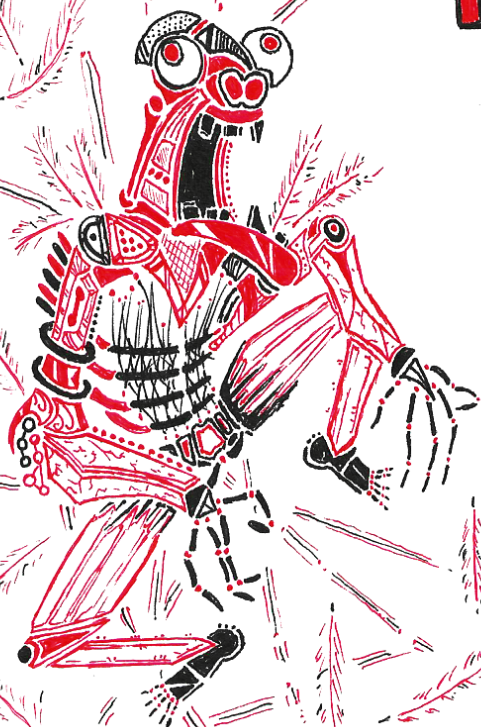


RUTHIE'S ANGEL



This *Lamentations of the Flame Princess* compatible adventure contains elements of

Opium ♦ Zealotry ♦ Colonialism ♦ Heaven
Hell ♦ Addiction ♦ Birth Defects

135 years ago, K'iche' shaman Tachlati settles in the Redrock poppy cliffs.

127 years ago, Tachlati's mind shatters, opening a gate to Heaven and causing an avalanche.

41 years ago, Vogel Survey Company finds the Redrock poppy cliffs.

38 years ago, Redrock Expedition settles.

14 years ago, Angel Galveston is born.

1 week ago, the glass beast appears.

A few days ago, Angel Galveston learns the truth.

Today, the party arrives.

135 Years Ago...

Exiled from the K'iche' lands for defiling sacred ground, the shaman **Tachlati** roamed the Americas until settling on **Redrock Mountain** near modern day Boston. He discovered a grove of smokable, depressive plants, the **Redrock Poppies**, which mended his neurosis-addled crack-mind with temporal dilations and astral nightmares.

127 Years Ago...

While poppy-led nirvana kept Tachlati tripping balls, he dove too deeply on a binge one night and exploded his brain to pieces. His consciousness fused with reality, blending his fragile mortality with the poppy's analgesic nature, opening a brief gate to Christian **Heaven**. Half of Redrock Mountain collapsed in a dimensional earthquake from this cosmic blunder.

41 Years Ago...

Rumors of crystalline outcroppings attracted a team from the Dutch **Vogel Survey Company**. The team brought back samples of **glass poppies**, a peculiar mutation of opiate poppy that grew exclusively in the Redrock caves.

38 Years Ago...

Seeking eager colonists, the Vogel Survey Company established a working camp, the **Redrock Expedition**, that would mine the mountain and extract the mysterious crystalline poppies for exportation back to the mainland.

14 Years Ago...

A deformed, crippled, mentally scattered child was born in Redrock. His name was **Angel Galveston**, and he was one of the first children born an addict. He was kept in doped-up stasis by his family, who had joined the town in consuming the glass poppies with religious significance.

1 Week Ago...

The **glass beast** appeared in the mines and killed several workers before **Constable Poggle** evacuated and closed the mine. The mines have stayed closed since, and now the town's primary income and personal drug source is blocked off.

A Few Days Ago...

Angel Galveston had a vision after his little sister, **Ruthie Galveston**, peppered him with his daily dose of opium powder. He saw Tachlati's destruction from decades before, as well as a powdery astral presence lurking within the mines: the **Dust Angel**, who is billowing with increasing power like rising a nuclear meltdown. It will destroy the Redrock Expedition if action isn't taken.

Today...

Angel has a vision of a group of **adventurers** that may staunch the upcoming destruction.

So What the Hell is Happening?

When Tachlati got so goddamned high and literally found Heaven (he got lost looking for Xibalba), his supercharged brain exploded and opened a portal. **An angel was pulled through the portal** and into the mortal world. As the portal closed, the energy from the event caused an avalanche that buried half the damn mountain (angel included).

But the angel didn't die.

The angel lay trapped; **immortal and imprisoned, slowly going mad**. Its physical form starved and rotted away, leaving it **nothing more than dust**. The dust infected the ground and turned the poppies to glass.

After years of the Redrock Expedition mining for glass poppies, the angel has freed itself. In its aimless throes at the bottom of the mine, **it created the glass beast**, which attacked and killed several miners and town militia.

All of Redrock is panicking since the mine is closed due to the freaky-deaky monster lurking inside—their **income has stopped, and their narcotics are limited**. With high tensions being stoked by their pulpit-leading matriarch, Major Mother Livia, everyone is on the tipping point.

What About the Party?

Angel Galveston has spoken about **"strangers who can save us,"** which has divided the town—most think he's crazy, but a few are grasping for hope. So when the party arrives, opinions shift in favor of Angel, but the Major Mother Livia is dead-set on having Angel outed as a heretic since **she believes his "visions from God with the holy glass flower" should be hers instead of his**.

Let the party decide how they handle their actions from there.

Hey Kids, Let's Talk About Opium!

Opium is a driving element in this adventure because drugs can make people do silly things. Characters will come across this drug, and some may use it. **Non-dwarfs snorting or smoking 1 oz. of opium causes one of the following to happen over 1d4 days (results are cumulative):**

D6 HOW HIGH ARE YOU?

- | | |
|---|--|
| 1 | Pain relief. +1d4 to Wisdom. |
| 2 | Anxiety. -1d4 to Charisma |
| 3 | Low Blood Pressure. -1d4 to Constitution. |
| 4 | Hallucinations. Unable to sleep for 24 hours. |
| 5 | Mood Swing. -2 on Encounter Reaction chart rolls. |
| 6 | Lethargy. Gain 1 point of encumbrance. |

Now keep in mind that **almost everyone in the Redrock Expedition is an opium addict**—they even revere it as a divine gift from Heaven. So when their supply is cut off from the glass beast presence, the whole town starts seething in paranoia.

The **dwarfs**, however, are almost immune to the drug's depressing nature—probably because LotFP dwarfs are already dead inside!



ALTERNATE SETTINGS AND GAMES

This adventure is set in 1600's Colonial America with a weird fantasy twist, meaning this is a real-world setting that incorporates aspects of early history.

Playing with real world history can be odd because “good” and “evil” become increasingly awkward when real-world religions, ethnic groups, and cultures are involved. **You can adapt this adventure to other settings** with a few changes:

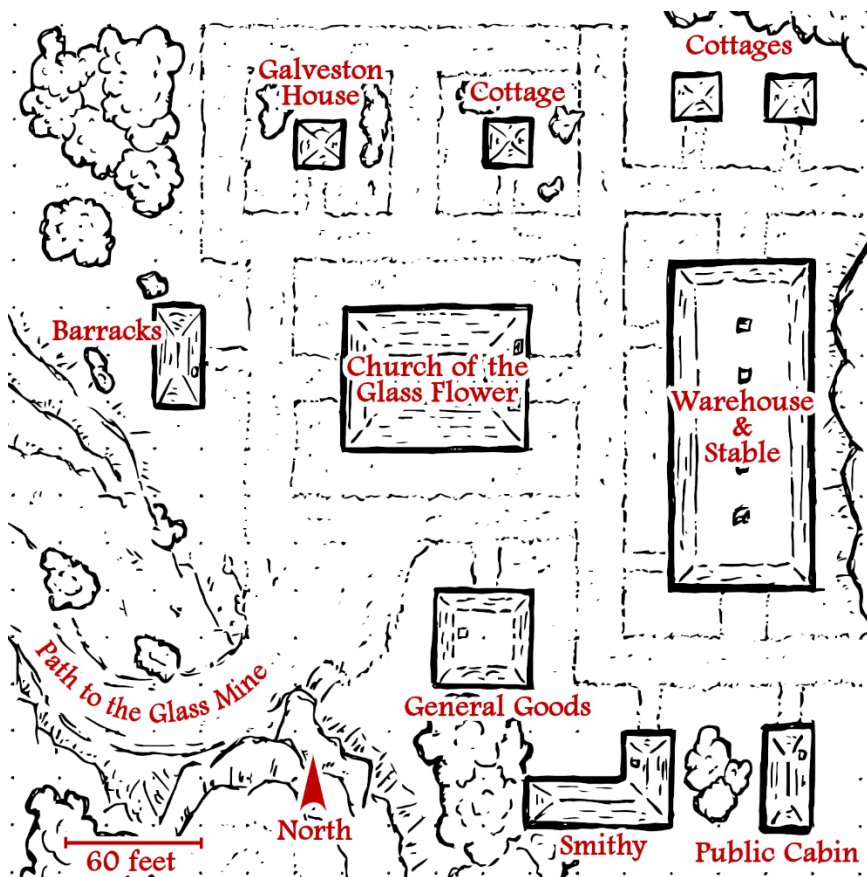
- **TRADITIONAL FANTASY (D&D, Pathfinder, OSR hacks, etc.)**
 - **Tachlati** isn't Mayan, but a travelling wizard who opened a portal to one of the many planes, and an extraplanar creature fell through.
 - **Puritans** are a “lawful neutral” religion in a newly settled area.
 - **Firearms** can stay, or they can be replaced with heavy crossbows.
 - **Opium** can be any kind of addictive drug.
- **WEIRD FANTASY MODERN EUROPE (LotFP traditional setting)**
 - **Tachlati** is still Mayan—he just travelled *really* far.
 - **Redrock Mountain** can be set along the Alps, Carpathians, or somewhere within rural England.
 - **Puritans** were on the rise in England in the 1500's, but any other reclusive religious town can work.
 - **Opium** was used in Sumeria and Greece, so it's possible that poppy flowers were exported to other areas of Europe.

ADVENTURE PROMPTS

Roll or choose one of the prompts below to entice your PC's to action.

D6 PROMPT

- | | |
|---|---|
| 1 | Jacopo Deleon, a pirate smuggler posing as a sugar merchant in Boston, hires the party for 50 sp each to travel to the Redrock Expedition and bring back information about his missing copartner, Kimberley Kone. |
| 2 | Two Powhatan hunters bringing furs to Salem tell a folklore legend of “Tachlati, a crazy priest from the Southlands who died on Redrock Mountain—folklore tells of his magic codex lost in the tunnels.” His codex is a powerful magic device, and many local natives would love to possess it. |
| 3 | An opium-addled vagrant exiled from Redrock stumbles across the party. Questioning him tells of how “I haven't had a fix in days! They got it all kept! Crates of it! Mother Livia is hoarding all that money—that powdered Heaven!” |
| 4 | Angel Galveston reaches out, speaking to the PC's in their dreams. He asks for help so that his town can survive. “Heaven bled into our world, and this little drop will drown us...” |
| 5 | Durk Dhagrath, a dwarf hermit, shows the PC's a glass poppy, telling them “This be magic! Aye, from Redrock Mountain. Cheap, up there! Travellers like ye can buy and sell, right? Ye'll roll in silver in trading.” |
| 6 | Marco Bellucci, spy for the Catholic Church, pays the PC's 50 sp each to “Investigate this Redrock Expedition and see what this 'heavenly glass' they've found is about. Sounds like heresy. We don't like heresy...” |



REDROCK EXPEDITION

- **Location:** 100 or so miles from Boston.
- **Period:** Colonial America, somewhere between 1629 (signing the Cambridge agreement) and 1683 (Battle of Vienna).
- **Population:** 125 (~100 humans and ~25 dwarfs.)
- **Commerce:** Mining and exporting glass poppies.
- **Leadership:** Plutocracy turned Theocracy.
- **Officiant:** Livia, Major Mother of the Church of the Glass Flower
- **Religion:** Puritan leaning towards idolatry, near total submission to the idolatry from Major Mother Livia's reverence for the glass poppies (and everyone is high all the time).
- **Culture:** Men are laborious, women are domestic. Agrarian, mining, no "idle hands" allowed. Dwarves keep to themselves and work the mines.
- **Opium:** Valued commercially and ceremonially, proximity to it keeps everyone in a mild dreamlike state. Dwarves largely unaffected and just want to make money.
- **Layout:** Central area near mines acts as a town center. Other citizens live in various caves, cottages, or farms along the base or on the mountainside.

Major Mother Livia



LIVIA: Armor 12, Move 20', 2 HD, 2nd-level Cleric: *command*, *cure light wounds*, 7 HP, small weapon (scepter) 1d4, Morale 12. **Items:** small weapon (scepter worth 50 sp), 10 oz. of opium worth 20 sp.

70-year-old former Puritan town leader **rules from the pulpit**, shaking her gnarled fist over an opioid-addled congregation. **Opinions:**

- **Glass Beast:** "This new world warning will return to Heaven once the Galveston boy is gone."
- **Angel Galveston:** "A blasphemer who must be cast out!" Wants to use her *scroll of damnation* on him.
- **Poppies:** "A new Eden in a New World—flowers of Knowledge!"

Constable Poggie



POGGIE: Armor 16, Move 30', 2 HD, 2nd-level Dwarf, 11 HP, great weapon (great axe) 1d10, pistol 1d8, Morale 10. **Items:** great weapon (great axe), pistol, chain armor, silver ring worth 50 sp.

Middle-age dwarf **peacekeeper** among the Redrock people. Easy retirement job until recent events. Set aside **525 sp and 3 gp of municipal funds as bounty** for the glass beast. **Opinions:**

- **Glass Beast:** "Must be destroyed so we can get back to work."
- **Angel Galveston:** "Just a loon of a boy—killing him would be a mercy."
- **Livia:** "Crackpot, but she pays me."
- **Phan Ho:** "I've sent a courier to Boston. Maybe someone there can translate for this man."

DAMNATION

Cleric Level 5; Duration: instantaneous; Range: 30'

Fires of Hell reach up and grab the target, dragging it down to Hell like in that Sam Raimi movie. Target must make a saving throw versus Magic to resist the fires. If resisted, the tendrils instead reach for the caster, who must make a save versus Magic or be taken to Hell—but if the caster is standing within 5 feet of a helpless person, the tendrils will take the helpless person instead. If the fires don't grab anyone, they return to Hell empty-handed.

Man-At-Arms Lug



LUG: Armor 12, Move 10', 1 HD, 1st-level Fighter: 5 HP, Morale 7. Can't move without a crutch. Infected with glass disease. Incubation time over. Failed first save the morning the PC's arrive.

19-year-old town militia. **Lost his leg** fighting the glass beast. On bedrest in the barracks. **Opinions:**

- **Glass Beast:** "A monster—a punishment from God?"
- **Livia:** "She may have a point about the Galveston boy..."
- **Angel Galveston:** "I think he's a curse. Just look at him."

GLASS DISEASE

- **Incubation:** 1 week.
- **Infection Time:** 1 week.
- **Interval:** 24 hours.
- **Effect:** 10% of body crystallizes as glass expands from wound.

Glass body parts have 50% chance to shatter when struck. Glass organs won't function. *Cure disease* reverses the effects.

Redrock Citizens



CITIZEN (HUMAN): Armor 12, Move 40', 1 HD, 3 HP, minor weapon (club/dagger) 1d6, Morale 5 (8 on opiates) +3 to Morale when under the effects of opiates. **Items:** club/dagger.

Anxious **from opioid withdrawal** since the glass poppy mines have closed down. **Opinions:**

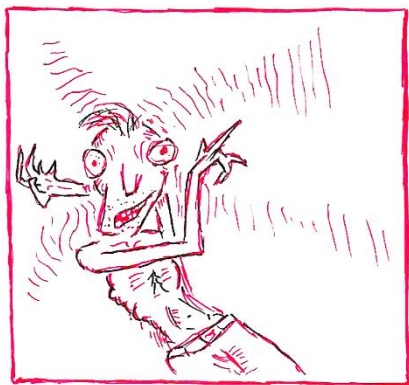
- **Glass Beast:** "A godly omen."
- **Angel Galveston:** "He might be at fault for all this."
- **Poppies:** "MUST HAVE THEM!"
- **Livia:** "She'll know what to do!"
- **Dwarves:** "What do *they* know?"

CITIZEN (DWARF): Armor 12, Move 40', 1 Hit Die, 0-level Dwarf: 4 HP, minor weapon (club/dagger) 1d6, Morale 8. **Items:** club/dagger.

Growing anxious too, but mostly out of **fear of their human compatriots.** **Opinions:**

- **Glass Beast:** "A monster."
- **Angel Galveston:** "Poor sot."
- **Poppies:** "Income."
- **Livia:** "Drugged out witch."
- **Humans:** "Slaves to their crop."

Angel Galveston



ANGEL GALVESTON: Armor 10, Move 0', 1 HD, 1 HP, Morale 10. Can innately cast *augury* or *legend lore* once per day while under the effects of opium.

14-year-old anomaly. Mother smoked opium during pregnancy. **Misshapen and lame:** arms and legs bent and jointed backwards. His sister, Ruthie, translates his raspy speech. Always doped on opium.

While on an opium binge, **he can see into the past or glimpse images of the future.** Angel has used his *legend lore* skills to decipher the origin of the glass poppies. **Opinions:**

- **Glass Beast:** "It can be killed—but it will come back if the Dust Angel is still here."
- **Livia:** "Rattled with madness."
- **Dust Angel:** "Confused, lost, trapped... needs to go away."
- **Poppies:** "They open my mind, but I don't want them to open me up too much. I don't want to crack open another gate to Heaven—but I might have to." (he *will* open a gate just like Tachlati did if he's on a massive opium binge).

Ruthie Galveston



RUTHIE GALVESTON: Armor 12, Move 40', 1 HD, 3 HP, minor weapon (club) 1d6, pistol 1d8. Morale 6. **Items:** club/dagger, pistol.

9-year-old little sister to Angel. Mother died giving birth to her, and father died of opium overdose a year ago. Manages her household alone. **Mechanical and pessimistic in her tasks.** Makes a living doing laundry. Dotes on Angel. **Hides her father's pistol** under her skirt waistband at all times. **Opinions:**

- **Glass Beast:** "No God made that."
- **Livia:** "If she touches my brother, I'll kill her. No questions. To Hell with her."
- **Dust Angel:** "If my brother says it's real, then it's real."
- **Poppies:** "They keep me closer to God. The *real* God. They are just a bridge, not an idol."

Kimberley Kone



KIMBERLEY KONE: Armor 14, Move 30', 2 HD, 2nd-level Specialist, 9 HP, minor weapon (dagger) 1d6 or arquebus 1d8, Morale 10. 3/6 Stealth, 3/6 Sneak Attack. **Items:** pikeman's armor, minor weapon (dagger), ornate arquebus worth 100 sp, 120 sp.

30-year-old curt English merchant procuring opium for the pirate market in Port Royale. Her ship is docked in Boston. Has been **waiting three days for her 12 prepaid crates of glass poppies**. **Opinions:**

- **Redrock:** "Nightmare hellhole."
- **Glass Beast:** "I hate it because I can't get my shipment. But if this place shuts down, opium prices will increase everywhere!"
- **The PC's:** "Hire them! I want them to steal as much of *my* opium shipment as they can and bring the crates to my ship at Boston so I can export them. My quartermaster will give them **30% of the crates' value** in silver pieces."
- **Her Shipment:** "My life depends on this score! These addict brats already have my money. This is theft!"

Phan Ho



PHAN HO: Armor 12, Move 30', 1 HD, 1st-level Fighter, 8 HP, staff 1d4 or pistol 1d8 or arquebus 1d8 Morale 10. **Items:** 2 pistols, arquebus (tanegashima), staff, purse with 5 gp and 71 sp.

40-year-old flamboyant Siamese smuggler with a fake smile pretending to set up an opium trade deal. Speaks Thai, English, Mandarin, and Portuguese, but **pretends to only speak Thai** so that he can delay his stay with a fabricated language barrier. Arrived two weeks ago. Waiting for Kimberley Kone to get her shipment so **he can rob her** and bring the goods to his own ship in Boston to later sell at Port Royale. **Opinions:**

- **Redrock:** "Utter fools."
- **Glass Beast:** "A terrible spirit that plagues this place because they see Opium as a *god*, not a *good*."
- **Kimberley:** "Once she's away from town, I'll shoot her and take her opium shipment."
- **Livia:** "I only pretend to like her when I bow in her presence."
- **The PC's:** "Vultures! They're here to steal the opium shipment as well!"

CHURCH OF THE GLASS FLOWER

Plain but practical wooden church erected in the center of town. Windows let in sunlight during day and candles keep it lit during night services.

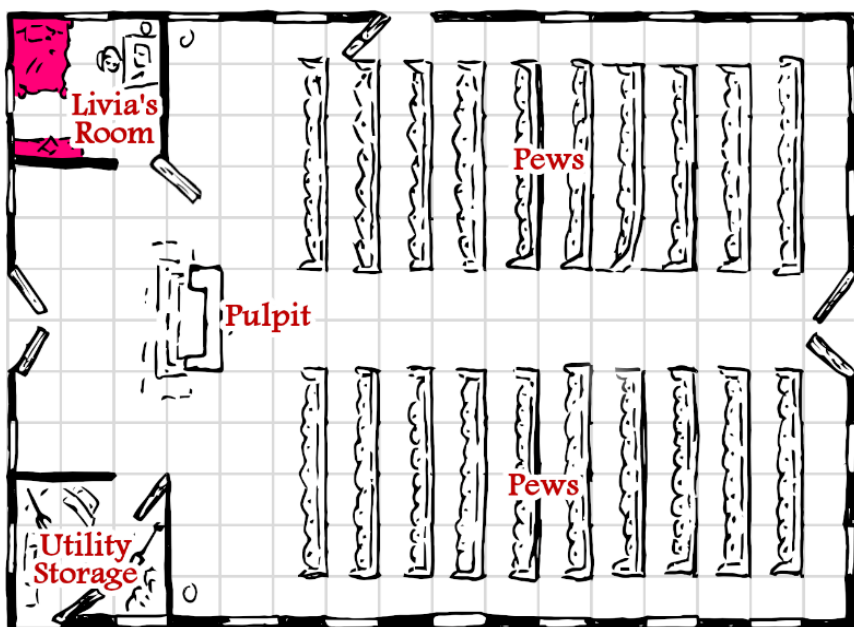
Livia stays in the church throughout the afternoon and evenings. She's always willing to speak with her "flock" so she's roaming town in the morning. Sundays are for service, but a town meeting can be called here at any time.

- **Pews:** Wooden, seat 8 people each.
- **Pulpit:** King James Bible with New Testament torn out and "Gospels according to Livia" praising the holiness of the glass poppy.
- **Utility Storage:** 2 shovels, 10 cords of 50 ft. rope, 4 mining picks, 10 canvas tarps, 400 candles.

Livia's Room

Barebones living style for a clergy member that shirks material possession.

- **Bed:** plain. Underneath is a personal chest with 2 gp, 14 sp, and the *scroll of damnation*.
- **Bookshelf:** Ledger of church donations which are collected as tax. Shows the poppy mines generate between 7,000 and 9,000 sp in net profit for Vogel Survey each month.
- **Writing desk:** Stores blank book, quill, ink, Puritan holy symbol. 10 ounces of powdered opium worth 20 sp.



1 square = 5 feet



North

WAREHOUSE & STABLE

Large log structure, twenty feet tall. Houses the harvested glass poppies until they are shipped out by Vogel Survey's distribution conglomerates.

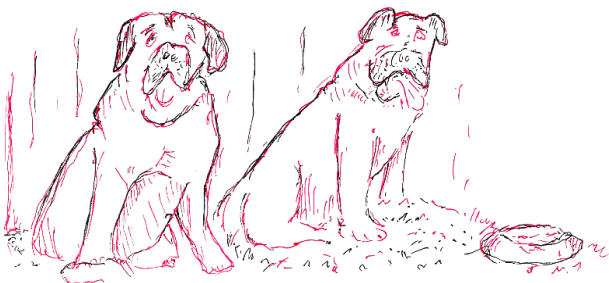
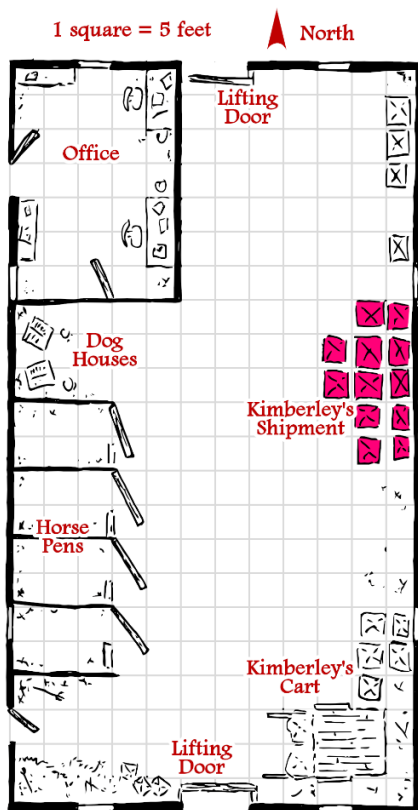
- **Dog Houses:** Two **mastiffs** (James and Jane) sleep here. They **keep vermin out** of the warehouse. Kept on a 30-foot rope during the day, but **unleashed at night to roam freely**. With people, they will **bark in alarm** more so than bite, but will attack aggressive interlopers.
- **Horse Pens:** Two **mules** and two **horses**. Mules used during day for work. Horses belong to Kimberley.
- **Kimberley's Cart:** Basic trade cart. Can haul
- **Kimberley's Shipment:** 12 crates with **20 pounds** of glass poppies in each. Padded with hay to prevent breakage. Each crate counts as an **oversized item**. There are **9 other crates** meant for other buyers.
- **Lifting Door:** 15-foot wide wooden door lifted up with chains to receive and release shipments.
- **Office:** Staffed by three **Redrock citizens** during the day. One night guard armed with arquebus at night. Contains a **notice from Livia** stating that Kimberley's shipment is to be held until the glass beast is no longer a problem.

MASTIFF: Armor 12, Move 60', 1 Hit Die, 4 HP, Bite 1d6, Morale 10.

Crate Value Breakdown

1 glass poppy (1 oz.) = 2 sp.
1 crate = 320 poppies = 640 sp.
12 crates = 7,680 sp.
30% of 1 crate value = 213 sp.
30% of 12 crates = 2,304 sp.

Each crate is an **oversized item**.



1

Hole in the ground with glass shards covering the northern half. Travelling 20 feet down the hole leads to area 8, but risks cutting PC's or cutting rope. (1d4 damage)



North

1 square = 5 feet

2

Two old pickaxes

6

Hole in ground with a nearby block and tackle system. 50 feet of rope and an iron hook for hauling supplies 20 feet down to Area 10.

5

20 foot ladder connects upper and lower areas.

3

2d6 pounds of glass poppies abandoned during the escape.

4

300-pound bronze bell with a nearby hammer. Used to signal work shifts. Hitting it with a blunt object causes sonic noise to make glass within 30 feet crumble. Automatically deals 1d6 damage to glass beast and glass men if they are within 30 feet of it when it's struck.

8

The water that used to cascade down here is now sharp glass like a frozen waterfall. Gap between waterfall and edge allows people to squeeze down 20 feet to the tunnel below, but risks being cut by glass (1d4 damage).

7

2 20-foot ladders and a pickaxe.

9

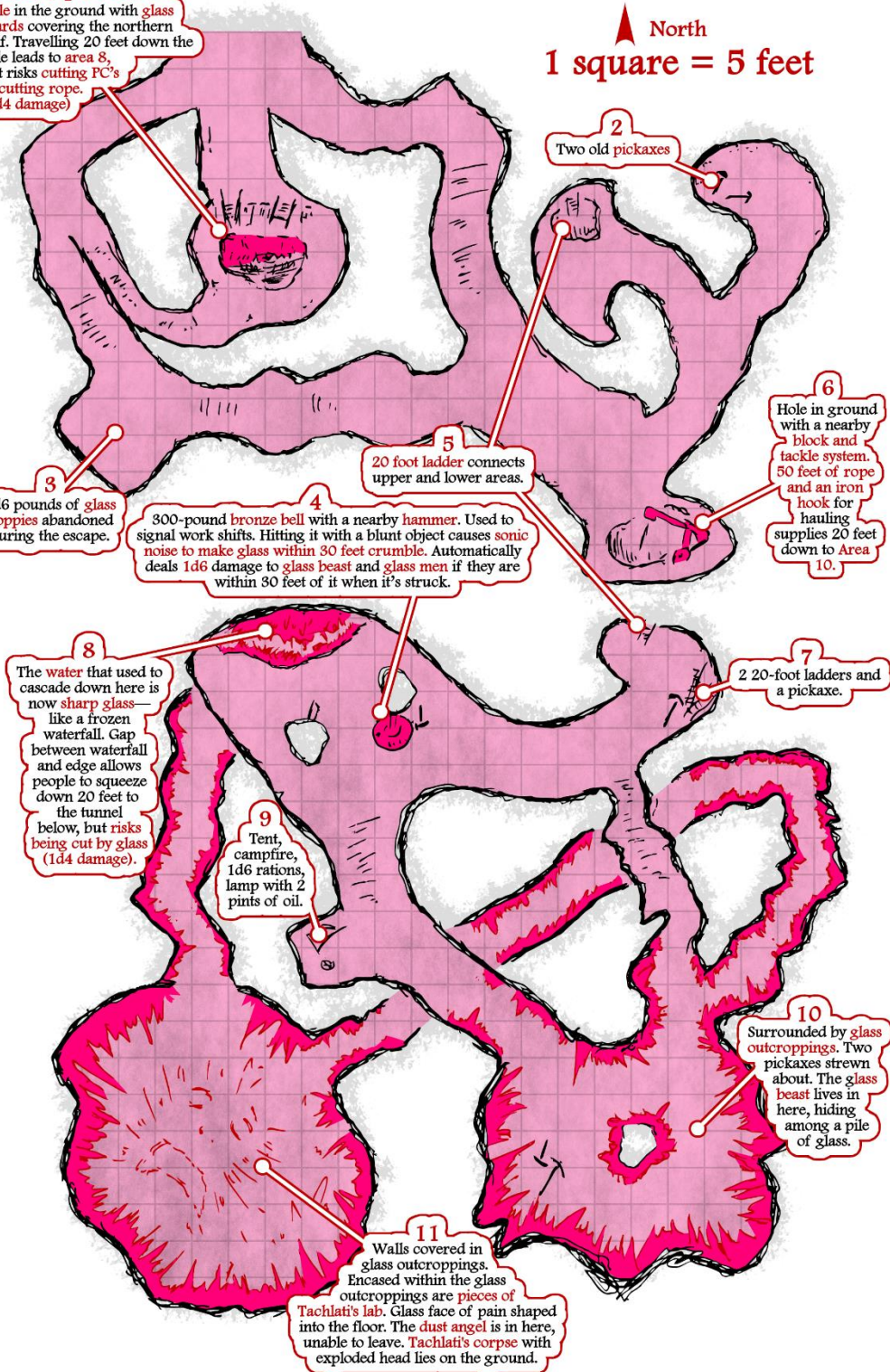
Tent, campfire, 1d6 rations, lamp with 2 pints of oil.

10

Surrounded by glass outcroppings. Two pickaxes strewn about. The glass beast lives in here, hiding among a pile of glass.

11

Walls covered in glass outcroppings. Encased within the glass outcroppings are pieces of Tachlati's lab. Glass face of pain shaped into the floor. The dust angel is in here, unable to leave. Tachlati's corpse with exploded head lies on the ground.



GLASS POPPY MINE

Located a half mile journey up the mountain from Redrock Expedition. Abandoned for the last week, this series of tunnels is where the Redrock Expedition harvests the glass poppies. Now that it's shut down, a wooden "NO ENTRY" sign is posted at the mouth. A **dwarf citizen** stands as a lookout.

Glass Shard Outcroppings

Several walls of the mine are now coated with sharp glass shards (**areas 1, 8, 10, 11**) that can slice people to ribbons. Touching glass outcropping in these areas deals 1d4 damage.

Random Mine Events

For each area in the mine **except areas 10 and 11**, roll a die. On even rolls, one of the following random events occurs somewhere in the area.

D6	EVENT
1	Terrified, alien screams echo from area 11.
2	Glass opium powder lingers in the air. If inhaled, save vs. Poison or suffer 1 effect on the How High Are You? chart.
3	1d4 squares in this area are weakened ground—stepping on them causes a Paralyze save or foot falls through and lands on glass for 1d4 damage.
4	Dead citizen wandering as a glass man .
5	Torso of a glass man crawling around (half speed).
6	Pillar of spikey glass blocks most of the area. Can be chipped away with a pick or crowbar. 50% chance that noise of the activity lures a glass man .

Glass Man



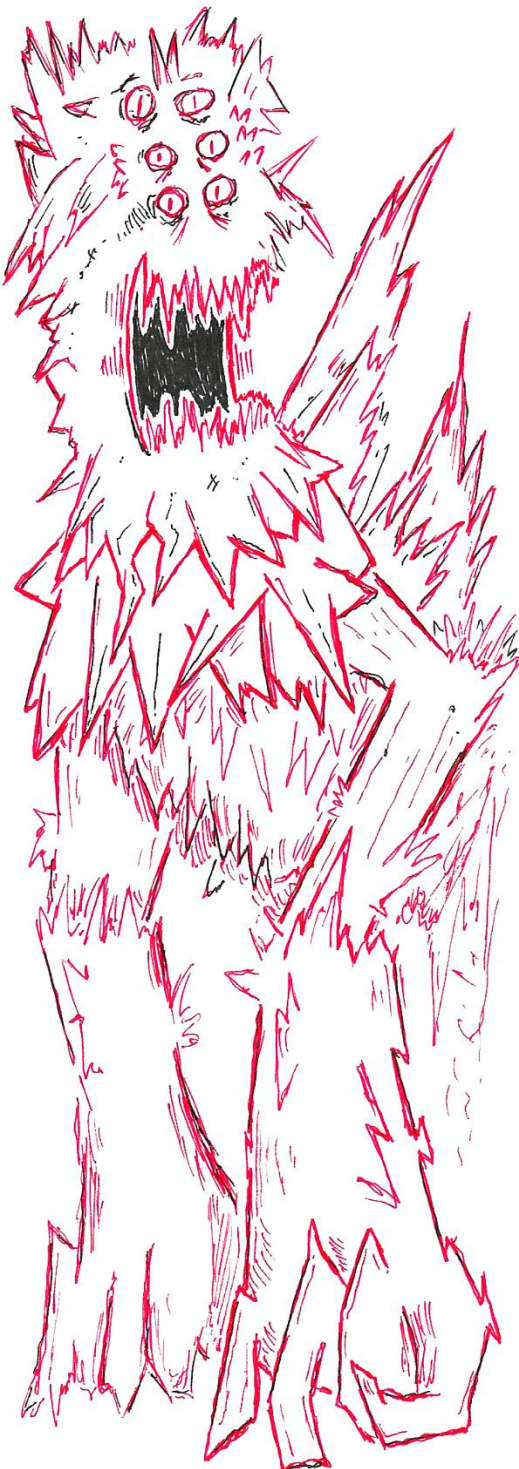
GLASS MAN: Armor 12, Move 40', 1 Hit Die, 4 HP, glass slice (melee) 1d6 or shard (range 30') 1d4, Morale 12.

Miners slain by the glass beast and **resurrected in proximity of the dust angel 1d4 days later**. Body encrusted with glass. Mindless, hateful, afraid. Will tear other living creatures to shreds in an attempt to dress themselves in meat and skin.

TREASURE

Encased in glass in **area 11** is Tachlati's library. All books are bound in a bark paper codex and written in K'iche'.

- **Tome of Rites (spellbook):** contains *dig*, *phantasmal*, *psychelia*, *summon*.
- **Research Notes:** details how to make morphine from opium. Can be sold for 4,000 sp or more to a scientist. Can be added to a laboratory or library.
- **Popol Vuh (book):** Worth 3,000 sp to a library or 5,000 xp if given to a Native American ruler.



GLASS BEAST

A nightmare coagulated in broken crystalline refuse; the glass beast is the **dust angel's holy fears made manifest**. A hateful sneer against the mortal world, the glass beast operates on pure predatory instinct. Those it kills will rise as glass men 1d4 days later. **Lurks in area 10** but will **patrol areas 7-10** when on alert. If slain, it will reform 1d4 days later in area 11 until the dust angel is gone.

GLASS BEAST: Armor 14, Move 40', 3 Hit Dice, 16 HP, glass claw 1d8+1 and hit characters must succeed on a Poison save or contract glass disease, Morale 12. Can breathe glass dust on anyone 30' in front of it in a 45 degree angle doing 1d6 damage, Breath save for half. **Items:** 6 jade eyes worth 100 gp each.

DUST ANGEL

This angel was dragged to the mortal world after Tachlati's revelation. He is stretched asunder—not allowed to die. The angel exists as a cloud of golden dust. Immune to damage but can be affected by spells. **Its presence causes the glass beast, glass men, and glass shards to manifest.** Some ways the PC's can eliminate/halt it:

- **Scroll of Damnation:** Use Livia's scroll to send it to Hell.
- **Angel Galveston:** He can overdose on opioids and reopen the gate to Heaven (or elsewhere? Xibalba? Tamoanchan?) as his head explodes.
- **Removal:** Gather the dust in a container and take it away. The new location will start spawning glass beasts. Makes a neat weapon!
- **Reburial:** Cause a collapse in the mine that seals it away.

CREATURE STATS

ANGEL GALVESTON: *Crippled psychic boy.* Armor 10, Move 0', 1 HD, 1 HP, Morale 10. Can innately cast *augury* or *legend lore* once per day while under the effects of opium.

CITIZEN (DWARF): *Opium resistant, laborers.* Armor 12, Move 120', 1 Hit Die, 0-level Dwarf: 4 HP, club/dagger 1d6, Morale 8.

CITIZEN (HUMAN): *Zealous opium addicts.* Armor 12, Move 120', 1 HD, 3 HP, club/dagger 1d6, Morale 5 (8 on opiates) +3 to Morale when under the effects of opiates.

GLASS BEAST: *Glass angel's manifestation.* Armor 14, Move 90', 3 Hit Dice, 16 HP, glass claw 1d8+1 and hit characters must succeed on a Poison save or contract glass disease, Morale 12. Can breathe glass dust on anyone 30' in front of it in a 45 degree angle doing 1d6 damage, Breath save for half. **Items:** 4 jade eyes worth 100 gp each.

GLASS MAN: *Victims of glass disease.* Armor 10, Move 90', 1 Hit Die, 4 HP, glass slice (melee) 1d6 or shard (range 30') 1d4, Morale 12.

KIMBERLEY KONE: *Opium pirate smuggler.* Armor 14, Move 90', 2 HD, 2nd-level Specialist, 9 HP, weapon minor (dagger) 1d6 or arquebus 1d8 Morale 10. 3/6 Stealth, Sneak Attack x3. **Items:** pikeman's armor, weapon minor (dagger), ornate arquebus worth 100 sp, certificate of payment written for 12,960 sp to Redrock Expedition, 120 sp.

LIVIA: *Elder pulpit leader of conviction.* Armor 12, Move 20', 2 HD, 2nd-level Cleric: *command, cure light wounds*, 7 HP, small weapon (scepter) 1d4, Morale 12. **Items:** medium weapon (scepter worth 50 sp), 10 oz. of opium worth 100 sp.

LUG: *Injured town guard, infected.* Armor 12, Move 10', 1 HD, 1st-level Fighter: 5 HP, Morale 7. Can't move without a crutch. Infected with glass disease. Incubation time over. Failed first save the morning the PC's arrive.

MASTIFF: *Good dogs yes they are!* Armor 12, Move 180', 1 Hit Die, 4 HP, Bite 1d6, Morale 10.

PHAN HO: *Thai pirate pretending he doesn't know English.* Armor 12, Move 120', 1 HD, 1st-level Fighter, 8 HP, staff 1d4 or pistol 1d8 or arquebus 1d8 Morale 10. **Items:** 2 pistols, arquebus (tanegashima), staff, purse with 5 gp and 71 sp.

POGGLE: *Militia leader, wants a solution.* Armor 16, Move 40', 2 HD, 2nd-level Dwarf, 11 HP, great weapon (great axe) 1d10 pistol 1d8, Morale 10. **Items:** Great weapon (great axe), pistol, chain armor, silver ring worth 50 sp.

RUTHIE GALVESTON: *Jaded, resilient, will shoot people who threaten Angel.* Armor 12, Move 120', 1 HD, 3 HP, club 1d3, pistol 1d8. Morale 6. **Items:** pistol

VALUABLE ITEMS WORTH 100 SP OR MORE

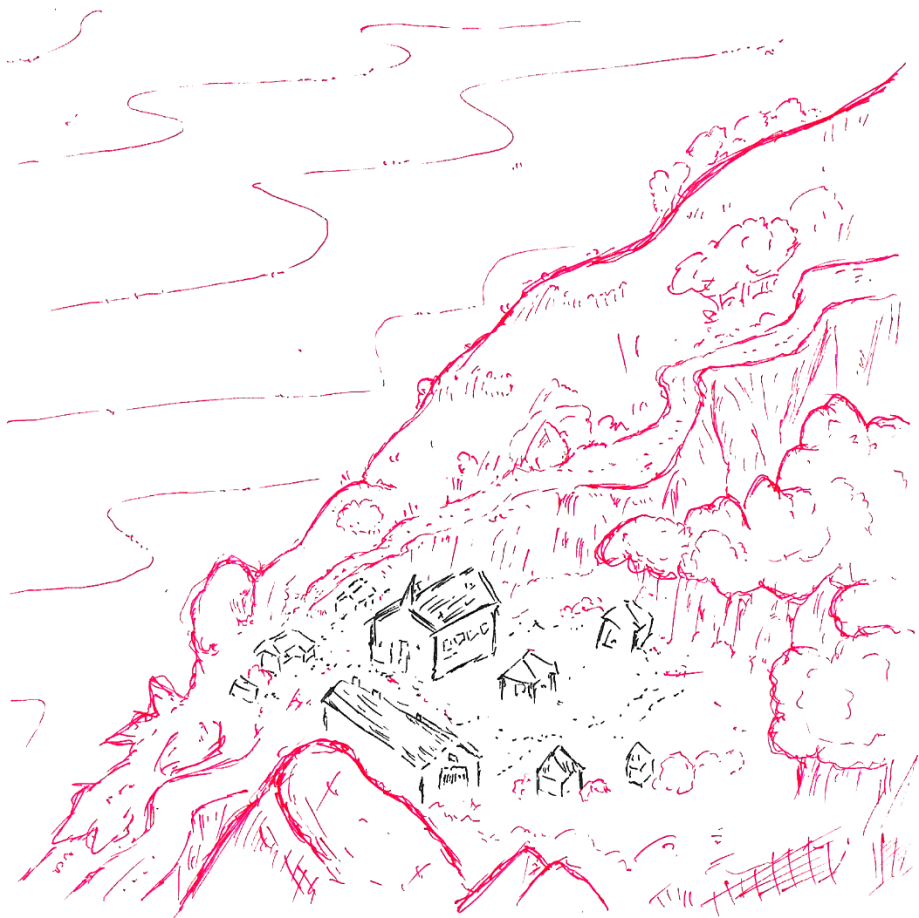
ITEM	LOCATION	VALUE
2d6 pounds of glass poppies	Area 3 of the glass poppy mine	~224 sp
Crate of poppies (19)	Warehouse	640 sp each
Jade eyes (6)	Glass beast's face	100 sp each
Ornate Arquebus	Kimberley Kone's inventory	100 sp
Popol Vuh*	Area 11 of the glass poppy mine	3000 sp/5000 xp
Research notes	Area 11 of the glass poppy mine	4,000 sp
<i>Scroll of Damnation</i>	Livia's bedroom, Church of the Glass Flower	
Tome of Rites	Area 11 of the glass poppy mine	

Bold denotes treasure that can be turned in for XP.

* grants additional XP if returned to a Native American ruler.

*Unbless'd thy hand! — if in this low disguise
Wander, perhaps, some inmate of the skies?*

— *The Odyssey*, Homer (Pope's translation)



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