/25 1d8+1 2/10

Spirit Magic (50-ENC): Summon Spell Spirit (1), Dominate Spell Spirit (1), Armor Enchantment Ritual (1), Spirit Screen 3, Heal 4, Light (1). Known by fetch: Control Healing Spirit (1), Disruption (1), Ignite (1), Dispel Magic 4, Repair 2.

Divine Magic: Worship Red Toad, Command Cliff Toad (x2).

Bonuses and Skills:

Communication +4: Speak Pavis 39, Speak Earthspeech 32, Speak Firespeech 27, Speak Spirit Speech 47.

Agility +1: Climb 49, Dodge 33, Throw 38.

Manipulation +4: Craft Stone 33, Peaceful Cut 39.

Knowledge +4: First Aid 38, Animal Lore 21, Human

Lore 24, Plant Lore 32, World Lore 21, Spirit Lore 48.

Perception +3: Listen 32, Scan 33, Search 38.

Stealth +3: Hide 57, Sneak 37.

Magic +4: Ceremony 59, Enchant 21.

Armor: None.

Special Abilities: Penliss has a fetch, INT 11, POW 7. The Mistress' use of Penliss as an enchanter has kept its POW low.

Gifts and Geases: Sworn to use Peaceful Cut on Cliff Toads.

Distinctive Traits:

Craven: Penliss fears everything about her situation. She works for the Mistress out of fear, and cannot leave because she does not know the spirits of other regions.

Distraught: The hovering cloud of spirits and evil curses keeps Penliss more involved in strange gesturing and mumbling in Spirit Speech than communicating with strangers.

Silent: Unless pressed, Penliss prefers not to speak with anyone.

Special Items: Near her lean-to, Penliss keeps a statue of the Red Toad. Though small, it is solid and weighs 300 kg. It is the focus for contact with the Red Toad. Penliss collects herbs and has a variety of potions useful against disease. She has a 35% chance of having a potion useful for a major disease. These potions add 2d6% to the victim's chance of recovery on the next resistance roll against the illness, and may be used before each resistance roll. Total value: 2d100 Lunars.

Personal Connections: In the past Penliss was friendly with Azdala, and could get her help if necessary.

Penliss stays away from Fethal and all the children whenever possible, and never goes near the Barn.

Varloz Gilthelm, lay member of Cacodemom and Yelmalo, ogre male, age 8 (looks 12)

STR	9			
CON	16	left	19-20/20	right
SIZ	7		1/4	
INT	16		12/11-15	
POW	17	16-18/18-19	0/5	13-15/16-17
DEX	11		0/3	
APP	13			

Move: 3 09-11/07-10
Fatigue: 25 0/4
Hit points: 12 05-08/04-06 01-04/01-03
Magic points: 17 0/4 0/4
DEX SR: 3

Arms and Armor: Total encumbrance (w/ 2-H Spear) = 2. Fatigue 23 (25-2). Varloz has no armor that fits, except for a leather cap. He does not fight with a shield.

Weapon SR Att/Par% Damage ENC/AP
2-H Spear 7 31/28 1d10+1 2/10
Hoplite Shield 8 10/20 1d6 7/18
Self Bow 3/9 39/- 1d6+1 .5/5
Garrote (8) 21/- 1d6 1/3

Spirit Magic (85-ENC): Bladesharp 4, Demoralize (2), Disruption (1), Glamour 3, Heal 2, Lantern 1, Mindspeech 1, Silence 2.

Bonuses and Skills:

Communication +11: Speak Pavis 39, Speak Earthspeech 32, Speak Trade 17, Fast Talk 57, Orate 16, Lie 72.

Agility +4: Climb 49, Dodge 41, Throw 45.

Manipulation +7: Butchery 22, Torture 23.

Knowledge +6: First Aid 18, Animal Lore 11, Human

Lore 17, Ogre Lore 21, Plant Lore 12, World Lore 11,

Write Firespeech 18.

Perception +13: Listen 28, Scan 39, Search 28, Track 18.

Stealth +3: Hide 37, Sneak 37.

Magic +14: Ceremony 19, Enchant 11.

Armor: Leather cap, 1 point.

Special Items: Gold ring with a Yelmalo Heal Wound matrix in it. He hides this from strangers. Worth 90 Wheels. Belt buckle matrix for Farsee 2 & Detect Enemies. Worth 150 Wheels.

Distinctive Traits:

Confident: Varloz plays the role of the headman's son well, showing leadership skills, an ability to work effectively and plan for the future.

Curious: Varloz likes to question people about their lives, homes, jobs; anything that might be useful. He masks this behind a false childlike delight in facts.

Flattering: The boy compliments easily, trying to win the trust of those he needs to fool or betray.

Personal Connections: Everyone in town fears Varloz. They all know he is the Mistress' favorite. He has met many times with the ogre agent of Cacodemom, Ol' Grampa, and plans to pursue the Cacodemom cult along with his infiltration of the Sun Dome. Given a few more years, Varloz will get his appointment to the Templars. Varloz dreams of being the Chaos hero who will lead the united chaos of the valley against the world.

Garrote: See elsewhere in the book for description of a garrote attack. Varloz has only used it on sleeping victims so far.

Fethal Gilthelm, male, 47 Inactive Sun Dome Temple & Yelmalo Acolyte

STR	14			
CON	9	left	19-20/20	right
SIZ	15		9/4	
INT	15		12/11-15	
POW	10	16-18/18-19	9/5	13-15/16-17
DEX	11		9/3	
APP	12			

Move: 3 09-11/07-10
Fatigue: 23 9/4
Hit points: 23 05-08/04-06 01-04/01-03
Magic points: 10 9/4 9/4
DEX SR: 3

Arms and Armor: Total encumbrance (w/ 2-H Spear) = 30.5. Fatigue-7 (23-30). Full plate over linen padding everywhere. (AP 9/ENC 28.5). Usually prefers 2H spear over pike & shield.

Weapon SR Att/Par% Damage ENC/AP
2-H S. Spear 6 70/75 1d10+1+1d4 2/10
Hoplite Shield 8 29/50 1d6+1d4 7/18
Gladius 7 54/44 1d6+1+1d4 1/10

2-H Pike & Shield 5 35/- 2d6+2+1d4 10.5/18
Self Bow 3/9 39/- 1d6+1 .5/5

Spirit Magic (45-ENC): Bladesharp 1, Farsee 1, Heal 2, Lantern 1, Lightwall (4).

Divine Magic: Command Cult Spirit I, Extension II, Sanctity, Spelleaching, Warding I, Worship Yelmalo.

Bonuses and Skills:

Communication +6: Speak Pavis 49, Speak Firespeech 41, Speak Trade 37, Fast Talk 87, Orate 66, Lie 92.

Agility -2: Climb 42, Dodge 20, Throw 35.

Manipulation +8: Conceal 47.

Knowledge +5: Animal Lore 31, First Aid 48, Human

Lore 57, Plant Lore 52, World Lore 41, Write Firespeech 48.

Perception +5: Listen 68, Scan 79, Search 48.

Stealth -4: Hide 57, Sneak 37.

Magic +6: Ceremony 69, Enchant 21.

Armor: Gilded plate with linen padding everywhere. Gifts and Geases: +1 CON, "never use any shield but hoplite shield."

Apparent Distinctive Traits:

Confident: Fethal exudes certainty and firm assurance of his ability.

Formal: Not the sort of person one warms up to easily. Fethal likes that way.

Self Righteous: The headman shows a calm conviction that his every word accords with the Will of Yelmalo.

Actual Distinctive Traits: The face Fethal projects to the outside world is nearly the reverse of the man the Mistress has made.

Fearful: He is convinced he is damned, and fears death. Broken: Fethal's will is not his own. He has given up all to the whims of the succubus. Without her guidance, he is powerless.

Distant: After so much death and torture, Fethal's heart has turned cold. He only cares about avoiding the Mistress' knife.

Personal Connections: Fethal served with several important Templars, and can drop their names, including Belvan's, whom he served under at the Battle of Moonbroth.

Other Notes: Years of the Mistress' abuse, lack of practice, and age have taken their toll on Fethal's skills & stats. He has lost seven CON over the past eight years.

The Succubus (from *Gloranthan Bestiary*)

A succubus is a chaotic parallel to a fertility nymph. It takes form from the psychic and physical residue of perversion, rape, passion murder, or similar acts. A succubus can shapechange, appearing male or female at will — always of the same species involved in the original act. In male form the creature is called an incubus. A succubus or incubus can dematerialize or reappear at will. However, if the body is destroyed, the succubus dissolves and cannot reform without the impetus of another sexual crime.

A succubus travels at night, seeking out people to seduce. Once it has found a victim, it visits him or her nightly until driven off or the victim dies. If necessary, the creature will hypnotize its victim to enable it to continue its activities. When a succubus encounters a lone member of the opposite sex, it can match its magic points vs. the victim's magic points. If the succubus is victorious, the victim's will is suppressed and he obeys all the creature's desires until it leaves him. The next morning, he only vaguely remembers what happens as an extremely pleasant dream. Each consecutive time that a succubus overcomes a particular victim, the succubus's chances for success on subsequent attempts are increased by 10%.

A male visited by a succubus loses a point of CON each time, continuing until death ensues. A woman visited by an incubus eventually becomes pregnant and gives birth to a tainted child — often a lamia or an ogre. An incubus cannot impregnate a woman until it has first visited a male victim (in succubus form).

A succubus can choose any size it desires, up to a maximum of its POW. Its size does not affect its hit points, which are always equal to its CON.

The Mistress, Succubus and Covert Ruler of Black Rock

STR	18		left	19-20/20	right
CON	22			8/7	
SIZ	(24)				
INT	15			12/11-15	
POW	24	16-18/18-19	10/9	13-15/16-17	
DEX	14		0/6		
APP	24			09-11/07-10	

Move: 4
Fatigue: 40
Hit points: 22
Magic points: 24
DEX SR: 3

Arms and Armor: Total encumbrance (w/dagger) = 25.
Fatigue 40. The Mistress wears no armor, but has several Armor Enchantments tattooed on her body.

Weapon	SR	Atk/Par%	Damage	ENC/AP
Dagger	6	66/66	1d4+2+2d6	25/10
Fist	6	69/23	1d3+2d6	—
Kick	6	52/38	1d6+2d6	-10

Spirit Magic (120-ENC): Befuddle (2), Mindspeech 4, Glamour 4, Silence 3. All feet tattooed on body.

Bonuses and Skills:

Communication +19: Speak Pavis 49, Speak Firespeech 24, Speak Tradetalk 32, Intimidate 66, Fast Talk 96.

Agility -6: Dodge 61, Throw 29.

Manipulation +13: Torture 78, Disguise 54.

Knowledge +5: Chaos Lore 43, Courtesan 95, Evaluate 33, Human Lore 54, Spirit Lore 32, World Lore 21.

Perception +18: Listen 71, Scan 63, Search 49.

Stealth -24: Hide 50, Sneak 70 (add 15% to both when SIZ 9).

Magic +21: Ceremony 46, Summon 32.

Armor: Enchantments on head, chest, and abdomen.
Special Abilities: May dissolve physical form at will. May choose its SIZ, up to a max of its MP. (When not expecting combat, the Mistress normally chooses to be an unremarkable SIZ 9. This raises her stealth skills 15%. When spying, she often chooses to be SIZ 1, raising stealth skills by a total of 23%.) Hit points always equal to CON, regardless of SIZ. May appear as male or female. The Mistress may match her MP vs. someone's MP. If it succeeds, the victim obeys the succubus while in its presence. The Mistress is very cautious about using this ability on strangers, preferring to seduce them "naturally" first, then use the power. If injured badly, the Mistress dematerializes and reforms in the Emerald shrine, where she forces Azdala to heal her. Amputation does not affect a succubus' recovery from wounds if she dematerializes between wound and healing. When dematerialized, the limb is there, but down the same number of HP.

The Mistress detects as chaotic, but not as undead. Special Items: When expecting trouble, the Mistress carries the dagger and necklace kept over Fethal's bed. The dagger is iron with gold inlay, of Sun Dome make, with a Bladesharp 4 matrix. The necklace is a string of freshwater pearls holding a POW 9 spirit, whose MP the wearer may use. Neither of these may be carried by the Mistress in her disembodied form, and would fall to the ground if she dematerialized.

Thosah Strongsphear, male, 18 Black Rock Militia Leader & Yelmalo Initiate

STR	14		left	19-20/20	right
CON	11			4/4	
SIZ	14				
INT	9			12/11-15	
POW	10	16-18/18-19	4/5	13-15/16-17	
DEX	12		4/3		4/3
APP	9			09-11/07-10	

Move: 3
Fatigue: 25
Hit points: 13
Magic points: 10
DEX SR: 3

Arms and Armor: Total encumbrance (w/ 2-H Spear) = 10.5. Fatigue 15 (25-10). Cuirboulil over linen padding everywhere (AP 4/ENC 8.5). Always uses 2-H Spear in melee, and does not carry his Gladius (because he can't find it).

Weapon	SR	Atk/Par%	Damage	ENC/AP
2-H Long Spear	6	30/35	1d10+1+1d4	2/10
Gladius	7	24/24	1d6+1+1d4	1/10
Self Bow	3/9	34/-	1d6+1	.5/5

Spirit Magic (50-ENC): Farsee 1, Heal 2.

Bonuses and Skills:

Communication -2: Speak Pavis 27, Speak Trade 17, Lie 32.

Agility +0: Climb 45, Dodge 18, Throw 32.

Manipulation +3: Conceal 41.

Knowledge -1: Farming 22, First Aid 18, Human Lore 17, Plant Lore 19.

Perception -1: Listen 28, Scan 29, Search 28.

Stealth -12: Hide 18, Sneak 16.

Magic +6: Ceremony 13.

Armor: Beat up cuirboulil with linen padding everywhere.

Gifts and Geases: Catseye ability, "never eat bird meat."

Special Items: An old family heirloom, Thosah's spear is the only thing that makes him dangerous in combat. Enchanted to 19 AP, with a Magic Spirit knowing Bladesharp 6, Repair 2, and Protection 4. INT 12, POW 16. The magic spirit casts Bladesharp 6 on itself, then Protection 4 on its wielder. It only works for Yelmaloins. Such a weapon is almost priceless, but would sell for around 500 Wheels if sold at auction in the Sun Dome yard. It would be worth twice that in credit to the Sun Dome Temple, who would probably just confiscate it from a foreigner if they could.

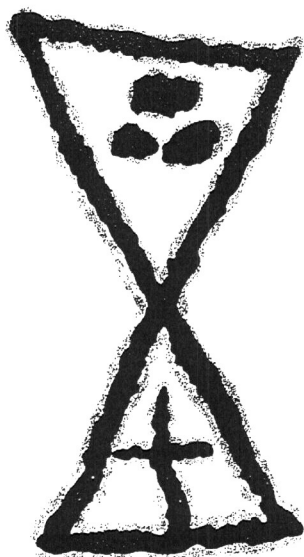
Distinctive Traits:

Stupid: Maybe he was dropped on his head as a child. Forgetful: Does not remember to do things he has said he would.

Guiltless: Could not convince the sun to rise.

Personal Connections: Thosah is the last in a once-proud line. His father was legendary in the county, though too temperamental to achieve station at the Sun Dome. Thosah will never be like his father, but some might expect it of him.

Other Notes: Thosah spends as much of his time as possible smoking hazzia. He always arrives late to muster, never manages to sound the alarm, and often falls asleep on his watch. His controllability and eagerness for the Mistress's Courtesan skills make him a complete tool of the Mistress. Many of his skills reflect the waste he has made of his life.



Annotation in recent handwriting B, modern Carmanian dialect.

Raelfer's account resumes. *Leffe mentions Wet Rock Springs on the right as the break leads to the uplands from the Zola Fel. "Here a fuzzy dark green moss grows in the shadows among the seeps; the water is clear and cold." The path to the valley follows the seasonal stream bed, with these landmarks: "potholes, left – spike trees, straight – hanging narrows, left – slick rocks, right – bald cliff ridge."*

Body text in ancient script A, archaic Carmanian dialect.

The valley of the Dyskund is green, even in high summer, because of the many springs in the canyon walls. Leffe led us along the river to the high ground. The entrance is well hidden. Despite Leffe's confident assertions, we took some time to discover the shaft, which looks like a great butter tub sunk into the ground. Cool, moist air rose from the shaft, and the rock was cool to the touch, even at midday.

The entrance is like Gruouen, but small, less deep, and with two ledge stages. The first is long, but well illuminated by daylight from the entrance. Leffe said the hole is known to the native people, and concealed our entrance rope with artifice and power. The second stage is easy, but dark. Leffe disdains torches; blacklight suffices. I am in his hands. A pool at the foot is traversed by a narrow ledge. The ceilings are wide, and the air sweet.

We made our way in easy passage. Some halls were great beyond our blacklight. Leffe found his route by marks on the floor; he says he does not need them here, but in the Dark City and Crawls even he may lose the path.

The garden is fine, exceeding Turbi and Hallow Hora in span and growth. I wonder at the matrices that light its great hall. A shaft overlooks the temple hall, but access here is difficult. The formal entrance is a grand circle. The temple itself is modest, as befits a savage mission, but the shrine is well placed and graced with power. No priest attends, and the trouble at Than Ulbar suggests a long wait. Leffe and I renewed our worship and received His blessing.

We rested during the sun hours undisturbed. Hadrisso knows of other entrances, but Leffe said they were difficult crawls. Hadrisso also knows of the Dark City and two more shrines, one to the Master of Death, the other to the Fertile Source, but I was tired, after a long night, with two more long nights to come, and had no desire to test their patience.

Annotation in recent handwriting B, modern Carmanian dialect.

Here in the margin Raelfer lists the following scribbles, as if notes taken from dictation.

Marginal scribbles in ancient script A, archaic Carmanian dialect.

Three Sisters Hall: three great columns, high ceiling.

The Garden: Great Hall, thick, rich vegetation.

Stone Pines: formations like pine trees.

Dark City: the lower halls, labyrinths, partially flooded.

The Canal: flooded grotto.

The Garden Gate: flooded sump.

The Crystal Garden: God's Blood, one crystal forty hands long and fifteen hands high, hundreds others, some flawed, some perfect.

The Icicle Walk: year-round ice.

The Candle Room: strange candle-like structures that glow with their own light.

The Crawl: a long passage only two hands high.

Hornet's Nest: huge insects, great delicacy.

Stone Court: natural throne.

Temple Hall: shrine of primal ooze active before the web of time.

Notes on The Scroll (GM only)

Handwriting B indicates Druke's annotations.

Script A is Druke's careful copy of Raelfer's original scrolls describing a journey from Carmania to Than Ulbar, with visits to Thanatar sites in Prax and the Wastes.

The first passage provides PCs with directions to Dyskund Valley. Wet Rocks Springs is a well-known landmark on the Zola Fel south of North Bog. From there PCs follow landmarks and directions to the spur of Buck Mesa near Pola Stead.

Require Tracking or World Lore tests to follow the route at your discretion.

The second passage does not clearly indicate the cavern entrance. PCs must search the spur of Buck Mesa meter by meter. Looking for flights of bats by night or cool air by day makes the search easier. The Polas know the location of the entrance shaft, and will show it to PCs, but they deny having explored it. Nanni says he was an experienced caver in his youth, admits being curious about the shaft, and offers to help PCs descend and explore the shaft.

The fourth passage is a list of locations in Dyskund Caverns. Raelfer did not visit these locations, and must have learned of them from Leffe, Hadrisso, or some other source.

"Leffe" is a companion of Raelfer. "Hadrisso" is one of Raelfer's undead heads. "Gruouen" is a small farming community in Carmania. Many Carmanians would recognize the place name, but would be shocked to learn it was a Thanatar site. "Turbi" and "Hallow Hora" are also Thanatar sites in Carmania, but known exclusively to Thanatar cultists, and associated with no familiar locations.

Jar 1: Scroll 1-4, Language A (DV3)

Recent scrolls in Handwriting A in modern Carmanian. Records of the life experiences and knowledge from five major Thanatar heads (a broo shaman, an Irippi Ontor scribe, a Yanafal Tarnils initiate, a scorpionman, and a dark troll Zorak Zoran initiate). All five heads are from individuals from the Carmanian region. Special attention is given to the following topics: cult rituals, cult sites, important cult figures, personal biographical details, and local historical accounts. Also here are shorter records of numerous serfs and several merchants of the Carmanian Heresy of Malkionism. The carelessness and lack of detail of these records shows the writer's lack of interest in these heads.

Jar 1: Scroll 5-9, Language A (DV4)

Recent scrolls in Handwriting B in modern Carmanian. Transcriptions from nine major Thanatar heads (a Lhankor Mhy scribe, a Storm Khan, an unaligned sorcerer, a Thanatar priest, a broo shaman, an Irippi Ontor scribe, a Humakt Sword, a scorpionman, and a dark troll Zorak Zoran initiate), concentrating on rumors, tales, and fables about scholarly and magical treasures. From the pattern of question and answer, these scrolls were apparently written by someone familiar with Scrolls 1-4 of Jar A.

Jar 2: Scroll 1-3, Language B (DV5)

Three very old scrolls in delicate and deteriorated condition, all in different hands, in archaic Brithini. Catalogues and travelogues of Second Age ports along the southern coast of Genertela. Fanciful and obviously incorrect in many geographical details. Writers probably never visited the locations described.

Jar 2: Scrolls 4-7, Language C (DV6)

Four very old scrolls in delicate and deteriorated condition, all in different hands, in archaic Loskalmi. Catalogues of Second Age centers of chaos worship in Genertela. Geographical detail is progressively less persuasive as one goes east from Loskalmi region.

Jar 2: Scrolls 8-9, Language D (DV7)

Many very old scrolls in delicate and deteriorated condition, all in different hands, in archaic Carmanian. Catalogues of Second Age centers of chaos worship in Genertela. Geographical detail is very persuasive for Carmania, Peloria, Dara Happa, and Dorastor, somewhat less so for Dragon Pass, Prax, and the Wastes. Than Ulbar, center of Thanatar in the Wastes, is located in the Tunneled Hills. Specific references to the Dyskund location include a detailed account of the Thanatar shrine and anecdotal accounts of a Vivamort shrine, a Primal Chaos shrine, and a deposit of magic crystals called "The Blood of Tien." The scroll places a Tien shrine in a side canyon off a major river draining the Bleak Hills to the northeast. A giant stone skeleton of a demi-bird and a peak called Devil's Knob mark the location of this Tien shrine. Also described are several cavern systems nearby often used by Second Age Thanatar cultists.

Jar 2: Scrolls 10-29, Language E (DV8)

Many very old scrolls and fragments in delicate and deteriorated condition, all in different hands, in Auld Wymish. Catalogues of Second Age centers of chaos worship in Dragon Pass, Talastar, and Dorastor. Geographical detail is very persuasive. Sites are abundant in Dorastor, sparse but widespread in Talastar, and extremely sparse in Dragon Pass.

Jar 3: Scrolls 1-6, Language E (DV9)

Very old scrolls, all in a single hand in Auld Wymish, consisting of thousands of short entries on the topics of vampires and the Vivamort cult. Details are vague, fanciful, and often contradictory.

Jar 3: Scroll 7, Language A (DV10)

A single recent scroll in Handwriting B compiles and translates into Carmanian references from scrolls 1-6 of this jar. References focus on wounds received by vampires, in particular references to severed limbs and heads. This appears to be a working copy, with many crossings-out and corrections.

The Letter (DV2): Provincial Survey letter to Hazphar Pharates

*Hazphar Pharates
Water-Death-Dark, 7/47*

The Archives have brought several documents to our attention. Copies are enclosed. The originals may be reviewed at your discretion.

Archives identifies Raelfer with a late Second Century Thanatar priest. He was well traveled, and recorded his observations. Archives speculates that this fragment represents rough notes intended for later expansion. These appear to be recent copies of earlier manuscripts, but Archives believes their content authentic.

Survey policy is as follows:

All First and Second Age chaos cult sites are to be identified and explored. Any artifacts are to be preserved in location or returned to Pavis for examination at your discretion. Evidence of modern occupation must be documented.

Your handling of the Red Water site was exemplary. We have every confidence in you.

A Field Team under Dalamidis Aetivus has been assigned to you as per your request. We look forward to your report.

*Foli Rementus Abro
Office of the Provincial Survey*

Nanni Pola, Ogre Priest of Primal Chaos and Cacodem, Initiate of Thanatar

STR	17			
CON	18	left	19-20/20	right
SIZ	14		3/5	
INT	17		12/11-15	
POW	18	16-18/18-19	5/8	13-15/16-17
DEX	21		3/5	3/5
APP	14			

Move: 3 09-11/07-10
 Fatigue: 35 5/6
 Hit points: 16
 Magic points: 18 05-08/04-06 01-04/01-03
 DEX SR: 3 3/5 3/6

Arms & Armor: Total encumbrance (w/out spear, crossbow, or armor) = 2. Fatigue 33 (35-2). Ringmail hauberk (AP5/ENC 3.0). Cuirboulle elsewhere (AP 3/ENC 3.5). One quiver of quarrels (ENC 1).

Weapon	SR	Attk/Par%	Damage	ENC/AP
2H L. Spear	4	85/79	1d10+1+1d4	2/10
Dagger	6	112/83	1d4+2+1d4	5/6
Quarterstaff	4	84/92	1d8+1d4	1.5/8
Hvy Crossbow	1	74/-	2d6+2	8/10

Spirit Magic (116-ENC): Speedart (1), Protection 6, Mobility 4, Detect Enemies (1), Detect Magic (1), Bladeshard 4.

Divine Magic (100-ENC): Absorption 2, Dismiss Magic 3, False Form x3, Detection Blank 4, Extension 2, Sanctify, Soul Sight, Worship Cacodem.

Skills: Ceremony 54, Climb 103, Dodge 82, Conceal 65, Craft — Craft Wood 35, Plant Lore 50, Human Lore 58, World Lore 41, Devise 92, Disguise 80, Evaluate 52, Hide 105, Jump 64, Ride 49, Listen 70, Orate 37, Scan 88, Search 65, Sleight 70, Sneak 92, Track 100.

Languages: Carmanian 58/34, New Pelorian 22/15, Tradetalk 31/-, Pavic 18/-, Praxian 07/-.

Equipment: His allied spirit is bound into his quarterstaff — INT 8, POW 17, Spirit Magic (85): Darkwall (2), Befuddle (2), Disruption (1), Countermagic 2. Nanni has two dead magic crystals (storing 4MP and 13MP respectively). Nanni is attuned to an Ink Star magic crystal (a POW 5 Sensitivity Crystal, see p. 49); a creature attuned to this crystal cannot die, though Nanni has no reason to suspect this property. Nanni also carries a Tien's Beard magic crystal (p. 50) in a bait pouch; he has not attuned to this crystal because of warnings received in divinations.

Chaos Features: 1. Healing magic causes random tumorous growths equal to +1 SIZ per point of healing. Nanni resists Healing as an attack.

2. His natural healing rate is exceptionally fast, regaining 1d3 hit points per location at the end of each game turn.

Notes: Normally Nanni wears no armor unless he anticipates melee above ground or as a concerted assault. Underground he depends on hit-and-run and usually wears no armor. Nanni always keeps his quarterstaff and dagger handy. His spear and crossbow are styled as hunting weapons, and carried on his sable antelope mount with him when he travels. If hunting PCs underground, he only wears the cuirboulle if he plans to engage in melee on his own terms; otherwise he depends on ambush, magic protection, and swift retreat.

Hadani Pola (Ol' Granpa) Ogre, Cacodem Priest

STR	25			
CON	18	left	19-20/20	right
SIZ	18		3/6	
INT	13	16-18/18-19	13-15/16-17	
POW	14	3/5	12/9-11	1/5
DEX	13	10-12/14-15	07-09/12-13	
APP	13	3/5	3/5	

Move: 3 5/05-08
 Fatigue: 43 3/6
 Hit points: 18 03-04/03-04 01-02/01-02
 Magic points: 14 3/6 3/6
 DEX SR: 3

Arms & Armor: Total encumbrance = 8. Fatigue 35 (43-8). Cuirboulle everywhere (AP 3/ENC 6). Crossbow and spear carried on mount.

Weapon	SR	Attk/Par%	Damage	ENC/AP
2H L. Spear	4	71/59	1d10+1+2d6	2/10
Dagger	6	103/82	1d4+2+2d6	5/6
Quarterstaff	4	101/92	1d8+2d6	1.5/8
Hvy Crossbow	1	74/-	2d6+2	8/10

Spirit Magic (79-ENC): Heal 2, Speedart (1), Protection 4, Mobility 2, Detect Enemies (1), Detect Magic (1), Bladeshard 2.

Divine Magic (100-ENC): False Form x2, Detection Blank, Extension, Sanctify, Worship Cacodem.

Skills: Ceremony 50, Climb 81, Dodge 77, Human Lore 57, World Lore 35, Devise 62, Disguise 127, Evaluate 52, Hide 55, Jump 64, Ride 32, Listen 78, Orate 41, Scan 88, Search 65, Sleight 70, Sneak 113, Track 80.

Languages: Carmanian 36/21, New Pelorian 11/04, Tradetalk 25/-, Pavic 10/-, Praxian 05/-.

Equipment: Hadani has one dead magic crystal (stores 4MP) in an amulet beneath his tunic.

Notes: Hadani is less aggressive and energetic than Nanni, and is content to wander the countryside hunting the Most Dangerous Game — man. He discovered the Black Rock ogre children, and plays the role of eccentric uncle, storyteller, and charming world traveler.

Meakan Pola, Ogre Initiate of Cacodem

STR	20			
CON	15	left	19-20/20	right
SIZ	16		3/6	
INT	13	16-18/18-19	13-15/16-17	
POW	15	3/5	12/9-11	1/5
DEX	17	10-12/14-15	07-09/12-13	
APP	16	3/5	3/5	

Move: 3 5/05-08
 Fatigue: 35 3/6
 Hit points: 16 03-04/03-04 01-02/01-02
 Magic points: 15 3/6 3/6
 DEX SR: 2

Arms & Armor: Total encumbrance = 8. Fatigue 23 (35-8). Cuirboulle everywhere (AP 3/ENC 6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Dagger	6	41/37	1d4+2+1d6	5/6
Quarterstaff	4	60/58	1d8+1d6	1.5/8

Spirit Magic (87-ENC): Heal 2, Protection 2, Detect Enemies (1).

Skills: Ceremony 21, Climb 51, Conceal 45, Disguise 65, Evaluate 24, Hide 49, Jump 44, Ride 32, Listen 58, Scan 58, Search 45, Sneak 43.

Languages: Carmanian 30/21, New Pelorian 36/12, Tradetalk 25/-, Pavic 10/-, Praxian 05/-.

Equipment: Wears cuirboulle for combat.

Notes: Meakan is equally cheerful when providing for

Kennoma Pola, Ogre, Initiate of Cacodem & Primal Chaos

STR	19			
CON	17	left	19-20/20	right
SIZ	17		3/5	
INT	13	16-18/18-19	13-15/16-17	
POW	11	3/5	12/9-11	1/5
DEX	14	10-12/14-15	07-09/12-13	
APP	17	3/5	3/5	

Move: 3 5/05-08
 Fatigue: 36 3/6
 Hit points: 17 03-04/03-04 01-02/01-02
 Magic points: 11 3/6 3/6
 DEX SR: 3

Arms & Armor: Total encumbrance = 8. Fatigue 24 (36-8). Cuirboulle everywhere (AP 3/ENC 6). Crossbow and spear carried on mount.

Weapon	SR	Attk/Par%	Damage	ENC/AP
2H L. Spear	4	66/61	1d10+1+1d6	2/10
Dagger	6	41/37	1d4+2+1d6	5/6
Quarterstaff	4	60/58	1d8+1d6	1.5/8
Hvy Crossbow	1	39/-	2d6+2	8/10

Spirit Magic (61-ENC): Heal 2, Speedart (1), Protection 2, Detect Enemies (1).

Skills: Ceremony 21, Climb 51, Dodge 54, Conceal 45, Craft/Craft Wood 23, Plant Lore 29, Human Lore 27, World Lore 22, Disguise 65, Evaluate 24, Hide 49, Jump 64, Ride 42, Listen 58, Scan 58, Search 45, Sneak 73, Track 60.

Languages: Carmanian 30/21, New Pelorian 36/12, Tradetalk 25/-, Pavic 10/-, Praxian 05/-.

Equipment: Kennoma has one dead magic crystal (stores 2MP) in an amulet beneath his tunic.

Notes: Kennoma expects to follow in his father's footsteps, but, except in looks, Kennoma lacks his father's gifts. He is spoiled and overconfident, and is constantly chided by his elders for taking too many chances that might result in revealing the family secret.

Aliuma Pola, Ogre Initiate of Cacodem

STR	20			
CON	16	left	19-20/20	right
SIZ	16		3/6	
INT	16	16-18/18-19	13-15/16-17	
POW	14	3/5	12/9-11	1/5
DEX	13	10-12/14-15	07-09/12-13	
APP	18	3/5	3/5	

Move: 3 5/05-08
 Fatigue: 36 3/6
 Hit points: 16 03-04/03-04 01-02/01-02
 Magic points: 14 3/6 3/6
 DEX SR: 3

Arms & Armor: Total encumbrance = 8. Fatigue 24 (36-8). Cuirboulle everywhere (AP 3/ENC 6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Dagger	6	41/37	1d4+2+1d6	5/6
Quarterstaff	4	60/58	1d8+1d6	1.5/8

Spirit Magic (82-ENC): Glamor 2, Protection 2, Detect Enemies (1).

Skills: Ceremony 21, Climb 51, Conceal 45, Disguise 65, Evaluate 24, Hide 49, Jump 44, Ride 32, Listen 58, Scan 58, Search 45, Sneak 43.

Languages: Carmanian 30/21, New Pelorian 36/12, Tradetalk 25/-, Pavic 10/-, Praxian 05/-.

Equipment: Wears cuirboulle for combat.

Notes: Literally a predatory female, Aliuma's greatest weapons are her good looks and her Glamour spell.

Druke, Priest of Thanatar Master of Dyskund Caverns

STR	16				
CON	18	left	19-20/20	right	
SIZ	12		6/5		
INT	15		12/11-15		
POW	20	16-18/18-19	6/6	13-15/16-17	
DEX	17		6/4		6/4
APP	14				

Move: 3
Fatigue: 34
Hit points: 15
Magic points: 20
DEX SR: 2

Arms & Armor: Total encumbrance = 25.1. Fatigue 9 (34-25.1). Cuirboulill everywhere (AP 3/ENC 5).

Weapon	SR	Att/Par%	Damage	ENC/AP
Iron				
Broadsword	6	75/75	10d8+1+10d4	2/15
Buckler	7	21/75	10d4+10d4	1/8
Garrote*	(7)	99/-	10d6+10d4	1/3

* Not a combat weapon; see p. 77.

Spirit Magic (109-ENC): Befuddle (2), Darkwall (2), Demoralize (2), Extinguish 3, Heal 4, Mindspeech 1, Detect Enemies (1).

Divine Magic (75): Worship Thanatar x3, Sanctify 2, Create Head, Devour Book, Soul Sight x2, Dismiss Magic x2, Summon Guardian.

Skills: Ceremony 107, Enchant 75, Summon 48, Climb 92, Jump 43, First Aid 63, Conceal 83, Listen 70, Scan 64, Track 60, Search 56, Hide, 81, Sneak 79.

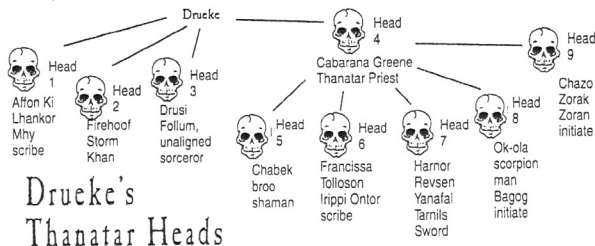
Languages: Carmanian 61/109, New Pelorian 45/81, Brithini 35/81, Loskalmi 30/85, Auld Wymish -61, Broospeech 41/00.

Equipment: Druke wears cuirboulill armor when he anticipates melee, but normally wears nothing but a thin wool tunic and trousers. He has three Magic Point Matrices tattooed on his chest (capacities of 3, 4, and 7 MP respectively). Two dead magic crystals (each with a 3-MP capacity) and one Salt of the Earth Spirit Supporting Magic Crystal (adds 4 in spirit combat attack and defense) are elements in an amulet worn low on his chest.

inside his garments. The iron broadsword belonging to the late Hamor Reven contains a Heal 6 and a Light (1) spell matrix; Druke can use this magic item through the Reven head, but conditions prevent any other being from using it.

Chaos Features: +3 point skin; +2d6 POW (included in profile).

Notes: Druke's heads are normally stored in the Thanatar Shrine. When he travels, he wears heads 1-4 on a harness, while heads 5-9 are carried on a harness by Druke's Guardian. The link between Druke and heads 5-9 are dependent on head 4. If head 4 is destroyed, heads 5-9 are also destroyed at the same time.



Druke's Thanatar Heads

Head 1: Afon Ki

Lhankor My Initiate and Scribe

INT 15 POW 18 DEX SR 1 Hit points 5

Spirit Magic (103): Bladesharp 1, Heal 2, Detect Enemies (1), Mindspeech 1, Protection 4, Glue 2, Repair 2, Dispel Magic 2, Countermagic 2.

Divine Magic (95): Translate.

Skills: Ceremony 61, Climb 54, Devise 83, First Aid 102, Jump 62, Listen 78, Orate 46, Ride 92, Scan 109, Sleight 52, Track 57.

Languages: Carmanian 44/28, New Pelorian 26, Tarshite 17.

Head 2: Firehoof

Sable Rider Storm Khan

INT 11 POW 15 DEX SR 1 Hit points 6

Spirit Magic (81): Fanaticism (1), Mobility 3, Bladesharp 5, Protection 4.

Divine Magic (95): Berserker, Shield, Command Sylph.

Weapon Skills: 2H Spear 128/81, Buckler 79/119.

Skills: Ride 91, Run 71, Jump 64, Animal Lore 78, Dodge 61, Scan 97, Sense Chaos 111, Track 104, Throw 71, Languages: Tarshite 35/-, Tradetalk 13/-.

Head 3: Drusi Follum

Unaligned Sorcerer

INT 15 POW 18 DEX SR 1 Hit points 5

Sorcery: Skills: Ceremony 73, Enchant 78, Intensity 69, Spells: Damage Resistance 81, Spell Resistance 54, Superstition 76, Treat Wounds 65. Free INT: 11.

Divine Magic (95): Spellteaching, Truesword 2.

Skills: Ceremony 61, Climb 54, Devise 83, First Aid 102, Jump 62, Listen 78, Orate 46, Ride 92, Scan 109, Sleight 52, Track 57.

Languages: Carmanian 44/28, New Pelorian 26, Tarshite 17.

Head 4: Cabarana Greene

Thanatar Priest

INT 15 POW 18 DEX SR 1 Hit points 5

Spirit Magic (103): Befuddle (2), Darkwall (2), Demoralize (2), Extinguish 3, Heal 4.

Divine Magic (95): Spellteaching, Devour Writing.

Weapon Skills: Garrote 104.

Skills: Ceremony 125, Enchant 80, Summon 57, Climb 72, Jump 63, First Aid 41, Conceal 79, Listen 60, Scan 61, Track 55, Search 71, Hide 58, Sneak 88.

Languages: Carmanian 83/111, New Pelorian 32/65, Brithini 38/91, Loskalmi 30/59, Auld Wymish -96, Broospeech 21/00.

Head 5: Chabek

Broo Shaman of Theed

INT 12 POW 16 DEX SR 1 Hit points 6

Spirit Magic (88): Spirit Screen 5, Demoralize (2), Summon Power Spirit, Control Power Spirit, Magic Point Matrix Enchantment, Heal 2.

Divine Magic (95): Spirit Block 2.

Skills: Ceremony 51, Enchant 67, Summon 34, Climb 41, Jump 40, First Aid 50, Listen 69, Scan 77, Track 62, Search 47, Hide 35, Sneak 41.

Languages: Broospeech 48/-.

Head 6: Francissa Tolloson

Irppi Ontor Initiate and Scribe

INT 18 POW 13 DEX SR 1 Hit points 4

Spirit Magic (76): Shimmer 3, Mobility 3, Second Sight (3), Detect Enemies (1), Detect Ink (1), Detect Gold (1).

Divine Magic (95): Knowledge, Translate, Analyze Magic.

Skills: Ceremony 61, Insult 41, Devise 64, Evaluate 51, Animal Lore 29, Human Lore 48, Mineral Lore 39, Plant Lore 30, World Lore 60.

Languages: Tarshite 43/81, New Pelorian 21/45, Tradetalk 31/-, Carmanian, 31/58, Tarshite 17.

Head 7: Harnor Reven

Yanafal Tamlis Sword

INT 15 POW 18 DEX SR 1 Hit points 5

Spirit Magic (103): Bladesharp 6, Heal 5, Light (1), Befuddle (2), Mindspeech 1, Protection 4.

Divine Magic (95): Spellteaching, Truesword 2.

Weapon Skills: Broadsword 105/98, Target Shield 78/97.

Skills: Ceremony 61, Climb 54, Devise 83, First Aid 102, Jump 62, Listen 78, Orate 46, Ride 92, Scan 109, Sleight 52, Track 57.

Languages: Carmanian 44/28, New Pelorian 26, Tarshite 17.

Head 8: Ok-ola

Scorpionman, Bagog Initiate

INT 10 POW 12 DEX SR 1 Hit points 6

Spirit Magic (62): Ironhand 3, Protection 2, Mobility 2, Slow 1.

Skills: Ceremony 31, Climb 84, Jump 72, Listen 67, Scan 69, Track 57, Scorpionman Lore 41.

Languages: Scorpionman Tongue 35, Darktongue 12.

Head 9: Chazo

Dark Troll Zorak Zoran Initiate

INT 13 POW 16 DEX SR 1 Hit points 5

Spirit Magic (89): Bludgeon 3, Demoralize (2) Detect Enemies (1), Fanaticism (1), Heal 2.

Divine Magic (95): Fear.

Weapon Skills: Light Mace 101/65.

Skills: Conceal 100, Climb 60, Darksense/Scan 90, Darksense/Search 60, Hide 80, Jump 70, Sneak 50.

Languages: Darktongue 33/-, Tradetalk 20/-.

Note: All divine spells for Druke's heads are one-use only.

Ruvenat Backer, Ogre, Thanatar Initiate

STR	22				
CON	13	left	19-20/20	right	
SIZ	10		4/5		
INT	11		12/11-15		
POW	18	16-18/18-19	4/6	13-15/16-17	
DEX	13		4/4		4/4
APP	13				

Move: 3
Fatigue: 35
Hit points: 12
Magic points: 18
DEX SR: 3

Arms & Armor: Total encumbrance = 16.4. Fatigue 11 (28-16.4). Leather everywhere (AP 1/ENC 3.5).
Cuirboulili everywhere (AP 3/ENC 5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Broadsword	7	75/75	1d8+1+1d4	2/15
Buckler	8	21/75	1d4+1d4	1/8
M. Crossbow	3	70/-	2d4+2	4.8/8
Garrote*	(7)	99/-	1d6+1d4	1/3

* Not a combat weapon; see p. 77.

Spirit Magic (101-ENC): Befuddle (2), Darkwall (2), Bladesharp 2, Extinguish 1, Heal 1, Detect Enemies (1), Mindspeech 1, Speedart (1).
Divine Magic (89): Darklight x2, Heal Wound (1-use).
Skills: Ceremony 25, Climb 83, Jump 68, Fast Talk 52, Scan 69, Search 51, Listen 92, Hide 63, Sneak 89.
Languages: Carmanian 43/58, New Pelorian 38/52, Pavis 25/15, Praxian 14/-, Tradetalk 20/-, Scorpionman Tongue 11/-, Auld Wymish -21.

Equipment: Normally wears leather armor, but adds cuirboulili if combat is anticipated. Ruvenat carries a Thanatar Protective Tailsman to give messengers (like Woroshi, Murah's broog-between) admitted to the caves. Two dead magic crystals store SMP and 3MP respectively. Ruvenat keeps a sack with 115L and two Black Blood magic crystals hidden in the Stone Pines section of Dyskund Caverns.

Notes: Ruvenat is close friends with the Pola Clan Ogres, and will join them if the Pola decides the PCs must be eliminated. Inside the caverns he picks the PCs off one at a time with ambushes. He is skilled in passing as a local trader, and may adopt the disguise of a captive if cornered or if an opportunity to infiltrate the party presents itself.

Rahmaso Druke's Guardian

STR	13				
CON	17	left	19-20/20	right	
SIZ	13		3/5		
INT	16		12/11-15		
POW	17	16-18/18-19	3/6	13-15/16-17	
DEX	10		3/4		3/4
APP	7				

Move: 4
Fatigue: 30
Hit points: 15
Magic points: 17
DEX SR: 3

Arms & Armor: Total encumbrance = 13. Fatigue 17 (30-13). Hard leather everywhere (AP 2/ENC 5). Soft leather everywhere (AP 1/ENC 3.5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Gladus	7	61/45	1d6+1+1d4	2/15
Buckler	8	31/69	1d4+1d4	1/8
M. Crossbow	3	57/-	2d4+2	4.8/8
Garrote*	(7)	31/-	1d6+1d4	1/3

Spirit Magic (98-ENC): Befuddle (2), Darkwall (2), Bladesharp 4, Extinguish 1, Heal 4, Detect Enemies (1), Mindspeech 1, Speedart (1).
Skills: Climb 62, Jump 80, Evaluate 61, Listen 73, Scan 81, Search 61, Conceal 51, Sleight 34, Sneak 58, Hide 65.
Languages: Carmanian 39/00.

Equipment: Normally wears leather armor, but adds cuirboulili if combat is anticipated.

Notes: A feeble grain merchant in a previous life, Rahmaso delights in his athletic Guardian body. He cheerfully and faithfully executes Druke's commands.

GM Reference Pullout p. 10

Aven Lekehni Thanatar Initiate

STR	16				
CON	10	left	19-20/20	right	
SIZ	17		3/5		
INT	15		12/11-15		
POW	10	16-18/18-19	3/6	13-15/16-17	
DEX	14		3/4		3/4
APP	14				

Move: 3
Fatigue: 26
Hit points: 14
Magic points: 10
DEX SR: 3

Arms & Armor: Total encumbrance = 11.8. Fatigue 14 (26-11.8). Cuirboulili everywhere (AP 3/ENC 6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Club	7	60/32	1d10+1d6	5/8
Dagger	8	89/45	1d4+2+1d6	5/6
M. Crossbow	3	57/-	2d4+2	4.8/8

Spirit Magic (57-ENC): Befuddle (2), Glue 2, Mobility 3, Speedart (1), Bladesharp 2, Bludgeon 3.
Skills: Climb 73, Jump 61, Evaluate 41, Search 41, Listen 60, Hide 65, Sneak 81.

Languages: Carmanian 45/65, New Pelorian 31/58, Pavis 25/57, Auld Wymish -21.

Equipment: Cuirboulili armor.
Notes: Aven was a dockside thug before he entered the Thanatar cult. He has proven an apt pupil, and his skills are well suited for ambush, abduction, and dry-gulching.

Mogo, Scorpionman, Thanatar Initiate

STR	18	Move: 10
CON	7	Fatigue: 25
SIZ	18	Hit points: 13
INT	8	Magic points: 5
POW	5	DEX SR: 3
DEX	13	
APP	8	

Location	melee	missile	hp
Right Hind Leg	01	01	3/3
Right Center Leg	02	02	3/3
Right Front Leg	03-04	03	3/3
Left Hind Leg	05	04	3/3
Left Center Leg	06	05	3/3
Left Front Leg	07-08	06	3/3
Tail	9-10	07	3/6
Thorax	11-12	08-10	3/5
Chest	13-14	11-15	3/6
Right Arm	15-16	16-17	3/4
Left Arm	17-18	18-19	3/4
Head	19-20	20	3/5

Arms & Armor: Total encumbrance = 2.1. Fatigue 23 (25-2.1).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Club	7	50/54	1d10+1d6	2/10
Target Shield	8	31/55	1d6+1d6	3/12
S. Sword	8	26/18	1d6+1+1d6	1/10
Sling	4	41/-	1d8	1/-
Sting	10	52/-	1d6+1d6*	-

*Plus Potency 13 poison.

Spirit Magic (20): Heal 2.

Skills: Ceremony 35, Climb 44, Jump 80, Track 52, Listen 61, Scan 48.

Languages: Scorpionman Tongue 30/-, Carmanian 13.

Equipment: None.
Notes: Mogo's hard skin acts as three points of armor. His shortsword, a beautiful ceremonial weapon encrusted with jewels, is worth 300L.

Vanny Muna Thanatar Initiate

STR	11				
CON	11	left	19-20/20	right	
SIZ	11		4/4		
INT	11		12/11-15		
POW	19	16-18/18-19	1/5	13-15/16-17	
DEX	10		1/3		1/3
APP	4				

Move: 3
Fatigue: 22
Hit points: 11
Magic points: 19
DEX SR: 3

Arms & Armor: Total encumbrance = 12.5. Fatigue 16 (22-12.5). Leather everywhere (AP 1/ENC 3.5).
Cuirboulili helm (AP 3/ENC 5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
1H Spear	7	39/30	1d8+1	2/10
Buckler	8	21/45	1d4+1d4	1/8
Rock	3/9	50/-	1d3	-

Spirit Magic (105-ENC): Disruption (1), Extinguish 2, Darkwall (2), Heal 2, Bladesharp 4.
Skills: Compose Joke 79, Cook Savory Chaos Chow 107, Listen 51, Scan 50, Hide 38, Sneak 24, Conceal 50.
Languages: Carmanian 35/15, Scorpionman Tongue 22/-.

Notes: Vanny is a spectacularly lazy scholar and indifferent lay brother of Thanatar. His saving graces are his sense of humor and his gift for preparing gustatory masterpieces from the products of the Chaos Garden — not inconsiderable assets in a monastic setting like this.

Small Regenerating Gorp

STR	0	Move 1	
CON	5	Hit points: 8	
SIZ	10	Fatigue: N/A	
INT	1	Magic Points: 6	
POW	6	DEX SR: 4	
Location	melee & missile 1d20	points	
Body	01-20	all	
Regenerates 1d3 points each round.			
Weapon	SR	Attk/Par%	Damage
Envelope	1	100/-	3 point acid

Notes: See *River of Cradles*, pp. 79-80 or *RQ Deluxe*, *Glorantha Book*, p. 28.

Medium Paralyzer Gorp

STR	0	Move 1	
CON	9	Hit points: 13	
SIZ	16	Fatigue: N/A	
INT	1	Magic Points: 8	
POW	8	DEX SR: 4	
Location	melee & missile 1d20	points	
Body	01-20	all	
Weapon	SR	Attk/Par%	Damage
Envelope	1	100/-	Paralysis*

* Test CON x 5 or location paralyzed. Paralyzed limbs are useless. Paralyzed abdomen or chest causes collapse and incapacitation. Paralyzed head causes unconsciousness. Paralysis lasts 2d10 rounds.

Notes: See *River of Cradles*, pp. 79-80 or *RQ Deluxe*, *Glorantha Book*, p. 28.

Zombie

STR	18				
CON	18	left	19-20/20	right	
SIZ	13		2/6		
INT	6		12/11-15		
DEX	7	16-18/19-19	2/6	13-15/16-17	
APP	3	2/6		2/6	
Move: 3			09-11/07-10		
Fatigue: 32			2/6		
Hit points: 16					
Magic points: 3		05-08/04-06	01-04/01-03		
DEX SR: 4		2/6	2/6		

Arms & Armor: Total encumbrance = 12.5. Fatigue 16 (22-12.5). Leather everywhere (AP 1/ENC 3.5). Cuirboulili helm (AP 3/ENC 5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Maul	7	35/18	1d10+2+1d4	2/12
Fist	9	35/-	1d3+1d4	-
Rock	4	35/-	1d3	-

Skills: Dodge 35.

Notes: See *RQ Deluxe*, *Creature Book*, p. 43. Zombies cannot die or be incapacitated, only hacked apart. Losing the abdomen incapacitates the legs, and destroying the chest paralyzes the limbs, leaving the zombie to thrash helplessly. Destroying the head completely incapacitates the zombie.

Impaling-type weapons do only half damage to zombies. An arrow or quarrel does a maximum of one point of damage after penetrating armor, unless it impales or critically, in which case it does a maximum of two points of damage after penetrating armor.

Large Glue Gorp

STR	0	Move 1	
CON	18	Hit points: 24	
SIZ	30	Fatigue: N/A	
INT	1	Magic Points: 15	
POW	15	DEX SR: 4	
Location	melee & missile 1d20	points	
Body	01-20	all	
Weapon	SR	Attk/Par%	Damage
Envelope	1	100/-	Strength 20 Glue*

* Attacks as Glue spell. As each body location is affected, the gorp attacks an adjacent body location in subsequent rounds, eventually enveloping and immobilizing the victim. Glue does not adhere to living tissue or living vegetable matter. Digestive juices are no stronger than saliva, so victim suffers no immediate harm; however, killing and removing the gorp is remarkably difficult.

Notes: See *River of Cradles*, pp. 79-80 or *RQ Deluxe*, *Glorantha Book*, p. 28.

Skeleton

STR	11	left	19-20/20	right	
SIZ	13		0/1		
DEX	11				
Move: 3			12/11-15		
Fatigue: NA			16-18/18-19	0/1	13-15/16-17
Hit points: NA					
Magic points: 1			09-11/07-10		
DEX SR: 3			0/1		
			05-08/04-06	01-04/01-03	
			0/1	0/1	

Attacks: Skeletons have no fatigue points, and never tire.

Weapon	SR	Attk/Par%	Damage	ENC/AP
Glaive	7	55/55	1d6+1	1/10
Heater Shield	8	21/55	1d6	3/12

Skills: Dodge 55.

Disease: The marrow of each skeleton's bones has long since decayed to powder, and if a hit location is destroyed, it crumbles into dust. Breathing in this dust exposes the victim to Joint Rot (test CON x 5; if failed, permanently add 1 to base strike rank).

Notes: See *RQ Deluxe*, *Creature Book*, p. 34-35.

Ghosts

STR	2d6+6	POW	4d6
Move: Equals POW		Magic Points: Equals POW	
Spirit Magic (POW x 5): 25% chance of having 1d6 of the following spells:			
1	Befuddle (2)	6	Extinguish 1
2	Countermagic 2	7	Fanaticism (1)
3	Demoralize (2)	8	Glue 2
4	Dispel Magic 2	9	Ignite (1)
5	Disruption (1)	10	Slow 2

Divine Magic: 10% chance of having 1d3 of the following spells:

1	Berserk	4	Madness
2	Chaos Feature	5	Reflection
3	Fear	6	Shattering

Notes: See *RQ Deluxe*, *Creature Book*, p. 21.

Walktapus

STR	25	melee/missile	location	points
CON	16	01-02/01	r leg	4/7
SIZ	25	03-04/02	l leg	4/7
INT	2	05/03-04	abdomen	4/7
POW	11	06/05-07	chest	4/9
DEX	11	07-08/08	r arm	4/6
		09-10/09	l arm	4/6
Move: 3		11/10	tentacle 1	4/6
Fatigue: 41		12/11	tentacle 2	4/6
Hit points: 21		13/12	tentacle 3	4/6
Magic points: 11		14/13	tentacle 4	4/6
DEX SR: 3		15/14	tentacle 5	4/6
		16/15	tentacle 6	4/6
		17/16	tentacle 7	4/6
		18/17	tentacle 8	4/6
		19-29/18-20	head	4/9

Attacks:

Weapon	SR	Attk/Par%	Damage
Tentacle 6		45/-	2d6*
Constrict 1		auto	2d6*
Gas Cloud 1		auto	POB 8 poison

* Tentacle Attacks: Each round the walktapus attacks with up to four tentacles simultaneously, doing damage equal to the creature's damage modifier. If two or more tentacles strike the same victim, they hang on and constrict, each doing damage every round. Armor protects only until its armor points are overcome, then it is broken through.

Armor: 4-point skin.

Magic: Regenerates 1 hit point per turn. Severed parts rejoin parent organism, or if separated, regenerate into complete individuals. Acid and fire may prevent regeneration. Poison gas affects all within 3m radius. To avoid inhaling, victim must hold breath as per asphyxiation rules (*Deluxe RQ*, *Player Book*, p. 80). If the gas is inhaled, the gas is immediately harmful. If the victim's CON is overcome, he takes damage equal to the gas's full potency. If the victim resists, he takes damage equal to half poison potency. Each round the gas is inhaled, the victim must attempt to resist again.

Notes: See *RQ Deluxe*, *Glorantha Book*, p. 29.

Dragonsnail

STR	27				
CON	18				
SIZ	22				
INT	2		01-08 shell	15-20 head	4/9
POW	10		16/9		
DEX	7				

Move: 1			09-14 body	
Fatigue: 45			4/9	
Hit points: 20				
Magic points: 10				
DEX SR: 4				

Weapon	SR	Attk/Par%	Damage	ENC/AP
Bite	7	56/-	1d6+2d6	-

Chaotic Features: Dragonsnails typically have 1d3 chaos features. See EZKustom Tables in the Reference Pullout, or use Chaos Features Tables, *RQ Deluxe*, *Glorantha Book*, p. 30, or Curse of Thed Table, *Gods of Glorantha*, *Cults Book*, p. 63.

Notes: See *RQ Deluxe*, *Glorantha Book*, p. 28.

We had marvelled at Gilherad's apparent inability to die. His vile, backstabbing politics, and his perfidious deviation from the truth of Lhankor Mhy had fairly earned him his death warrant. But poor Maskul's spells had rebounded upon and slain him, while Gilherad scarcely noted the Black Fang poisons which he consumed in such abundance (and, I must add, at such expense). We had thoughtfully ascribed Gilherad's invulnerability to common sorcery, yet what was this strange weakness our all-knowing lord had spoken of in his obscure oracle? It seemed that Gilherad had none, for when pragmatism compelled us to hire an assassin, the poor, frightened devil watched as Gilherad awoke, plucked the knife from his throat, and called for help. Of course, in retrospect, it was foolish not to consider enchantments.

We finally proposed to visit Gilherad's observatory, while Regus arranged an irresistible distraction in the city. This tower is sited on the southern edge of the Sun Dome land grant, not far from the river but not far from the Great Wastes. Curse our feeble imaginations. There on the wall were "the runes which point the way to Gilherad's weakness," just as the oracle had said. Indeed, in spite of our collective genius, the carvings might have been most obscure, had not our native guide suggested a correspondence for the dragonewt rune. Abor bears a rubbing of the carving with this scroll for your inspection.

We sailed downriver. We climbed the cliffs past the pillars of the great condors, and into the Wastes. We headed east, we found the canyon. Dringon's shrewd guess proved true. In the narrows we found the entrance to a cavern. We descended many stairs. How naive we were to doubt that Gilherad could fall so far into the Severed One's thrall. Damn that false acolyte! Harried by ghosts, we pressed forward. In trembling tones I chanted that ancient rhyme I learned as a scribe, and released many souls:

*In the name of Full Knowledge, I rip this tool from Tien,
To confound his presence, in the scheme of being,
And to hasten the end of chaos.
Go, spirit, to the fate of your will!*

Alas, not all heads were found, and we lost six of our number to the insane, tortured souls. We sought the inner sanctum and ever-burning Darkness, and poor Ormelius. There we were guided to the source of Gilherad's weakness, and we destroyed it. Sadly, Ormelius's crazed ghost drove us off, and in good conscience, so grievous were our hurts and desperate our needs that my companions must quit and return to Pavis. I entrust this scroll to Abor, to deliver through Regus to Lord Albebert. I know not how he should find Gilherad, but the traitor is no longer protected by enchantments, and I pray he shall be made to pay for his unspeakable deeds.

← The Gilherad Scroll (TT1)

The scroll is about eight centuries old — from the very peak period of Pavis, when the hero Pavis himself still strode upon Glorantha. The language is Auld Wymish. Neither research nor divination reveals anything about who wrote the scroll, when it was written, where it has been in the meantime, and how it came once again to the light of day. The Lord Albebert mentioned at the end of the scroll was Lhankor Mhy templemaster during the rule of Joraz Kyrem. The parchment itself is in remarkably good condition, suggesting it has somehow been protected from the elements. Translation of the scroll takes two days standard time.

The Tale of Ormelius (TT2)

Ormelius Dragonchide lived during the late ninth century in the 'golden age' of Pavis during the rule of the first of the Arrowsmith dynasty, Joraz Kyrem, Lord of Pavis. A budding sage of Lhankor Mhy, a fervent chaos-hater, and an ambitious man with shady underworld connections, Ormelius sought a project that would bring him to the attention of the city fathers.

Through his contacts, Ormelius received evidence that one of the Lhankor Mhy priests, Gilherad, was a secret devotee of the evil — and much hated — Cult of Tien. Ormelius gathered a group of friends and supporters and planned a surprise confrontation with Gilherad at his Observatory, but Gilherad was well prepared, and Ormelius and his companions were taken captive. Thus Ormelius fell into the hands of Gilherad's master and mentor — the infamous Tien Priest Mefinx the Cruel.

Mefinx realized that Ormelius's magical potential was too great to be wasted as a mere living head, and devised a far better plan. After his tortured body was discarded, Ormelius's spirit was bound as a ghost into the inner sanctum of the cult he so loathed. Not satisfied at that, Mefinx sought and received divine enchantments to force Ormelius to serve those he hated for all eternity, while the screaming ghosts of his tormented friends wailed and moaned outside the shrine.

Mefinx made great use of Ormelius until Mefinx was slain by his pupil, Gilherad, who assumed control of Ormelius's enslaved service. Then came Gilherad's downfall, and the raid on the shrine, as detailed in Gilherad's Scroll. Ormelius was delighted to tell his friends and 'rescuers' the secrets of Gilherad's undoing, but could not be freed before they fled from him in fear. Poor, patient Ormelius has waited ever since...

...Until Muriah came. Fleeing from brood-hunters, she sought refuge in a cave, but discovered by chance a power source and a talisman to protect her from the shrine's remaining ghosts. Once again, Ormelius serves the forces of chaos he was sworn to destroy.

GM Reference Pullout p. 12

Lhankor Mhy Research Costs

Lhankor Mhy is the Lightbringer god of Knowledge. His temples are also libraries where worshippers can be paid to provide the skills of scholarship. Their services, however, cost money.

Any research is evaluated in terms of how long that particular piece of work will take to complete in days. This time allowance is then modified by the aptitude of the researcher. Anybody not researching in a familiar temple always ranks as a novice initiate, since every High Priest has a different method of cataloguing and archiving information.

Note that a novice initiate should roll for a separate time modifier each time he or she conducts

any research. Higher cult ranks will always produce better and more reliable information. Remember that this table does not account for cheats and con-men!

Research Cost Table

Local Cult Rank	Cost for One Day of Research	Time Multiplier
High Priest	250p	.25
Priest	48p	.75
Acolyte, or Advanced Initiate	16p	1
Novice Initiate	15p	1d3+1

Recent Rumors (TT3)

"Yeah, I heard about that one all right. Well, I s'pose bounty hunters got to take what they can get, but you wanna know what I think? You ought to study on it some, is what I think. Sure, Duke Raus has doubled the price for this Muriah gal, heads up them broos givin' him fits. Hear the Governor's all over his ass on that one.

"Now, why do you s'pose the price went up? 'Cause no one'll take it on at the old price, that's why. First I heard of tried it was that Windford, Medridge Merrywhistle, and four Orianthi pals. I guess that iron sword o' his makes a pretty good trophy, and likely his scalp dried out nice sets off Muriah's place a treat. Still, they say it's an ill wind, nyuk, nyuk. Some was sure glad to see the back o' that one.

"Then there was that Storm Khan, Bazarin. He's the real item, sure enough. Took 20 bison braves, and come back with howl about the same. 'Course, then savages do lack common sense. What'd they want with gold and a land grant anyway? Now Bazarin's around, tellin' anyone'll listen — she's just a kid, just belt high — but he stuck his lance so far through her he coulda pitched his tepee on her back, and she just broke it off, front and back. Said she coulda done him any time, but she told him, 'Go back and tell 'em to send me something with teeth next time.'

"So, well, any guy with a smidgin' o' sense is gonna keep off it. They say even Wollhead won't take it on, not for no amnesty. And that Trappa guy, tracked wily o' Sulphur Breath clean from Pavis to Corflut, why, he jus' naturally found him some reason to go travelling in exactly the opposite direction."

"An' something else. I hear there's gonna be competition for that witch's head. You remember that bad poet guy, Senna, a year ago, claims he got dreams from Lhankor Mhy, gotta go rescue somebody, rabbits off into the Wastes, never seen again? He was talking something about some key to Muriah's powers? Well, this Dalamides guy — you've seen him around — does odd bits for the Lunars? He's been asking around lately about this Senna guy: did anybody know him, anybody remember what he was talking about before he disappeared. And now the word is, this Dalamides is heading off to the Bleak Hills looking for Muriah. Which I hear may be because he's been gettin' in a mite deep jus' lately, down to the Silk'n'Plume. Well, wandering around in the Devil's own furnace looking for broos is a dumb way to make a livin', by my mind. Not even for 200 Golden Wheels."

Senna's Tale (TT4)

Treasure Trove Hurb tells the following story when he offers the scroll:

"I didn't know him well, you know, but at the end there he went around the bend. All his poetry was loud, gory, nightmarish stuff, not a lot of sense to it, but entertaining enough. He was having these dreams that all had the same theme. God — Lhankor Mhy, that is — is standing in front of him, watching these horrible things happening, torture, disemboweling, severed limbs, and stuff twitching. Senna's seeing all this over god's shoulder, and can't see god's face. Then, suddenly, god turns around, and he looks terrible, scary, raving mad. Then god takes off his head and waves it at Senna. All around there are jillions of ghosts making this awful racket, and all of them are holding their severed heads in their hands and shaking their gory locks at poor Senna. All these ghosts are singing something over and over, but Senna can't understand it for all the din of people being tortured and gutted. Senna explains then, because I guess he sees I am not recoiling in horror, that this is very bad stuff for one of his faith to be dreaming, that I must take his word for it.

"Then one night Senna is at Loud Lilina's, and he's not making poetry that night, which is the first time I remember, and I ask he is sick, and he tells me he finally figures out what his god is saying, and that he's going to go save somebody like god said, and in case he doesn't come back, would I take care of his manuscripts, which he says are worth a bunch. I am not listening carefully until he says something about manuscripts, then I am all ears, and I say okay, and try to get details, but he says he has said enough, and if he comes back, he will explain everything. This is all very mysterious, but Senna is, well, you know, a blowhard and a serious drinker, so I do not place too much weight on what he says.

"Well, one thing drives out another, as you know, and it is some days later when someone notes that nobody has seen old Senna around, and is he sick or gone nuts or something? And I realize, poof, he is gone. He is not a close pal, and in fact I do not miss his poetry much, but I admit I am much surprised to learn from informed sources that he has spent a lot of money on very fancy gear, has hired some guides, and has marched off in the general direction of Sun County saying he is off to the Wastes.

"This is all over a year ago, and a couple weeks ago his mom comes to me and says Senna said I should sell this stuff so mom can pay the boy's debts. So most of the stuff is rubbish — bad Pelorian poets and such — but among all this stuff is this piece of a very old parchment with what looks like Auld Wymish on it. I took this one down to Issaries and arranged with a pal for a divination on it, and asked how should I handle it, and the oracle says, 'Trade the scroll for a head.' Which makes no sense to me. So, I put up my own metal for the translation." (He waves a papyrus sheet before the PCs.) "Which, by the way, I am offering as part of the package. And then I get it.

"You hear Duke Raus has doubled the price on the broo with Muriah — 200 Golden Wheels — and tossed in two-hectare land grant to boot? Well, a couple guys have taken that fall lately, and you hear what they say, that the witch laughs when you poke spears through her guts. Well, I notice, what they say about this Muriah is remarkably like what they say about this bad guy Gilherad in this ancient scroll.

"So here's my deal. The scroll and translation for 100L, just covers my expenses, and 10% of the bounty you get when you deliver Muriah's head to Duke Raus. C'mon! I ain't making a thing on this, it's all for Senna's poor debt-ridden mom. And who knows what kind of treasure you'll stumble across! Chance of a lifetime! Why, if I were 10 years younger..."

"Well... 50L and 5% of the bounty? You should be ashamed, squeezing an old man like this, but... you've got yourself a scroll. Best of luck to you.

"And I'll give you a tip for free. Hector. Sun Dome Temple. A good man, straight as a sunbeam, and a sucker for an old scroll. Tell him I sent you."



Encounter Table for Prax and the Wastes

01-06	Alticamel (High Llama) herd, wild
07-08	Baboons, wild
09-11	Baboons, intelligent
12-18	Bison, wild
19-23	Broos, feral
24-25	Jackals (dogs)
26-27	Condors
28-29	Ogres masquerading as traders
30-31	Harpies
32-35	Hawks
36-37	Horses, wild*
38-62	Praxian Nomads
63-65	Agimori Hunters
66-76	Impala, wild
77-82	Morocanth
83-90	Sable Antelope, wild
91-92	Scorpion Men
93-97	Wolves (or hyenas)
98-00	Other (GM's choice)

* Horses are found west of Pavis, or in the far north of the Wastes, otherwise substitute zebras.

GM Reference Pullout p. 14

Ormelius Dragonchide Ghost of ex-Lhankor Mhy Sage

INT 17 POW 26 Magic Points 16

Spirit Magic (130): Armoring Enchantment, Befuddle (2), Detect Enemy, Detect Magic, Detect Papyrus, Detect Ink, Detect Gold, Glamour 2, Heal 2, Magic Point Matrix Enchantment, Mindspeech 1, Strengthening Enchantment.

Skills: Ceremony 138, Enchant 152, Summon 28, Fast Talk 50, Orate 67, Sing 85, Animal Lore 74, Human Lore (Eight Centuries Previous) 90, Human Lore (Modern) 23, Mineral Lore 43, World Lore 75. **Languages:** Pavic 62, Auld Wyrmlish 20.

Notes: The unusual features of Ormelius's binding enchantment have forced him to do Thanatar's will while preserving a thin reed of his sanity. Ormelius is aware of his actions, but compelled to service almost as if possessed. Once in mental contact with his victims, he calmly and apologetically explains that he has to possess and slaughter them. ("Sorry, but, well, enchantments... can't resist them, you know.") In the midst of a savage spirit combat, Ormelius carries on a calm, apparently rational mental conversation, cheerfully answering questions so long as his questions about the outside world are answered on a one-for-one basis. In this way, he may explain to PCs that the enchanted crystals in the altar are both the source of Muriah's protective enchantments and the binding of his ghost to the service of this Tien Temple. He explains this casually, without passion, as though it were a matter of complete indifference

Water Use Tables

Human Water Requirements

Quantity/Day (Liters)*	Receiver's Condition	Effects on Receiver
5	Standard Requirement	No Adverse Effects
2	Limit of Comfort	Fatigue x .5
.5	Subsistence Level†	Fatigue x .1

Horse Water Requirements

Quantity/Day (Liters)	Receiver's Condition	Effects on Receiver
24	Standard Requirement	No Adverse Effects
10	Limit of Comfort	Fatigue x .5
2	Subsistence Level†	Fatigue x .1

* This value may vary due to environmental conditions.

† Theoretically a human or horse could survive for a substantial period of time on this amount of water each day. However, often this small amount of water is not available each day for a substantial period of time, and when it is, it takes great willpower to restrict oneself to this small amount on a regular basis.

if his spirit were freed. He is unaware that his skull is hidden in the secret inner sanctum, and that destroying the enchantments only reduces him to a standard-issue mad head ghost.

The Nature of His Servitude: Ormelius must engage any sentient non-illuminate who enters the shrine in spirit combat. He always engages knowledge god worshippers first. Once Ormelius has possessed a body of a non-illuminate, he casts his Mindspeech spell, and asks the body's spirit all he can about the outside world of Glorantha. He possesses the body for twice the body spirit's Human Lore percentage in minutes, and then dispatches it quickly before eagerly going on to the next victim. While in possession of a body, Ormelius may even hold a conversation through it with other creatures in the shrine. Ormelius's spirit cannot move more than 20m from his skull. If the possessed body is removed beyond this range, Ormelius's spirit loses possession of the body and returns to the shrine.

Service to Illuminates: Ormelius must offer to perform enchantments for any illuminates entering the shrine. He speaks to the illuminate and, if the illuminate agrees, Ormelius possesses him. The ghost points out that the illuminate must voluntarily allow the possession — he must not counter his spiritual assault. Once in dominant possession of the body, Ormelius performs his enchantments using his own POW. Because Ormelius is bound to the enchanted crystals in the altar, and it is his Soul Force that powers the enchantments, he has to carve the focal runes on the crystals. He uses the crystal-tipped chisel to do this.

The Ghosts of the Tien Shrine

Arabella

Arabella was an initiate of Chalanar Arroy (the goddess of healing) in Ormelius's party. Her ghost loves to cast her Sleep spell on victims standing in the water, so that they fall over and drown. Should she possess someone, she drives the body into the water and drowns it.

INT 13 POW 15 DEX SR 1 Magic Points 15
Spirit Magic (75): Sleep (2), Protection 1, Heal 4. **Skills:** Human Lore 32, First Aid 56.

Languages: Pavic 37, Trade 12.

Note: Arabella manifests as a dark-haired girl in white Healer's robes. Her ghost has no teeth and bleeds heavily from its gums.

Conray

Conray attempts to possess the character with the choicest weapon, and then attacks the rest of the party using the body. Conray manifests as a screaming, bleeding, barbarian.

INT 13 POW 15 DEX SR 1 Magic Points 15
Spirit Magic (75): Heal 1, Bladesharp 2, Speedart (1).

Skills: Craft/Armoring 38, Evaluate 25, First Aid 60, Human Lore 32, R/W Sarrantie 54. **Languages:** Sarrantie 48, Pavic 30, Trade 21.

Mardub the Warrior

Mardub was a warrior of Yelmalo. Mardub has forgotten all spells, skills, and languages. He manifests as a squat, strong man holding a spear and shield and wearing a helmet that covers his face. He possesses his victim, and commits ritual suicide by throwing the body onto a short straight bladed weapon, cutting the wrists with a knife, or some other formal procedure.

INT 10 POW 14 DEX SR 1 Magic Points 14

Temur

Temur was a Justati sorcerer, sea captain, and adventurer. He manifests as a tall human, with a long, bearded face, and wearing a red robe. While manifesting, Temur prepares a Drain intensity 7 spell, which he casts upon his victim the following round. He multi-casts this with a Hinder intensity 7 spell. The combined spells go off at SR 10 on the round after manifestation, with an 81% chance of successful casting. Once this is done, Rorkon then engages Temur's victim in spirit combat. Temur himself never engages in spirit combat.

INT 17 POW 18 DEX SR 1 Magic Points 18
Sorcery (Ceremony 58, Intensity 98, Range 103, Multispell 90): Hinder 81, Drain 95. **Skills:** World Lore 108, Plant Lore 56, Animal Lore 30, Shiphandling 104. **Languages:** Jurstelt 56, Waertagi 30.

Rorkon

Rorkon was Temur's apprentice. The two still work together. Rorkon manifests as a drooling, ragged beggar groveling at the feet of Temur and leering maliciously at those he confronts. Should Rorkon possess a victim, he runs away with the body and sits outside the inner sanctum. He then remains like this until the body dies. It feels quite good to suffer their gain.

INT 16 POW 16 DEX SR 1 Magic Points 16
Sorcery (Ceremony 36, Intensity 41, Range 22): Damage Resistance 51, Cast Back 40, Regenerate 21. **Skills:** World Lore 32, Human Lore 50, Shiphandling 23, First Aid 45. **Languages:** Jurstelt 43.

Gabloz, Thed Initiate Boss Broo at Devil's Knob

STR	16			
CON	18	left	19-20/20	right
SIZ	18		3/6	
INT	14		12/11-15	
POW	13	16-18/18-19	5/8	13-15/16-17
DEX	10		3/5	3/5
APP	3			

Move: 4
Fatigue: 34
Hit points: 18
Magic points: 13
DEX SR: 3

Arms & Armor: Total encumbrance = 14.5. Fatigue 19 (34-14.5). Ringmail hauberk (AP 5/ENC 3.0). Cuirboulili elsewhere (AP 3/ENC 3.5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Heavy Mace	6	76/32	1d10+1d6	2.5/6
Target Shield	7	31/80	1d6+1d6	3/12
2H Spear	6	50/47	1d8+1+1d6	2/10
Comp Bow	3/9	81/21	1d8+1	5/7

Spirit Magic (72-ENC): Heal 2, Speedart (1), Protection 2, Mobility 2, Befuddle (2).
Skills: Ceremony 24, Conceal 58, Hide 47, Sneak 32, Track 48, Scan 63, Listen 48, Climb 72, Jump 58.
Languages: Broospeech 54/00.

Equipment: Wears scraps of leather and ringmail.
Notes: Gabloz has no horns on his head, his left leg ends in a foot rather than a hoof, and he has two thumbs on his right hand. He carries The Shakes.

GM Reference Pullout p. 15

Majabjab, Thed Initiate Devil's Knob, Gabloz's Broos

STR	25			
CON	18	left	19-20/20	right
SIZ	18		3/6	
INT	5	16-18/18-19	5/8	13-15/16-17
POW	14		3/5	1/5
DEX	13	10-12/14-15	3/5	07-09/12-13
APP	4		5/05-08	3/5

Move: 4
Fatigue: 43
Hit points: 18
Magic points: 14
DEX SR: 3

Arms & Armor: Total encumbrance = 28. Fatigue 15 (43-28). Assorted ringmail, cuirboulili, and leather (AP various/ENC. 18). Carries two quivers of arrows, one for Gabloz (2 ENC).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Battle Axe	6	68/70	1d8+2+2d6	2/10
2H Mace	6	73/71	1d10+2+2d6	2.5/10
Target Shield	7	25/75	1d6+2d6	3/12
Butt	7	60/75	1d6+2d6	—
Comp Bow	3/9	81/21	1d8+1	5/7

Spirit Magic (72-ENC): Protection 2.
Skills: Climb 98, Jump 47.
Languages: Broospeech 28/00.
Equipment: Wears assorted scraps of armor.
Notes: Majabjab has four arms, and does not bleed.
This powerful, bison-headed broo usually attacks with his mace on SR 6, (which he holds in both upper arms), and then his axe on SR 9, while parrying with his shield. Sometimes he forgets about his axe, and butts instead. He carries 47 arrows for himself and Gabloz.

Munchon, Malia Initiate Devil's Knob, Gabloz's Broos

STR	13			
CON	16	left	19-20/20	right
SIZ	15		3/6	
INT	13		12/11-15	
POW	10	16-18/18-19	3/8	13-15/16-17
DEX	11		3/5	3/5
APP	7			

Move: 4
Fatigue: 29
Hit points: 16
Magic points: 10
DEX SR: 3

Arms & Armor: Total encumbrance = 7. Fatigue 22 (29-7). Cuirboulili (AP 3/ENC 5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Spit Stone	3/6/9	72/-	1d8	—
2H Spear	7	47/45	1d8+1+1d4	2/10
Butt	8	60/-	1d4+1d4	—

Spirit Magic (53-ENC): Heal 1, Sneeze (2), Firearrow (2).
Skills: Ceremony 14, Conceal 48, Hide 30, Track 45, Scan 40, Climb 62, Jump 40.
Languages: Broospeech 37/00.

Equipment: Wears a complete set of cuirboulili.
Notes: Munchon can regurgitate and spit stones to a range of 20m. He can do this any time, just like swallowing. In this way, Munchon attacks five times each round and carries once. Munchon carries Brain Fever on his weaponry and body. He knows that Gabloz regards him as dirt, and would not hesitate to desert if things get desperate. Munchon would support Horj over Gabloz as leader, and would betray Gabloz without hesitation.

Frivol, Malia Initiate Devil's Knob, Gabloz's Broos

STR	18			
CON	17	left	19-20/20	right
SIZ	10		3/5	
INT	12		12/11-15	
POW	12	16-18/18-19	2/6	13-15/16-17
DEX	16		1/4	1/4
APP	2			

Move: 4
Fatigue: 35
Hit points: 15
Magic points: 12
DEX SR: 2

Arms & Armor: Total encumbrance = 7.9. Fatigue 27 (35-7.9). Hard leather hauberk and helmet (AP 2/ENC. 1.8). Soft leather elsewhere (AP 1/ENC 2.1).

Weapon	SR	Attk/Par%	Damage	ENC/AP
2H Spear	6	50/46	1d8+1+1d4	2/10
1H Spear	8	28/30	1d8+1+1d4	2/10
LRA Sling	2/7	40/-	1d8	1/-
LRA Sling	2/7	32/-	1d8	1/-
Butt	7	58/-	1d6+1d4	—

Spirit Magic (67-ENC): Bladesharp 3, Fanaticism (1).
Skills: Ceremony 17, Conceal 40, Hide 31, Track 28, Scan 31, Climb 43, Jump 51.
Languages: Broospeech 35/00.

Equipment: Wears assorted scraps of leather armor.
Notes: Frivol is the archetypal broo—a bloodthirsty savage that delights in violence, pain, and suffering. He has two massive arms instead of legs. If using a weapon in his leg-arms, tests vs. Knockback are at DEX x1.

Kitin, Malia Initiate Devil's Knob, Gabloz's Broos

STR	18			
CON	14	left	19-20/20	right
SIZ	17		0/6	
INT	15		12/11-15	
POW	9	16-18/18-19	0/8	13-15/16-17
DEX	8		0/5	0/5
APP	7			

Move: 4
Fatigue: 32
Hit points: 14
Magic points: 9
DEX SR: 4

Arms & Armor: Total encumbrance = 6.5. Fatigue 25 (32-6.5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Heavy Mace	7	48/28	1d10+1d6	2.5/10
Target Shield	8	21/45	1d6+1d6	3/12
2H Spear	7	38/30	1d8+1+1d6	2/10
Butt	8	56/-	1d6+1d6	—

Spirit Magic (48-ENC): Protection 3, Ironbust 2.
Skills: Ceremony 44, Track 35, Hide 42, Scan 51, Climb 58, Jump 45.
Languages: Broospeech 37/00.

Equipment: Wears no armor.
Notes: Kitin wishes Horj would kill Gabloz and lead, since Kitin thinks he could then kill Horj and lead the broos himself. Kitin carries Wasting Disease. He wears no armor, but always takes the time to prepare a Protection with sufficient ceremony to give him a good chance of casting it.

Horj, Malia Initiate Devil's Knob, Gabloz's Broos

STR	14			
CON	15	left	19-20/20	right
SIZ	11		3/5	
INT	17		12/11-15	
POW	11	16-18/18-19	3/6	13-15/16-17
DEX	13		3/4	3/4
APP	8			

Move: 4
Fatigue: 29
Hit points: 13
Magic points: 12
DEX SR: 3

Arms & Armor: Total encumbrance = 12.5. Fatigue 16 (29-12.5). Hard leather greaves (AP 2/ENC 1.0). Cuirboulili elsewhere (AP 3/ENC 4.0).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Heavy Mace	7	73/70	1d10+1d4	2.5/6
Target Shield	8	31/46	1d6+1d4	3/12
Butt	8	52/-	1d6+1d4	—
Sling	3/9	55/-	1d8	5/-

Spirit Magic (65-ENC): Sneeze (2), Bladesharp 4, Protection 3.
Divine Magic (87): Cause Creeping Chills 4 (one-use).
Skills: Ceremony 44, Enchant 17, Summon 21, Scan 51, Track 41, Listen 45, Hide 50, Climb 61, Jump 40.
Languages: Broospeech 54/00.
Notes: A small female broo with three breasts, Horj may be mistaken for Muriah. She absorbs 1- & 2-point spells, adding the points to her own magic points. She carries Soul Waste. A devout servant of Malia, Horj will betray Gabloz to Muriah to become gang leader.

Behlok, Shaman of Thed High Holes, Broo Boss

STR	17				
CON	17	left	19-20/20	right	
SIZ	18		4/8		
INT	16				
POW	11		12/11-15		
DEX	13	16-18/18-19	9/10	13-15/16-17	
APP	2		4/6		

Move: 4 09-11/07-10
 Fatigue: 34 8/8
 Hit points: 18
 Magic points: 11 05-08/04-06 01-04/01-03
 DEX SR: 3 4/8

Arms & Armor: Total encumbrance = 25.1. Fatigue 9 (34-25.1). Chain skirt (AP 7/ENC 2.4), iron breastplate (AP 12/ENC 6), cuirboulle legs and arms (AP 3/ENC 3.6), and leather everywhere (AP 1/ENC 6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Iron Bastard				
Sword	6	32/23	1d10+1+1d6	2/18
Target Shield	7	30/57	1d6+1d6	3/12
1H Spear	6	60/35	1d8+1+1d6	2/10
Sling	3/9	50/-	1d8	1/-
Butt	7	60/-	1d6+1d6	—

Spirit Magic (64-ENC): Spirit Screen 5, Demoralize (2), Visibility (2), Control Magic Spirit, Summon Magic Spirit, Control Power Spirit, Summon Power Spirit, Strengthening Enchantment, Heal 2.

Divine Magic (75): Worship Thed, Spirit Block 2, Mindlink 1.
 Skills: Ceremony 32, Enchant 35, Summon 48, Climb 47, Jump 43, First Aid 53, Conceal 83, Listen 50, Scan 54, Track 60, Search 45, Hide, 44, Sneak 38.
 Languages: Broospeech 41/00.

Equipment: Behlok has an Orlanthi iron sword and breastplate. He wears ragged chain skirt and cuirboulle armor on his limbs with leather padding. He carries a leather belt holding a Silence 3 matrix and a copper bracelet with a Befuddle matrix. The shaman has four POW spirits bound into a skunk skull that dangles from his neck.

Notes: The shaman's horns are a chaotic tangle of bony growths. When casting an offensive spell against the shaman, he defends with a total of his own MP and his Fetch's MP.

Fetch
 Behlok's Fetch takes the form of a 20cm-long centipede with a huge single human eye.
 INT 10 POW 18.

Spirit Magic (90): Spirit Screen 5, Strength 5 (increases STR to 32, giving +15 Fatigue, a 2d6 Damage Bonus, +8 to Agility skills, and +8 to Manipulation skills).

Magic Spirit (held by Fetch)
 INT 4 POW 10.
 Spirit Magic 50: Bladesharp 3.

Allied Spirit (In goat)

STR	14	Move: 9
CON	10	Hit Points Average: 20
SIZ	11	Fatigue: 36
INT	12	Magic Points: 16
POW	9	DEX SR: 3
DEX	14	

Weapon	SR	Attk	Damage
Butt	8	52	1d6+1d4

Location	melee	missile	hp
Right Hind Leg	01-02	01-02	1/2
Left Hind Leg	03-04	03-04	1/2
Hindquarters	05-07	05-09	1/5
Forequarters	08-10	10-14	1/5
Right Foreleg	11-13	15-16	1/2
Left Foreleg	14-16	17-18	1/2
Head	17-20	19-20	1/4

Spirit Magic (80): Countermagic 4, Protection 4, Vigor 4 (increases Behlok's CON to 25, giving +8 Fatigue, and +4 to Perception skills; increases to 26 hp, giving 11 hp in chest, 9 hp on head, & 7 hp for each limb).

Notes: Since his allied spirit is vulnerable to attack, Behlok keeps it far from trouble. Like a broo, the goat is not affected by disease.

Excellent Broo, Typical Gang Thed or Malia Initiate

STR	14				
CON	16	left	19-20/20	right	
SIZ	16		4/6		
INT	14				
POW	14		12/11-15		
DEX	11	16-18/18-19	6/8	13-15/16-17	
APP	4		4/5		

Move: 4 09-11/07-10
 Fatigue: 30 6/6
 Hit points: 16
 Magic points: 14 05-08/04-06 01-04/01-03
 DEX SR: 3 4/6

Arms & Armor: Total encumbrance = 22.8. Fatigue 7 (30-22.8). Ringmail hauberk (AP 5/ENC 3.6), Cuirboulle elsewhere (AP 3/ENC. 4.2). Soft leather all locations (AP 1/ENC 6.0). Quiver of 20 arrows (ENC 1).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Poleaxe or	6	88/64	3d6+1d4	2.5/10
Maul	6	88/64	1d10+2+1d4	2.5/12
1H Spear	6	62/28	1d8+1+1d4	2/10
or Mace	6	62/28	1d10+1d4	2/10
Target	7	30/56	1d6+1d4	3/12
Butt	7	79/-	1d6+1d4	—
Long Bow	3/9	50/25	1d8+1	.5/7

Spirit Magic (79-ENC): Bladesharp/Bludgeon 3, Heal 1, Sneez/Demoralize (2), Disruption (1), Speedart (1), Protection 3.

Divine Magic (77): Cause Shakes or Chaos Spawn.
 Skills: Ceremony 21, Scan 67, Listen 65, Search 52, Hide 48, Sneak 35, Climb 72, Jump 67.
 Languages: Broospeech 32/00.

Equipment: Wears assorted scraps of armor.
 Notes: These broos torment lesser broos, bicker over possessions and sleeping space, and hurl crude abuse and invective at one another. Occasionally they challenge the boss broo for dominance. Assign diseases and chaotic features at your discretion.

GM Reference Pullout p. 16

Superior Broo, Typical Gang Thed or Malia Initiate

STR	13				
CON	16	left	19-20/20	right	
SIZ	16		3/6		
INT	13				
POW	11		12/11-15		
DEX	11	16-18/18-19	3/8	13-15/16-17	
APP	7		3/5		

Move: 4 09-11/07-10
 Fatigue: 29 3/6
 Hit points: 16
 Magic points: 11 05-08/04-06 01-04/01-03
 DEX SR: 3 3/6

Arms & Armor: Total encumbrance = 12.1/13.6.
 Fatigue 17/15 (29-12.1/13.6). Cuirboulle everywhere (AP 3/ENC 6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Axe or	6	63/32	1d8+2+1d4	1/8
Mace	6	63/32	1d10+1d4	2.5/10
1H Spear	6	55/32	1d8+1+1d4	2/10
Target	7	28/30	1d6+1d4	3/12
Butt	7	61/-	1d6+1d4	—
Sling	3/9	55/-	1d8	.1/-

Spirit Magic (60-ENC): Bladesharp/Bludgeon 1, Heal 1, Sneez/Demoralize (2), Protection 1.

Skills: Scan 58, Listen 58, Search 40, Hide 30, Sneak 28, Climb 57, Jump 46.
 Languages: Broospeech 32/00.
 Equipment: Wears assorted scraps of armor.
 Notes: These broos are cautious and sullen around tougher broos, but abuse lesser broos with endless energy and imagination. Assign diseases and chaotic features at your discretion.

Typical Broo, Typical Gang Thed or Malia Initiate

STR	13				
CON	16	left	19-20/20	right	
SIZ	16		3/6		
INT	13				
POW	11		12/11-15		
DEX	11	16-18/18-19	3/8	13-15/16-17	
APP	7		2/5		

Move: 4 09-11/07-10
 Fatigue: 29 3/6
 Hit points: 16
 Magic points: 11 05-08/04-06 01-04/01-03
 DEX SR: 3 2/6

Arms & Armor: Total encumbrance = 12.1/13.6.
 Fatigue 17/15 (29-12.1/13.6). Cuirboulle hauberk and helmet (AP 3/ENC 1.8). Hard leather limbs (AP 2/ENC 3.6).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Mace	6	38/22	1d10+1d4	2.5/10
1H Spear	6	46/22	1d8+1+1d4	2/10
Target	7	21/30	1d6+1d4	3/12
Butt	7	50/-	1d6+1d4	—
Sling	3/9	55/-	1d8	.1/-

Spirit Magic (60-ENC): Bladesharp or Bludgeon 1, Heal 1, Protection 1.

Skills: Scan 35, Listen 35, Search 30, Track 35, Hide 30, Sneak 20, Climb 45, Jump 50.

Languages: Broospeech 30/00.
 Equipment: Wears assorted scraps of armor.
 Notes: These broos are the young broos with adequate muscle and spirit to compete, but whose skills and experience must improve before they enter the upper ranks of the gang. These are the worst broos likely to run with Muriah's gang, since Muriah is selective, and drives away less promising material. Assign diseases and chaotic features at your discretion.

EZKustomKwick Broo Chaos Feature and Disease Table

The following tables produce distinctive broo chaos features and diseases without forced refiguring of characteristics and skill ratings.

1d10 Chaos Feature

- Spits acid of Potency 12 three times per day with 6-meter range.
- Appearance very confusing; subtract 30 from all attacks.
- +6 point skin (treat as armor).
- Absorbs spells up to 2 MP, adding MP to self.
- +6 meters movement per action rank.
- Regenerates 2d6-5 hit points per round (minimum 1 point) in each injured hit location until dead.
- Capable of leaping up to DEX in meters.
- Not capable of dodging or parrying.
- May not resist magic spells.
- Fanatical forever (as spirit magic spell).

1d100 Disease Carried

- 01-40 no disease
- 41-50 Wasting Disease
- 51-60 Creeping Chills
- 61-70 Brain Fever
- 71-80 Soul Waste
- 81-90 The Shakes
- 91-100 Wasting Disease and roll again

(See *RQ Deluxe*, *Player Book*, Diseases, pp. 81-82.)

Muglaphar, Malia Initiate High Holes, Boss Broos

STR	28	Move: 10
CON	15	Fatigue: 100
SIZ	32	Hit points: 24
INT	13	Magic points: 9
POW	9	DEX SR: 3
DEX	11	
APP	1	

Location	melee	missile	hp
Right Hind Leg	01-02	01-02	2/6
Left Hind Leg	03-04	03-04	2/6
Hindquarters	05-07	05-09	2/10
Forequarters	08-10	10-14	2/10
Right Foreleg	11-13	15-16	2/6
Left Foreleg	14-16	17-18	2/6
Head	17-20	19-20	2/8

Arms & Armor: Total encumbrance = 0. Fatigue 100.
Weapon SR Atk/Par% Damage ENC/AP
Kick 6 78/- 1d6+3d6 —

Rear and Plunge 6 81/- 2d6+3d6 —
Trample 6 97/- 6d6 vs. prone target

Spirit Magic (48-ENC): Ironhoof 4, Protection 2, Fanaticism (1).

Skills: Climb 44, Jump 80, Broo Lore 21, Track 52, Listen 61, Scan 48.

Languages: Broospeech 42/00.

Equipment: None.

Notes: Muglaphar is shrewd, sensible, and completely loyal to Muriah, even letting her ride him at need. With the body of a horse and the head of a man, even broos mock his bizarre form. He carries Creeping Chills.

Zafazka, Malia Initiate Devil's Knob, Muglaphar's Broos

STR	11	
CON	17	left 19-20/20 right 3/6
SIZ	14	
INT	10	
POW	7	12/11-15
DEX	9	16-18/18-19 1/8 13-15/16-17 1/5
APP	7	

Move: 4 09-11/07-10 1/6

Fatigue: 28

Hit points: 16

Magic points: 7 05-08/04-06 01-04/01-03 1/6 1/6

DEX SR: 4

Arms & Armor: Total encumbrance = 9.5. Fatigue 18 (28-9.5). Leather everywhere (AP 1/ENC 3.5). Hard leather helmet (AP 3/ENC 5).

Weapon	SR	Atk/Par%	Damage	ENC/AP
Club	7	60/32	1d10+1d4	5/8
1H Spear	7	55/29	1d8+1+1d4	2/10
Butt	8	70/-	1d4+1d4	—
Target Shield	8	31/55	1d6+1d6	3/12

Spirit Magic (41-ENC): Heal 1, Sneez (2).

Protection 3.

Skills: Ceremony 32, Climb 73, Jump 61, Search 41, Listen 60, Hide 43, Sneak 41.

Languages: Broospeech 32/00.

Equipment: Leather armor and hard leather helmet.

Notes: Zafazka wears the robes of a Chalan Army initiate he killed. He wears little armor since he suspects it interferes with spellcasting, and he is a lousy spellcaster. He is intimidated by Muriah, but neither loyal to her or the gang.

GM Reference Pullout p. 17

Kirin, Thed Initiate High Holes, Muglaphar's Broos

STR	13	
CON	17	left 19-20/20 right 8/5
SIZ	13	
INT	16	12/11-15
POW	17	16-18/18-19 23/6 13-15/16-17 4/4
DEX	10	
APP	7	

Move: 4 09-11/07-10 3/5

Fatigue: 30

Hit points: 15

Magic points: 17 05-08/04-06 01-04/01-03 4/5 4/5

DEX SR: 3

Arms & Armor: Total encumbrance = 13. Fatigue 17 (30-13). Beazinated vambraces and greaves (AP 4/ENC 4.5). Cuirboulili hauberk (AP 3/ENC 2.5). Plate helm (AP 8/ENC 2.5). A Quiver of 20 arrows (ENC 1).

Weapon	SR	Atk/Par%	Damage	ENC/AP
Great Axe	6	43/42	2d6+1d4	2/10
Self Bow	3/9	78/20	1d6+1	5/6
Butt	7	40/-	1d6+1d4	—

Spirit Magic (98-ENC): Ignite (1), Firearrow (2), Heal 2. Skills: Climb 62, Jump 80, Listen 73, Scan 81, Search 61, Conceal 51, Sleight 34, Sneak 58, Hide 65.

Languages: Broospeech 39/00.

Equipment: Wears beazinated and cuirboulili, and a Sun Dome Templar's plate helm.

Notes: Kirin is a pyromaniac — he loves to watch things burn. He is completely immune to fire damage (Fireblade or Firearrowed weapons do only normal damage), though his fur will burn. He looks and smells charred, and loves his Firearrow spell.

Woroshi, Illuminate Thanatar Initiate High Holes, Muglaphar's Broos

STR	23	
CON	18	left 19-20/20 right 4/6
SIZ	14	
INT	13	
POW	15	12/11-15
DEX	14	16-18/18-19 4/8 13-15/16-17 4/5
APP	11	

Move: 4 09-11/07-10 4/6

Fatigue: 41

Hit points: 16

Magic points: 15 05-08/04-06 01-04/01-03 4/6 4/6

DEX SR: 3

Arms & Armor: Total encumbrance = 12.5. Fatigue 28 (41-12.5). Cuirboulili and leather (AP 4/ENC 8.5).

Weapon	SR	Atk/Par%	Damage	ENC/AP
RH Katana	7	82/31	1d10+1+1d6	2/12
LH Katana	10	51/45	1d10+1+1d6	2/12
Shuriken	3/9	57/-	1d3+1d3	—

Spirit Magic (85-ENC): Heal 2, Mindspeech 2, Second Sight (3), Protection 3, Bladesnap 3.

Divine Magic (87): Summon Voice of Aytar x2 (one-use).

Skills: Ceremony 41, Climb 68, Dodge 51, Jump 80, First Aid 65, Orate 45, Human Lore 51, Listen 72, Scan 81, Search 50, Track 93, Hide 75, Sneak 57.

Languages: Kraloni 41/34, Broospeech 21/00.

Equipment: Wears leather padding and cuirboulili.

Notes: This strong, fearless, romantic, silent but eloquent illuminated Aytar cultist from the East carries the Soul Waste disease. He fights with two Kralorean katanas and has eight shuriken.

Kravern, Malia Initiate High Holes, Muglaphar's Broos

STR	11	
CON	11	left 19-20/20 right 3/4
SIZ	11	
INT	11	
POW	19	12/11-15
DEX	10	16-18/18-19 1/5 13-15/16-17 0/3
APP	4	

Move: 4 09-11/07-10 1/4

Fatigue: 22

Hit points: 11

Magic points: 19 05-08/04-06 01-04/01-03 1/4 1/4

DEX SR: 3

Arms & Armor: Total encumbrance = 12.5. Fatigue 16 (22-12.5). Leather scraps (AP 1/ENC 3.5). Hard leather cap (AP 2/ENC 5).

Weapon	SR	Atk/Par%	Damage	ENC/AP
2H Spear	7	38/30	1d8+1	2/10
Target Shield	8	31/54	1d6	3/12
Butt	8	42/-	1d6	—
Rock	3/9	50/-	1d3	—

Spirit Magic: None.

Skills: Listen 51, Scan 50, Hide 38, Sneak 24, Conceal 50.

Languages: Broospeech 30/00.

Notes: A young and unexceptional specimen, Kravern is here because his fellow gang members like him around. Kravern has the unfortunate ability of attracting any spell cast at a person within 10m of him. Unappreciative of his peers' sociability, Kravern is always trying to sneak off, but Muriah always keeps this magical lightning rod close at hand.

Muriah, Shaman of Malia, Illuminate, Witch-Queen of the High Holes Broos

STR	8	left	19-20/20	right
CON	14		4/8(10/16)	
SIZ	9			
INT	16		12/11-15	
POW	15		4/10(7/20)	
DEX	10	16-18/18-19	13-15/16-17	
APP	4	4/6(8/11)	4/8(8/11)	

Move: 3 09-11/07-10
 Fatigue: 22 4/8(6/20)
 Hit points: 22/40*
 Magic points: 15 05-08/04-06 01-04/01-03
 DEX SR: 3 4/8(3/14) 4/8(3/14)
 (Values marked * indicates Armoring or Strengthening Enchantments provided by Ormelius. If the enchantments in the Tien Shrine at Noway Canyon are destroyed, Muriah no longer has the benefit of this magic.)

Arms & Armor: Total encumbrance = 9.6. Fatigue 12 (22-9.6). Cuirbouilli and padding everywhere (AP 4/ ENC 7).

Weapon	SR	Att/Par%	Damage	ENC/AP
Knife	9	60/20	1d3+1	.5/4
2H Spear	8	40/40	1d8+1	2/10
Sling	3/9	50/-	1d8	.1/-

Spirit Magic (88-ENC): Summon Disease Spirit, Summon Magic Spirit, Summon Power Spirit, Control Disease Spirit, Control Magic Spirit, Control Power Spirit, Mobility 4, Sneezes (2), Countermagic 4.
 Divine Magic (90): Cause Brain Fever 8, Cause Shakes 3, Cause Soul Waste 8, Worship Malia.
 Skills: Ceremony 81, Enchant 52, Summon 89, Climb 52, Dodge 38, Jump 30, Throw 41, Fast Talk 61, Animal Lore 31, Evaluate 17, First Aid 41, Broo Lore 52, Plant Lore 21, Conceal 83, Deceive 35, Listen 42, Scan 42, Search 42, Hide 50, Sneak 48.
 Languages: Praxian 25, Broospeech 34.
 Equipment: Muriah carries a spear and knife and wears cuirbouilli armor with leather padding. She carries a

Thanatari Protective Talisman, and wears a necklace made up of the teeth of vanquished foes, into which she has bound her Magic Spirits and Power Spirits. This necklace is enchanted in such a way that only Muriah may use it. Muriah also has a Golden Wheel enchanted to store 5 Magic Points — this could be used by anybody.
 Chaos Feature: +10 hit points as a result of an unnatural vitality.

Notes: Like her parents Muriah was an illuminate — a state of mind which convinces one that limited use of chaos to make oneself stronger is justifiable. When her parents (villagers in the hut village of Weis) were dying, the other villagers refused to help; once they were dead, Muriah cursed the village and departed. Her hate and desire for vengeance have driven her ever since, and still do so, even now, when foreigners seek to unearth her secrets and destroy her.

Muriah looks like a very ugly 10-year old girl. She is also barren, and many of the broo hate her particularly for this trait.

Muriah's skills, spells, and spirits are tailored towards the one-to-one duels commonly fought for social position in broo society. Muriah feels that melee combat is undignified, and prefers to maintain her dominance with magic and spirit attacks. If forced into melee Muriah uses her Protection spell and then drives her enemies away with a Demoralize spell. Sometimes Kravem gets in the way, and Muriah scares him off with her Fetch if necessary. Her Bladesharp spell is also useful for crippling opponents so she can make a dignified withdrawal, leaving the hand-to-hand combat to lesser beings.

The effects of the Armoring and Strengthening enchantments appear to an observer as miraculously rapid healing. Damage taken from an edged weapon usually does not harm Muriah, as this appears to heal instantly. Crossbow bolts, sling stones, and arrows are all considered to be edged weapons. Impales (or critical hits, if applicable) appear to heal as soon as the impaling object is removed. Only clubbing weapons apparently harm her. Muriah is immune to all diseases, but not all poisons. However, she carries all diseases on her body and weaponry — Wasting Disease, Creeping Chills, Brain Fever, Soul Waste, and the Shakes!

Fetch

Weishater takes the form of a disease-ridden impala. INT 14 POW 38 Magic Points 38
 Spirit Magic (95): Heal 6, Sneezes (2), Demoralize (2), Coordination 8 (+8 to DEX, DEX SR becomes 2, +6% to all Manipulation, Agility, and Stealth skills, +4% to all Magic Skills).

Notes: Muriah's Fetch currently controls a Soul Waste Spirit, POW 20. The spirit's Magic Points are matched vs. the victim's POW, not his or her Magic Points.

Allied Spirit (Foekiller)

INT 10 POW 12 Magic Points 12
 Spirit Magic (60): Disruption (1), Countermagic 6, Shimmer 3.
 Divine Magic (95): Cause Creeping Chills 3.

Magic Spirits

Magic Spirit 1
 INT 8 POW 12 Magic Points 12
 Spirit Magic (95): Bladesharp 8.

Magic Spirit 2
 INT 9 POW 13 Magic Points 13
 Spirit Magic (95): Protection 9.

Magic Spirit 3
 INT 11 POW Magic Points 16
 Spirit Magic (95): Spirit Screen 11.

Magic Spirit 4
 INT 3 POW 7 Magic Points 6
 Spirit Magic (95): Strength 3 (adds 6 to STR, giving +6 Fatigue, +3% to Agility skills and Manipulation Skills — Muriah can only use two points of this spell).

GM Reference Pullout p. 18

Treasure Trove Hurbi Pavis Initiate, Chart Seller

STR	9	left	19-20/20	right
CON	9		1/4	
SIZ	10			
INT	14		12/11-15	
POW	11	16-18/18-19	1/5	13-15/16-17
DEX	11	1/3		1/3
APP	10			

Move: 3 09-11/07-10
 Fatigue: 18 1/4
 Hit points: 10 05-08/04-06 01-04/01-03
 Magic points: 11 1/4 1/4
 DEX SR: 3

Arms & Armor: Total encumbrance = 15. Fatigue 10 (25-15). Soft leather all locations (AP 1/ENC 3).

Weapon	SR	Att/Par%	Damage	ENC/AP
Knife	8	30/15	1d3+1	.5/4
(Thrown)	3	24/-	1d4	-
Fist	8	41/30	1d3	-

Spirit Magic (61-ENC): Repair 1, Glue 1, Ignite 1, Detect Enemies.

Divine Magic (85): Heal Wound.

Skills: Dodge 23, Fast Talk 50, Orate 35, Bargain 40, Mapmaking/Craft 78, Evaluate 25, Human Lore 40, Hide 30, Sneak 19.

Languages: Pavis 34/38, New Pelorian 30/00, Praxian 28/00, Sartarite 20/12, Tarshte 20/12.

Equipment: Hurbi wears leather clothing on his torso. He carries a knife and usually has a couple of nice charts on him.

Notes: Treasure Trove Hurbi is a well-known figure around the taverns of New Pavis. His sole interest is charts — a local expression for maps and manuscripts proper to guide the reader to vast treasure hoards in The Big Rubble, Prax, or beyond.

Hurbi is considered more reputable than most chart dealers; he takes a small initial payment and then a percentage of any rewards, loot, or whatever. Hurbi is very tight with some heavy hitters on the Pavis scene who are most glad to assist him when disappointed clients dispute the value of a chart, or when prosperous, successful clients are forgetful in tendering the agreed-upon percentage. Knowledge temple personnel occasionally purchase documents from Hurbi, and will vouch for his integrity and the quality of his materials, though they often demean his mercenary spirit. (In truth, Hurbi cherishes the texture of antique documents and the esteem of his prominent adventurer friends more than coin.) On the street, Hurbi is universally acclaimed a stand-up guy, but sometimes the sources of his charts are somewhat less reputable, and Hurbi has been known to be an innocent dupe in the schemes of others. Clients would do well to question him closely on the background of a chart, for Hurbi always answers either answers truthfully, or primly refuses to answer on professional grounds.

The Lunar Provincial Survey Field Team (pp. 19-20; notes on p. 21)

Hazphar Pharates Unaligned Sorcerer, Illuminate Seven Mothers Initiate

STR	10			
CON	10	left	19-20/20	right
SIZ	14		4/9	
INT	18		12/11-15	
POW	19	16-18/18-19	6/11	13-15/16-17
DEX	20		4/7	4/7
APP	14			

Move: 3 09-11/07-10
Fatigue: 20 6/9
Hit points: 12 05-08/04-06 01-04/01-03
Magic points: 19 4/9 4/9
DEX SR: 1

Arms & Armor: Total encumbrance = 15. Fatigue 15 (30-15). Ringmail hauberk (AP5/ENC 3.0). Cuirboulili elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5).

Weapon	SR	Attk/Par%	Damage	ENC/AP
Iron Scimitar	5	50/30	16d+2	1.5/15
Target Shield	6	41/105	1d6	3/12
Dagger	6	60/40	1d4+2	.5/6

Spirit Magic (117-ENC): Glamour 4.

Sorcery: Skills: Ceremony 84, Enchant 89, Summon 21, Duration 78, Intensity 76, Multispell 81, Range 58. Spells: Damage Boosting 83, Damage Resistance 72, Cast Blood 91, Dominate Human 68, Hearing Projection 83, Palsy 76, Smother 97. Free INT: 8.

Skills: Climb 43, Dodge 24, Jump 50, Ride 72, Fast Talk 81, Orate 75, Animal Lore 42, Evaluate 60, First Aid 37, Human Lore 54, Plant Lore 38, World Lore 60, Devise 51, Listen 48, Scan 45, Search 51.

Languages: New Pelorian 100/92, Carmanian 85/91, Tarshite 65/68, Pavic 40/30, Tradetalk 24/00, Praxian 10/00.

Equipment: Riding leathers worn routinely; ringmail and cuirboulili combat armor. Mount also carries three 5-liter waterskins and campaign gear.

Special Items: Unpowered 11-point magic crystal set in a bronze neck torque.

Notes: Hazphar is a gifted pupil at the Lunar College of Magic, where he became Illuminated. The Empire paid for his education; in return Hazphar was obligated to serve an extended term in the Army. Hazphar hates the Army, and has managed to wrangle himself a detached assignment to Governor Sor-Eel's staff.

Obviously, Hazphar is an advisor on arcane matters; in fact, Hazphar is an intelligence agent for the Lunar administration reporting to Bor-Eel, the Governor's brother. Lunar intelligence has not been informed of Hazphar's status, and he operates independent of their supervision.

Hazphar is a competent combat and support spell-caster, but his real forte is intelligence gathering and interrogation. He is a sly and skillful manipulator, aided by a sincere interest and sympathy in the lives of those he is seeking to manipulate. With colleagues and superiors, he pretends to be an ironic, cruel pragmatist. In fact, he thinks of himself as a good man. He is usually smug and self-confident enough to be insulated from any suffering his victims experience, but occasionally he has deep periods of depression and remorse when he realizes the consequences of his actions.

GM Reference Pullout p. 19

Dalamides Aveticus Ducurio, Antelope Lancers Rune Lord of the Seven Mothers

STR	16			
CON	14	left	19-20/20	right
SIZ	15		4/9	
INT	16		12/11-15	
POW	15	16-18/18-19	6/11	13-15/16-17
DEX	20		4/7	4/7
APP	13			

Move: 3 09-11/07-10
Fatigue: 30 6/9
Hit points: 15 05-08/04-06 01-04/01-03
Magic points: 15 4/9 4/9
DEX SR: 1

Arms & Armor: Total encumbrance = 15. Fatigue 15 (30-15). Ringmail hauberk (AP5/ENC 3.0). Cuirboulili elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5). Lance, quiver of 40 arrows, composite bow on mount.

Weapon	SR	Attk/Par%	Damage	ENC/AP
Iron Scimitar	5	92/42	1d6+2+1d4	1.5/15
Target Shield	6	41/105	1d6+1d4	3/12
Dagger	6	60/40	1d4+2+1d4	.5/6
Comp Bow	1/5/9	96/30	1d8+1	.5/7
Lance	0	108/36	1d10+1+mount	3.5/10

Spirit Magic (91-ENC): Heal 4, Bladesharp 4, Protection 4, Befuddle (2), Demoralize (2).

Reskil Taranus Chaplain, Antelope Lancers Priest of the Seven Mothers

STR	10			
CON	10	left	19-20/20	right
SIZ	13		5/4	
INT	18		12/11-15	
POW	18	16-18/18-19	5/5	13-15/16-17
DEX	18		4/3	4/3
APP	14			

Move: 3 09-11/07-10
Fatigue: 20 6/4
Hit points: 10 05-08/04-06 01-04/01-03
Magic points: 18 4/4 4/4
DEX SR: 2

Arms & Armor: Total encumbrance = 15. Fatigue 5 (20-15). Ringmail hauberk (AP5/ENC 3.0). Cuirboulili elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5). Quiver of 40 arrows, self bow on mount.

Weapon	SR	Attk/Par%	Damage	ENC/AP
Scimitar	6	43/30	1d6+2	1.5/10
Target Shield	7	28/50	1d6	3/12
Knife	7	41/29	1d4+2	.5/4
Self Bow	2/7	43/30	1d6+1	.5/5

Spirit Magic (110-ENC): Befuddle (2), Countermagic 3, Demoralize (2), Dullblade 4, Glamour 3, Heal 4.

Divine Magic (100-ENC): Armoring Enchantment, Binding Enchantment, Dismiss Magic 6, Divination 3, Excommunication, Extension 4, Find Moonrock, Heal Wound x2, Mindlink 2, Soul Sight, Spell Matrix Enchantment, Summon Lune, Wards Seven Mothers x2, Command Lune, Madness x2, Reflection 4.
Skills: Climb 61, Dodge 14, Jump 40, Ride 62, Fast Talk 68, Orate 76, Animal Lore 81, Evaluate 53, First Aid 40, Human Lore 53, Plant Lore 30, World Lore 58, Devise

Divine Magic (100-ENC): Reflection 2, Spirit Block 2, Madness x 2, Truesword (all one-use).

Skills: Ceremony 57, Enchant 21, Summon 30, Climb 62, Dodge 35, Jump 58, Ride 131, Fast Talk 53, Orate 60, Animal Lore 76, Evaluate 48, Human Lore 90, Devise 39, Listen 75, Scan 80, Track 98.

Languages: New Pelorian 100/68, Tarshite 59/67, Pavic 39/00, Tradetalk 20/00.

Equipment: Riding leathers worn routinely; ringmail and cuirboulili combat armor. Mount also carries three 5-liter waterskins and campaign gear.

Special Items: Spell Matrices (in scimitar): Strength 5 (increase STR by 15, giving a +2d6 Damage Bonus, +15 Fatigue, +8% to all Agility and Manipulation skills), Multimiracle 6, Bladesharp 10. All matrices have the condition that only Dalamides can use them. The Bladesharp 10 has an additional feature and condition; it is linked to a 20MP magic point matrix that powers the spell at command, and which cannot be used in any other way.

Allied Spirit (in scimitar): INT 12, POW 14.

Spirit Magic (70): Mobility 3, Countermagic 4, Spirit Screen 5.

Divine Magic (95): Find Enemy, Dismiss Magic 2, Divination 1, Madness, Reflection 1, Mindblast (all one-use).

Notes: Dalamides has reached high cult rank through years of hard service in the Lunar Provincial Army. He's a good soldier who avoids risks to his men and his person, but he is callous, even brutal, in his indifference to the suffering of others. He has casual contempt for and active distrust of civilians and amateurs.

30, Listen 42, Scan 68, Search 53, Hide 21, Sneak 19. Languages: New Pelorian 48/30, Tarshite 52/50, Pavic 30/00, Tradetalk 30/00.

Equipment: Riding leathers worn routinely; ringmail and cuirboulili combat armor. Mount also carries six 5-liter waterskins and campaign gear.

Special Items: Dismiss Magic 3 Spell Matrix (silver crescent moon brooch), usable only by priest of Lunar cult. Magic Point Matrix, 12 points (gold cap on a tooth, usable by Reskil only). Small undine bound into a frog skull.

Notes: Reskil believes sincerely in the Lunar gospel of civilization and the Seven Mothers, but is less enthusiastic about the Lunar Army's tradition of conversation under the scimitar. He supports the unit with magic without hesitation, but prefers dialogue and negotiation to combat. His companions mock him publicly as a tender-hearted, goodie-two-shoes, but all, including Dalamides, deeply respect and honor his courage and sincerity. Reskil is especially protective of Kistros, his allied spirit.

Allied Spirit Kistros (in mourning dove):

STR	3	Move	1/10
CON	8	Fatigue	11
SIZ	1	Hit Points	5
INT	10	Magic Points	14
POW	14	DEX SR	1
DEX	20		

Spirit Magic (70): Shimmer 5, Disruption (1), Light, Mobility 3.

Divine Magic (95): Warding 3, Mindblast (all one-use).

Spell Matrix: Reflection 2.

Skills: Dodge 72, Evaluate 26, Animal Lore 72, Human Lore 60, Mineral Lore 41, Plant Lore 65, World Lore 24, Listen 76, Scan 80, Search 55, Hide 82.

Antonia Blackhock Adjutor, Antelope Lancers Seven Mothers, Daka Fal Initiate

STR	10				
CON	14	left	19-20/20	right	
SIZ	13		4/5		
INT	15				
POW	11		12/11-15		
DEX	14	16-18/18-19	4/6	13-15/16-17	
APP	12		4/4		

Move: 3 09-11/07-10
Fatigue: 24 4/5
Hit points: 14
Magic points: 11 05-08/04-06 01-04/01-03
DEX SR: 3 4/5 4/5

Arms & Armor: Total encumbrance = 15. Fatigue 9 (24-15). Cuirboulill on all locations (AP 3/ENC 5). Soft leather all locations (AP 1/ENC 3.5). Lance, quiver of 40 arrows, composite bow on mount.

Weapon	SR	Atk/Par%	Damage	ENC/AP
Scimitar	7	56/32	1d6+2	1.5/10
Target Shield	8	30/56	1d6	3/12
Dagger	8	43/23	1d4+2	5/6
Comp Bow	3/9	83/27	1d8+1	5/7
Lance	0	78/55	1d10+1+mount	3.5/10

Poleus, Hanthan, Acatha Troopers, Seven Mothers Initiates

STR	12				
CON	13	left	19-20/20	right	
SIZ	12		4/5		
INT	11		12/11-15		
POW	8	16-18/18-19	8/6	13-15/16-17	
DEX	10		4/4		
APP	8				

Move: 3 09-11/07-10
Fatigue: 25 6/5
Hit points: 13 05-08/04-06 01-04/01-03
Magic points: 8 4/5 4/5
DEX SR: 3

Arms & Armor: Total encumbrance = 15. Fatigue 10 (25-15). Ringmail hauberk (AP 5/ENC 3.0). Cuirboulill elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5). Quiver of 40 arrows, self bow on mount.

Sidus, Marus, Leevoy Troopers, Seven Mothers Initiates

STR	14				
CON	14	left	19-20/20	right	
SIZ	14		4/5		
INT	13		12/11-15		
POW	10	16-18/18-19	6/6	13-15/16-17	
DEX	10		4/4		
APP	10				

Move: 3 09-11/07-10
Fatigue: 28 6/5
Hit points: 14 05-08/04-06 01-04/01-03
Magic points: 10 4/5 4/5
DEX SR: 3

Arms & Armor: Total encumbrance = 15. Fatigue 13 (28-15). Ringmail hauberk (AP 5/ENC 3.0). Cuirboulill elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5). Quiver of 40 arrows, self bow on mount.

Spirit Magic (63-ENC): Mobility 2, Countermagic 3, Protection 3, Demoralize (2), Bladesharp 3, Heal 2. Divine Magic (100-ENC): Heal Wound x2, Madness x2 (all one-use).

Skills: Ceremony 26, Climb 68, Dodge 34, Jump 49, Ride 86, Fast Talk 34, Orate 32, Animal Lore 74, Evaluate 39, First Aid 56, Human Lore 48, Plant Lore 34, World Lore 31, Conceal 43, Devise 32, Listen 63, Scan 66, Search 55, Track 60, Hide 42, Sneak 21. Languages: New Pelorian 61/33, Tarshite 31/17, Pavic 30/00, Praxian 36/00, Tradetalk 28/-.

Equipment: Riding leathers worn routinely; cuirboulill combat armor. Mount also carries three 5-liter waterskins, one 2-liter waterskin, and campaign gear. Special Items: Spell Matrices (in composite bow): Speedart, Firearrow (2), Endurance 5. All matrices have the condition that only Antonia can use them. The bow is a clan heirloom, and precious in practical and sentimental value.

Notes: Antonia left her Hungry Plateau sable clan, adopted a Lunar name, and joined the Lancers. A loner, she's a better scout than an officer. She's thinking of resigning from the army, and, fluent in Praxian, would make a good guide or mercenary.

GM Reference Pullout p. 20

Weapon	SR	Atk/Par%	Damage	ENC/AP
Scimitar	7	48/32	1d6+2	1.5/10
Target Shield	8	31/47	1d6	3/12
Dagger	8	45/22	1d4+2	5/6
Self Bow	3/9	80/21	1d6+1	5/5
Lance	0	62/30	1d10+1+mount	3.5/10

Spirit Magic (40-ENC): Heal 1, Protection 2, Bladesharp 2.

Skills: Climb 58, Dodge 05, Jump 42, Ride 75, Animal Lore 32, Evaluate 23, First Aid 44, Human Lore 36, Conceal 33, Devise 41, Sleight 35, Listen 51, Scan 50, Search 56, Hide 33, Sneak 12.

Languages: New Pelorian 31/00, Tarshite 16/00, Pavic 28/00.

Equipment: Riding leathers worn routinely; ringmail and cuirboulill combat armor. Mount also carries three 5-liter waterskins and campaign gear.

Notes: Poleus is a loud-mouthed complainer but he listens and follows orders. Hanthan is a new recruit and a greenhorn. Acatha is a poky slacker with a million schemes for avoiding duty.

Weapon	SR	Atk/Par%	Damage	ENC/AP
Scimitar	7	60/51	1d6+2+1d4	1.5/10
Target Shield	8	25/55	1d6+1d4	3/12
Dagger	8	36/27	1d4+2+1d4	5/6
Self Bow	3/9	56/22	1d8+1	5/5
Lance	0	72/35	1d10+1+mount	3.5/10

Spirit Magic (57-ENC): Mobility 2, Protection 2, Bladesharp 2.

Divine Magic (85): Heal Wound x2, Madness (one-use). Skills: Climb 62, Dodge 23, Jump 45, Ride 77, First Aid 62, Conceal 36, Listen 51, Scan 60, Track 35, Ceremony 34.

Languages: Pelorian 30/00, Tarshite 33/00, Pavic 35/00. Equipment: Riding leathers worn routinely; ringmail and cuirboulill combat armor. Mount also carries three 5-liter waterskins and campaign gear.

Notes: Sidus is a tough veteran of the Danfave Xaron subplot. Marus is a savvy barracks lawyer but competent and willing in the field. Leevoy is a clown and showoff, impulsive, and often displays poor judgement.

Cormanus, Barron, Phelidex Troopers, Seven Mothers Initiates

STR	12				
CON	13	left	19-20/20	right	
SIZ	14		4/5		
INT	13		12/11-15		
POW	10	16-18/18-19	6/6	13-15/16-17	
DEX	10		4/4		
APP	9				

Move: 3 09-11/07-10
Fatigue: 25 6/5
Hit points: 14 05-08/04-06 01-04/01-03
Magic points: 10 4/5 4/5
DEX SR: 3

Arms & Armor: Total encumbrance = 15. Fatigue 10 (25-15). Ringmail hauberk (AP 5/ENC 3.0). Cuirboulill elsewhere (AP 3/ENC 3.5). Soft leather all locations (AP 1/ENC 3.5). Quiver of 40 arrows, self bow on mount.

Weapon	SR	Atk/Par%	Damage	ENC/AP
Scimitar	7	62/30	1d6+2+1d4	1.5/10
Target Shield	8	23/47	1d6+1d4	3/12
Dagger	8	43/21	1d4+2+1d4	5/6
Self Bow	3/9	60/20	1d6+1	5/5
Lance	0	62/30	1d10+1+mount	3.5/10

Spirit Magic (50-ENC): Speedart, Protection 2, Heal 2, Demoralize (2).

Divine Magic (85): Heal Wound, Madness (one-use). Skills: Climb 51, Dodge 05, Jump 38, Ride 65, First Aid 37, Animal Lore 38, Conceal 50, Listen 62, Scan 65, Track 40, Ceremony 18. Languages: New Pelorian 30/00, Tarshite 30/00, Pavic 30/00.

Equipment: Riding leathers worn routinely; ringmail and cuirboulill combat armor. Mount also carries three 5-liter waterskins and campaign gear.

Notes: Cormanus has nine months until retirement to his pension and homestead in the Grantlands, and he's not going to risk his life for any reason. Barron is quiet, dutiful, and cheerful. Phelidex is a sour, sharp-tongued veteran with a cruel streak and a taste for combat.

Average Sable Antelope Mounts

Characteristics	Average	Move
STR	3d6+12	22-23
CON	2d6+6	13
SIZ	4d6+12	26
INT	4	4
POW	3d6	10-11
DEX	3d6	10-11

Weapon	SR	Atk%	Damage
Butt	6	40+2	1d8+2d3
Charge	6	40+2	1d8+2d6
Kick	6	30+2	1d6+2d6

Location	melee	missile	hp
Right Hind Leg	01-02	01-02	2/6
Left Hind Leg	03-04	03-04	2/6
Hindquarters	05-07	05-09	2/9
Forequarters	08-10	10-14	2/9
Right Foreleg	11-13	15-16	2/6
Left Foreleg	14-16	17-18	2/6
Head	17-20	19-20	2/7

Armor: Two point hide.

Combat Note: Can attack once per round. Can kick to rear or front. Must charge for DEX SR for charge attack. But attack has only half normal bonus.

The Provincial Survey Field Team Campaign Staging Notes

The Office of the Provincial Survey is a department of the Praxian Lunar Administration whose interests and goals place it in direct competition with player character adventures. The Survey seeks to map and catalog ancient sites, and to insure that the Empire takes possession of any treasure or lore discovered in them. The Survey also provides the Lunar Administration with intelligence on frontier regions and communications with their inhabitants. The Survey operates under informal and often contradictory unofficial directives from the Administration to seek contact with cults and cultures that embrace chaos and illumination. On one hand, such groups are publicly recognized as dangerous to the citizenry and potentially subversive. At the same time, privately the Administration recognizes that, as "the enemy of my enemy may be my ally," chaotic and illuminates hated by the region's Orianthi citizens and Praxian nomads may be valuable neutral contacts or even allies.

As a Provincial Survey Field Team, Hazphar Pharaties, Dalimides Avelicus, and the Antelope Lancer scout unit may often attempt to manipulate the PCs into doing their dirty work. The Lunars are law-abiding citizens, more-or-less honorable, and nice guys when you get to know them, but that won't keep them from trying to exploit weak or naive PC parties.

The Field Team can also be used as pure antagonists competing with the PCs to explore and loot ancient sites. If presented with skill and a touch of referee malice, such a group of NPCs can use the same tactics and resources that PC parties use, and are far more fearsome than the worst chaos monsters. (Warning: Don't overdo the Lunars as villains. Your players may resent such heavy-handedness, and you may spoil their trust in you as the Nice Game Master. At the same time, vengeance is a powerful campaign theme and PC motivator, and the Lunars are tough enough to challenge overconfident player characters.)

The Field Team can also be used as straight allies and informants, albeit scornful and predatory ones. They show up like the cavalry when PCs need help, but they take their pick of the loot and treat the PCs like pathetic greenhorns or careless, arrogant fools.

Dyskund Caverns: By a remarkable narrative coincidence, the Thanatari priest Druke is the agent of an ancient grievance against Hazphar Pharaties. Druki Follum (Druke Head #3) was a beloved college chum of Hazphar's. Druki received a cushy assignment in Carmania when Hazphar was sent into the Lunar Army. News of the disappearance of Druki and divinations confirming his undeath at the hands of Thanatari reached Hazphar several years ago. No soul has ever been so close to Hazphar's heart, and he has long brooded on his inability to avenge his friend's death or to rescue his spirit from captivity.

When Hazphar learns from The Scroll (DV1) that the Dyskund site is associated with the Thanatari cult, his interest in the assignment becomes personal, but it does not occur to him that his friend's head or the villain who took it might have traveled from Carmania to Prax. Any hint that the Dyskund Thanatari might be Carmanians (e.g., overheard Thanatari speech, the scrolls from Druke's chamber) inflames Hazphar's obsession. Positive identification of his friend Druki's head, either by sight or by reference to accounts in Druke's scrolls, makes Hazphar place rescue of Druki's head and vengeance on Druke above any other objectives. In this case, Hazphar shamelessly implores the PCs to aid him, regardless of past injustices and abuses he has visited upon them.

Where Did the World Come From?

The world was born in violence, tumbling out of chaos. Everything came from chaos and will go back to chaos.

Where Did I Come From?

From the look of you, I'd say probably a cow. We found you squirming along in the underbrush when we were a few days old. I have no idea who your father was.

Why Do We Die?

After the Turning, when our ancestors discovered the joys of chaos, our enemies cursed us. Humakt and Storm Bull and Yelm ganged up on us and made it so we all die. We return the favor on those gods' puny followers.

What Happens After We Die?

Our souls fall down to hell, to join the ranks of the chaos host. When Tied wishes more broos on the surface, she sends our souls back.

Why Am I Here?

To kill our enemies. To bring glory to Malia and Thed through destruction and rape. To prepare for the final victory of chaos, when the world will disintegrate in violence and we will be swept up in a burning surge of joy.

How Do I Do Magic?

I will teach you what magic you need and can earn from me. I have magics from Thed and Malia. I will teach them to you if you are useful to me.

I Have Heard of Other Powers. Can You Tell Me the Truth About Them?

All the non-chaotic gods are the same. The only ones you need to watch out for are the followers of Storm Bull, because they can find out your hiding places. The Lunar Goddess is a newcomer who befriended our old master Nysalor and sometimes welcomes us.

Gods of the Broo Pantheon

Cacodemon

This god is more popular among ogres than among us. Nevertheless, some of our kin worship him where he has centers of power.

Devil

This god was our supreme leader, who was going to destroy the world. He is trapped now under the Block, but parts of him escaped. These parts of him include dragon-snails and Cacodemon.

Nysalor

This god tricked the humans long ago. We followed his banner in war, and lived well under him. Then bad Arkat came from the west and destroyed him. A few of us keep his secrets even now. They can fool the humans, but they have some strange ideas, and are sometimes cowardly.

Krarsht

A small number of our kin follow this dread underground goddess. She teaches potent combat magics, and demands obedience.

Malia

This is a very popular goddess among us. She teaches the secrets of the slow deaths that afflict non-broos. She was the lover of Ragnagiar, our ancestor who summoned the devil.

Primal Chaos

The well of power outside the universe seeps in to aid us. It gives us great powers to slay non-chaotic things. However, it may also curse us with disabilities.

Than

The severed god attracts a small number of our kin. He teaches magic to trap beings' souls inside their heads. The other half of him is called Atyar, but hardly any broos worship him.

Thed

Our mother, the goddess of rape. We love her best of all, and do her commands.

What Do You Want? Shut Up! : What the Broos Shaman Says

What My Master Told Me: A Personal View of Broo Culture

Who Are You?

I am Borquik, King of the Tribe.

Who Are We?

We are the tribe of Slow Death, a mighty band of broos.

What Makes Us Great?

Chaos and me. Chaos gives us strengths, and my iron discipline welds the tribe like a spear.

Where Do We Live?

We live where I say we will live. Right now, we live in the desert of Prax. That's all you need to know.

How Do We Live?

We live by hunting and herding. We keep goats, and take prey from the wilds and from the nomads. We eat everything we kill, whether beast or man.

What Is Important in My Life?

To follow me and obey. To protect the goat herd so we will always have incubators and food. To hunt and kill. To rape and thus make more broos to strengthen the tribe.

Who Rules Us?

I rule you. Now shut up.

What Makes a Broo Great?

I am great because I have three chaos features. You see my metallic skin, my third eye, and my extra arm. Well, I'm not going to tell you what they do for me.

What Is the Difference Between Males and Females?

Most broos are males. We are the rapists, and father broo larvae on our victims. Females birth broos, too, and care for larval broos. Hermaphrodites can take both roles.

What Is Evil?

To disobey me is evil. To show any weakness, such as mercy or fear, that is wrong. I thought I told you to shut up?

What Is My Lot in Life?

You must obey me. Most of the time, you will guard my goat herds. You will hunt and fight and kill when I tell you to. If you please me, I will let you learn magic from the shamans, or maybe even become an apprentice shaman. If you prove very useful, I may make you one of my lieutenants.

How Do We Deal with Others?

Other chaotics are either masters or slaves. Stronger creatures are masters, like me. Weaker creatures are slaves, like you. Non-chaotic creatures are food, incubators, or enemies. We eat food, rape incubators, and kill or run away from enemies.

Who Are Our Enemies?

All that are not chaotic are our enemies. Storm Bull is the worst enemy, because he trapped the Devil under the Block and his followers can sniff us out. Waha is another enemy.

What Is There to Do Around Here?

Shut up and get back to work.

Eat Your Enemy in Secret: What the Ogre Talon Says

Note: The following materials are presented not only to aid GMs in roleplaying NPC ogres, but also with an eye toward PC ogres. An occasional PC ogre infiltrator will keep a lawful party on its toes. An all-chaotic campaign should include ogres because of the myriad roleplaying possibilities of infiltrating human society.

The attitudes expressed below represent a highly philosophical point of view. Under the influence of the Lunar religion, these ogres have rationalized their own religion and the actions it demands. They have observed that food-men often do the same things that ogres do (although few are man-eaters) and that the food-men rationalize their evil deeds away.

The attitudes below reflect the Red Goddess's teaching that all beings are innately good, and that evil is a matter of point of view. What is evil to me may bring good to you, as for example when you find something I have lost. True evil, according to the Lunar teachings, arises only through ignorance. The Lunars tell cautionary tales about powerful people seduced by the dark side of Nysalor, and of the hideous atrocities ignorantly committed in the name of Law. The ogres in the dialogue below have absorbed that much of the Lunar Philosophy, although they are not illuminated. Illuminated ogres can achieve the same inner balance human illuminates do, because illumination frees them from the burning desire to destroy.

Where Did the World Come From?

Primal Chaos made the world when a piece of Law stuck in his throat. He vomited it forth, and it became the world. Then Primal Chaos gave birth to the Devil out of his left eye, and asked the Devil to destroy the world. The Devil came into the world to destroy it from the center outward, and made a good start. However, he was interrupted by a piece of rotten luck. Now he is trapped under the Block, and the destruction of the world goes forward much more slowly. The God Time was born to slow down the pace of destruction, but his birth also insured that the world will one day disintegrate.

Where Did I Come From?

Cacodem, the son of the Devil, made our race. The Lawful gods then captured some ogres and made humans by stripping away their ogish abilities. Thus, they made the lesser folk. We call them food-men, and eat them in secret. Whenever one of our race is the parent of a child, that child inherits our superiority. You are one such child.

Why Do We Die?

We are part Chaos, part Law. Thus, our nature is at war with itself. Eventually, this war destroys us, just as the Gods War was meant to destroy the world. Eventually, you and everything else will be consumed in the glorious fire of Primal Chaos.

What Happens After We Die?

The body becomes food for our kin when the soul leaves it. Sometimes the soul goes to revel in the Primal Chaos. Other times, a soul becomes lost, and turns into a hungry ghost, wraith, or other spirit. If you have served Cacodem well, you may return to the world as a fiend or other Cacodem cult spirit.

Why Am I Here?

You are here to hasten the destruction of the world of Law. You are part of the secret cancer army that the Devil has sown among the Lawful folk. The cuckoo lays its eggs in the nests of lesser birds and tricks the lesser birds into feeding its chick. In the same way, we live among lesser

people and trick them into providing us with the necessities of life. We go farther than the cuckoo, though, and prey directly on the lesser people. Every time you break one of the food-men's laws, you hasten the glorious Day of Chaos. When you eat your enemy in secret, you strengthen Chaos through your act and your body.

How Do I Do Magic?

Primal Chaos is the source of true magic. But he is hard to worship, so we worship some of his pantheon. Cacodem is the most important, and we worship him instinctively. Other gods can provide magic, too. You can even join a lawful cult, if you can avoid notice. Shamans steal other magics from spirits, and can steal them for you. Silence and Glamour are the best spells. Silence helps you sneak up on your food, and Glamour helps you fool the food-men you eat in secret.

I Have Heard of Other Powers. Can You Tell Me Their About Them?

The lawful powers fear and hate us. You must be careful to deceive their followers always and never let your guard down except when you can destroy all witnesses. That is why we eat our enemies in secret.

...Alrdya?

This is the goddess of woods and elves. Avoid forests.

...Ernalda?

This is the major earth goddess. Our people can sometimes infiltrate her cult, but her nature is too pacific for our tastes.

...Kyger Litor?

The goddess of trolls is an eternal enemy, and helped drive Cacodem from the mundane plane. When the world is destroyed, she and all her folk will die painfully. Our friend Nysalor cursed her folk to bear trollkin, so now she is much less of a threat than before.

...Lunar Goddess?

This goddess is a friend of Nysalor, and has learned true magic at the foot of Primal Chaos. We welcome her, and love to live in the societies she protects. For one thing, she exterminates the Storm Bull cult, our worst enemy, and suppresses Orlanth. But we still must be careful to conceal ourselves, for some of her followers do not recognize our superiority. They retain their ancient fear of us, and well they might — they are still food-men, and we eat them in secret.

...Magasta?

The god of waters is inimical to us, but is also inimical to humans. He heads a large and exotic pantheon, the only member of which we join is Dormal. He allows us to travel over the seas, to feast upon virgin herds of food-men.

...Monotheists?

These western food-men spout the most exquisite gibberish and believe it to be true. It is easy to fool them and to learn their potent magics. They, too, suppress the Storm Bull cult. We especially like their Boristi and Galvosti cults because they know a powerful magic called Tapping. That magic makes it easier to eat one's enemy in secret. Only the small Brithini population is closed to our infiltration.

...Mostal?

The god of dwarfs and stone. Don't go underground and you won't have to worry about him.

...Orlanth?

The god of storms is our greatest enemy. He hates us passionately. We are afraid to infiltrate his cult, and hate him for harboring the Storm Bull berserks. His brother Humakt is less self-righteous, and we can sometimes infiltrate his cult. It is self-defense to eat Orlanthi, but be sure to eat in secret.

...Palmat?

This is an earth god of the southern lands. His area is a new frontier for us, accessible now that the seas are open again.

...Primitive Spirits?

Most of these are lawful, but some provide us good magics. It is usually safe to deal with them, but only shamans do so.

...Waha?

This is a son of the Storm Bull and a major enemy. He hates us, and drove Cacodem from the mundane plane. His crude folk are hard to fool and little profit. They harbor the Storm Bull berserks. We can have safe dealings with the Sable Folk now, though, because they have embraced the Lunar Goddess and rejected Storm Bull.

...Yelm?

The god of the sun is another enemy. We hate him and his pantheon. We can infiltrate his cult, though, by cuckolding his worshippers.

Gods of the Ogre Pantheon

Cacodem is our captain and our god. He is the only god for wild ogres, and the true inner cult for all who mingle in human society. All other cults must come after him. His priests are called Talons, and they summon the dreadful fiends to accept worship in Cacodem's name. Our shamans can also contact him. Cacodem teaches a spell that lets us hide distinguishing marks of our true nature, such as the large canines some of us have, the secret cult mark we all share, and the visible effects of chaos features. He bids us eat our enemies in secret, but at his holy sites, our nature reveals itself.

Krarsht is a dread underground goddess, who leads a cult of assassins and infiltrators. Thus, we have much in common and frequently fight. More rarely, an ogre will join her cult.

Malia is popular among broos, who delight to spread her diseases. We propitiate her, as many do, to gain protection from her diseases. Some even join her cult and spread her slow deaths.

Nysalor was a powerful chaos god who prevented the lawful folk from harming us. We flourished under him, especially in the land of Peloria. Now he is gone, but the knowledge he found has spread widely, and the Lunar Goddess has adopted it. His secrets protect his initiates from detection by the Storm Bull and other enemies. They also let us leave cults without facing the spirit of reprisal, which is handy when someone grows careless and forgets to eat his enemies in secret.

Primal Chaos is the greatest deity in or out of the world. He gives gifts to some of us at birth. He always gives freely of his chaos gifts, but some of them are more harmful than helpful. Sometimes his gifts turn an ogre into a broo.

Thanatar is the god of head hunters. His is a small but powerful cult. There are two sub-cults: the Than aspect of head hunting and the Atyar aspect of knowledge stealing. Some ogres worship him, and prey on other ogres as much as on the lawful. Beware.

Thed is the source of broos, and to join her cult, one must become a broo through the Chaos Feature spell. She is friendly to Cacodemon, and her cult is an associate of his.

Vivamort was the first vampire. You can become a vampire through his secret knowledge, preserved by his followers. Vampires are jealous, however, and would sooner destroy you than make you as powerful as they.

What My Father Told Me: A Personal View of Ogre Culture

Who Are You?

My father gave me my first cover name, Einar. Now I usually answer to Taista Graybeard. I have adopted many names and disguises. I have lived long and know all the ways of not being found out.

Who Are We?

We are the hidden secret, the superior masters of the world. None can approach our greatness. We live among the food-men, our lawful prey, and fool them into thinking we are like them.

What Makes Us Great?

We are the original human beings and keep the original gifts of chaos to the human race. Our bodies are stronger than the average food-man's. We call upon the greatest gods and have great magical powers. Thus, we can flout the laws of the food-men and draw power and nourishment from eating them.

Where Do We Live?

We live in the Zola Fel valley, now under the boot of the Lunar Empire. We travel around from place to place, and also travel to Sartar to our west and Tarsht to our northwest. Pavis holds a place of power for ogres, a place dedicated to Cacodemon: Ogre Isle.

How Do We Live?

We masquerade as merchants of the Etyries cult, which gives us license to travel anywhere in Lunar-occupied territory. We can disappear from one place when the danger of discovery looms. Then we change our names and make up new lies, and travel on to another city. We carry official Lunar papers showing names and backgrounds which we use only when we must.

What Is Important in My Life?

To avoid being found out by jealous lawful folk. To hasten the Day of Chaos by breaking all laws and slaughtering the food-men. To make more children of our race, replacing the inferior food-men. To support our brethren. To undermine the food-man society so that it will collapse on itself like a rotten vegetable. Thus we hasten the Day of Chaos.

Who Rules Us?

I rule you. You will obey me, or I will rip your throat out. The Lunar army rules the occupied lands. We seek their protection when necessary.

What Makes an Ogre Great?

Breaking the laws of the food-men, preying on them, and thus increasing our power. We always delight in killing our enemies and devouring their bodies. Rape is another fun thing, because it is illegal and also because it increases our kind. We revel in arson, because it often pits the food-men against each other. Anything the law forbids, we wish to do. The more we break the law, the greater we become. When we break the laws, we please Cacodemon and come closer to the Day of Chaos. But be careful lest you give yourself away.

What Is the Difference Between Men and Women?

Men more easily create more of our kind. One reason we move from place to place is to avoid discovery through someone's recognition of an ogre child. If we cannot raise the child ourselves, it is better that he grow up among lawful folk and take his chances.

Ogre women are more tractable than men. Thus, I prefer to lead a group of women. Our women are much larger and stronger than food-women, so they must be extra careful to avoid attention.

What Is Evil?

True evil is thwarting your own kind, or weakening the forces of chaos. The food-men say we are evil for breaking their laws and reveling in our power. They are wrong. The lawful gods have deceived them because they fear the destruction of this vomit-world. It is the food-men who do evil in trying to halt the glorious growth of chaos and the coming of the day we reunite in the Immolation of Primal Chaos. The greatest good lies in hastening the almighty paroxysm of the last day.

What Is My Lot in Life?

Your lot is to glorify Cacodemon, the Devil, and Chaos by sowing discord, unhappiness, and destruction among lawful folk. You can't count on support from your family, if you follow obediently and lead boldly. All others are hostile to you, except that other ogres may work with you.

How Do We Deal with Others?

With chaotics, we must discover whether they are more powerful than us. If they are, we submit to their will until we can break free. If they are less powerful, we seek to make them do our will.

With lawful beings, we must first deceive. Then we find out how best to victimize them. Perhaps we will cheat them in a sale of goods, which is a petty wickedness only. Perhaps we will father an ogre child on an unsuspecting woman, or seduce a young girl.

What I like best is when we catch someone all alone, where none can see us. We slowly kill our victim and eat him. That is a real kick, and good for laughs. We will do it again soon.

Who Are Our Enemies?

All lawful folk are our enemies. Powerful chaotics who seek to dominate or destroy us are also enemies. Anyone, including the Lunars, who tries to stop our great deeds is an enemy. Any ogre who tries to blow our cover is an enemy, so Storm Bull cultists are special foes. We oppose anyone who opposes the Day of Chaos.

Who Are Our Gods?

We worship Cacodemon, the true son of the Devil, harbinger of the Day of Chaos. He protects us from the gaze of enemies, and lets us move at will among the food-men.

Etyries is our cover goddess. She is part of the Lunar Goddess's pantheon, and thus accepts chaos in principle, though not in practice. We worship her as part of our disguise. She provides useful contacts and skills, and some serviceable spirit magics. We carefully avoid notice by

remaining mediocre in wealth and cult rank.

We also know an ogre shaman, called Rat-Headed Blood-Licker, who teaches us any spirit magic we want. He demands money and live victims, however. He lives near Snake Pipe Hollow, a place of chaos power.

What Is There to Do Around Here?

You can learn the trade of merchant so as to mingle in society and gull the foolish food-men. You can practice your weapons so you will be able to slaughter our prey quickly and quietly. You will do what I tell you when we perform great deeds to honor Cacodemon. You can have fun on your own, but eat your enemy in secret or we will all be killed.

Note: Many ogres have a much less rational attitude, and have never wrestled with the seeming contradictions of their inner nature. Those ogres would only know that illegal deeds make them feel powerful and give them pleasure. They believe in their innate superiority to non-ogres with never a question. They also accept on faith the corollary that they should prey on non-ogres. This makes them amoral, but not evil inside — at least not in the light of Lunar philosophy. (Think of Alexander DeLarge, in the Anthony Burgess book and Stanley Kubrick movie *A Clockwork Orange*.)

A third ogre philosophy is alien to human minds: true evil. Few sane humans claim to be evil, and those who do are more banal than frightening. People who claim to be evil still must tell the truth sometimes, work with their families and friends, and do all the other lawful things good people do. Some ogres have a way around that.

Truly evil ogres believe that everything the food-men say about ogres is true. They believe themselves to be innately evil, driven by their inner natures to break the moral and legal rules of the food-men. They care little about Cacodemon, the Devil, or the Day of Chaos. The gods only increase their power to do evil, and serve as exemplars of evil and destruction. These ogres follow the laws and do good things only to disguise themselves. They are the mirror-image of the normal person: they rationalize good acts as justified by an evil end.

In any case, ogres never do selfless works. They always have a payoff in mind. This makes them hard to distinguish, morally, from the vast majority of their prey. They raise their children, which requires time, energy, and risk, but they expect their children to serve and aid them. They are kind and generous to their followers, at least to the extent of sustaining the followers' lives, but only because they expect a return on investment. They seem to lack a sense of honor, but so do most food-men.

Ogres do have a sense of humor, however, and appreciate the irony in food-men's recurrent false accusations of ogre-hood directed at other food-men. Usually, these accusations fly against rude or antisocial persons. Thus, most ogres are unfailingly polite and friendly on the surface. Sometimes, ogres make the false accusations, but only to avoid being accused themselves.

The only clues to an ogre's identity are observation of anthropophagy (human-eating) and detection through the Storm Bull Sense Chaos ability. Seeing the ogre eat human flesh does not rule out the possibility that he is a worshiper of the Hungry Ghosts. Sense Chaos never points out the source, and does not rule out the possibility that the chaotic being is a corrupted human. But few food-men quibble about such matters, being ready to slay the discovered being out of hand, whether or not he is an ogre.

What My Father Told Me: A Personal View of Yelmalian Culture

Yelmalian culture in Prax is an isolated, xenophobic one, cut off from the mainstream of civilized society by the hostile Animal Nomad Nations. Other regions of Solar worship exist, but the Sun County settlements are nearly unique in their centering of leadership on the Yelmalian cult, rather than the noble classes associated with the more prestigious Yelm cult.

Who Are You?

I am Tathos Glowrow, Light Son of Yelmalian and captain of the Sun Dome Temples. You may call me Honored Father in private; in public you shall refer to me as Sir.

Honored Father, Who Are We?

We are the noble Glowrow Family of Sun County. Because of the service rendered to the Sun Dome over six generations, we are a respected, wealthy household, held in high esteem by those whom we command. My Honored Father, his Honored Father, and theirs back three more generations were all Light Sons. Some were Light Servants as well. We have led the Temples in defense of Sun County, and we have led Temples mercenary units all across the valley for high pay and great glory.

Honored Father, What Makes Us Great?

Service to the Sun Dome and obedience to the Divine Order of Yelm. We are blessed with the guidance of the Light Priests, who seek the favor of the Sky Gods, whose beneficence protects us from the sinful ways of barbarians. The Divine Order of Yelm has proven itself over the ages, preserving us in a hostile land. We are great when we further that Divine Order, and to do that we emulate the life and teachings of Yelmalian, the son of the Sun.

Honored Father, What Is the Difference Between Men and Women?

Men are superior to women in every way. Men are fashioned after the Sky Gods, and women after the Earth Goddesses. The Sky is above the Earth, and so men are above women. Women are a temptation away from the aesthetic concerns of the Pure Light, but also offer an opportunity to reunite Heaven and Earth, as when Yelm wedded Emalda, the Earth Mother. This union is only proper within the sacred bond of marriage.

Women must be deferential to men, as Emalda was to Yelm. If she is false to him, he may divorce her for another woman, as Yelm took Emalda at the Dawning.

Women belong in the home, caring for the children and maintaining the fertility of the earth through women's rituals to the Earth Goddesses. They must hide their limbs and faces when in the presence of non-relatives.

Some women are troublemakers, or from homes that do not properly control their women. They sometimes manage to enter the warlike women's cults. These are aberrant religions, but they have their place in the scheme of things. Or so I am told. The Star Maidens who follow Yeloma must remember that they are subservient to Yelmalian.

Honored Father, Where Do We Live?

We live on the lands of the Glowrow Family, in Sun County. We are in the First Militia District, the most prestigious part of the county. We have farms and ranches, and a manor house in the Sun Dome Yard.

Honored Father, How Do We Live?

The women of the family tend the Earth, assuring its fertility. The men of the family who are not Templars toil on that land, plowing, and tending the flocks of sheep and cattle. We fish and hunt when the farming is done. Men of the family who become Templars give a portion of their wages into the family coffers, and they also earn money

or goods when their unit accepts a mercenary contract. The gifts and booty I received from participation in the Battle of Moonbroth allowed me to build a new wing on the Manor House and provided me with my own suit of armor.

All land ultimately belongs to the Sun Dome. Our family status depends on the continued exemplary service of our family. If we do not have a Light-Son among us to take my place, our status and wealth will decrease, and you might have to take up the plow.

Honored Father, What Is Important in My Life?

You have achieved moderately well for your age. Advancement is difficult when no major battles occur, but your placement as second officer of the Fishermen Militia Unit is not as bad as you might think. Korinder is a lazy fool, and I expect you will find a way to replace him soon enough. Just make sure you do it without offending his family.

Leadership of the 3rd Militia unit is just the first step. Your ultimate goal must be to become a Light Son, like me and like your Honored Fathers before me. The honor of the Glowrows walks with you.

You must prove yourself worthy of a wife, so that I can arrange a good marriage for you. A good dowry makes your life better and makes the family stronger.

In all things, seek to emulate Our Lord Yelmalian and your Honored Forebears.

Honored Father, Who Rules Us?

Count Solanthos Ironpike is the Ruler of all Sun County. In his earlier years he was a great warrior and duelist. Now he leads us with stern wisdom and strong tactical ability. His wisdom and bravery is renowned. Some Light Son will succeed him as Count of the Sun Dome, and it will not be a son of Solanthos. Yelmalian has chosen to geas the Count with abstinence. Some other Light Son will prove himself the best in the County when Solanthos dies. I wonder who it will be?

Honored Father, What Makes A Man Great?

Obedience to the Divine Order of the Sky. All greatness descends from the Throne of Yelm, Emperor of the Universe. Strive to emulate Yelmalian, our god, and you may achieve some measure of his greatness and the greatness that has graced your ancestors.

Honored Father, What Is Evil?

Chaos is evil. When the Rebel Gods upset the Rule of Yelm, their action destroyed the Divine Order that protected the world. With this protection missing and Yelm dead in the underworld, Chaos could seep into the world from the Void beyond. It destroyed the Mountain of Law, the perch that supported Yelm's throne. Chaos polluted the world, killing gods and men alike. All creatures join together to destroy chaos, even evil beings like trolls and other darkness demons.

Creatures of the dark, like trolls and dwarfs, are evil in their own way. The hideous troll god Zorak Zoran greedily wounded Yelmalian on the Hill of Gold and stole his Fire powers. Trolls steal livestock, eat babies, and hate the Light.

Honored Father, What Is My Lot in Life?

You are lucky many times over. You were born a Yelmalian, and are part of an honorable and wealthy family. Such blessing grants you the opportunity to achieve what only the truly blessed may — initiation into the inner Light of Yelmalian. Strive to become a Light Son so you may know this great honor.

With honor and glory accruing to you in that position, with a good wife and many strong children, you may hope to pass your years in this manor after I die. Perhaps you may rise to be Light Captain and lead a great cohort onto the field of battle for the glory of Yelmalian and Sun County. Maybe even a higher office awaits you.

Honored Father, How Do We Deal With Others?

You must always defer to your superiors. This is the teaching of the Divine Order, and is not to be questioned. Wise superiors reward their followers as is correct in their eyes.

In matters not involving religion or the welfare of the Sun Dome, your family is most important. You can trust the members of your family to support you as long as you stay to the path of Yelmalian. With the help of kin, your progress through the cult can be greatly eased.

As the son of the Sun deferred to Yelm, you must obey the wishes of your elders in the family, as long as they do not contradict the Holy Word or your military duty.

Even Yelmalian depended on friendship to help him through the dark and difficult times. When times are good, show your friends how much you value them. Most of your friends will be from the cult, since strangers mock our achievements and are often greedy and without honor. Even so, Yelmalian befriended many strange beings in his journeys, and you may find a friend from outside our county.

Most strangers are enemies, either by design or because their ignorance makes them dangerous. While you are enjoined to speak truth to others from Light cults, the inherent inferiority of everyone else means it makes little difference how you treat them.

You carry the honor of the Glowrow family with you, and as a Templar, you represent the might and authority of Sun County and the Sun Dome itself. Carry yourself so no one forgets that.

Honored Father, Who Are Our Enemies?

The Animal Nomads are our enemies. All the tribes would like to sack the Dome and drive us into slavery and death. This is even true of the Sable Nation, though the Lunars make them behave for now. An occasional individual from the nomads proves himself trustworthy, but most are as sneaky as a weasel, as friendly as a rhino, and as greedy as a pig. You must even be careful in dealing with nomads who follow Yelmalian. They sometimes put their tribe ahead of the cult.

All creatures of Darkness are our enemies. This includes trolls, trollkin, and all their demons. They steal from our farms and love to eat people. They are evil horrors.

Orlanthi speak of their honor, but their god showed his honor when he used the power of Death to murder Yelm, after the Emperor had won all fair contests. Orlanthi are always trouble, like the wild winds they worship.

Honored Father, Who Are Our Gods?

We worship Yelmalian, the son of the Sun. He is a god of soldiers, Truth, and Light. Our women worship Emalda, Yelm's Wife. Some relatives and friends devote themselves to other gods of the Sky. Mahome and the other Low fires protect our hearths.

Honored Father, What Is There To Do Around Here?

You must study the arts of war. Prove yourself as a soldier for the Sun Dome, rise in the ranks of the Templars, learn the magics offered by the Light Priests. When you have done these things, and mastered some, then the priesthood will ask you if you wish to be a Light Son.

Other manly arts await you. Hawking is very popular, though you must ask permission to raise a sacred rook hawk. Hunting is a worthwhile way to relax, and also may let you discover nomad bandits or rebel infestations.

Everyone attends the festivals of the earth when we celebrate the joys of life. You will enjoy this more once you have a wife.