

OPENQUEST ADVENTURES



D101 GAMES

OpenQuest Adventures



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What Lies Beneath

“Kick down the door, kill every one and take their stuff!!” Shouted One Eye Jerrick at the top of his lungs.

“Surely there must be more subtlety in it than that?” replied a concerned Rurik. He looked at the battled scared dungeoneer and wondered if the old timer’s tactics were entirely successful.

“Nah KILL EM ALL! Let us sort out their loot!” he screamed back. Rurik was beginning to wonder if he wasn’t partially deaf from all his years underground.

Smiling Turun the big Darklander came into the bar, and reassuringly patted Rurik on the back while simultaneously

handing One Eye a strong pint of ale. “So One Eye is outlining his ‘methods’? Don’t worry, we don’t put him at the front any more. Well, not unless its Trolls we are dealing with.”

Rurik gulped hard “Trolls? No one said there would be any Trolls!”

“Relax there aren’t, Kolch has finished his research.” At this point Turun pointed at the callow youth in dirty Imperial Wizardry robes, currently dying on his feet trying to chat up the Inn Keeper’s wife at the bar.

“And Olsis.” Turun turned to the other side of the room and pointed at the elven huntress, whose eagle eyes were watching the increasingly agitated innkeeper like a hawk. Turun continued, “Olsis has scouted the area, and says its only a bunch of outlaws camped out at the tomb’s entrance”.

“Perhaps we should be worried about what’s in the tomb?” Rurik cannily pointed out.

Turun frowned and then smiled. Perhaps this new guy will be useful after all.

At this point One Eye stood up raised his tankard up high and bellowed to all and sundry,

“KILL EM ALL TAKE THEIR STUFF!”

Welcome to OpenQuest Adventures!

This book is an collection of scenarios and articles designed to show how OpenQuest can be used for different flavours of fantasy gaming. Within its pages you'll be able to visit Ancient Rome, enjoy a short dungeon crawl, experience the horrors of a small hell and even the joys of the original D100 adventure setting Glorantha!

This book contains the following:

Deep in the Hole

In the settlement of Spearing, the Governor's son has gone missing in a nearby ruined fort.

A short and deadly Dungeon adventure and small settlement for the characters to rest up between adventures.

Gloranthan Runes for OpenQuest

Runes are the building blocks of the Mythic World of Glorantha.

In this article you will learn how to use Gloranthan Magic with OpenQuest.

The Tomb of the Empty Emperor

The villainous Lunars have ridden to the city of Zonos, a vast ruined tomb of the Empty Emperor of Dara Happa.. It's up to your plucky heroes Solar Heroes to prevent them raising this Chaotic God from the dead.

An alternative "What if" take on Classic Glorantha, and an example of how to handle Epic adventures.

Non Semper Erit Aestas

AD 68. The Emperor Nero is dead. His Generals are in revolt and rebellion is brewing in the Rhine.

How to use OpenQuest in a Historical Fantasy setting, in this case the Ancient Roman Empire.

The Road to Hell

The Villainous noble Jerick Ionos has been exiled from the Empire, he's escaped and headed down the old Imperial Road into the wilderness. Dare you take the Imperial coin to track down this Villain?

An Other World adventure, set in an evil pocket Hell, where all is not what it seems.
Villains are heroes and heroes are villains.

Legals

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Deep in the Hole

A small dungeon quest for beginning characters

Background

In Two Fort County there is a small village called 'Spearing'.

Spearing is a small settlement; its main features are a fortified trading post surrounded by small holdings. It is only ten years old and was built on the ruins of a previous larger town that was lost to the Darklands during the Ducal War. Its Lord of the Manor is Gurham de Spearing, a flamboyant Trader Prince.

On a hill overlooking the town is the ruined Castle. This was once home to the Knights of the Thrum, a crusading order who have an Imperial charter to convert the pagans from the Darklands. The majority of the knights were ordered back to the Empire during the Ducal War to their castle headquarters in the town of Ossoway. The remainder were soon overwhelmed by the invasion of Burning Heart Horde. Once in the hands of the Burning Heart, these evil monsters used it as their base of operations, terrorizing the area until the Order reclaimed it. Unfortunately, the Order's numbers had been greatly reduced by the Ducal War, so they did not take the time to rebuild the Castle, which after two sieges had now been reduced to a ruin.

Gurham was granted the land shortly afterwards by the new Emperor and with a group of settlers moved into the land below the castle. The castle quickly gained a haunted reputation due its time as a base for the Burning Heart, and is universally shunned.

Unbeknown to any of the villagers, a group of monsters who survived the sacking of the castle live underground in a 'dungeon' complex built by the Burning Heart during its occupancy. Gurham's teenage son Kuonnor was playing round the ruins and fell down the castle's well, which acts as the monsters entrance to their subterranean world. Quickly captured by the goblin guards, he is now held by them until they decide what to do with him.

Meanwhile Gurham, who knows the lad is still alive through a vision from the Celestial Emperor, is looking for stout souls to explore the old castle and the well.

Enter the adventurers.....

Set Up

The player characters have travelled to Spearing. Here are some of possible reasons for this:

- Count Zorden as Spearing's liege lord has asked them to visit him on his behalf.
- Spearing is an ideal base for further adventure and treasure hunting there.
- If you are using the Veterans of the Imperial Guard option, presented in the Road Less Travelled, their land grants are near Spearing.
- The player characters simply turned up at the gates looking for work.

Starting the Quest

Read or paraphrase the following to the players.

"Your characters have travelled to the furthest part of the Empire, Two Fort County, a patchwork of petty fiefs ruled by self-made lords who technically owe their allegiance to Count Zorden. They find themselves in the Village of Spearing, a rude place of about a dozen farmsteads arrayed around a fortified Trading post, which your characters have found their way to in search of gainful employ.

They have gained an audience with the Lord of the Manor, Gurham Spearing, a Trader Prince of the Borderlands who has made his fortune in the years after the Ducal War trading furs, rare hardwoods and herbs back to the heartlands of the Empire. A powerful and somewhat flamboyant man, he stands before you, his face twisted with grief.

'I hear you are men and women of courage and considerable expertise. Good, I need such people to help me in this matter. As you can see, we live in a rough area and the comforts of civilisation extend only as far as this trading post and the surrounding farms. Bandits and monsters are always a constant threat. So far we have had no great problems.

However, my son, Kuonnor went missing a couple of days ago. I was beside myself with worry, until I had a vision from the Imperial Emperor himself. He showed you riding up to my Manor and then upto the ruined Castle on the hill above the town. Finally, he showed me the face of Kuonnor hovering over the castle. Thus, he made it very clear to me that Kuonnor is being held by some malignant force in the Castle and that you are the people who will rescue him."

He looks expectantly at you, pauses, and then continues.

"Of course, you would be handsomely rewarded; I will pay 1000 Silver pieces for his safe return".

The Village of Spearing

This is the first part of the adventure. Some groups will get their mission and head straight out the gates to the Castle. Others will spend some time exploring the village, talking to its inhabitants, getting more information about the castle (see the Rumours table) and getting as much out of the setting, before moving on.

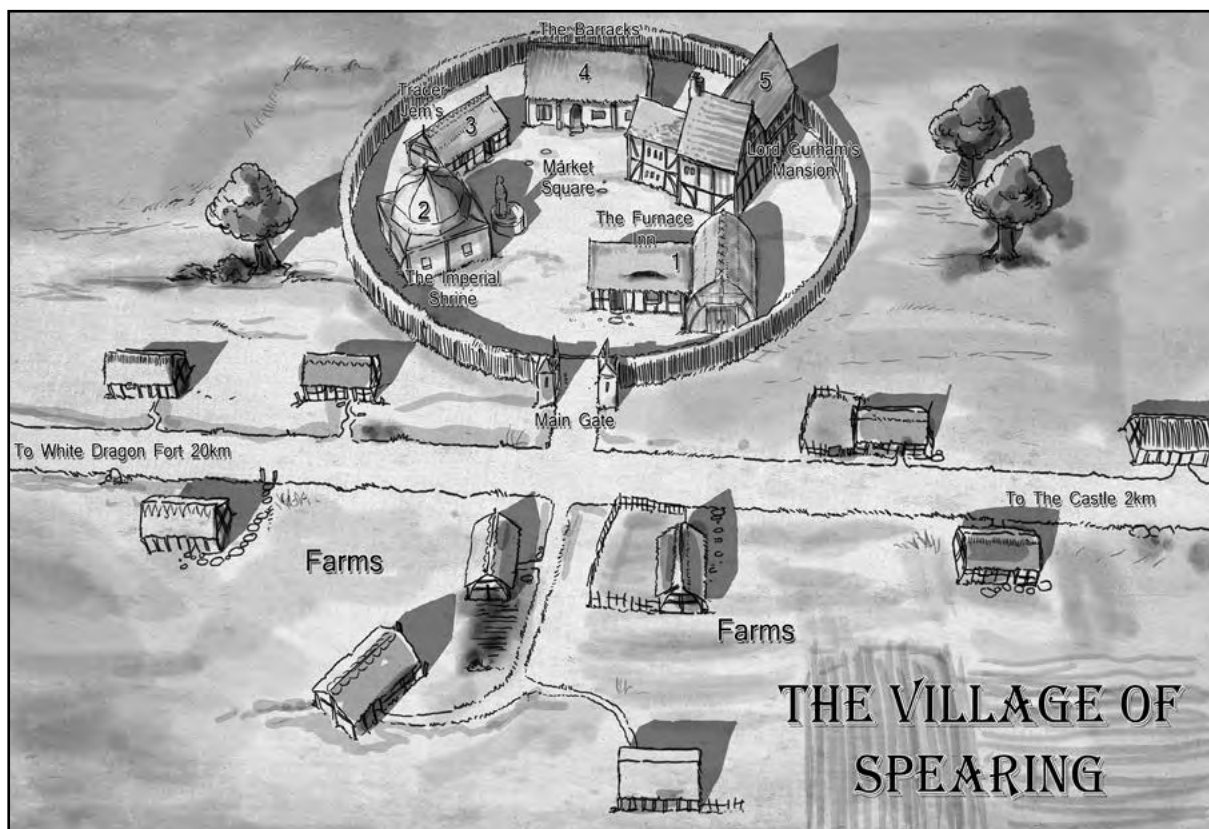
Spearing is your archetypal ex-adventurer's town. All its main inhabitants are capable at what they do, and more than able to look after themselves if the players decide to mess them about. While they are using the expertise that they gained during their adventuring days in their current occupation, those days are long behind them. If the players try to convince them to come on the adventure to the castle they will get polite refusals.

The Fortified Trading Post

A three metre high wooden stockade surrounds a group of five wooden buildings which are the heart of Lord Spearing's Manor. Two guards (see barracks below) guard a simple wooden gate at all times. The gate is closed during the hours of darkness.

What The Locals Know (Rumours)

1. Don't let your sheep graze near the castle. Wolves who live there get them (Partially true, but it's the Goblins)
2. The castle is haunted, my father saw a ghost there when he was a lad. (False)
3. The place is cursed, my grandfather died two days after he spent the night there. (False, said Grandfather died of old age)
4. Look out for the Stone Statue in the courtyard. Its comes alive and attacks people. (Partially true, a Gargoyle once lived in the courtyard but it has long since flown away).
5. Watch out for Goblins. It's a natural place for the little buggers to hide out (True)
6. I reckon bandits use the Castle as a base. What with all those people going missing (False, if further questioned about specifics such as names and dates the villager cannot list them)
7. They say the the Abbot's sacred bones are buried in the ruins. (Partially true, the Abbot was resurrected as the Bone King)
8. The Holy Sword of Zunder was lost in the siege (True)
9. The Order tried to rebuild the castle but every time they did it fell apart (False)
10. The Order left a large pile of treasure there which they never found when they retook the place (True. The order never found the underground complex)



Deep in the Hole

1. The Furnace Inn

This inn and its attached stables are run by Sim Darranson, an amiable and likeable fellow with a penchant for drawing highly realistic pictures of weapons. Several pictures of Scimitars hang in frames behind the bar, which is quite busy at all times of the day. His brother Rus, a former ex-rude boy from the Sotan Thieves' guild, helps out and provides security for the inn.

Sim Darranson

STR 14 CON 14 SIZ 12 INT 16 POW 14 CHA 18

Hit Points 13 Major Wound 7 Magic Points 14 Armour
Leather Jerkin 2AP Damage Modifier +1D4

Close combat 60%

Scimitar (1D8+1D4)

Magic

Battle magic 60%

Draw Deadly Weapons 4

Sim learnt this highly useful spell while on a journey around the Empire in his youth, it allows him to quite literally draw a realistic looking weapon and then turn it into a real weapon.

1 = Dagger

2 = Shortsword

3 = Longsword /scimitar (Sim's favourite)

5 = Greatsword

Skills

Dodge 40%, Persistence 45%, Resilience 40%, Perception 50%, Influence 75%, Trade 75%

Rus Darranson

STR 15 CON 15 SIZ 12 INT 16 POW 14 CHA 16

Hit Points 14 Major Wound 7 Magic Points 14 Armour
Leather Jerkin 2AP Damage Modifier +1D4

Close combat 65%

Longsword (1D8+1D4)

Ranged combat 75%

Thrown Daggers (1D4+1 +1D4, Range 30m)

Unarmed combat 75%

Fist (1D3+1D4)

Magic

Battle magic 60%

Protection 4, Enchance (Deception) 4, Coordination 3

Skills

Dodge 75%, Persistence 35%, Resilience 40%, Perception 50%, Deception 75%

2. The Imperial Shrine

This wooden building has an impressive stone statue of Maximus outside it and a large onion-shaped dome over its central worship area, where special services are held for the faithful once per week (where worshippers of the Imperial Cult may regain their Divine Magic). At other times, the Shrine acts as a local hospital and spiritual advice centre. It is maintained by the Reverend Mousir, an experienced missionary who seeks to bring light to the Darklands.

Rev Mousir, Priest of the Celestial Emperor

STR 14 CON 14 SIZ 12 DEX 12 INT 18 POW 14
CHA 14

Hit Points 13 Major Wound 7 Magic Points 14 Armour:
None if unprepared, Ring mail 4AP Damage Modifier
+1D4

Close combat 65%

Mace (1D8+1D4)

Ranged combat 65%

Javelin (1D6 +1D4)(carries five on his person)

Magic

Battle magic 75%

Healing 6, Light 3, Protection 4, Weapon Enhance 4

Divine magic

Divination, Imperial might, Lightning strike, Shield 2

Skills

Dodge 30%, Persistence 75%, Resilience 40%, Influence 75% Religion (Maximus) 85% Healing 90%

3. Trader Jem's

A hard headed yet friendly trader originally from Ossoway, Jem buys and sells both general items and exotic items that adventurers want and bring back from their adventures.

Jem is quite patriotic and will happily give a discount (usually 10%) to any character or venture that is furthering the Empire's aims in this part of the world.

Trader Jem

STR 15 CON 15 SIZ 10 DEX 15 INT 16 POW 16
CHA 16

Hit Points 13 Major Wound 7 Magic Points 16 Armour:
Leather Jerkin 2AP Damage Modifier 0

Close Combat

Jem's Big Stick * (2D8)

*Enchanted War Maul kept behind counter, 5 point
Weapon Enhance with a 10 Point Magic Store in a
crystal on the hilt.

Battle Magic 50%

Befuddle, Enhance (Trade) 3, Protection 3.

Skills

Dodge 45%, Persistence 60% , Resilience 40%, Influence 80%, Perception 75%, Trade 90%

4. The Barracks

This building houses the Town Guard, thirty men, mainly ex-imperial army, along with their commander Laine, a talented no-nonsense female mercenary on Gurham's payroll.

Laine, head of the Guard

STR 18 CON 16 SIZ 12 DEX 17 INT 14 POW 13
CHA 12

Hit Points 14 Major Wound 7 Magic Points 13 Armour
Chainmail (5AP)
Damage Modifier +1D6

Close combat 80%

Long Sword 1D8

Target Shield 1D6

Ranged combat 80%

Long Bow 1D8+1D6

Unarmed combat 80%

Fist and Kick 1D3+1D6

Magic

Battle magic 50 %

Coordination, healing 2,
Protection 2, Weapon
Enhance 3

Skills

Dodge 75%, Persistence
60% , Resilience 60%,
Athletics 50%

Guardsmen

STR 13 CON 13 SIZ 13
DEX 14 INT 12 POW
10 CHA 10

Hit Points 13 Major Wound 7 Magic Points 10 Armour
Ringmail 3AP Damage Modifier +1D4

Close combat 65%

Long Sword 1D8+1D4

Shield 1D6+1D4

Ranged combat 65%

Long Bow 1D8+1D4

Unarmed combat

Fist and Kick 1D3+1D4

Skills

Dodge 55%, Persistence 40% , Resilience 40%

5. The Manor House

This large Gatanese town house, built in wood rather than the traditional stone, is the showy centrepiece of the Trading outpost. It has a grandeur quite out of place for its rough rural setting. Here lives the Lord of the Manor, Gurham, a small staff of five servants and four of the town guard who act as a bodyguard.

Lord Gurham de Spearing

STR 12 CON 12 SIZ 13 INT 16 POW 14 CHA 18

Hit Points 13 Major Wound 7 Magic Points 14 Armour
Platemail 6pt if prepared, none otherwise. Damage
Modifier 0

Close combat 75%

Rapier 1d6

Ranged combat 75%

Long bow 1d10

Unarmed combat 65%

Fist or Kick 1d3

Magic Initiate of the Celestial
Emperor

Battle magic 75%

Weapon Enhance 3, Enhance
(Influence) 2

Divine magic

Divination, Imperial Might, Lightning
Strike, Shield 3.

Skills

Dodge 60%, Persistence 70%,
Resilience 50%, Influence 110%,
Perception 65%, Trade 120%



The Farmer's Steeds

Outside of the stockade over along the road to White Dragon Fort, Count Zordon's seat which is half a days ride, are a group of ten farmsteads, which are home to Lord Spearing's tenant farmers, who work the fields south of the village and tend his herds of sheep. Lord Spearing is a popular Lord since he has successfully protected them against bandits and monsters since he arrived in the area.

The Castle

About an hour's walk through overgrown scrubland atop a hill is the ruins of the Castle.

Once the fortress home of the local Knights, it is now a blackened and blasted ruin that sits ominously atop a hill, looking over the village of Spearing.

Inside the castle walls there's not much to see. Despite its haunted reputation, a lot of the usable building materials, mainly stone and the large timber beams, have been taken by the locals, leaving only a shell of this once great fort. The main focus of the ruin is the overgrown stoneflaged, courtyard in the centre of which is a five metre diameter well. The well's sides are made of the same stone blocks as the castle walls, and the well goes down ten metres, before hitting the bottom, which even from a quick glance looks like is, dried up and strewn with rubble. If a character makes a closer inspection or a successful Perception test (+25%), they will see the arch in the south wall of the well at its bottom.

The Dungeon : The Hole

The next section of the adventure describes the underground complex under the castle ruins, known as the Hole.

The Hole was built by the Burning Heart Horde during its occupation of the castle and was intended as a base of operations. Amazingly, during the siege, the Knights completely overlooked it, since the entrance was hidden by rubble when they broke into the Castle.

Format of encounters

The rest of this write-up takes the form of a series of numbered Encounter Locations, which correspond to the numbered locations on the Dungeon Map, which take the following form.

First impressions

What the player characters can see when they first enter the area, without a detailed search or any successful Perception tests.

On a closer look

What the player characters will find if they search the area. Where a successful Perception test is required, this is noted in the text.

Denizens

Who lives in the encounter area, along with their statistics.

Plunder

If there is any treasure in the area.

The Dungeon Ecology

The Burning Heart Priests cruelly reanimated the Castle's Priest, an Abbot of the Knights of Thrum, as a foul undead creature known as the Bone King. Partially, this was done to inflict a horrible torture upon the Abbot's soul, but also to provide a guardian for their treasure in the treasure room. When the Burning Heart was defeated by the returning Knights, the Bone King and the undead knights (in the form of Skeletons and Ghosts) remained hidden in the Hole.

Slykar the Manticore was next to arrive in the Hole, wandering in from the wilderness, looking for a safe bolt hole from where to hunt in the surrounding lands. A deal was quickly struck with the Bone King, where Slykar can use the Hole as a base as long as it deals with the intruders. Both parties were happy with this, and Slykar setted into an arrangement which allowed him to eat any living thing that fell into the Hole.

Recently, a band of Goblins, led by an Evil Black Dwarf known as the Iron Chef, arrived at the bottom of the well. They took up residence in some of the vacant rooms. Initially, there was some conflict with Slykar, since they were violating his hunting rights but the Bone King intervened and made sure that Slykar still got his share of the 'meat'. The Goblins who hunt in the surrounding area pay tribute to Slykar. Slykar is less than happy with this and looks for an opportunity to shift things back in his favour. The Iron Chef is quite aware of this and is willing to do a deal with anyone who can dispose of the troublesome manticore.

All of the rooms and corridors are made of stone blocks, with packed earth floors, ceilings that are three metres in height and are not lit unless mentioned otherwise.

Encounter Key

1. The Bottom Of The Well

First impressions

A rubble-strewn floor, with an arch to the south. Rats can occasionally be heard scrambling about in the rubble.

On a closer look

The Goblins use this area as a rubbish dump, and the bones of previous meals can be found here, along with bits of rag and broken equipment.

Denizens

Apart from insects and a couple of normal-sized rats, this area is completely uninhabited.

Plunder

None.

2. The Goblin guard room

First impressions

A small room, five metres by five metres, where four goblins sit around a table playing cards.

On a closer look

If the player characters examine the cards, they will find that all of the Goblins were cheating in one way or another.

Denizens

Goblins

STR 10 CON 10 DEX 17 SIZ 7 INT 11 POW 10 CHA 7

Hit Points 8 Major Wound 4 Damage Modifier 0 Magic Points 10 Movement: 12m Armour: Leather (2 AP)

Skills

Dodge 50%, Persistence 20 % Resilience 35%, Natural lore 50%, Athletics 50%, Perception 35%, Deception 75%, Mechanisms 50%

Close Combat 40%

Shortspear (1D8)

Buckler (1D4)

Ranged Combat 30%

Sling (1D6)

Magic

Initiate of the Burning Heart

Battle Magic 30%

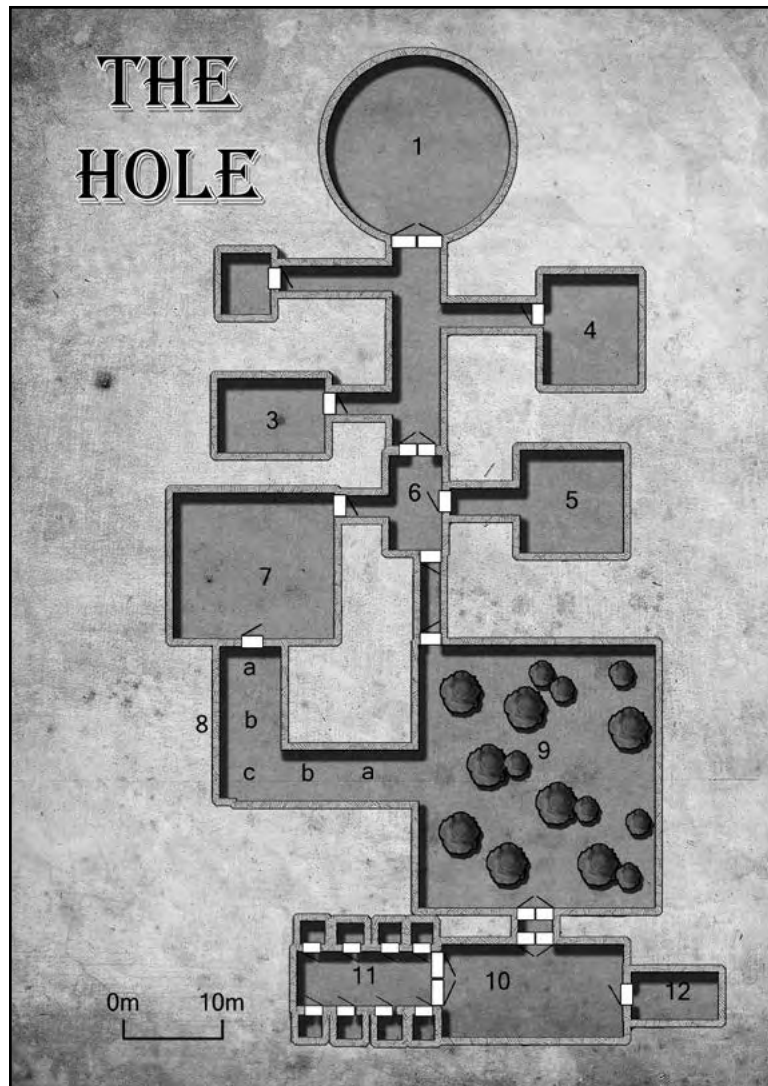
Protection 2, Cover of Darkness 2, Weapon Enhance 2

Special Rules

Night Sight – Goblins can see at night as if it was day, by seeing heat and cold.

Plunder

There is 15 SP on the bodies of the Goblins if searched.



Deep in the Hole

3. The Old Rubbish Room

First impressions

A disgusting, smelly room, piled high with rotting food and broken furniture.

On a closer look

The Player characters will find only flies and maggots if the search the rubbish pile.

Denizens

None.

Plunder

None.

4. The Armoury

First impressions

A cruel and evil place. One part weapons store, various axes, swords, spears and shields line up in crude weapon racks against one wall, one part torture chamber, chains on the opposite wall and dents and dried bloodstains on the wall show that captives have been used for 'practice here'.

On a closer look

The weapons are reasonable quality if somewhat rusty. An unscrupulous trader would buy them at 50% of their value.

Denizens

None.

Plunder

None.

5. Goblin Dormitory

First impressions

A ten metre square room, with six straw pallets on the floor. Six Goblins lie huddled up on the pallets.

On a closer look

Another Goblin stands guard behind the door, out of sight of any one entering the room.

Denizens

Seven goblins, see room 2 for stats.

Plunder

The goblins loot is in a big cowhide bag; 500 copper pieces, with 10 silver pieces mixed in.

6. The Dining Room

First impressions

A long ten metre by five metre. Along a grubby and filthy table, 1 metre by 3 metres, sit six gobins chowing down on bowls of gruel. At the head of the table is a large iron pot, one metre diameter on a stand.

On a closer look

The pot contains a crude meat broth, full of bones and 'bits'.

Denizens

Six goblins, stats as room 2.

Plunder

Remarkably, hidden amongst the rubbish on the table is silver candlestick worth 50SP. However, a successful Trade roll is required to recognise its worth, since it's badly bent and filth encrusted.

7. The Iron Chef's Kitchen

First impressions

A dirty and dishevelled Dwarf in blackened ringmail armour, chef's hat and apron threatens four goblins who are stirring various pots of boiling liquids hanging over an open fire pit with a meat cleaver. The smoke from the fire pit escapes the room through a natural chimney in the ceiling.

On a closer look

If the player characters actually take time to talk to the Iron Chef, he will propose a deal to where the player characters kill Slykar the manticore (see 10) and are paid 500 SP by him.

The chimney winds its way back to the surface and comes out about a kilometer away from the castle in the opposite direction to Spearing. Navigating it is a difficult (-25%) Athletics test.

Denizens

Mutaz the Iron Chef – Evil Dwarf

STR 20 CON 18 DEX 15 SIZ 8 INT 16 POW 14 CHA 13

Hit Points 13 Major Wound 7 Magic Points 14 Armour Chainmail (AP 5) Damage Modifier +1D4

Close Combat 65%

War Hammer (1D8+1D4)

Meat Cleaver (1D6+1+1D4)

Ranged Combat 45%

Light Crossbow (2D6+1D4)

Magic

Battle magic 75 %

Befuddle, Disruption 3, Protection 4, Heal 4, Weapon Enchance 4

Skills

Dodge 20 % Persistence 40%, Resilience 55%
Mechanisms 150%, Athletics 50%, Engineering 35%,
Trade 60%, Mechanisms 40% Craft (Cooking) 05%

Earth Sense – Dwarfs can sense automatically how far they are underground and whether or not the tunnels or chambers they are in are structurally sound.

Dark Sight – Dwarfs see in the dark as if it is day, by detecting heat and cold.

4 Goblin assistants See encounter area 2 for stats.

Plunder

800SP + a scroll with Befuddle 3 on it in a locked chest.



8. Trapped Corridor

First impressions

A completely empty and normal dungeon corridor.

On a closer look

This corridor has been trapped by the Iron Chef, to prevent Slykar sneaking into the goblin areas. Note, all the traps are hidden well enough so that they are only detected by an active Perception test or in the case of the Fear Trap, an active detect magic spell.

Trap a: Fear trap

Step into the one metre square area that this trap is effective on and fail a Persistence roll and you are running away screaming in terror down the corridor for 1D20 minutes.

Trap b: Arrow Trap

Concealed in both walls are four crossbows, at 50 cm intervals (so effectively on a human knee, stomach, chest and head height). Triggering the trap via a pressure pad unleashes the bolts, targets take 1D8 damage.

Trap c: Pit trap

If a character of SIZ 7 or greater walks over this part of the corridor the floor collapses and they fall 5 metres for 2D6 damage. A successful Athletics roll halves the damage taken.

Denizens

None

Plunder

In the pile of bones in the pit trap is a necklace 50 SP worth and an emerald ring worth 100 SP.

9. The Manticore's Garden

First impressions

A large walled garden, 50 metres by 50 metres, with trees and hedges and flowers, all underground!

On a closer look

If anyone looks at the earth they will see bones and skulls intertwined in the roots of the plants. These are Hell Plants from the Burning Hell that need no sunlight and feed off corpses.

Slykar is initially hiding in one of the larger hedges (active Perception check to see). He observes the player characters. If they appear weak and wounded, he will attack the weakest member of the group as they pass by. If they appear strong and aggressive, he will hide and let them pass. If they appear strong and relaxed, he will calmly stroll up to them and offer them the following deal: If they kill the Iron Chef and drive off his Goblins, Slykar will give them the Golden Key to the

treasure room. Note that Slykar will almost definitely go back on his deal, making the Player Characters his celebratory meal after the Iron Chef's demise, if he thinks he can easily take them out.

Denizens

Slykar the Manticore

STR 28 CON 22 DEX 14 SIZ 32 INT 14 POW 12
CHA 16

Hit Points 29 Magic Points 12 Damage Modifier +2D6
Movement Rate: 23m Armour: Tough hide (3 AP)

Unarmed Combat 75%

Claw (1D6+2D6)

Gore (1D8+2D6)

Poison Sting (1D6 + poison)

Manticore poison

Type: Ingested

Delay: 1D3 Combat Rounds

Potency: 50

Full Effect: 1D4 hit point damage applies -3 penalty to
victim's CON

Duration: 5D10 minutes

Magic

None

Skills

Dodge 25 % Persistence 65 % Resilience 45% Athletics
25%, Deception 50%, Perception 60%, Influence 80%

Plunder

Hidden in one of the bushes (active Perception test to find) is Slykar's loot: 300 SP and 30 GD and a Golden Key (opens the treasure chest in room 15 in a leather bag).

10. The Court of the Bone King

First impressions

A dusty old audience room where a skeleton wearing the plate armour and Mitre of an Abbot of a Knightly order sits upon a wooden throne, guarded by six skeletons in platemail standing against the walls shield in front of longswords, a picture of decayed chivalry. Faded banners of the Order of Thrum stand either side of the Throne.

On a closer look

This is the lair of the Bone King, the deceased Abbott of this castle brought back to unlife to torment both his soul and the living. The Bone King and his guards 'sleep' most of the time and if the player characters disturb that sleep they will come to life and attack them.

Denizens

The Bone King (ex Abbot of the Castle)

STR 18 CON 18 DEX 15 SIZ 21 INT 18 POW 0
CHA 0

Hit Points 18 Major Wound 9 Magic Points - Armour:
Plate 6 pts Damage Modifier +1D6

Close combat 80%

War Maul (2D8+1D6)

Unarmed combat 80%

Claw (1D4+1D6)

Skills

Dodge 65% Persistence 100% Resilience 100%

Immune to all diseases, poisons and mind control magics.

Skeleton Warriors (Reanimated Knights)

STR 13 CON 4 DEX 11 SIZ 11 INT 0 POW 0 CHA 0

Hit Points 8 Major Wound 4 Damage Modifier 0 Magic
Points 0 Movement Rate: 15m

Armour: Rusty Platemail (5AP)

Close Combat 35%

Sword (1D8)

Medium Shield (1D6)

Skills

Dodge 10% Persistence 100% Resilience 100%

Immune to all diseases, poisons and mind control magics.

Magic

None

Special Rules

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue, poisons and mind control magics. A skeleton has the same Movement Rate the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.

Plunder

The faded banners are worth 100SP to the Order of Thrum.



Deep in the Hole

11. The Jail

First impressions

A corridor with eight cells with iron doors leading of it them.

On a closer look

Kuonnor is in the second cell on the right. Amazingly, the door is unlocked, but Kuonnor is too scared to leave.

Denizens

Apart from Kuonnor, none.

Plunder

None.

12. The Treasure Room

First impressions

A completely empty room.

On a closer look

If the room is searched and a successful Perception test is made, a hidden compartment containing a locked treasure chest (Slykar has the key in room 10) will be found in the floor.

Denizens

None.

Plunder

The following treasure is held in a locked chest.

- 100 Gold Ducats.
- A complete set of Plate Armour.
- A reusable magic crystal holding 18 Magic Points.
- The Holy Sword of Zunder – see page 93.

Resolution

The obvious happy ending to this Quest is the return of Kunnor safe and sound to his dad. This will lead to great feasting and a positive relationship with the Lord of the Manor in the future.

There will be much sadness if Kunnor dies in the rescue attempt and anger and retribution if the player characters are somehow involved through malice or neglect.

Rewards

Improvement Points

1 IP for asking questions and generally rooting around to find out more information before setting off to the Castle in Spearing

1-2 IP for defeating the Iron Chef and the Goblins

1-2 IP for defeating Slykar

1-2 IP for defeating the Bone King

1-2 IP for bringing Kuonnor home safely.

Hero Points

1-2 Hero Points depending on how heroic the player character was.

Gloranthan Runes for OpenQuest

by Simon Bray

Runes are the building blocks of Glorantha. They are essential to the very nature of the world. Everything is in some way associated with one or more Runes. In Gloranthan games, all characters have three Runes. These are their personal Runes, and they can join cults related to their Runes.

At creation any Gloranthan character should choose three Runes in discussion with the Games Master. These are usually an Elemental Rune associated with their culture, a power Rune and a condition Rune, but this can vary. For example, amongst the Orlanthei it is common for men to have the Air Rune and women to have the Earth Rune as a start point.

All Runes start with a rating of the character's POW+10. Once chosen, the player can then allocate 30 points between their Runes at the start of character creation.

Later in the game, characters may optionally sacrifice a Rune affiliation to gain a new Rune. New Runes begin with a starting skill level of POW+10. Some cults allow members to swap their Runes; for instance, Heler the Rain God, who allows a cult member to swap an Air Rune for a Water Rune at the same percentage.

Runes work like a relationship in that players add and gain points to their Runes according to their use and the character's behaviour. They are not increased by the use of Improvement Points. For example, a character with a fire Rune who uses lots of fire magic, makes sacrifices using fires, worships at fiery temples and abhors and hates darkness is likely to increase their Fire Rune skill more often than a similar character who uses darkness, cold and water magic daily and aids dark trolls on a regular basis. This depends of course upon the religion or cult they follow.



Amric the Bull, famed Praxian Warlord of the Bison Folk loves to lead bands of chaos monsters on a merry chase. Using the gullies and canyons of his land, he summons the power of his Air Rune to encourage his bison to make great leaps and lure the monsters to a plunging death.

A character who behaves appropriately within the scope of a Rune can make a roll against their Rune once per scenario (with a maximum of three such rolls-- one for each Rune), even if they do not otherwise use the Rune's powers. A critical success on this roll increases the Rune skill by 1D6%. On a fumble, the Rune skill falls by 1D4%. This represents the character gaining a deeper understanding or failing to truly understand the nature of their runic relationship. The same bonuses and penalties apply when using a Runes Powers. A player can only gain one bonus or loss per session.

Examples

Tarin Good-Barter possesses the Trade Rune. During the course of his adventures he regularly uses the skills of Trade and Influence to get the best deals for the rest of the party, but he does not use his Trade Rune powers otherwise. The Games Master asks Tarin to make a roll against his Trade Rune. He rolls a critical success and gains 1d6% to his Trade Rune skill.

Sarissa the Golden is a follower of the Sun God., He does not use his Fire Rune powers often, but always wears gold armour, worships at the temples and follows the laws. However, he fumbles his Rune check during a scenario, losing 1d4%, the GM rules that despite Sarissa's devotion, he is actually not truly understanding his god, and must go on a pilgrimage to prove his love of the Sun God.

Acting against your Runes

If a player character consistently acts against his Runes, such as a character with a Law Rune becoming a criminal, then they will lose 1D6% each game that they behave in an unlawful manner. In such cases the GM may rule that the player must drop the Rune and take the opposing Rune, possibly being forced to leave their cult if they belong to one.

Example

Greedy Grinch is also a trader, but he uses his skills to swindle others all the time. The Games Master reminds Grinch's player that the Communication Rune is also called Fair Exchange and penalises him 1D6% from his rune for every wicked deal he makes. Eventually the GM rules that after four game sessions of this behaviour that Greedy Grinch is actually not following his Rune truly and must change his ways or take on the Disorder rune.

Using Runes Cults and Runes

All Gloranthan cults are associated with a set of rules. These rules govern magic, relationships with other cults and behaviour, and affect your ability to access the cult's magic (see below). For example, Yelmalio a lesser Sun God has Light and Truth as his Runes. The god Orlanth has Air, Air, Movement and Mastery. The god Humakt has Death, Truth and Death. Note that major cults may have the same Rune twice.

Joining a Cult

The Games Master may insist that a player needs a certain set of Runes or a Rune at a certain percentage in order to join a cult, typically 25% for Lay Members and 50% for Initiates. Alternatively, a player may need to roll on an appropriate Rune to join a cult.

As a part of progression in a cult, a character needs at least 75% in an appropriate Rune to move from initiated to the higher levels of the cult. In the case of theistic cults, a Games Master may limit access to certain Divine Spells if a player does not have appropriate Runes. Similarly, a Sorcery Sect may only allow the teaching of certain Sorcery Spells to characters will appropriate level Rune skills. Characters with Runes that opposes those of a cult may be restricted or deemed enemies of a cult when they try to join. In Glorantha, someone possessing a Chaos Rune will be hated by any right-minded individual or cult.

Example

In his campaign Dave decides that in order to be an initiate in the cult of Orlanth a player must have at least one of the cult's Runes at 50%. To become a priest, they must have two of the runes at 75%. He is also playing an old school game of Glorantha, and deems that a Rune Lord, as he calls the Holy Warriors of the cult, must have two runes at 90%.

Boosting Skills

Runes can augment skills of the player characters and others, with skills being associated with the Rune in accordance to cult practice, cultural behaviour or good player improvisation. If a player chooses to use the Rune in this way, they spend a Hero Point and roll on the Rune skill., If they are successful, they gain an augment of +25% to the relevant skill. On a critical success, they gain +50% bonus this is for one action as fits the storyline. These bonuses can also be used to boost appropriate relationships, such as a Fire Worshipper using his fire Rune to boost his Hate Trolls or Allies at the Sun Dome Temple Relationship.

Example:- *Orvik Moon-Crusher is an Orlanthe rebel. He is fleeing a lunar army patrol. He comes to a chasm; if he can leap over it, then his enemies will not catch him. He has the Movement Rune at 56%, and burns a hero point to roll a critical success, gaining +50% to his 55% Athletics Skill. At 105%, Orvik's success in jumping the chasm is now certain. Orvik also had an Air Rune which he could have used similarly (or magically- see below) and a Death Rune, which would most likely have been no help to him.*

Skill	Suggested Rune Connections
Dodge	Movement, Air, Fire, Illusion, Fate, Water
Persistence	Stasis, Magic, Infinity, Fate, Truth, Harmony
Resilience	Stasis, Earth, Infinity, Fate, Truth, Harmony.
Close Combat	Death, Eternal Battle, Fire – spears, Earth – Axes, Dark – Maces, Air – Swords etc.
Ranged Combat	Movement, Air, Fire/Sky, Death
Unarmed Combat	Beast, Man, Death, Stasis – wrestling etc.
Culture (Own)	Communication. This is defined by your cultural runes e.g Earth – Esrolian Women, Air – Orlanthe Men etc.
Language (Own)	Law. This is defined by the origins of the language Beast – Beastspeech, Fire/Sky – Dara Happan etc.
Natural Lore	Plant, Animal, Earth, Water, Fire, Air, Darkness as appropriate for the activity undertaken.
Culture (Other)	Law. This is defined by the runes of the other culture e.g Earth – Esrolian Women, Air – Orlanthe Men etc.
Language (Other)	Communication. This is defined by the origins of the language Beast – Beastspeech, Fire/Sky – Dara Happan etc.
Lore (Type)	Varies extensively – Lore (Dragons) would be the Dragon Rune, Lore (Animals) the Beast Rune and so on.
Athletics	Air, Movement – Brawn could be Stasis / Earth / Darkness, Swimming the Water Rune etc.
Craft	Varies as per craft – Craft Leather could be Beast, Craft Smithing could be Heat etc.
Deception	Illusion, Disorder, Darkness, Shadow or Beast if associated with an appropriately stealthy animal.
Driving	Beast, Movement, this could even be Law for some strange Mostali engine etc.
Engineering	Stasis, Law
Healing	Harmony, Life
Influence	Communication, Mastery, Man, Truth – or even an appropriate form rune or element.
Mechanisms	Stasis, Law, Disorder and Darkness for thieves and lockpicks.
Perception	Depends on the sense, Fire for Sight, Dark for Hearing, Water for taste, Earth for touch, Air for Smell etc.
Performance	Illusion, Harmony
Riding	Beast, Mastery, some animals have runic associations, such as Fire for horses and birds.
Sailing	Water, Mastery, Movement.
Streetwise	Communication, Man, Harmony, Disorder.
Trade	Communication, Law, Movement.
Relationships	As per the runes of the faction if appropriate or the action being taken. Communication is very useful.
Religion	Your runes can be used to augment your Religion for knowledge of your cult, associated cults and myths tied to your appropriate runes,
Shamanism	The Spirit Rune is essential to all Shamans and can boost their Shamanism skill.
Sorcery	The Law or Magic runes are typically associated with Sorcery.

Overcoming Opposed Runes

Most Runes have an opposing Rune. Life opposes Death, Movement opposes Stasis and so forth. A player can use a Hero Point and roll on his Rune skill to help defeat an enemy's magic or overcome a magical obstacle, gaining +25% on a normal success and +50% on a critical success as above. This modifier can be either a bonus to themselves or an ally, or a penalty to an enemy.

Example:-

Gara the White Healer has a Life Rune skill of 65%. She is attacked by a wicked magician who tries to slay her using Hand of Death. Her player argues that this is a Death Rune magic and so she rolls on her Life Rune, gaining a success, which gives her +25% to resistance roll to avoid the spell. Alternatively, the evil magician could say that he is using the power of death to defeat life, and gain a similar bonus by activating his Death Rune and causing Gara a penalty to her resistance roll. If both used their Runes and were successful, the character with the higher Rune ability wins the contest.

Learning Spells

With this option, the Games Master allows the player to learn magic from their Rune without a teacher. When a player is using Improvement Points to buy a spell, if the Games Master and player agree it is within the scope of a Rune then they do not need to seek out someone to teach them the spell. In most cases this will be Battle Magic, but the GM may rule that Sorcery and Divine Magic can be gained in this manner. This fits in with the rules for the rules on regaining Divine Magic on page 148 of the OQ2 Rulebook, especially the "Perform a Deed in Keeping with Your

Character's Deity's creed" optional rule. (See below for more information on spells and runes)

(Optional) Magical Boosts

Players can use their Runes to access spell abilities and to boost spells. This costs them at least one Hero Point. Typically on a successful roll; a spell becomes half as powerful again, increases by one intensity level, or its damage goes up by one step. On a critical roll, a spell becomes twice as powerful or increases by two intensity levels. Damage goes up by two steps.

Some Games Masters may allow players to drastically boost their magic with additional Hero Points. Additionally, activating a Rune may allow a player to access Rune related magic (typically Battle Magic, but Divine or Sorcery spells could be allowed at GM discretion) that they do not possess for a limited duration (for one contest, one day etc dependent on the game).

Examples:

Gorol is a Kralorelan Martial artists. He knows Fists of the Wind 2 and has an Air Rune relationship of 77%. He is set upon by a gang of Tongs, and wants to fight them off. He uses his Air Rune and spends a Hero Point to boost the spell, rolling a success. Thus Gorol now has access to Fists of the Wind 3. On a critical success it would have been Fists of the Wind 4.

He thinks this is cool, but he describes a really funky idea of taking on all eight Tongs in a super martial arts move. The GM agrees and says that for 2 Hero Points Gorol can gain Fists of the Wind 8 on a Critical Success, which he pulls off.

Later, Gorol is running across the city rooftops. He stumbles and falls from a high roof. He is likely to die on the railings below, so he asks the GM if he can use his Air Rune to gain temporary access to an appropriate spell. The GM rules that he can and he gains Cushion Fall, a spell he did not know, reducing his damage as the air catches him.

Frang the Valind Priest uses his Darkness Rune to boost his Frostbite spell, increasing its damage one step from 1D8 to 1D10 against an enemy Sun Priest.

(Optional) Mythic Boosts

Players can use their Runes in a more mythic way, evoking their runic powers to combat magical enemies, to affect the otherworld and defend themselves against gods and spirits.

The power of runes is much greater in the Otherworlds. The use of the Rune can have longer effects than just one challenge, if it occurs on the Hero Plane, until the player stops acting appropriately. Such effects should be described by the players as part of the story telling process and will grant bonuses or penalties as listed above. A player can also optionally use additional Hero Points to use their Rune to affect the mythic realm, changing the storyline as per the Plot Edits rule, but with an added mythical bonus. However such changes can be dangerous and have powerful repercussions as decided by the GM, and such behaviour may result in them being lost or expelled from the Hero Plane. This is the practice of vile Arkati and God Learners after all.

Example:-

During the 'Summoning of the Lava Father' Heroquest, Hachuk, a Caladran Heroquester decides to use his Fire Rune to overcome the Waiting Shadow- an evil spirit- on the quest, gaining a +25% bonus to his actions against the mythic monster so long as they are in the realm of the Rune. He uses a fiery spear, and shield of smoke to attack and defend, he breathes fire (augmenting his Dragon Breath Spell) and drives the monster back with burning light. However, after taking a wound he stops and hides behind a rock to heal his wounds, the Games Master says that this breaks the runic flow and the bonus dissipates, though it can be reactivated again in the same way.

Later in the Heroquest, Hachuk meets the Great and Mighty Boulder, a huge impassable boundary which blocks his main route to the Heart of Fire. He uses his Movement Rune and burns 3 Hero Points saying that the great rock slides out of his way as he approaches. In doing so, he has shortened the Heroquest, and has not followed the Path of Turmoil or Showers of Acid, which are both important lessons. The Games Master allows him to get to the Heart of Fire, but back in the real world, when Hachuck unleashes the power of the volcano against the Wolf Pirates, his own people are gravely wounded when clouds of acid rain pour down during the eruption, forcing them to flee their homes and suffer great turmoil as they look for new homes. This is the cost of short cutting a Heroquest.

Restrictions

Some GMs may want to restrict the use of Runes for characters that do not belong to a cult. A character operating under these restrictions can only use their Runes for skill boosts and overcoming opposed runes.

Spells and Runes

In Glorantha, Divine Spells are often called Rune Magic.

Games Masters should try not to be too prescriptive about which Battle Magics are associated with a Rune; let the player describe how the spell actually ties in to their rune. If it sounds feasible, run with it. Of course no one would accept that Frostbite is connected to the Fire rune, but perhaps you could allow the player to know a *Heat Stroke* spell with identical affects, converted on the fly. However to aid Games Masters there is a list of Battle Magic and possible associated runes and cults below.

Interacting with Spirits and using Grimoires.

In Gloranthan games, everything is associated with runes including spirits and the magical texts of the sorcerous sects. Characters can use their Runes to gain bonuses to interacting with spirits of associated Runes or defending against enemy spirits in the same way as suggested above. A player could even opt to use a Rune instead of their Shamanism skill when dealing with a particular rune-associated spirit. Similarly, a sorcerer can gain bonuses when casting Sorcery Spells he has learned from a grimoire that shares his Runes in some way. The Spirit Rune is essential to Shamans, whereas the Law or Magic Runes are often associated with Sorcery in Glorantha.

Example:– *Shrub Beard is an Elven Forest Shaman. He has the Plant, Spirit and Earth Runes. He could use his Plant rune to commune with flowers, tree and elf spirits. He could use his Earth Rune to defend against earthly spirits or to better control Earth Elementals. As he has the Spirit Rune he could use this with dealing with most kinds of spirit, having this Rune gives him an edge in the spirit world which characters who do not possess this Rune lack. Most shamans are wise to take this Rune.*

Karazar is a Western Sorcerer. He has learned several spells from a book called the Light of Life, which is associated with the Life Rune. He is skilled in healing magic and has the Life Rune, which he uses to gain a +25% to casting any of the three healing spells he previously learned from the book.

The Nature of Battle Magic and Runes

If you are using a Rune based approach to acquiring battle magic, there are ways of accessing a wider variety of spells by thinking about how your cult or personal runes could actually allow you to replicate the effects of a spell. For example, the Water Breath spell is typically associated with Water Rune cults, however a player could argue that in fact he can pull this feat off because, for example:

- i) Their god / spirit / saint fills their lungs up with air and keeps them alive
- ii) Air Gods such as Orlanth defeated many Sea Gods and was able to access their realm.

Another option is that you adapt a current spell as it stands to suit a runic association. For example, Disruption is a simple damage spell, it could be caused by all manner of effects, the battering of an opponent by hail, stones or a tiny zap of lightning. Similarly, the spell Frostbite would be easily converted to Heatstroke and Fireblade could be Lightning Blade without any difficulty.

Think about the appearance of your magic when you use it. A Protection spell cast by someone with an Air Rune could be described as a cloak of churning air that deflects blows, with an Earth Rune it could be a suit of clay like armour manifesting, Darkness it could be hungry shadows that devour blows. This adds colour and depth to your game, making these spells so much more than a grab bag of tools. Slip could be tripping branches, slippery mud, magical grease or puddles of water and so forth.

Battle Magic Spells with Rune Associations & Cults

Battle Magic Spell	Major Rune Association	Minor Rune Association	Example Cults
Animal Whisperer	Beast (or sub runes aka Yinkin)	Communication, Harmony	Waha, Eiritha, Redalda, Yinkin
Avoidance	Movement, Air	Death, Life, Illusion, Harmony	Orlanth, Humakt, Mastakos
Babel	Illusion, Disorder	Communication	Eurmals, Issaries
Bearing Witness	Law, Truth	Communication	Lhankor Mhy, Humakt
Beast Call	Beast (or sub runes aka Horse)	Harmony, Communication	Eirithra, Yinkin, Odayla
Befuddle	Illusion, Disorder	Moon	Eurmals, Lanbril, Annilla, Seven Mothers
Block Sense (Sense)	Various depending on sense.	Various	Various
Call Spirit	Spirit	Unlife	Daka Fal, Jakaleel
Care	Life	Harmony	Chalana Arroy, Teelo Norri
Clear Path	Plant	Movement, Beast	Aldrya, Hunter Cults
Coordination	Movement	Harmony, Moon	Mastakos, Orlanth
Counter-Attack	Death, Air	Movement, Luck	Humakt, Vinga
Counter-Defence	Movement, Harmony	Luck, Fate, Water, Death	Heler, Orlanth
Countermagic	Law, Magic, Infinity	Stasis, Fate, Spirit	Lhankor Mhy, Invisible God.
Cover Blind Side	Death	Luck, Fate	Humakt, Black Fang
Create Charms.	Magic	Spirit, Stasis	Daka Fal, Horned Man.
Create Magic Point Store	Magic	Law, Spirit	Rokar, Mostal,
Create Potion	Magic	Water, Stasis	Mostal, Lhankor Mhy
Cushion Fall	Movement	Air, Earth, Water	Yinkin, Orlanth, Heler
Darkwall	Darkness	Disorder	Argan Argar, Cacodemon
Demoralise	Death	Disorder, Magic	Zorak Zoran, Eurmal
Detect X	Law, Magic, Truth	Various	Buserian, Lhankor Mhy
Dispel Magic	Magic, Law	Various	Lhankor Mhy, Invisible God, Irripi Ontor
Disruption	Disorder	Darkness, Unlife, Earth, Air etc	Black Fang, Eurmal
Dragon's Breath	Dragon	Fire	Godunya, Sun Dragon
Drive out Spirit	Spirit, Death	Various	Ty Kora Tek, Kyger Litor
Dull Weapon	Death, Earth	Darkness	Barbeestor Gor, Maran Gor
Enhance Skill X	Various depending on skill	Various	Various

Battle Magic Spell	Major Rune Association	Minor Rune Association	Example Cults
Extinguish	Water, Darkness	Fire, Earth, Air	Argan Argar, Zola Fel
Extra Defence	Movement, Mastery	Air, Water, Yinkin	Yinkin, Orlanth
Eyes in the Back of Your Head	Fire, Death	Light, Darkness	Humakt, Elmal, Yelmalio
Fanaticism	Eternal Battle	Death, Air	Urox, Zoran Zoran
Firearrow	Fire	Heat, Death	Yelm, Yelorna, Zorak Zoran, Lodril
Fireblade	Fire	Heat, Death	Lodril, Elmal
Fist of Gold	Illusion	Disorder	Eurmal, Bolongo
Fist of the Wind	Air, Movement	Dragon	Godunya, Daruda
Flying Kick	Air, Movement	Dragon	Orlanth, Godunya
Frostbite	Darkness	Water, Air, Stasis, Ice, Cold	Himile, Valind, Inora
Glue	Stasis	Earth, Plant	Craft Gods, Mostal
Hand of Death	Death	Unlife, Magic	Nontraya, Humakt, Thanatar
Harden	Earth, Stasis	Mastery	Ernalda, Craft Gods, Mostal
Heal	Life	Harmony, Earth	Chalana Arroy, Ernalda
Hinder ⁵	Various depending on skill	Various	Various
Ignite	Fire/Sky	Heat	Gustbran, Lodril, Mahome
Invoke Ancestor Spirit	Spirit		Daka Fal, Aldrya, Kyger Litor, Thed
Invisibility	Illusion, Darkness	Disorder, Moon	Lanbril, Eurmal, Annilla
Ironmind	Law, Magic	Mastery	Irripi Ontor, Lhankor Mhy, Invisible God
Knockback	Stasis	Air, Darkness, Earth, Water, Fire	Urox, Shargash, Maran Gor
Knockdown	Stasis	Air, Darkness, Earth, Water, Fire	Maran Gor, Storm Bull.
Leap	Air, Movement	Darkness	Yinkin, Vinga
Levitating Disc	Air, Magic	Movement	Orlanth, Keruan
Light	Sky/Fire	Magic	Yelmalio, Yelorna, Elmal, Antirius
Lock	Stasis	Communication	Issaries, Mostal
Mindspeech	Communication, Harmony	Magic	Issaries, Irripi Ontor, Etyries
Mischief	Illusion	Disorder, Chaos	Eurmal, Thed
Mobility	Movement	Air, Water, Fire	Mastakos, Lokarnos

Battle Magic Spell	Major Rune Association	Minor Rune Association	Example Cults
Multi-Attack	Movement	Death, Eternal Battle	Urox, Humakt
Multimissile	Sky/Fire,Air	Plant	Aldrya,Vinga, Elmal
Noxious Vapours	Disorder	Air, Death, Unlife, Chaos	Eurmals, Nontraya
Personal Insight	Fate, Moon	Luck,Truth	Lhankor Mhy, Seven Mothers
Pierce	Death	Stasis	Humakt,Yanafal Tarnils
Protection	Stasis, Earth	Death, Harmony,Air	Ernalda, Humakt
Push/Pull	Air, Movement	Movement	Orlanth, Lanbril
Read Emotion	Communication, Moon	Man, Harmony, Life	Issaries, Seven Mothers, Uleria, Seseine
Resist (Element)	Various	e.g Resist Fire	e.g Gustbran, Lodril
Restore Energy	Life, Spirit	Earth	Voria, Ernalda, Uleria
Sap Energy	Unlife	Spirit, Stasis, Death, Chaos	Nontraya, Vivamort, Gark
Scare	Darkness, Spirit	Unlife, Death, Hell, Man	Zorak Zoran, Gorgorma, Jakaleel
Second Sight	Spirit, Magic	Truth, Pamalt	Pamalt, Horned Man, Earth Witch
Skybolt	Air	Water, Fire/Sky	Orlanth, Heler, Telask
Slip	Water, Earth, Ice, Cold	Movement, Disorder, Plant.	Eurmals, Himile, Inora
Slow	Stasis	Earth,Air	Maran Gor, Ernalda
Speedart	Air, Light	Movement, Death, Plant	Yelmali, Vinga, Aldrya
Spirit Alarm	Spirit	Magic	Daka Fal, Earthmaker
Spirit Bane	Spirit	Magic	Jakaleel, Earth Witch
Spirit Binding Ritual	Spirit	Magic	Kyger Litor, Kolat, Daka Fal
Spirit Shield	Spirit	Magic	Kolat, Noruma
Stink Bomb	Disorder	Chaos,Air	Eurmals, Bolongo, Mallia
Strength	Earth, Death	Eternal Battle, Darkness, Stasis	Barntar, Ernalda, Lodril
Talk to Animal	Beast (or sub runes)	Communication	Yinkin, Redalda, Gorakiki, Odayla
Thunder's Voice	Communication	Air	Orlanth, Issaries, Lhankor Mhy
Tongues	Communication	Truth, Mastery, Law	Argan Argar, Lhankor Mhy
Unlock	Movement	Disorder	Lanbril, Black Fang
Vigor	Earth, Life	Harmony	Ernalda, Voria

Battle Magic Spell	Major Rune Association	Minor Rune Association	Example Cults
Vomit	Chaos	Disorder, Illusion	Mallia, Eurmal, Thed
Walk on (Element)	Various	Various	Lodril, Orlanth, Magasta, Ernalda.
Water Breath	Water	Air	Magasta, Zola Fel, Dormal
Weapon Enhance	Death	Various	Humakt, Barbeestor Gor, Uvarianus.

Three approaches to using OpenQuest with Glorantha

Approach 1: Just Make it up as you go along. This is what I did with Tomb of the Empty Emperor. I picked spells that felt right for the scenario/story and broadly fitted with what I know from the official sources.

Hard fast rules.

- Battle is equivalent to Spirit/ Folk magic (no higher than 3 Mag) + available to Cult Initiates. Shamans and Rune levels can have greater than 3
- Divine is equivalent to Theism with Holy Warriors being Runelords and Priests being Rune Priests
- Sorcery is Sorcery, I don't distinguish between schools using this.

Approach 2: OQ as a system, Cults Compendium for Magic, Gloranthan Classics background and ready made scenarios. RQ2 used POW x 5 as a resistance roll. Either stick with that, and the attendant POW increase rolls or select which of the OQ resistance skills (Dodge, Persistence, Resilience) is appropriate when it crops up in the write up.

Approach 3: OQ as a tweaked system to use new Moon Designs books. This is the approach Gloranthan Runes for OpenQuest uses. - Newt



Calstar, a famed warrior dedicated to Yelm the Sun God evokes the Fire Rune to enhance his skills in combatting Trolls and ignite his iron spear. Meanwhile the somewhat surprised Grimlock the Troll Warrior uses his Dark Rune to try and demoralise his opponent.

The Tomb of the Empty Emperor

A OpenQuest adventure set in Glorantha

Player's Background

"Everyone in Dara Happa knows that the Empty Emperor was a false Emperor who seized power during the Greater Darkness and brought the evil of Chaos to the Empire. That he was destroyed when the light of Yelm returned to the world and the rightful Dara Happan Emperor mounted the Celestial Footstool. That his very palace was crushed under a meteor pulled from the Skydome becoming his Tomb.

It is now the Third Age of Time and Dara Happa has been taken over by a group of charlatans and tricksters known as the Lunars. These evil and deceitful people worship the false Lunar Goddess, who arose four hundred years ago in challenge to the old Gods. Through magic she enslaved your proud people and arose into the Middle Air as the Red Moon, leaving her son the Red Emperor to rule the Empire. Most of your country men are still bewitched by her spell, and follow the Red Emperor as if he was the true Emperor of Dara Happa. You belong to ancient families who patiently wait for the return of the true Emperor and the ousting of the Lunars from your beloved Dara Happa. Publicly you are all members of the 'Yellow Standard' a social society dedicated to preserving the traditions of Dara Happa in the face of Lunar Modernisation, which the Lunars in their folly actually tolerate and encourage. Secretly you wait for the day of revolution!

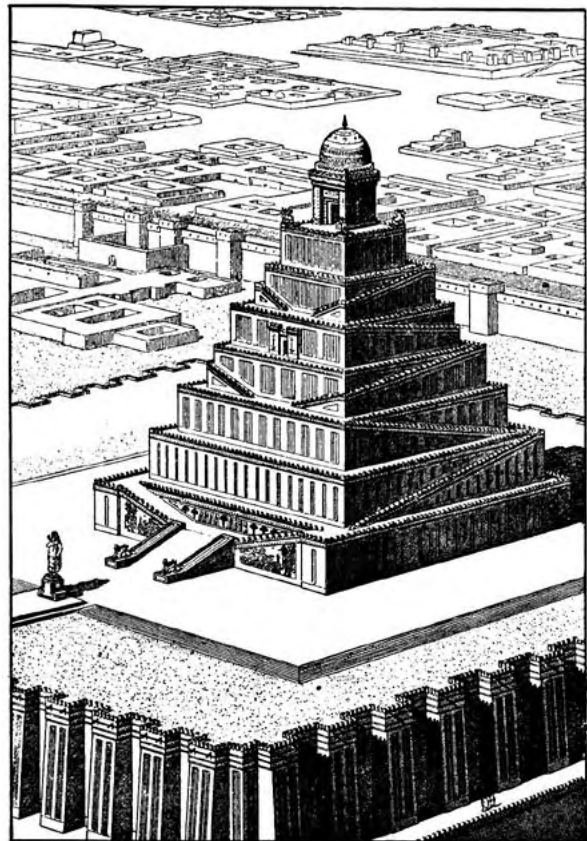
That day has not yet come, but you must spring into action to save Dara Happa. A group of Lunars under the traitor Count Ardru have travelled to the Grand Debris, the Empty Emperor's ruined city, with the implicit objective of awakening him to learn magical secrets that will allow them to dominate all of Glorantha! Not only that but they have snatched relatives and loved ones to sacrifice to the foul Chaos God. Gathering your weapons and magic you quickly move to stop them.

Now you find yourself on the dusty streets of Zonos which stands next to the Grand Debris. You stand in the Square of the Lost. To the north is the Lunar governors' Palace, to the South there appears to be a rude two story flat roofed Administration and Records building while to the west are the giant closed Gates of Doom, which lead into the Grand Debris."

This is a Gloranthan Heresy Game. Imagine that back in the good old RQ2 days, that Greg & co had written Cults of the Sun instead of Cults of Prax and "Zonos and the Grand Debris" has just been released. Plucky Sun worshipping Dara Happans fight the repressive (and downright sleazy) Lunar Empire to oust the false Red Emperor and return Dara Happa to the rule of the rightful Solar Emperor. Dungeon bashing done D100 style with Gloranthan Mega Gaming Fun.

The player characters are all rune level Dara Happans who are members of the Yellow Standard, a society opposed to Lunar rule. Six example characters are found at the end of the adventure.

Special permission has been given by Jeff Richard of Moon Design Publications to allow this adventure to be published.



Games Master's background

The adventure starts in the exile town of Zonos which sits next to the accursed Grand Debris, the old city of the Empty Emperor, a great ruin full of monsters. While dodging the attentions of the Lunar authorities it should become quickly apparent that entering the tomb via the main entrance is not the best idea, and that sneaking in via the Tower of Darkness is the way to go.

While the player characters will not have to face the equivalent of a small Lunar Army, they will have a fun time evading/fighting the Trolls who brook no invaders of their dark realm. This is a tough fight intended to get the Players in the mood for more of the same.

They then enter the 'Tomb' itself via the Cord, a long tunnel that was the secret entrance into the Imperial complex for the trolls. Halfway long its dark and dingy length is the statue of Yelm in Shame, a vile mockery of the Celestial Emperor, who comes to life and instils courage and purpose in the player characters (as well as restoring all Hit points and cast spells).

The Imperial Complex is the main 'dungeon'. Put simply it is the portion of the city buried under 'Yelm's Justice' the meteor the wrathful god brought down on the Empty Emperor at the end of the Gods War. They fight and talk their way through the complex, until they find the entrance of the tomb.

Once they have descended to the tomb, it's a fight against time to stop the Lunars bringing the Emperor back to the land of the living.

Note on Plunder

Yes there are treasure and trinkets to be found in the encounter locations, and feel free to bedazzle the players with coin and jewels that you make up. I've not detailed any plunder. Treasure found in the Imperial Complex will probably be covered in all manner of life threatening chaos poison and goop.

The Imperial Complex is the main 'dungeon'. Put simply it is the portion of the city buried under 'Yelm's Justice' the meteor the wrathful god brought down on the Empty Emperor at the end of the Gods War.

Sources of inspiration

Pavis and the Big Rubble (Chaosium/Moon Designs)- the setting in this adventure is a reimagining of that Gloranthan Classic.

Snakepipe Hollow (Chaosium/Avalon Hill)- the ultimate bonkers RuneQuest dungeon was a massive design influence for the dungeon areas.

The Glorious Reascent of Yelm (Stafford Library, published by Moon Designs)- where I first learnt about the terrifying Empty Emperor and much about the Dara Happa culture itself.

Oh and if I said there wasn't a hint of *Indiana Jones and the Raiders of the Lost Ark* in this adventure, I would be lying.



A Lunar Soldier, the Wrath of the Lunar Empire rages across Dara Happa!

Zonos ,the town of Exiles

“Zonos was built 350 years ago by Solar exiles, both self-exiled and exiled by the Lunar authorities, and is a small walled town that sits next to the giant cyclopean walls of the Grand Debris.

It is a dusty desperate place, were a man could get killed for his water skin and the clothes on his back.Yelm does not deign to show his face here such is his displeasure with the exiles, the only light coming from the Full Red Moon that bathes the town in an eerie red twilight.

There is an old Dara Happan saying: ‘better to die a clean death than live dirty and dishonoured in Zonos’ “

Questioning the locals

The exiles are a pitiful unwashed lot, who cower under tattered robes covering their heads.They avoid human contact and if a player character can get them to speak they come out with one of the following rumours.

Rumours roll ID10

1. The Lunar Governor had important guests the other night for a banquet who then went into the Grand Debris the next morning accompanied by a small army of Lunar Soldiers.(True)
2. Something stirs in the Grand Debris. (So vague it’s untrue)
3. The Lunar Governor is in love with a witch. (True. The Governor has taken a shine to Yelnara)
4. The Admin building has been invaded by trolls. (False but there is a tunnel to the Tower of Darkness)
5. One of the Lunar expedition is Count Ardu, he’s a bigger traitor than me! (True)
6. They say 101 Scarlet warriors guard the entrance to the Tomb (True)
7. They have a detachment of Broo with them, about fifty of the beasts! (False)
8. They say the Lunars will rise ‘Yelm’s Justice’ into the skydome and release the Empty Emperor from his tomb (False).
9. They say Elves from the Great Garden are going to rise and kill the Lunar expedition (False there are no Elves in the Grand Debris and certainly no Great Garden).
10. They say Count Ardu wields the famous Sun Sword (true)

Locations in Zonos

The Lunar Governor’s Palace

To conservative Dara Happan eyes, this lavish and gaudy white marble four story building with its fifty plus rooms is the epitome of Lunar decadence. The numerous statues of the terrifying Lunar deities, some of whom are scantily clad women! The town’s governor, Platarx the Lax, lives here with about 30 slaves and a guard of 40 men. He knows about the expedition and its aims, but merely sees it as a harmless archaeological dig. His principal job in the town is to maintain Lunar Order, so unless the PCs threaten this he will ignore their activities.As soon as they break Lunar law he will come down on them like a ton of bricks.

Lunar Guardsman

Hit points 14, Magic Points 12, DEX 13, Dodge 40%, Persistence 30%, Resilience 30%, Close Combat 40% Scimitar (ID8) Hoplite Shield (ID6) Ranged Combat 40% Short bow (ID6)

Platarx the Lax , Lunar Governor

Hit points 12, Magic Points 14 DEX 13, Dodge 40%, Persistence 80%, Resilience 20%, Influence 80% Close Combat Dagger (ID4) 25% Spells Battle Magic 80% Befuddle, Enhance (Influence) 3 Divine: Initiate of the Red Moon: Shield 2 Countermagic 2

Administration and Records Building

Both the Dara Happans and the Lunars have a thing for endless scrolls of facts and figures, take regular census information and record even the most minor event. It’s the mark of a fine civilisation in their opinion. Currently two Lunar Scribes lord it over a group of five over worked Dara Happan Clerks.

On a successful skill test – use either Perception or Culture (Solar) the pc who is looking for any information about the tomb of the Empty Emperor will find the following fragment on an ancient a stone tablet made during the God Time and destroyed in the 2nd Age written in Solar.

“A guide to the Court of Empty Emperor

Go through the Gates of Doom and under the Tower of Darkness and this will lead you to the Streets of Shame, where the inhabitant’s sing for your entertainment and take a short cut through the Rampaging Field.

From there visit the Hanging Gardens or the Inn of No Rest as takes your fancy.Visit the Counts and enjoy a feast of friends. Watch your step on the slippery bridge over the river of Sludge and avoid stepping on the tiny snails that live there. In the Imperial Square, enjoy the parade of the Imperial Guard, a Giant spectacle indeed and go pay your respects to the Imperial Concubines.”

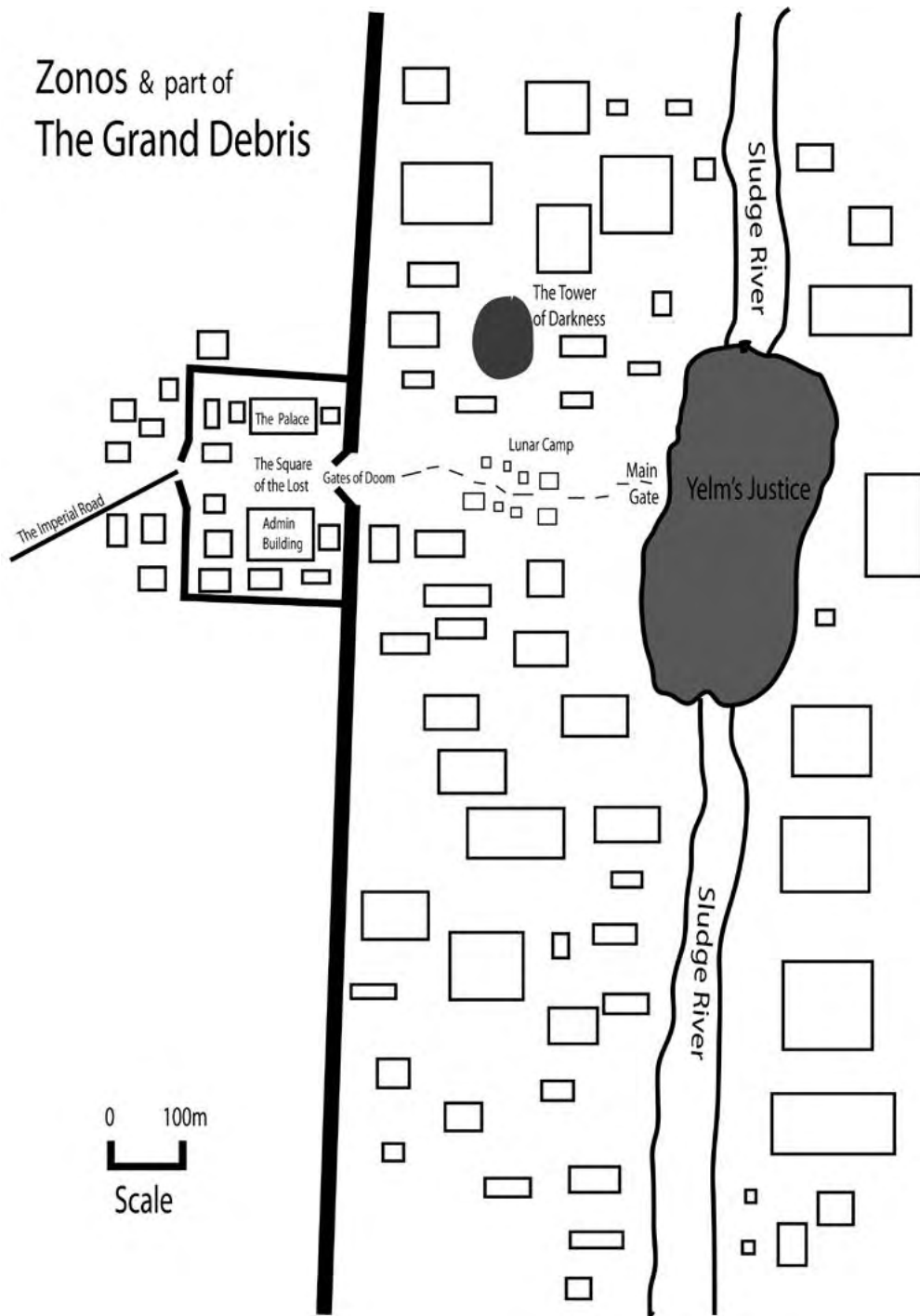
Upon picking up the tablet the pcs will find it covers a trapdoor – which leads down into a tunnel directly to the Tower of Darkness.

The Gates of Doom

These inspiring ten metre high double wooden gates, stand in the twenty metre black brick walls of the city. They are embossed with two bronze heads that seem to scream a warning or abuse at those who stand before the gates.

The controls are in the adjacent gate towers which are manned by twenty Lunar guardsmen. (see stats above), who have orders from Count Ardu to let no-one through. Influence rolls with a -25% modifier are needed to convince them otherwise.

*There is an old Dara Happan saying
‘Better to die a clean death than live dirty and dishonoured in Zonos’*



Empty Emperor

The Grand Debris

A hideous mockery of a standard Dara Happan city. Houses are dotted higgledy piggledy on a crazy city grid. Most of the smaller buildings are ruins to their foundations only the larger more magnificent buildings survive. If the PCs explore these many turn out to be grand facades, completely unusable. Those that are usable are home to bandits, broos and other foul and depraved monsters.

Locations within the Grand Debris

Note the map only shows the western portion of the city, which extends much further to the east (providing further adventure possibilities for those foolish enough to return here.)

The Tower of Darkness

See below for details

Lunar Camp

343 Lunar Soldiers are based here, (7 Battalions of 7 Units of 6 Men each led by a Septurion). They are uncomfortable in such an evil and inhospitable place but other wise are getting on and doing their job.

The Justice of Yelm

The huge meteor that dropped on the Imperial Complex. It dominates the landscape a dull piece of Star rock, that has the additional magical property of keeping the Chaotic inhabitants trapped under it.

Sludge river

This black sludgy mess, that intermittently bubbles and spits, disappears under Yelm's Justice and carries on through the Imperial Complex.

The Tower of Darkness

One of the first signs of their Emperor going bad was his invite of traditional Solar enemies to build embassies in his city. Roughly modelled on the Castles of Lead, the old Troll Embassy is a black spire of rock that stretches upwards 50m in defiance of Yelm. Its true strength however is the chambers below it. Amazingly there are still a small group of incredibly strong Trolls still in the caves below the tower, led by a powerful Mistress Race Troll who guards a vital but immovable troll secret in her lair deep in the bowls of the dungeon.

Apart from the Main Gate (area 1) all the areas with the Tower are magically dark. This pure elemental darkness, can only be lit my magical light, the presence of which

attracts the Trolls in the waves described below.

As a Dungeon this is an incredibly tough nut to crack. It has hordes of minor monsters that can attack on masse, followed up by more experienced kin. There are probably three ways through the Tower and onto the Cord (the tunnel that connects the Tower to the Imperial Complex). Whichever one the players choose make sure that emphasise the sheer danger the pcs are in while giving the players a fighting chance.

Tactical combat. The Players decide to fight their way through the complex, using light magic and other anti-troll magic. Almost suicidal. The trolls will fight to protect themselves, but will try to capture the PCs to learn why the humans are attacking. This could lead to negotiation.

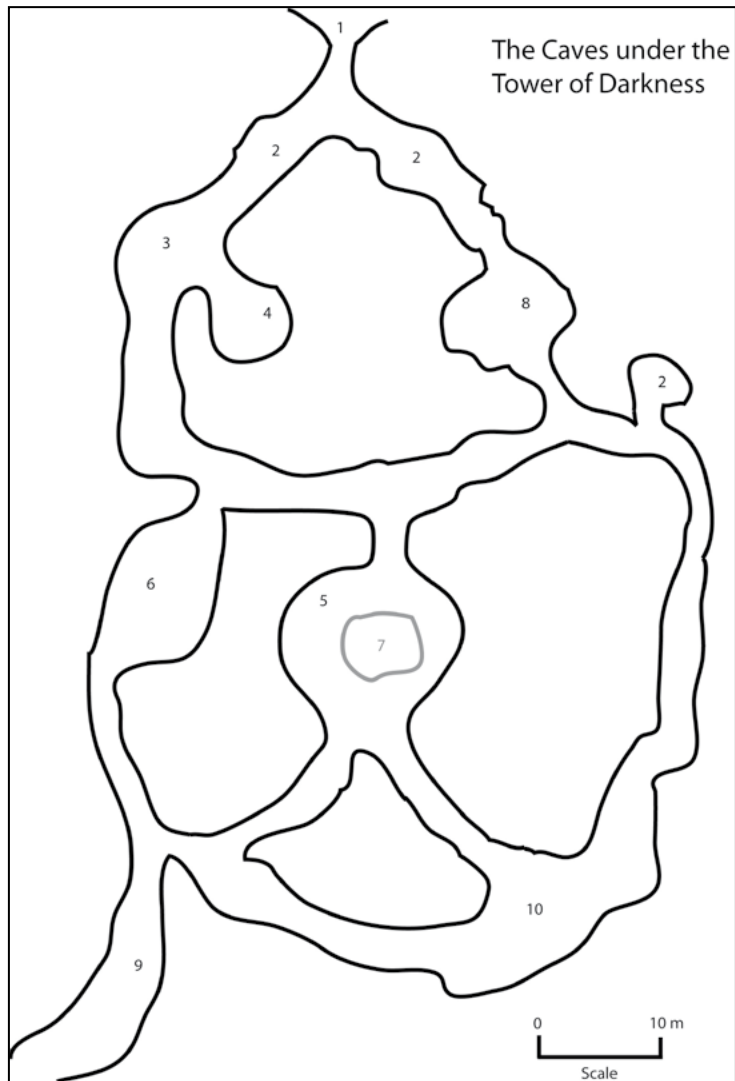
The trolls attack in the following 'waves'

Wave 1 10 Zombies + 10 Trollkin

Wave 2 5 Dark Trolls +5 Trollkin

Wave 3 5 Berserkers

Finally Mistress Race Troll – Big Mama + 5 Zombies +2 Great Trolls





Stealth. The players decide to creep through the caves. Match perception vs. deception giving the players a -25% penalty. Remember the trolls are not penalised by being in the dark

Negotiation. The players enter the caves or stand outside the main gate and ask to see the trolls leader. Big Mama arrives with all her bodyguards and the players have to do their damndest to convince her the sheer world ending menace that the Empty Emperor presents. This actually is not as hard as it sounds since the Mistress Troll is an immortal who was around at the when the Empty Emperor was 'alive'. However the Troll



is a mortal enemy of the Solar PCs so any discussion should be very tense.

1. The Main Gate

This is the surface entrance to the lower chambers. A huge 8 metre tall, 10 metre wide lead portcullis is guarded by two Great Trolls. Normally it is closed shut.

2. Dark Spirit Sentinels

At each of these points in the complex are powerful Troll Ancestor spirits who protect the caves. They are in mind link with Big Mama calling the alarm if intruders are detected. They can not leave their posts, but can attack to possess any character that comes within 1m of them. The idea that they then immediately attack the character's friends slowing down the party before the Trolls arrive.

They can not move out of the area they are bound to.

3. The eating room

Bones of all sort of animals and humans are to be found here scattered on the floor.

Normally 2d4 Dark Trolls are to be found here being served by at least 2 trollkin.

4. The Kitchen

A group of three trollkin 'prepare' the food.

5. The Temple to Kygor Litor

A rough statue of Kygor Litor dominates this large chamber. Four Dark Spirit Sentinels are to be found here as well as at least five Dark Troll guards.

6. The Shrine to Zorak Zoran

This large bone strewn chamber is the ZZ den. When they are not out causing mayhem and raiding others the ZZ berserks can be found here.

7. The Chamber of Secrets

Accessed from a hole in the ceiling from directly under the Kygor Litor statue this chamber contains why the Trolls are still here.

What exactly is the Trolls great secret and why it can not be moved is up to the GM.

Suffice to say after PCs see it, the Trolls will not let them leave alive.

8. The barracks of the Karg's sons.

A large 10m square chamber which acts as the sleeping chamber of the Dark Troll Warriors, d6 of which will be found here at any given time.

9. The back door

This is the entrance to the cord (see below) which sensible players will be looking for.

10. Big Mama's Bedroom

This is where the Mistress Troll is found to be holding court, with her small retinue of guards, unless she has been summoned to defend the caves from invaders.

Denizens of the Dark Tower

4 Great Trolls

Hit Points 20, Mortal Wound 10, DEX 13, Magic Points 10, Damage mod +1D6 Resilience 75%, Dodge 25%, Persistence 25%, Close Combat 50% Troll Great maul (2D8+1D6) Armour Chainmail 5 AP

Dark Sentinels

Dark Troll Ancestor Spirits Pow 18 Spirit Combat 65% Damage (1d6) Possession: dominant

15 Trollkin Skirmishers

Hit Points 6, Mortal Wound 3, DEX 10, Magic Points 10, Resilience 30% Dodge 50% Persistence 20%, Deception 60% Close Combat 25% Short Spear (1d6) , Ranged Combat 50% Sling (1d6)

10 Dark Troll Warriors

Hit Points 14 ,Mortal Wound 7, DEX 14, Magic Points 12, Resilience 50%, Dodge 40%, Persistence 40%, Deception 40%, Close Combat 50% Mace (1D8), Large Shield (1d6) Ranged 20% Sling (1d6), Armour Chainmail 5AP Battle Magic 60% Extinguish 3, Heal 2, Weapon Enhance 3

5 Zorak Zoran Berserks

Hit Points 16, Mortal Wound 8, Damage bonus +1D6 DEX 15. Resilience 90% Dodge 25% Persistence 50%, Deception 30% Close Combat 75% 2H Maul (2D8+1D6), Armour 1 Pt tough hide, Battle Magic 50% Fanaticism 4, Weapon Enhance 4 ,Divine (Initiate of Zorak Zoran) Berserk

20 Zombies Hit Points 7 Mortal Wound 4 Damage Modifier+1d6 Immune to all mind control magic, Close combat 30% club (1d6+1d6) brainnnsssss

Hezorak Darksister (aka Big Mama) Mistress Race Troll

STR 20 CON 20 SIZ 26 DEX 18 INT 21 POW 21
CHA 20

HP 23 Mortal Wound 12 Damage Modifier +2D6

Magic Points 21 + 24 (Lead Maul)+12 (Shield of Darkness)

Armour Lead Plate 6AP

Dodge 60%, Persistence 125%, Resilience 125%

Close Combat 125% (155% when using Lead War Maul)
Enchanted Lead War Maul (2d8+2d6+6 from Weapon Enhance 6, MP pool of 24 points, +30% to hit), Shield of Darkness (1d8, Dark Wall 12MP) Ranged Weapon 100% (Sling 1d6+2d6)

Divine Magic Priestess of Kygor Litor

Shield, Excommunicate, Summon Shade, Summon Skeleton , Heal x3,

Battlemagic: Darkwall, Heal 6, Slow 4, Coordination 4, Multimissile 4, Sureshot, Befuddle, Fanaticism.

Always accompanied by at least 2 Dark Trolls + 5 Zombies

The 'Cord'

This tunnel was clawed out of the rock in ages past when the city was active, to act as a quick entrance into the Imperial complex.

Half way down its length is a statue of Yelm, looted from one of the True cities of Dara Happa by the Trolls.

The Statue of Yelm, a proud Dara Happan noble in a complete suit of plate metal wielding the staff of Law, has been thoroughly defiled by the Trolls over the centuries. Its gold leaf covering has been gnawed off and the Staff of Law has been bent. Nevertheless Yelm can talk through the statue and he does to the player characters, encouraging them on their quest and healing the injured, restoring Divine magic and magic points and even resurrecting the dead. However Yelm is a stern god and if they return to get more divine aid, all they find is silence.



The Imperial Complex

This was the Empty Emperor’s palace complex, now buried under Yelm’s Justice to form an eerie and rather strange Dungeon.

The whole complex is a chaos nest, full of strange and bizarre monsters whose whole philosophy is life is pain and who would like to share it around a bit. Rather than fight their way through the complex the Lunars have been buying their way through by giving captives and in some cases soldiers to the monsters in their path. This can heighten the tension amongst the player characters who have loved ones amongst the Lunar’s captives.

The corridors are actually streets of buildings. Like the main city many of these buildings are facades. The ‘ceiling’ of the corridors is the rock of the meteor which shimmers eerily bathing the corridors in a perpetual twilight. In most places this ceiling is ten metres high and a typical street is five metres across.

Wandering Monsters in the Imperial Complex

If you want to unnerve the players, every now and again throw a D6. If it comes up a one roll on the following table.

D8	Encounter
1	d4+1 of the Emperor’s Concubines going for a walk.
2	Zig of the Imperial Guard on ‘patrol’
3	D10+2 Zombies from the Hanging gardens escaped and out for brains. One round later d4 of the Ghouls turn up looking to recapture them.
4	d20 Lost Lunar soldiers. Just want to get out of this horrible place after seeing their comrades being given to the denizens as lunch.
5	2D6 Rampaging broo.
6	A mad Lunar Archeologist, let loose by his comrades. Will babble on about the upcoming sacrifices to the Empty Emperor in the Chamber of Ignorance and Bliss.
7	An escaped ‘sacrifice’
8	GMs Choice

1. Entrance

101 Scarlet Warriors (Lunar Soldiers) guard the entrance to the tomb and there is another camp round the entrance as a result. The tomb has two massive stone double doors that stand ajar – besides which is a inscription that reads in Solar.

“Here lies the Empty Emperor, who brought nothing but woe and chaos to Dara Happa. May his name be forgotten and his spirit dwell in the lowest and most pain ridden hell. Cursed is anyone who enters this prison, you have no business being here”

2. The Street of Shame

This is the main road in the complex, which runs all the way to the Sludge Bridge, that leads to the main palaces.

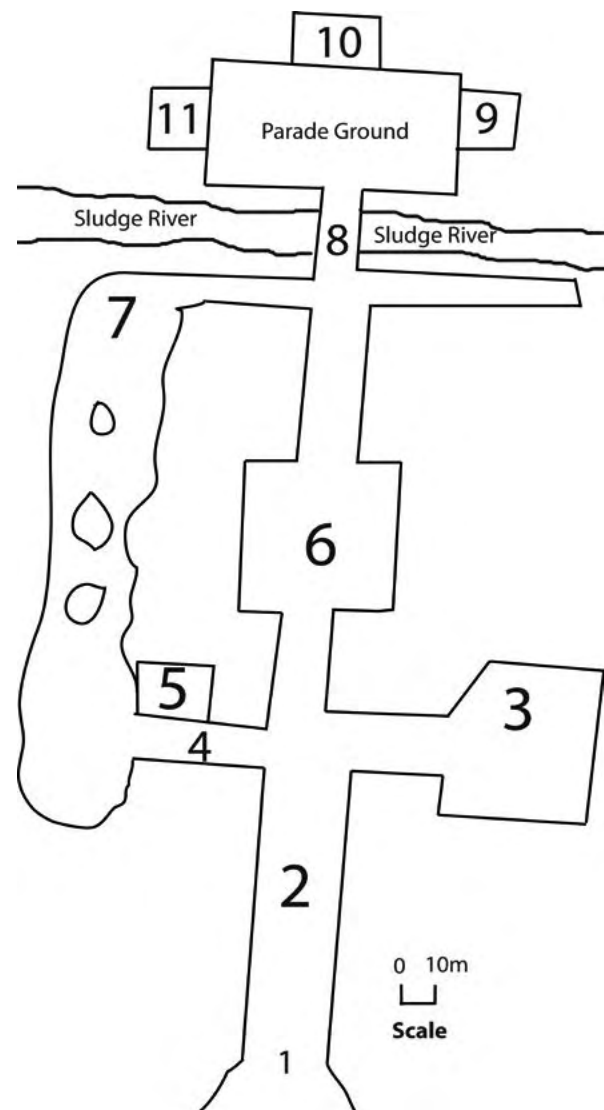
It is inhabited by the lower citizens of the city who were killed by Yelm’s rage when the city fell. They howl and scream as they float up and down the street in mournful groups of 2D4.

While on the Street of Shame the player characters must avoid the Ghosts else be attacked by them.

Denizens

The Howling Ghosts

Int 12, POW 14, DEX 14, Spirit Combat 75% Damage
 ID6 Possession: Fills the character with Fear making them flee the complex



3. The Hanging Gardens

Initially a lovely tranquil garden until the Madness of the Empty Emperor turned into a place of death where innocents were hung for his entertainment on trumped up charges.

The hung still hang from the trees as undead zombies. Their Ghoul guards occasionally nibble at their flesh as a snack. Both groups crave fresh living flesh.

In one corner of the garden is a particular hung criminal, who has the placard, hung round his neck, with the following written on it

“The Great Git, an ego manic who tried to destroy Glorantha and failed.”

Denizens

Ghouls, Old Guards

Hit Points 12 Major Wound 6 Magic Points 11 DEX 13, Dodge 40% Persistence 30 % Resilience 40% Ranged Combat special see below Howl (Demoralise see below) Unarmed Combat 60% Claw (1D4) Bite (1D6+poison)

Ghoul Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 hit point

Ghoul Howl

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Rune Magic spell) unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week.

Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

Zombies

Hit Points 7 Major Wound 4 Damage Modifier +1d6 Magic Points 0, Movement: 7m DEX 8, Unarmed Combat 50% Fist (1D3+1D6) Zombies are immune to fatigue, disease, poisons and mind control.

4. The Gauntlet

This street has every conceivable trap you can think of ; Pit traps (Ground opens up, 3m drop, 3D6 damage), boulder traps (falls from the ceiling and rolls towards the characters, 3D6 damage avoided by Dodge), Arrow traps (1d8 Damage) and is a veritable minefield to navigate.

5. The Inn of No Rest

A rowdy criminal's pit where all the bad types that the Empty Emperor attracted in his reign and elevated to great official status live on in a weird stasis of their lives, cursed by Yelm.

The thieves will offer to act as guides, get the players past traps, find them the secret way in the tomb, but in reality they will plot and conspire to rob and cheat the player characters at the earliest opportunity.

Denizens

30 Thieves

Hit Points 12, Magic Points 10, DEX 14 Close Combat Short Sword 1d6 Leather Armour 2 AP Deception 90%, Dodge 80% Athletics 90%

6. The Feast of Friends

A group of seven Ogres feasting on guards sacrificed by the Lunars, around a long banquet table set up in this courtyard. It is not immediately evident that the meats they feast on are human in origin and the Ogres will make civilised conversation with the player characters, especially any noble in the party. A group of ten human slaves serve the Ogres.

The Ogres were 'Barons' set up to lord it over the people by the Empty Emperor. Instead they fed on the people. These Barons were trapped in the Imperial Complex when the city fell.

Denizens

Ogre 'Barons'

Hit Points 13, Major Wound 7, Damage Modifier +1D6, Magic Points 13, Movement: 15m, Armour: Ringmail 4 AP, Close combat 60% Long Sword (1D8+1D6), Unarmed Combat 60% ,Fist (1D3+1D6), Bite(1D4+1D6)

‘Barons’ set up to lord it over the people by the Empty Emperor. Instead they fed on the people

7. The Fields of the Rampage

Once a field of lush grass, this is now a muddy and despoiled place. Six small groups of Broo (five individuals) camp around the field. These feral and rapacious beasts will attack indiscriminately any living thing. If you fail to kill them, pray you die in the fight.

Denizens

Broo

Hit Points 12 Mortal Wound 6 DEX 13, Resilience 80% Persistence 30% Dodge 30% Close Combat 60% Longsword (1d8) Small Wooden shield (1d6), Armour Chain 5 AP Battlemagic: Fanaticism

Each broo's armour and weapons are infected by disease spirits. Any character who stops to loot the bodies is exposed to a disease spirit (Pow 25 Damage 1d6+1d6) which carries one of the following charming diseases;

D6

1. The Shits (Make Resilience roll in stressful situations or shit pants losing action)
2. Droopiness (Make Persistence roll in stressful situations or fall asleep for 1d4 combat rounds)
3. Slow (-3 Dex in combat, -25% to dodge)
4. The Stinks (smells bad -25% to Deception rolls)
5. The Shudders (Make Resilience roll any stress full situation or drop item carried)
6. Hotheadedness (Make Resilience roll in any stressful situation or go Berserk as per divine magic at subject of stress. Also loose six hit points at the end of the attack from stress)

“These feral and rapacious beasts will attack indiscriminately any living thing. If you fail to kill them, pray you die in the fight.”



Empty Emperor

8. Sludge Bridge

An elaborately decorated stone bridge which has stone frescos of various monsters preying on human victims on its side.

The river which is 2metres below the bridge is a dark black mess of slow moving sludge with bubbles and occasionally hisses worrying. Anyone falling in takes d6 damage from the corrosive liquid.

Living in the river are 2 giant dragon snails which will climb out of the liquid to attack the pcs when they sense them.

Denizens

Giant Dragon Snails

HP 20 Movement Rate 3m Close Combat 30% slime engulf corrosive slime 3d6 damage Armour Shell 5 AP

9. The Palace of Pleasure

A dark sumptuously furnished palace, full of red silks, suggestive statues, ornate furniture and torture instruments. In fact some of the nice furniture are instruments of pain. The player characters better be careful where they sit.

This palace is home to six of the Emperor's concubines, evil undead women who float around the palace in long flowing hooded cloaks. They immediately inflict pain and torment on any living thing that enters the palace.

Denizens

The Emperors Concubines

HP 14 Mortal Wound 7 Dam +1D6 Move 5m Float, DEX 16, Ranged Combat: Shriek 60% Close Combat 80% Sword (1d8+1d6) Round Shield (1d6+1d6) Armour: Enchanted dress 4AP Dodge 75% Persistence 60% Resilience 85%

Special Rules: Only damaged by magic

Scream – any thing that is hit by the wall of sound the Concubine emits, must make a Resilience roll or pass out for d4 rounds.

Plunder

In the main audience chamber at the centre of the palace, on a stand, is the following ornate weapon

The Ivory Handled Sword of Truth

Form: Two handed Great Sword (2d8 base damage)

History :The weapon of a minor Solar God slain during the Godwar, this anti-chaos weapon paradoxically found its way into the Empty Emperor's hands. Unable to wield he gave it to the concubines for safe keeping.

Powers : True Sword 4, Light 5

Magic Point pool 25



10. The Emperor's Palace

This is the former residence of the Empty Emperor himself. It is a burnt blasted shell of a building, since Yelm hit the Emperor with a Sun Spear of immense Great God proportions. In the wreckage live the Imperial Guard, three surly small giants and their ignoramus of a General. Most of the time they mooch around the ruined palace and can be found there 75% of the time. The rest of the time they are parading in the vast stone flagged square that this palace, the library and the Palace of Pleasure squat next to.

Denizens

The Imperial Guard

Three small Chaos Giants + one large giant (the General)

Roleplaying notes; The small giants have serious 'short man' syndrome and are constantly bickering with each other to see who is the best and to impress 'The General' – who to be honest is too stupid to care.

Zig, Zag, Zog

Small giants 4m Tall

Hit Points 30, Major Wound 15, Damage Modifier +4D6, DEX 13, Magic Points 10, Movement: 20m, Armour: Tough Hide (AP 3) + Ringmail (4AP)

Significant Skills: Dodge 10 % Persistence 25 % Resilience 80%, Athletics 50 %, Deception 5%, Perception 40%, Close Combat 90% Huge Club (2D6+4D6) , Ranged Combat 35% Thrown boulder (2D6+4D6), Unarmed Combat 75% Stomp (1D6+4D6)

'The General'

Drooling stupid beast of a creature, that lives only to eat and sleep. Unless roused by the small giants it will be slumbering in the Emperor's palace.

Large 10m Giant, Hit Points 60, Major Wound 30 ,Damage Modifier +6D6, DEX 10, Magic Points 10, Movement: 15m ,Armour: Tough Hide (AP 3),+ Chainmail (AP 5)

Significant Skills: Dodge 10 % Persistence 25 % Resilience 80%, Athletics 50 %, Deception 5%, Perception 40% Close Combat 90% Huge Club (2D6+6D6) Ranged Combat 35% Thrown boulder (2D6+6D6), Unarmed Combat 75% Stomp (1D6+6D6)

11. The Library of Wrong

A group of five red robed Lunar archaeologists have been left behind to study the bizarre and misleading manuscripts that are tossed into piles that dot this big stone building. Its been all too much and it has left them insane and babbling, some pleading that this madness should stop others saying that Chaos should return to the world to burn it clean..

Stairs down to the Entrance to the Tomb at the back of

the library.

If the players search through the piles of scrolls they will find another Yelm statue with the same properties as the one in the Cord.

The Tomb of the Empty Emperor

First glance

Once the player characters have climbed down the stairs from the Library of wrong, they enter a vast cave, which is illuminated by the glow of torches from a small camp on a island about 30 metres across at the centre of translucent silver lake which is crossed via a bridge made out of human bones.

On closer inspection

The lake is in fact a large group of Gorps, which attacks anyone that gets near it sending d3 Gorps each round a character is too close to the edge of the lake.

Gorp HP 21 No Major Wounds Movement Rate 2m DEX 10, Close Combat Engulf (Acid damage equal to 21) immune to mind control magic.

A Gorp can only be killed by fire or magic. Normal weapons merely pass through the Slime's rancid tissue without causing damage. Because of a Gorp's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells do no damage to a Gorp. Disruption and similar spells have their normal effect.

A Gorp's body retains its full acidic properties for a number of days after death equal to the creature's CON.

A Gorp attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Gorp's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe.

Every round a creature is enmeshed by a Gorp, that creature will take acid damage equal to the SIZ of the Gorp. Armour will protect against this damage for the first round, after which it is dissolved by the Slime's acid unless it is enchanted in some form or another. A character caught by a Gorp may attempt to escape by making another Dodge or Athletics skill test.

The Bone Bridge

It's rickety, it creaks, but until Sirius Blackdog starts summoning Skeletons from it (see below) it is perfectly safe, but somewhat icky.

The Lunars' Camp

At the centre of the Gorp lake is a group of 3 tents. One of which are the temporary home to 7 Lunar soldiers. The other two are the living quarters of Count Ardu and Vanya while Sirius reluctantly shares a tent with Jemalida the Crone.

At the centre of the camp is the giant 2m long stone coffin of the Empty Emperor. The circle of protection is drawn, the incense is burning billowing red smoke and the sacrifices are lined up guarded by two of the soldiers.

Setup and countdown to resurrection

As soon as the PC's are detected by the Lunars the summoning starts.

As well as the usual PC blundering around they can be detected if they move onto the bone bridge since Sirius has set up a Sentinel Spirit (Pow 10 Dam 1d6) which alerts him when it detects any living thing. Crossing the bridge quietly requires a Deception – 25% roll, which is opposed (Vs a Perception of 60%) if the two soldiers guarding the other end of the bridge are not neutralised.

Once the summoning starts the following sequence of events occurs over 7 Combat rounds.

1. Jemalida starts the summoning spell. Sirius takes up magical defence and Ardu and Vanya move into Ranged combat and then Close combat.

2. First of the Sacrifices is killed

3. Second of the sacrifices gets the chop.

4. Third of the sacrifices goes to fuel the madness

5. Fourth sacrifice is no more.

6. Fifth victim dies.

7. Ardu moves into kill the Golden Bull with the Son Sword. The Crone grabs 'The Husband of the Virgin' in her claws. These two final victims are slain and The Empty Emperor arrives!! All hell breaks loose, chaos monsters enter the chamber – the best that the PCs can do is fight a desperate fighting retreat. Keep on throwing new chaos horrors at them each round (use Broo, Gorp and Ogre stats for quick inspiration)

The Lunars**Count Ardu (Dara Happan Noble)**

The Silver Tongued Devil of Rhaibanth, seen as a traitor by Dara Happan traditionalists and a saviour and inspiration by the Lunar mob. Young handsome dashing, with a cruel streak a mile wide .

STR 15 CON 15 DEX 15 SIZ 13 INT 18 POW 16 CHA 18

Hit Points 14 Major Wound 7 Magic Points 16

Armour 6 Pt Gold Plate armour (halves the magnitude of any incoming hostile magic)

Damage Bonus +1d4

Significant Skills

Dodge 125%, Persistence 60%, Resistance 80%

Speak New Pelorian 60%, Speak Solar 80% ,Culture (Solar) 125%, Athletics 80%, Deception 80%, influence 125%, Mechanisms 60%

Performance 80%, Perception 80% ,Riding 90%

Streetwise 90% .

Close Combat 125% Sun Sword (1d8+1d4 +2d6*)
*Magical Fire damage, also acts as if a permanent Light 2 spell cast on it.

Ranged 80% Javelin (1d6+1d4/30m)

Unarmed 90% Fist (1d4+1d4)

Magic

Battle Magic: Heal 4, Befuddle, Light, Fireblade, fire Arrow, Countermagic 5, Glamour 5

Divine Magic : Divine Heal 3, Reflection 4, True Sword.

Yarnala Moonglow (Moonlord of Sedenya)

Bald headed lunar young woman with two swords.

STR 14 CON 14, DEX 18, SIZ 11, INT 15, POW 14, CHA 16

Hit Points 13 Major Wound 7 Magic Points 14

Armour 6 Pt Silver Plate armour (+25% bonus to Deception tests)

Damage Modifier 0

Significant Skills

Dodge 125% Persistence 80% Resistance 60%

Speak New Pelorian 60% Speak Solar 80% Culture (Solar) 125% Athletics 130% Deception 80% Influence 60% Mechanisms 40% Performance 60% Perception 80% Riding 90% Streetwise 90%

Combat

Close Combat 120% Scimitar 1d8

Yarnala carries two scimitars and makes at least two attacks (see multiple attacks) each round with them, more if she is splitting her attacks.

Ranged 110% Nomad Bow (1D8, 125m)

Unarmed 125% Fist (1d4) Kick (1d6)

Again Yarnala splits her attacks to get multiple attacks in.
Magic

Battle Magic: Heal 3, Coordination, Shimmer, Countermagic 4

Divine Magic : Dispel Magic 4, Madness 3,

Sirus Blackdog

Grizzled Sorcerer of the Lunar College of Magic

STR 12 CON 12 DEX 13 SIZ 11 INT 19 POW 18 CHA 13

Hit Points 12 Magic Points 18

Major Wound 6 Armour 6 points Damage Resistance

Significant Skills

Dodge 125% Persistence 60% Resistance 80%

Speak New Pelorian 60% Speak Solar 80% Culture (Solar) 125%

Combat

Close Combat 80% Scimitar 1d8

Magic

Sorcery 125% Summon Skeleton (each magnitude summons one skeleton), Neutralise Magic, Fly, Mystic Vision, Tap (Dex), Damage Boosting, Damage Resistance, Spell Resistance

Jemalida the Crone

Old cackling hag and Jakeel Darkwitch Shaman

STR 10 CON 15 DEX 13 SIZ 11 INT 15 POW 21 CHA 8

Hit Points 13 Major Wound 7

Armour 6 pt Protection spell

Magic Points 21+25 from spell spirit

Significant Skills

Lore Shaman 125% Dodge 60% Persistence 125%

Resistance 80% Perception 80% Deception 80%

Combat

Close 60% Dagger (1d6)

Unarmed 40% Fist (1d4)

Spirit 125%

Damage 1d6+1d6

Magic

Battle Magic 125% Befuddle, Counter magic 8, Heal 6, Glamour 4, Shimmer 6, Weapon Enhance 6, Summon Spirit, Dismiss Spirit 6, Spirit Shied 6. Dark wall. Disruption 5

Bound Spirits Madness Spirit (Pow25 Damage 2d6)

Spell Spirit (Pow25 , gives +25MP)

At the centre of the camp is the giant 2m long stone coffin of the Empty Emperor. The circle of protection is drawn, the incense is burning billowing red smoke and the sacrifices are lined up guarded by two of the soldiers.

Empty Emperor

Uphold the Yellow Standard!

A player hand out

The following is a transcription of a scroll passed out on the streets of Raibanth, by members of the Yellow Standard, a Dara Happan 'morality' league. While they balk at suggesting out and out rebellion and rejection of the Red Emperor as the true Emperor, they are harshly against the more dubious excesses of the Lunar Way and reject any foreign gods that the credo of 'We are all Us' makes accessible to Yelm's people. They are quick to blame recent set backs at the slipping of standards amongst their kind and offer a friendly but stern re-education program to even the most fallen of Solars.

Remember brethren our culture and our traditions in the face of Lunar 'modernisation'.

We are Dara Happan which means;

- Both genders dress modestly. Avoid the revealing and gaudy dress that are current modern fashions.
- Men have beards that are well groomed and neatly shaven. If you are the noble class the length of your beard and the amount of braiding denotes your status. Men of middle and working class have mid and short beards respectively. Women's hair is similarly long and well groomed.
- Gold not silver jewelry. Why display the pale metal of the moon against your flesh when you can radiate the splendor of Yelm the Sun from your skin?
- Yellow and orange are the colours of the sun. Avoid Red the colour of the Red Moon!
- Live in the cities of your forbears. If you become rich invest in your local district. Do not purchase a large rural villa in the countryside. Yelm created the Dara Happan cities for us to live in. Move to the countryside and you forsake him!
- Know your place in society and make the most of it. Do not believe in modern thinking about 'meritocracy' or 'social mobility'. These are untested ideas that will bring chaos into our society. Uphold the traditions of our Fathers and Matrons, which have endured since Yelm communicated them to the First Emperor of Dara Happa.

Above all remember your Gods

- If you are a noble you worship Yelm, the High Sun God and Celestial Emperor.
- If you are a woman you worship his faithful wife Dendara, Domestic Goddess and mistress of the home & urban spirits.
- If you are a young woman of feisty but chaste nature you may join the cult of Yelm's daughter Yelorna, the Star Maiden.
- If you are a man who entertains a military career join the cult of Polaris the Pole Star.
- If you are a fierce warrior of near uncontrollable rage Shargash Yelm's Berserker son is your way.
- If you are of the peasant class, Yelm's earthy brother Lodril is your guide. Despite his lusty and rough ways he knows his place and his spear is always at Yelm's service.

Reject the modern Gods that the Lunars bring into replace our Gods!!.

We are the Yellow Standard. If you find yourself wavering or unsure of our god given Dara Happan customs, please feel free to drop into our friendship houses, which are to be found in all true Dara Happan cities. Look out for the Yellow Standard flying outside their doors.

<p>Count Skylar</p> <p>Concept: Noble freedom fighter of Yelm</p> <p>Gender: Male</p> <p>Race: Human</p> <p>Culture: Dara Happan</p> <p>Home City: Rhaibanth</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Uphold the ways of Yelm 2. Kill the traitor Count Ardu in single combat 3. Recover the Sun Sword 	<p>Character Portrait</p>
<p>History: Skylar is an idealist who believes that a strong warrior class can force Solar values upon the Lunar Invaders and by sheer moral superiority expel or convert them to the ways of Yelm. He has seen too many massacres to believe that out and out violence will win. Recently through trickery and deceit the traitor Count Ardu stole the famous Sun Sword which was given to his family by Yelm himself. Skylar has made it his job to return this family heirloom and make the traitor pay!</p> <p>Appearance: Gaunt and tall, encased in the shining gold armour of a Yelm Sunlord.</p> <p>Personality: Hard yet optimistic, Skylar sees a little hope everywhere he looks. He is constantly driving others to excel and achieve.</p>		

Characteristics

STR	CON	SIZ	DEX	CHA	INT	POW
16	14	14	14	10	12	14

Attributes

Hit Points	Mortal Wound	Movement Rate	Damage Modifier	Magic Points	Armour Worn	Armour Points	Hero Points
14	7	4m	+1d4	14	Plate (Gold)	6	8

Equipment

Item	ENC
Plate armour	6
Javelin x 3	1
Long sword	2
Quiver	0
Hoplite Shield	2
Total	13

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	60
Persistence	10+POW	30
Resilience	CON+POW	50

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happan)	INT+ 10	50
Language (Dara Happan)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Type)	INT	

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	110	Long sword (1d8), Target Shield(1d6)
Ranged Combat	DEX+INT	100	Javelin (1d6/150m)
Unarmed Combat	STR + DEX	90	Fist (1d3)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	125
Craft	INT +10	22
Deception	DEX +INT	90
Driving	INT+DEX	26
Engineering	INT +10	22
Trade	INT+10	22
Healing	INT +10	130
Influence	CHA +10	110
Mechanisms	DEX+INT	26
Performance	CHA +10	20
Perception	INT+POW	100
Riding	DEX+POW	14
Sailing	INT+DEX	26
Streetwise	POW+CHA	24
Trade	INT +10	22

Magic

Battle Magic (POWx3) 102%	Divine : Sunlord of Yelm
Detect Trolls	Excommunication
Light 4	Mindlink
Weapon Enhance 4	Resurrect
Heal 4	True Sword

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	100
Persistence	10+POW	80
Resilience	CON+POW	110

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happan)	INT+ 10	50
Language (Dara Happan)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Type)	INT	

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	110	2 H Great Mace (2d8)
Ranged Combat	DEX+INT	80	Javelin (1d6)
Unarmed Combat	STR + DEX	90	Fist (1d6)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	110
Craft	INT +10	25
Deception	DEX +INT	90
Driving	INT+DEX	31
Engineering	INT +10	25
Trade	INT+10	25
Healing	INT +10	25
Influence	CHA +10	80
Mechanisms	DEX+INT	31
Performance	CHA +10	18
Perception	INT+POW	100
Riding	DEX+POW	125
Sailing	INT+DEX	31
Streetwise	POW+CHA	22
Trade	INT +10	25

Magic

Battle Magic (POWx3) 52%	Divine Runelord of Shargash
Fireblade 4	Fear
Vigor 2, Strength 4 Fanaticism	Berserk x2
Speed Dart 2	True Mace
Weapon Enhancement 6	

<p>Honsta the steady</p> <p>Concept: Moralistic solider</p> <p>Gender: Male</p> <p>Race: Human</p> <p>Culture: Dara Happa</p> <p>Tribe/Clan: None</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Obey code of Honour 2. Fight Lunar lies 3. Uphold Solar Traditions 	<p>Character Portrait</p>
<p>History: Honsta is the pinnacle of the Dara Happan warrior class. He stands to become a magnificent General. Problem is he can not abide the Lunar commanders he has to serve.</p> <p>Appearance: Honsta stands tall and imposing in his suit of plate armour and long black beard.</p> <p>Personality: He is grim as the grave, ever vigilant for transgressions of his code of honour.</p>		

Characteristics

STR	CON	SIZ	DEX	CHA	INT	POW
18	14	14	12	10	12	14

Attributes

Hit Points	Mortal Wound	Movement Rate	Damage Modifier	Magic Points	Armour Worn	Armour Points	Hero Points
14	7	4m	+1d4	14	Plate	6	8

Equipment

Item	ENC
Plate armour	3
Throwing star x10	0
Great Sword	3
Total	6

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	80
Persistence	10+POW	100
Resilience	CON+POW	110

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happa)	INT+ 10	100
Language (Dara Happa)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Type)	INT	

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	110	Great Sword (2d8)
Ranged Combat	DEX+INT	80	Throwing star (1d4/18m)
Unarmed Combat	STR + DEX	100	Fist(1d3)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	125
Craft	INT +10	22
Deception	DEX +INT	110
Driving	INT+DEX	24
Engineering	INT +10	22
Trade	INT+10	22
Healing	INT +10	100
Influence	CHA +10	20
Mechanisms	DEX+INT	24
Performance	CHA +10	22
Perception	INT+POW	90
Riding	DEX+POW	26
Sailing	INT+DEX	24
Streetwise	POW+CHA	80
Trade	INT +10	22

Magic

Battle Magic (POWx3) 100%	Divine: Star Lord of Polaris
Weapon Enhance 4	True Sword
Protection 2	Shield 2
Coordination 4	Reflection 3
Slow 6	Sureshot 2

<p>Lerious</p> <p>Concept: Earthy village headman</p> <p>Gender: Male</p> <p>Race: Human</p> <p>Culture: Dara Happa</p> <p>Home City: Rhiabanth</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Get back his sacred Bull 2. Do his own thing without annoying his betters 3. Love the ladies 	<p>Character Portrait</p>
<p>History: A village headman, who has numerous ‘wives’ and prizes Bully the Sacred Bull, a gift from Lodril himself and source of ‘fertility’. Imagine his horror when Bully was requisitioned by Lunar Soldiers to be a sacrifice to awaken the Empty Emperor.</p> <p>Appearance: He is a normal looking guy with a warm welcoming smile.</p> <p>Personality: Lerious comes across painfully optimistic and overly adventurous. However this is tempered by a humble streak and down to earth nature.</p>		

Characteristics

STR	CON	SIZ	DEX	CHA	INT	POW
10	12	14	12	18	14	14

Attributes

Hit Points	Mortal Wound	Movement Rate	Damage Modifier	Magic Points	Armour Worn	Armour Points	Hero Points
12	6	4m	0	14	Plate	6	8

Equipment

Item	ENC
Plate armour	3
x3 Javelins	3
Long Spear	2
Target shield	2
Total	10

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	30
Persistence	10+POW	60
Resilience	CON+POW	50

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happa)	INT+ 10	50
Language (Dara Happa)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Type)	INT	

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	100	Long spear (1d8), Target Shield(1d6)
Ranged Combat	DEX+INT	110	Javelin (1d6/75m)
Unarmed Combat	STR + DEX	30	Fist (1d3)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	22
Craft	INT +10	24
Deception	DEX +INT	125
Driving	INT+DEX	26
Engineering	INT +10	24
Healing	INT +10	24
Influence	CHA +10	110
Mechanisms	DEX+INT	30
Performance	CHA +10	28
Perception	INT+POW	100
Riding	DEX+POW	40
Sailing	INT+DEX	26
Streetwise	POW+CHA	80
Trade	INT +10	55

Magic

Battle Magic (POWx3) 102 %	Divine: Spear Lord of Lodril
Golden Tongue 5	True Spear 3
Good Fortune 4	Absorption 3
Mindspeech 2	Divine Heal

<p>Reola the Matron</p> <p>Concept: Domestic Shaman</p> <p>Gender: Female</p> <p>Race: Human</p> <p>Culture: Dara Happan</p> <p>Home City: Rhaibanth</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Help people 2. Learn more about spirits of the hearth. 3. Reconcile herself with the Lunars 	<p>Character Portrait</p>
<p>History: An unworldly woman who's world of harmony with the various spirits of her local streets was shattered when the Lunar's imposed a new Street God on her district. She has been trying to reconcile this act ever since. When she learnt about the Lunar expedition to raise the Empty Emperor she knew she had to try and stop this latest madness.</p> <p>Appearance: A small woman with ordinary features and brown long hair who dresses in the colourful robes and talismans</p> <p>Personality: Bubbly, excitable and always amazed by the everyday magic of the world. A fierce champion of the underdog. Somewhat naïve about the ways of Lunars and others less noble than her self.</p>		

Characteristics

STR	CON	SIZ	DEX	CHA	INT	POW
10	10	8	14	16	18	18

Attributes

Hit Points	Mortal Wound	Movement Rate	Damage Modifier	Magic Points	Armour Worn	Armour Points	Hero Points
9	5	4m	0	18+18 from spirit	Leather	2	5

Equipment

Item	ENC
Leather armor	3
Sling	1
Long sword	2
Target shield	2
Total	8

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	50
Persistence	10+POW	160
Resilience	CON+POW	80

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happan)	INT+ 10	50
Language (Dara Happan)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Shaman)	INT	125

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	50	Long sword (1d8), Target Shield(1d6)
Ranged Combat	DEX+INT	60	Sling (1d6/50m)
Unarmed Combat	STR + DEX	30	Fist (1d3)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	30
Craft	INT +10	28
Deception	DEX +INT	90
Driving	INT+DEX	32
Engineering	INT +10	24
Trade	INT+10	24
Healing	INT +10	75
Influence	CHA +10	110
Mechanisms	DEX+INT	28
Performance	CHA +10	26
Perception	INT+POW	100
Riding	DEX+POW	32
Sailing	INT+DEX	32
Streetwise	POW+CHA	34

Magic

Battle Magic (POWx3) 54 %	Divine Shaman of Dendra	Bound Spirits
Second Sight	Summon Domestic Spirit 2	Home Guardian (INT 18, POW 12 Dam 1D6 Spirit Combat 25% Adds MP to PC)
Drive out spirit	Spirit Block 4	Bull Spirit (INT 16, POW 26 Dam 1D6 Spirit Combat 50%)
Spirit Shield 4, Countermagic 6	Divine Heal	Fear Spirit (INT 12 POW 30 Dam 2d6 Spirit Combat 75%)

<p>Tolsta the Pure</p> <p>Concept: Solar Warrior Woman</p> <p>Gender: Female</p> <p>Race: Human</p> <p>Culture: Dara Happan</p> <p>Home City: Rhaibanth</p>	<p>Goals</p> <ol style="list-style-type: none"> 1. Rescue her 'husband' 2. Maintain her Purity 3. Prove her worth as a warrior 	<p>Character Portrait</p>
<p>History: Tolsta despite being a Starmaiden of Yelorna had a secret husband. She was happy in her quiet and secret moments with Rostan, until he was captured by Lunar soldiers. Some nonsense of being the 'Husband of a Virgin' had landed him as one of the sacrifices to awaken the Empty Emperor. When she heard about Count Skylar's expedition to stop them, she just had to join.</p> <p>Appearance: A short blond warrior woman, who wears Plate armour or plain women's work clothes.</p> <p>Personality: Tolsta is known for her thoughtful and intelligent nature that she merges with quick ruthless action.</p>		

Characteristics

Str	Con	Siz	Dex	Cha	Int	Pow
15	15	8	18	10	14	14

Attributes

Hit Points	Mortal Wound	Movement Rate	Damage Modifier	Magic Points	Armour Worn	Armour Points	Hero Points
13	7	4m	+0	14	Plate	6	5

Equipment

Item	ENC
Plate armour	3
Nomad Bow	2
Bastard sword	2
Quiver	0
Total	7

Skills

Resistances

Skill	Base Characteristic(s)	Total
Dodge	10+DEX	125
Persistence	10+POW	100
Resilience	CON+POW	80

Knowledge Skills

Skill	Base Characteristic(s)	Total
Culture (Dara Happa)	INT+ 10	50
Language (Dara Happa)	INT + 50	75
Lore (Natural World)	INT +10	
Culture (Lunar)	INT	30
Language (Lunar)	INT	25
Lore (Type)	INT	

Combat Skills

Skill	Base Characteristic(s)	Total	Weapons
Close Combat	STR+DEX	125	Bastard sword (1d8+1)
Ranged Combat	DEX+INT	110	Nomad bow (1d8/125m)
Unarmed Combat	STR + DEX	80	Fist (1d3)

Practical Skills

Skill	Base Characteristic(s)	Total
Athletics	STR+DEX	125
Craft	INT +10	24
Deception	DEX +INT	110
Driving	INT+DEX	32
Engineering	INT +10	24
Trade	INT+10	24
Healing	INT +10	30
Influence	CHA +10	20
Mechanisms	DEX+INT	32
Performance	CHA +10	20
Perception	INT+POW	100
Riding	DEX+POW	100
Sailing	INT+DEX	32
Streetwise	POW+CHA	90
Trade	INT +10	24

Magic

Battle Magic (POWx3) 52 %	Divine: Starmaiden of Yelorna
Coordination 5	Shield 3
Protection 5	True Sword 4
Speedart 4	Reflection 4
Light 6	Sure shot 3
Weapon Enhancement 5	

Non Semper Erit Aestas

“It will not always be Summer” - OpenQuest in the Ancient Roman Empire

In the year 68AD, after the Emperor Nero’s suicide and disgrace, the Roman Empire is torn apart by civil war. Those who would be emperor have withdrawn the legions under their command to fight each-other, leaving the defences of the borders and provinces of the Empire dramatically weakened.

The people are particularly agitated near the River Rhine. A large force of Batavians gathers, the few remaining Roman troops and mercenaries have not been paid, and as if that’s not enough, sorcery is in the air.

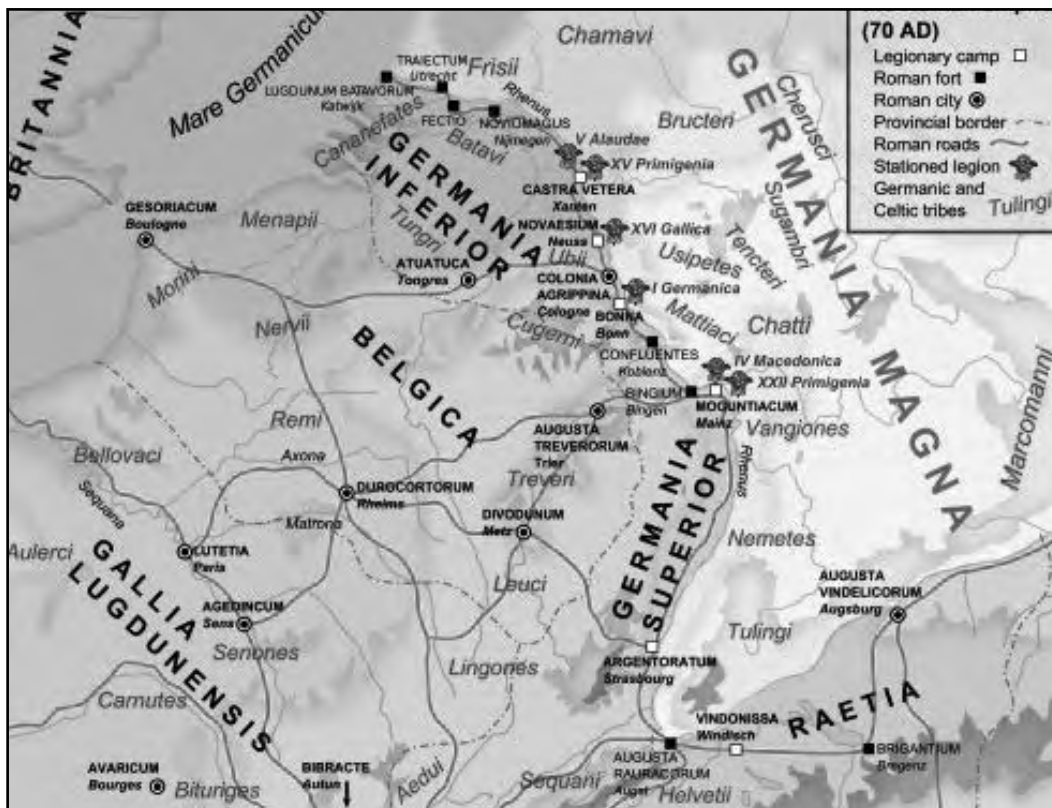
In this scenario, the player characters are *Vigiles Nocturni*-special agents of the Empire who investigate hidden threats, both the mundane and the supernatural. They are sworn to protect Rome and the Empire as a whole, and stand apart from the civil wars which threaten to tear it apart. They are the only people with a chance to stop the local capital, Colonia Agrippina, (present day Cologne) from falling to a barbarian invasion.

The Roman Empire and the Rhine Frontier

The bounds of the Roman Empire stretch from the River Rhine in Germany to north Africa, from the Atlantic coast to Egypt and Syria. Formerly a republic, the emperors to date still preserves many of the forms of the republican government, including the Senate and Consuls. The emperor, at least technically, needs the Senate’s consent to rule, though more and more power is becoming centralised on his person.

Rome is a stratified society. Those with important roles in government belong to the senatorial class, which has a requirement of considerable wealth. Then comes the equestrian class, followed the general mass of Roman citizens. They have more rights than former slaves, and others in the Empire, though it is possible for people in the provinces to become Roman citizens. One key way to do this is after a period of service as an auxiliary in the military.

Those with important administrative roles usually simultaneously have a high rank in the military, and within the religious cults of the traditional Roman gods, especially Jupiter. Religion, military rank, and religious rank are not clearly separated.



Not always Summer

The Civil Wars

Nero was not a popular emperor, and there were many plots against him, including a plot to restore the republic. The Senate, already a victim of many executions, declared him a traitor and enemy of the state, and the Praetorian Guard transferred their loyalty to a new emperor, Servius Sulpicius Galba. Nero committed suicide. Galba, however, was unpopular and tyrannical. He had towns which had refused to swear allegiance to him quickly enough heavily fined or destroyed. He accused the German Legions of obstructing his progress to the throne, and they refused to swear allegiance to him. He also annoyed the Praetorian Guard by not giving them their promised rewards.

Then Galba was replaced as emperor by Otho, who bribed the Praetorian Guard to take power. The Praetorian Guard executed Galba. Meanwhile, the commander of the German legions, Aulus Vitellius, was hailed as emperor by his men. He withdrew the legions from the Rhine Frontier to march on Rome. After winning some minor victories, and ignoring Otho's attempts to make peace, Otho committed suicide to end the anarchy, leaving the path to power open to Vitellius, who took the name Aulus Vitellius Germanicus Augustus, along with the throne.

Thus the Rhine frontier is stripped of Roman soldiers, and the Germans are getting ready to take advantage. Worse, ill omens plague the beginning of Vitellius' reign, and a series of banquets and triumphal parades look likely to bankrupt Rome. Worse still, the civil wars are still not over, and the Egyptian and Syrian legions have acclaimed their commander, Titus Flavius Vespasian, as emperor.

The Vigiles Nocturni

The first emperor, Augustus, founded the *Vigiles*, who were night watchmen based in Rome, with the duty of protecting Rome's streets at night from fires and burglars. But such mundane threats were not the only terrors of the night, both in Rome and the other cities of the empire.

The *Vigiles* spawned another organisation, the *Vigilis Nocturni*, who now, a few generations later, guard not just Rome but the Empire from supernatural threats, whether monsters or hostile magic, both day and night. Small groups of *Vigilis Nocturni* can be found in most of the provinces of the Empire, and include people with diverse skills drawn from different parts of society. They include former legionaries, scholars, and rehabilitated criminals, all now working to protect the Empire.

In this scenario, and others in the setting, the player characters form a local group of *Vigiles Nocturni*. They stand between Rome and the darkness which always threatens it.

Weapons and Armour

Most of the weapons in the main OpenQuest rulebook are also available in the setting. However, the War Pick, Ball and Chain, Military Flail, Halberd, Glaive, Bastard Sword, Greatsword and Scimitar are all later inventions, and do not exist in the setting.

The classic Roman Legionary is still the main fighting man of Rome. Such legionaries wear banded armour, called *lorica segmentata*, which is best represented in the OpenQuest rules as scale mail. They are armed with large shields, two javelins, and a gladius.

Chainmail is rare, but worn by some Celtic and even fewer Germanic nobles. Heavier forms of armour do not exist. The Germans are usually armed with spears and javelins. There are a few archers, and the nobles wield long swords. The infantry carry large shields; the cavalry have small shields.

German warriors also sometimes wield maces or axes of various sorts, though these are less common than spears.



Cults and Magic

The following cults are all active in the area, and have temples in Colonia Agrippina. Members of a cult can learn the Battle Magic spells related to that cult, and those dedicated to the cult's inner mysteries can learn the cult's Divine Magic.

Membership in a cult is the only way to learn magic. Many people belong to more than one cult, and learn Battle Magic from each. There is nothing unusual about this- different gods influence different areas of life. However, the various gods have their own temples, and an official state priests at a temple, a *Flamen*, can also learn the divine magic associated to that particular god.

Unlike the ordinary OpenQuest rules, there are only a few Divine Magic spells associated with each god, and no "Common Divine Magic".

The following Roman cults are common on the Rhine frontier at the time of the scenario. There are many other cults and gods present in the area, and even more in Rome and the Empire as a whole.

The Cult of Epona

Epona is a Romanised Celtic goddess of hunting, horses and riding, sometimes referred to as *Epona Diana*, associating her to the Roman goddess of the hunt. Of human form, Diana is usually depicted mounted, or seated on a throne flanked by two or more horses or foals.

Type of Cult: Major Deity

Worshippers: Auxiliary cavalry signed on with the Roman Legions often worship Epona as a patron.

Worshipper Duties: Worshippers of Epona are required to hunt an animal every month, and dedicate the hunt to the goddess. They are also required to be respectful and caring of horses, and never deliberately cruel. One tactic used in some armies is to deal with cavalry by attacking their horses. A worshipper of Epona will not resort to such tricks.

Cult Skills: Ranged Combat, Natural Lore, Driving, Riding.

Cult Spells

Battle Magic Spells: Animal Whisperer, Beast Call, Clear Path, Enhance Driving, Enhance Riding, Enhance Natural Lore, Multimissile, Speedart, Talk to Animal.

Divine Magic: Absorption, Consecrate, Find Animal, Find Enemy, Summon Holy Steed, Sureshot.

The Cult of Jupiter

Jupiter, also known as Jove, is the king of the gods, and god of thunder. He is also the divine witness to oaths, and by extension other legal acts. Since the foundation of Rome, he has been one of the three most important gods.

Both in myth and iconography, Jupiter is close to his Greek analogue, Zeus. He is portrayed with thunderbolt in hand, and his sacred animal is the eagle. On coins, the symbolism becomes an eagle with a thunderbolt in its claws.

Locally, Jupiter is associated with the Germanic thunder god, Donnar, who himself is a version of the better known Norse god, Thor.

Type of Cult: Great Deity

Worshippers: Cultists of Jupiter are usually influential citizens of the Roman Empire or its military, and there as many members of the equestrian and senatorial ranks as there are ordinary citizens.

Worshipper Duties: Worship of Jupiter is service to the Roman Empire. Worshippers must go about their official duties, especially any leadership roles, with bravery and diligence.

Cult Skills: Influence, Perception, Wealth.

Cult Spells

Battle Magic Spells: Dispel Magic, Enhance Influence, Firearrow, Fireblade, Ignite, Light, Pierce, Skybolt, Thunder's Voice, Walk on Air.

Divine Magic Spells: Consecrate, Divination, Dismiss Magic, Excommunicate, Lightning Strike, Radiant Appearance, Sunspear, Whirlwind.

The Cult of Mars

Mars is the god of war, and one of the three major gods of Rome. His worship and priesthood goes back to the earliest days of the city, and patrician birth is required to become a flamen of Mars in Rome, though matters are looser in the provinces, where he is often identified with local war gods.

Unlike his Greek analogue, Ares, Mars is a dignified figure associated with strength, bravery and the discipline of the military, along with the use of military power to serve the Empire and preserve its peace. He also has some aspects of an agricultural deity and guardian, and portrayed with a helmet and spear, though often otherwise unclothed.

In Germany, Mars is often identified with the local warrior god, Twr, who corresponds to the Norse god Tyr.

Type of Cult: Major Deity

Worshippers: Many legionaries, unsurprisingly, take

Mars as their patron. Some auxiliary troops also worship Mars.

Worshipper Duties: The duties of a worshipper of Mars are bravery on the battlefield, loyalty to one's comrades, and personal discipline,

Cult Skills: Resilience, Close Combat, Athletics

Cult Spells

Battle Magic Spells: Fanaticism, Multi-Attack, Strength, Vigour, Weapon Enhance.

Divine Magic Spells: Berserk, Consecrate, Enhance Fertility, Fear, Madness, Rout, True Weapon, Ward Camp.

The Cult of Mercury

Mercury, the messenger of the gods, is the god of trade and communications, and patron of both merchants and thieves. He is also the messenger of the gods, and a psychopomp, conducting souls to the afterlife.

Mercury is portrayed wearing winged sandals, and holding a purse or a staff. He is one of the most widely-worshipped gods in the provinces of the Roman Empire, and often identified with the Celtic god Lugh and the German god Wotan.

Type of Cult: Major Deity

Worshippers: Merchants, travellers and thieves all pay their respects to Mercury.

Worshipper Duties: Dedicated worshippers of Mercury give a tithe of ten percent of their income to the temple, where it goes to help the poor.

Cult Skills: Athletics, Deception, Streetwise, Trade.

Cult Spells

Battle Magic Spells: Clear Path, Coordination, Enhance Trade, Extra Defence, Fist of Gold, Invisibility, Mobility, Tongues.

Divine Magic Spells: Consecrate, Divination, Find Illusion, Reflection, Soul Sight, Spirit Block, Spiritual Journey.

The Cult of Minerva

Minerva is goddess of wisdom, and sponsor of the arts, healing and strategy. Like her Greek analogue, Athena, she sprang fully armed from the head of her father, Jupiter. Although a warrior goddess, this part of her nature is less emphasised than Athena's skills at war.

Minerva is an important goddess in Rome, but her cult is even more important in the provinces, where Minerva is identified with other goddesses patronising the crafts and wisdom, such as the Celtic Brigid. Minerva is usually portrayed accompanied by an owl, her sacred bird, which also symbolises wisdom.

Type of Cult: Major Deity

Worshippers: Minerva's worshippers are varied, and include artists, healers, craftsmen and military officers.

Worshipper Duties: Worshippers of Minerva always seek to improve their skills and knowledge, and many are driven or insatiably curious. Once per year, a worshipper of Minerva is required to leave an offering of something they have made at one of the goddess' temples.

Cult Skills: Persistence, Lore (Battle), Craft, Engineering, Healing.

Cult Spells

Battle Magic Spells: Counter-Attack, Detect Enemy, Enhance Craft, Enhance Heal, Enhance Lore (any), Extra Defence, Ironmind, Personal Insight, Protection, Weapon Enhance.

Divine Magic Spells: Consecrate, Divination, Divine Heal, Enhance Unit, Miraculous Item, Repair and Replace, Shield, True Weapon.

Necromancy

Necromancy is far from being sacred state-sanctioned cult, but is rather an illegal art and another route to magic power. A magician caught practicing necromancy within the Roman Empire will be executed. Most necromancers are trained by an individual master rather than as part of any organisation.

The art of Necromancy is not religious in nature, though the Infernal gods are invoked in the course of casting necromantic spells. It works using the Sorcery rules from OpenQuest. The available spells are:

Damage Boosting, Damage Resistance, Dominate Human, Mystic Vision, Protective Sphere, Smother, Spirit Projection, Spirit Resistance, Summon Spirit, Summon Undead, Tap Power, Tap Strength, Venom.

“A MAGICIAN
CAUGHT
PRACTICING
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WITHIN THE
ROMAN EMPIRE
WILL BE
EXECUTED”

Colonia Claudia Ara Agrippinensium

The city of *Colonia Claudia Ara Agrippinensium*, or *Colonia Agrippina* for short, is a Roman city by the River Rhine. It has long served as the main military base in the area for that part of Germania controlled by Rome. The Rhine itself is a frontier to the Roman territories. Beyond the river grows the wilder Teutoburg forests, and wilder and even more dangerous tribes. The very landscape to the east kindles fear in the hearts of otherwise dauntless legionaries, ever since in the days of Emperor Augustus, General Varus lost three entire legions to the Germans- an absolute military disaster.

As a colonia, the city has the highest possible status for one in the provinces, and is a bastion of Roman culture, as well as being the local military capital. Among the 30,000 inhabitants, many are Roman citizens, though the majority are locals, and not fully Romanised. Not all Roman citizens are born as such; for example, auxiliaries to the legions are awarded citizenship at the completion of military service.



Rulership

The former Governor of Colonia Agrippina, and the province in general, was Aulus Vitellius, who now sits in Rome as Emperor. Vitellius' underling, Gaius Dillius Vocula, now serves as Governor.

Dillius is a dull, unimaginative man, who is out of his depth in the looming crisis, and will be heavily dependent on the player characters in the scenario described below. He will not make any decision that is not suggested to him. He speaks in a monotone, and his conversation has been known to put people to sleep. Dillius does, however, have the merits of being a member of the Roman Senatorial class, thorough and efficient when it comes to matters of logistics and accounts, and personally loyal to Vitellius. He is also a high-ranking member of the local cult of Jupiter.

Gaius Dillius Vocula

STR 10

CON 10

DEX 13

SIZ 12

INT 14

POW 14

CHA 8

Damage Modifier 0

Hit Points 11/Major Wound 6

Magic Points 0

Armour: None

Combat: Close Combat 50% (Gladius D6)

Resistances: Dodge 50%, Persistence 60%, Resilience 30%

Skills: Culture (Rome) 90%, Influence 50%, Lore (Accounts) 90%, Lore (Politics) 50%, Lore (Religion) 60%, Perception 40%, Ride 40%

Magic: Battle Magic 55% (Cult of Jupiter)

Spells: Enhance Influence 2, Ignite, Light, Thunder's Voice

“DILLIUS IS A DULL, UNIMAGINATIVE MAN, WHO IS OUT OF HIS DEPTH IN THE LOOMING CRISIS”

Not always Summer

Not always Summer



Armed Forces

In his bid for the throne, Vitellius stripped both Germany and Colonia Agrippina of troops, and a mere two centuries- 160 soldiers- remain in Colonia. Worse, they have not been paid for a long time, including the bonuses Vitellius promised them before he marched on Rome.

The military barracks stands largely empty, and though the walls remain thick and sturdy, there are not enough legionaries to man them.

The senior of the two remaining centurions is Lucius Marius Verres. He features in the scenario *It Will Not Always Be Summer*, and is described on page XX.

Notable Places

Colonia Agrippina has the buildings one would expect of a high status Roman City. Fresh water is piped in from the River Rhine to bath houses and public drinking fountains. Notable buildings include the following.

The Basilica

The *Basilica* houses the local government and law courts. It consists of a central hall, offices, and pillared aisles, each with a raised dais at one end. These raised areas are used for trials and meetings of the local council.

The local council consists of two *duovirs*, who are the judges and chief administrators, two *aediles*, who are responsible for public works and games. These officials are elected by the Roman Citizens of Colonia Agrippina, and tend to be Romanised German citizens.

In this time of unrest, the council have fled, or are lying low. One of the duovirs, Hubertus, gained Roman citizenship after a period of military service as an auxilliary, but has fled to the countryside to lead other rebellious auxilliaries as bandits. Perhaps he was more German than Roman after all. Hubertus appears in the scenario *It Will Not Always Be Summer*, and is described more fully below, on page XX.

The Forum

The forum is an open area surrounded by pillared arches. It serves as a site for public announcements, elections and temporary market stalls.

One of the more prominent people often found in the forum is Claudia Ovidia, the widow of a prosperous merchant who now manages his wine and pottery business very successfully. She is not just a businesswoman, but the richest person in the city.

Claudia Ovidia

STR 10

CON 11

DEX 11

SIZ 11

INT 13

POW 12

CHA 14

Damage Mod. 0

Hit Points 11/Major Wound 6

Magic Points 12

Movement 15m

Armour: None

Combat: Close Combat 30% (Dagger D4+1)

Resistances: Dodge 35%, Persistence 55%, Resilience 40%

Skills: Athletics 30%, Culture (Germany) 40%, Culture (Rome) 60%, Craft (Pottery) 45%, Craft (Wine Making) 65%, Deception 40%, Drive 25%, Influence 80%, Perception 50%, Streetwise 50%, Trade 95%

Magic: Battle Magic 40% (Cult of Mercury)

Spells: Enhance Trade 2, Fist of Gold, Tongues

The Amphitheatre

The amphitheatre is a large outdoor venue, with enough space to seat 3000 people. It is outside the city walls, and in more peaceful times is used for sporting events (mainly chariot races, with gladiatorial matches), theatrical performances, and military training.

The Temple of Mars

Back when the Empire had designs on conquering all of Germany, Colonia Agrippina was known as *Ara Ubiorum*, the altar of the Ubii, the local tribe. It was intended as a religious centre for the whole province. This religious function has not ceased, and the last part of the city's full name, *Ara Agrippinensium*, means *Altar of the Agrippinians*, named after the wife of the emperor Claudius, Agrippina, whose birthplace was here.

There are temples and shrines to all the major Roman gods, the most significant being those described above. The most impressive of any of these temples is the Temple to Mars, which contains a big bronze statue of the war god, and is styled after the great classical Greek temples.

The senior Flamen, Titus Segundus Falco, is a retired senior military officer, and a member of the Roman Equestrian class. He has had some dealings in the past fighting dark magic, and though not a member of the *Vigilis Nocturni*, supports their work. Now, however, he is well past his prime, and walks with the aid of a stick. When he can, he spends much of his time at the amphitheatre, watching and gambling on chariot races and gladiatorial matches.

Titus Segundus Falco

STR 7

CON 8

DEX 11

SIZ 12

INT 14

POW 16

CHA 14

Damage Mod. 0

Hit Points 10/Major Wound 5

Magic Points 16 (5 on divine magic)

Movement 15m

Armour: None

Combat: Close Combat 65 (Gladius D6)

Resistances: Dodge 40%, Persistence 65%, Resilience 60%

Skills: Athletics 50%, Culture (Rome) 70%, Influence 45%, Lore (Battle) 60%, Lore (Religion) 75%, Perception 50%, Riding 40%

Magic: Battle Magic 70%, Divine Magic 70%

Battle Magic Spells: Fanaticism, Strength, Vigour

Divine Magic Spells: Berserk, Consecrate, Ward Camp



“UNLIKE HIS GREEK ANALOGUE, ARES, MARS IS A DIGNIFIED FIGURE ASSOCIATED WITH STRENGTH, BRAVERY AND THE DISCIPLINE OF THE MILITARY, ALONG WITH THE USE OF MILITARY POWER TO SERVE THE EMPIRE AND PRESERVE ITS PEACE.”

It Will Not Always Be Summer

With money not reaching the remaining troops in Germania, and the countryside full of unrest, Vitellius has arranged for the silver to pay the soldiers to be transported by a boat along the Rhine.

Even this route is not safe. Local rumours indicate that the spirit of the River Rhine is restless, and attacking both docks and shipping. Such a clearly supernatural event means the *Vigiles Nocturni* are involved, to ensure the payment reaches the soldiers, to find out the causes of the Rhine's disturbance, and to deal with any supernatural threats to Colonia Claudia Ara Agrippinensium.

What they don't know is that the German tribes are working with a traitor inside the city to launch a surprise attack, though they may find out as they investigate. If Colonia Agrippina falls, Rome will lose all of Germania. The *Vigiles Nocturni* are the only ones who have a chance of saving the city.

The River Goddess

The scenario begins with the player characters on a small riverboat, with five crewmen besides them. The boat carries 8000SP on board- enough to pay the 160 legionaries in Colonia Agrippina for the next month, and the three months of back pay they are owed. There should also be some left over money (about a quarter of the total amount) to hire mercenaries for the defence of the city.

The Crew

STR 10

CON 11

DEX 14

SIZ 12

INT 11

POW 11

CHA 11

Damage Mod. 0

Hit Points 12/Major Wound 6

Movement 15m

Armour: None (0AP)

Combat: Close Combat 40% (Dagger D4+1), Unarmed 40% (Fist D3)

Resistances: Dodge 45%, Persistence 40%, Resilience 50%

Skills: Athletics 60%, Perception 50%, Sailing 70%, Natural Lore 50%, Streetwise 35%, Lore (Navigation) 50%

A dozen miles out from Colonia Agrippina, the heroes meet the goddess of the River Rhine! She can change between a "human" and undine form. In her human form, she appears as a seven foot tall naked woman with bluish skin and water weeds instead of hair. She goes by the name of *Renos*, the old Celtic word for the river.

Renos

STR 14

CON 15

DEX 14

SIZ 15

INT 17

POW 25

CHA 19

Damage Mod. +D4

Hit Points 15, no major wounds

Magic Points 25

Movement 15m, 25m in water

Armour 2

Combat: Ranged Combat 75% (create and launch ice javelin, D6+D4)

Engulf 75% (Does 2D6 damage to those within 5m who fail an opposed Resilience check)

Resistances: Dodge 80%, Persistence 60%, Resilience 100%

Skills: Natural Lore 60%, Perception 60% (100% regarding events on the river), Perform (song) 60%, Deceit 65% (100% for stealth-related checks on the river).

Special Abilities:

- If reduced to 0HP or MP, *Renos* turns back to water and cannot reform for D6 hours.
- *Renos* loses 1MP for each metre she is away from water.
- Heal Self: Costs 1MP per HP.
- Hear Other: Costs 2MP per HP.
- Extinguish: Costs 1 to 4MP depending on the size of the fire.
- Regain 1MP per round when submerged in the water and doing nothing else.

Renos emerges from the water and casts an ice javelin at the crewman piloting the boat. The crew will panic, and won't be able to fight without a player character making a successful *Influence* skill test. She then proceeds to attack the boat from underneath; the boat

has 20 Hit Points.

Anyone attempting to fight from within the river has a -25% penalty to skill tests, including combat. Getting out of the river requires a successful Athletics test; no penalty applies to do this for someone unencumbered. For a character in armour, a -25% penalty applies. Renos will attack those in the river, but will not pursue anyone who leaves and does not attack her.

This encounter does not have to be all about a bloody battle. A Culture (Germany) or Religion skill check reveals that Renos is rumoured to talk to and spare the life of one who addresses her in verse. If anyone tries this, they will find that it works!

In this case, the attack ceases, and the player characters can negotiate with Renos, as described in the next section (the Shrine).

The Shrine

Upstream from the attack is a shrine to the goddess Renos. It is marked by a standing stone, and anyone with any degree of Culture (Germany) or Lore (Religion) knows where it is.

The shrine has been toppled and marked with a symbol of the infernal gods. A Perception test or a search of the location reveals a lead tablet tied to a body half-submerged in the river. The body is of a young man, who was held down and drowned in the Rhine.

Greek writing fills the tablet. In translation, it reads.

To the noble, wise and powerful goddess Renos, genius locus of the river,

I, Marcus Famulus Dento, elected official of Colonia Claudia Ara Agrippinensium, send you greetings, respect and sacrifice. The toppling of this obelisk marks the breaking of Rome's pact with you.

I promise you yearly human sacrifice, and in exchange all I ask is you stay free of your pact with Rome. Feel free to attack the shipping on your river and hoard the booty! Tear down the piers and bridges! Let your nature run free!

With this sacrifice, I give proof of my good intentions. All Hail Renos!

Marcus Famulus Dento was elected as Aedile months ago, when Nero was still emperor.

On the toppled obelisk is a Battle Magic spell to summon Renos. Anyone can cast it by reading from the Obelisk, at a cost of 3 Magic Points. Renos will converse with her summoner if initially addressed in verse; there is no need to maintain a conversation in rhyme.

The main reason to summon Renos is to find out information, and try to negotiate with her. Renos will be angry, but disturbingly flirtatious with anyone who she takes a shine to.

There are a number of things Renos wants.

- Renos is angered by the toppling of her obelisk, destroying her shrine. Before considering anything else, she wants a promise to rebuild it.
- She wants to keep any silver which has fallen into the river (for example, from the boat the player characters were on in the opening scene). Renos won't mention this, indicating a possibility of returning it, unless the player characters do.
- She wants to keep any drowned bodies, and ensure there is at least one drowned victim from any ship which sinks or capsizes on the river.
- Renos wants the yearly human sacrifice. Indeed, she is really happy about this idea.
- Finally, Renos wants the destruction of the bridge over the river.

This should be roleplayed out, but will be resolved by an *Influence* check, perhaps with bonuses or penalties. A successful check means she will drop one of these demands. A critical success means she drops two of them.

A suitable gift or suggested gift also means Renos will drop one of these demands, as well as any coming from the result of the skill test.



In Colonia Clausia Ara Agrippinensium

The player characters will be expected to report to the Governor of Colonia Agrippina, Gaius Dillius Vocula (see page 55). If the silver has been lost, he will be very angry, and even breaks through his usual monotone manner to express his disapproval, and order them to recover it, if possible.

More blandly, the Governor explains that the soldiers in the city are on the edge of mutiny, and he is unsure how to deal with them without the bonuses- and more importantly the back pay- he has promised them. Talking to the soldiers and getting them on side is another job for the Vigiles Nocturni!

The Governor also suggests the player characters investigate Renos' shrine, above, if they have not already done so. He wants to know *why* Renos is acting as she is.

Those familiar with the town know another potentially useful contact, the merchant Claudia Ovidia (see page 57). She suspects the brigands led by Hubertus are responsible for the original damage to the shrine (he is not- the Aedile, Marcus Famulus Dento, hired people to have this done before he made his pact). In any case, meeting them is worthwhile- perhaps they can, with a suitable bribe, be brought back into the fold. Like the legionaries they rebelled when not paid, and she is willing to donate 2000SP to the city to hire them back.

Of course, the player characters may find the money more useful in hiring back the legionaries, who are absolutely vital to the defence of Colonia Agrippina.

Claudia does not know exactly where the brigands are based, though she does know the general area. The merchant suggests setting up a fake cargo, and a trip out of town for the brigands to attack- they can ambush the ambushers! Claudia warns the player characters that they have recently changed their method of operation. Rather than simply taking cargos, or even just a portion of cargos under threat, they are killing everyone and taking everything.

Another piece of intelligence concerns an enormous invulnerable bear, *Urbus Magnus*, though this may be just rumour. If one of the player characters has a relevant Lore skill, or takes time to do some research, they learn that the bear is a supernatural being, capable of controlling lesser bears, and can only be hurt by magic, fire or silver.

Revolting Legionaries

The legionaries are still in their barracks, and are led by the senior centurion, Lucius Marius Verres. They are not drilling or performing any other duties, but are maintaining their arms and armour.

Lucius Marius Verres

Lucius Marius Verres is big and beefy, with a booming voice. He genuinely cares for the men under his command, and feels it is unreasonable to expect them to work without pay, even in wartime.

STR 14

CON 13

DEX 12

SIZ 14

INT 14

POW 10

CHA 14

Damage Mod. +1D4

Hit Points 14, Major Wound 7

Movement 15m

Magic Points 10

Armour: Lorica Segmentata (4AP)

Combat: Close Combat 70% (Gladius D6+D4, Shield)

Ranged Combat 65% (Javelin D6+D4)

Resistances: Dodge 50%, Persistence 65%, Resilience 70%

Skills: Athletics 50%, Influence 70%, Perception 60%, Natural Lore 45%, Streetwise

65%, Lore (Tactics) 55%

Battle Magic 40% (Jupiter)

Spells: Enhance Influence I, Fireblade, Thunder's Voice

Other Legionaries

STR 12

CON 13

DEX 12

SIZ 13

INT 12

POW 10

CHA 10

Damage Mod. 0

Hit Points 13, Major Wound 7

Movement 15m

Armour: Lorica Segmentata (4AP)

Combat: Close Combat 50% (Gladius D6, Shield)

Ranged Combat 50% (Javelin D6)

Resistances: Dodge 40%, Persistence 45%, Resilience 50%

Skills: Athletics 40%, Perception 40%, Natural Lore 45%, Streetwise

35%, Lore (Tactics) 30%

During any negotiations, Marius will stay with at least as many men as there are player characters. If the legionaries are paid what they are owed, Marius will back down. He will also back down with a good amount of partial payment and a successful Influence check. With no money, a critical success is needed on any Influence check to call him back to duty.

Any of the following might help negotiations, and give a plus 25% bonus each:

- A convincing promise of a big bonus, or a pay rise for everyone.
- Boosting the forces or defences in Colonia Agrippina.
- A big personal bribe.
- Convincing threats.

The Aedile's House

The Aedile, Marcus Famulus Dento, has long since vanished (though presumably the player characters by now have one idea of something he did). He is secretly a necromancer, and responsible for the sacrifice and chaotic behaviour of the river goddess Renos. The house by the town rules, and securely locked, but a simple *Deception* skill test or brute force gets the player characters inside.

Most of the house is what one would expect of a townhouse of a prosperous Roman citizen in the provinces. The gods in the family shrine- the lares and penates- have something of an infernal look to them, resembling nothing so much as the god Dis Pater and the furies. This is strange, though not illegal. The real evidence is to be found in the Aedile's office at home. The office, however, is enshrouded in impenetrable darkness, for it is guarded by a Shade, who Famulus summoned with his magic. The Shade will attack anyone who tries to go into the office. It is intended as a trap!

The Shade

SIZ 21

Hit Points 13, Major Wound 7

Movement 15m

Magic Points 10

Armour: Lorica Segmentata (4AP)

Combat: Engulf 105%, Everyone in 7m radius, 3D6 damage

Resistances: Dodge 60%, Persistence 90%, Resilience 100%

Skills: Deception 90% (only in near or total darkness),

Perception 50% (no penalties for hidden or invisible characters)

Within the office are scrolls containing descriptions of necromantic spells, and an altar to *Angra Mazda* - the evil deity of the Zoroastrians - which is a plain shrine with writing invoking the god in Greek. Behind the shrine is a chest containing 2000SP.

On the desk is a partially composed letter to the Emperor Valerian, the challenger to Vitellius' throne who is currently based in the east. The letter promises the emperor that the province Germania will have fallen on the 21st of June, further weakening Vitellius' rule. Naturally, he, Marcus Famulus Dento, did his bit to assist this, and he now seeks a reward of high office under the new regime.

The 21st of June is two days time! An attack is coming, and Colonia Agrippina is woefully unprepared.

A Perception check also reveals a secret passageway in the office, leading outside of the town walls- a route that the necromancer intends to exploit if the player characters fail to discover it.

The Bandits

Hubertus Agrippinus, former duovir of Colonia Agrippina, now leads many former Roman auxiliaries as brigands, though they are not yet in open conflict with their Roman rulers. He has gone back to his original, non-Latinised name, Hubert, and takes offence at those who use his Roman name. He is a big blocky-jawed man with red hair.

Hubert

STR 14

CON 13

DEX 14

SIZ 14

INT 15

POW 10

CHA 14

Damage Mod. +1D4

Hit Points 14, Major Wound 7

Movement 15m

Magic Points 10

Armour: Leather Armour (2AP)

Combat: Close Combat 50% (Spear D6+D4, Shield)

Ranged Combat 70% (Bow D6+D4)

Resistances: Dodge 50%, Persistence 50%, Resilience 50%

Skills: Athletics 50%, Deception 70%, Influence 50%,

Perception 70%, Natural Lore 45%, Riding 50%, Lore (Tactics) 70%

Battle Magic 40% (Mercury)

Spells: Enhance Deception 2, Mobility 2

Hubert commands fifty brigands, but they are spread out, in groups of a dozen each.

The Brigands

STR 12

CON 13

DEX 12

SIZ 12

INT 12

POW 10

CHA 10

Damage Mod. 0

Hit Points 12, Major Wound 6

Movement 15m

Armour: Leather Armour (2AP)

Combat: Close Combat 40% (Spear D6, Shield)

Ranged Combat 50% (Bow D6)

Resistances: Dodge 40%, Persistence 45%, Resilience 45%

Skills: Athletics 40%, Deception 45%, Perception 45%, Natural Lore 45%

If the player characters follow Claudia Ovidia's caravan plan, described above, they will indeed be attacked- but not by Hubert and his former auxiliaries. Instead they will face an attack by animals- the great bear roaming the area, called *Urbus Magnus* by the Romans, along with one other ordinary bear per player character. If they flee the bears, they will, unless a player character succeeds in a *Perception* or *Lore (Tactics)* check flee into a waiting ambush of one German per player character. These Germans are advance guards of the invasion force. They and the bears are described in the next section.

In fact, Hubert is not allied with the invaders from the east of the Rhine, and he and his brigands have been driven out of their usual territory. Finding them requires asking around subtly in the countryside while not obviously being Roman officials, drawing on contacts who might know them, or some other suitable plan.

As well as denying any involvement in riling the River Goddess, if this is not already clear, Hubert and his force could even be persuaded to ally again with Rome. His followers have grievances involving pay and pensions not being paid because of the time of emergency. This is somewhat dicey, and requires a successful *Influence* check, though with a +25% bonus if the player characters make a convincing argument or offer a large sum of money.

If the player characters approach the brigands first rather than going through with the caravan plan, Hubert will warn them about the German scouts and the bears, including *Urbis Magnus* who appears to be invulnerable.



Not always Summer

The Germans

Around 30 German scouts for the invasion force are in the region, in groups of five, and player characters who range around or patrol will encounter some of them. The German leader, Lodowic, is the mastermind of the invasion, and is a former Roman slave obsessed with dealing out punishment to his former masters, as well as glory and loot.

Lodowic stays back with the main army, but he is allied to an intelligent magical bear, called *Ursus Magnus* by the Romans. *Ursus Magnus* can command ordinary bears. He, and about sixty lesser bears are also in the countryside with the scouts. If *Ursus Magnus* is killed, the Germans lose their bear allies.

Ludowic

STR 14

CON 14

DEX 12

SIZ 14

INT 12

POW 12

CHA 10

Damage Mod. +D4

Hit Points 14, Major Wound 7

Movement 15m

Magic Points 12

Armour: Ring Mail Armour (AP3)

Combat: Close Combat 70% (Axe D8+D4)

Resistances: Dodge 65%, Persistence 60%, Resilience 65%

Skills: Athletics 55%, Deception 60%, Influence 60%, Lore (Tactics) 60%, Perception 45%, Natural Lore 45%

Battle Magic 60% (Mars/Twr)

Spells: Fanaticism, Strength 2, Weapon Enhance 2

The Germans

STR 12

CON 13

DEX 12

SIZ 12

INT 12

POW 10

CHA 10

Damage Mod. 0

Hit Points 12, Major Wound 6

Movement 15m

Armour: Leather Armour (AP2)

Combat: Close Combat 50% (Axe D8)

Resistances: Dodge 45%, Persistence 40%, Resilience 45%

Skills: Athletics 40%, Deception 45%, Perception 45%, Natural Lore 45%

Ursus Magnus

STR 25

CON 13

DEX 13

SIZ 31

INT 10

POW 13

CHA 10

Damage Mod. +2D6

Hit Points 22, Major Wound 11

Movement 23m

Armour: Tough Hide (AP3)

Combat: Bite 70% (D8+2D6), Claw 70% (3D6)

Resistances: Dodge 60%, Persistence 70%, Resilience 75%

Skills: Athletics 70%, Natural Lore 70%, Perception 70%

Special: *Lupus Magnus* can command lesser, ordinary bears, and can only be hurt by magic, fire or silver. One seeing *Lupus Magnus* will realise this with a relevant Lore skill test.

Other Bears

STR 25

CON 13

DEX 13

SIZ 25

INT 5

POW 11

CHA 5

Damage Mod. +2D6

Hit Points 19, Major Wound 10

Movement 23m

Armour: Tough Hide (AP3)

Combat: Bite 60% (D8+2D6), Claw 60% (3D6)

Resistances: Dodge 50%, Persistence 60%, Resilience 65%

Skills: Athletics 60%, Perception 60%

Invasion!

On the 21st of June, the Germans arrive at Colonia Agrippina. If the heroes haven't warned the town and got the legionaries to go back on duty, the attack is effectively by surprise. Even if the legionaries are still "on strike", they still take up arms to defend Colonia Agrippina, but they are not prepared. Potentially, Colonia Agrippina might fall to the Germans.

Meanwhile, the rebel necromancer Aedile, Marcus Famulus Dento, plans to come into the city through the secret entrance noted on page XX, to play havoc from within. The player characters may know in advance of the secret entrance, and stop this plan. He is accompanied in this by his slave, Hans. Famulus casts the spell *Damage Resistance* on himself before going into the city.

Marcus Famulus Dento

STR 10

CON 10

DEX 14

SIZ 12

INT 16

POW 18

CHA 16

Damage Mod. 0

Hit Points 11, Major Wound 6

Movement 15m

Magic Points 18

Armour: None (but Damage Resistance 6 in effect)

Combat: Close Combat 55% (Dagger D4+1)

Resistances: Dodge 55%, Persistence 90%, Resilience 40%

Skills: Culture (Roman) 50%, Culture (German) 40%, Deception 70%, Influence 70%, Language (Latin) 75%, Language (Greek) 75%, Perception 50%

Sorcery 100%

Spells: Damage Reduction, Dominate Human, Palsy

Hans

Hans is a hulking German slave belonging to Famulus. His tongue has been ripped out, and Famulus has systematically magically dominated him. Now he obeys the necromancer's every command without hesitation, and defend him to the death. If Famulus dies, Hans will die too.

STR 15

CON 16

DEX 15

SIZ 16

INT 10

POW 8

CHA 8

Damage Mod. +D4

Hit Points 14, Major Wound 7

Movement 15m

Armour: Ring Mail Armour (AP3)

Combat: Close Combat 75% (Sword D8+D6)

Resistances: Dodge 75%, Persistence 30%, Resilience 75%

Skills: Athletics 60%, Perception 50%

The battle between the Germans and the Romans is resolved as usual for mass combat by an opposed Lore (Tactics) check between Ludowic (see page 64) and whoever commands the Romans. Ludowic has a skill of 60%. The most capable NPC Roman commander is the senior centurion, Lucius Marius Verres, with a skill of 55%. It may be better for a player character to take command.

The Germans outnumber the Romans, and have a +25% bonus to their skill check. The following modifiers may also apply.

- The City Walls stand: +25% to the Romans. If Marcus Famulus Dento breaks in and causes chaos, this bonus is negated.
- Surprise attack: +25% to the Germans, if it applies.
- Lupus Magnus and the bears: +25% to the Germans, if he is still around. The player characters can attempt a heroic sortie to kill the great bear before the main combat begins, though Lupus Magnus has three other bears close by.
- Hubert and his brigands as allies: +25% to the Romans
- Renos as an active ally: +25% to the Romans. This is unlikely, but the player characters might be able to negotiate it.

Other significant player character actions can also give their side a +25% bonus.

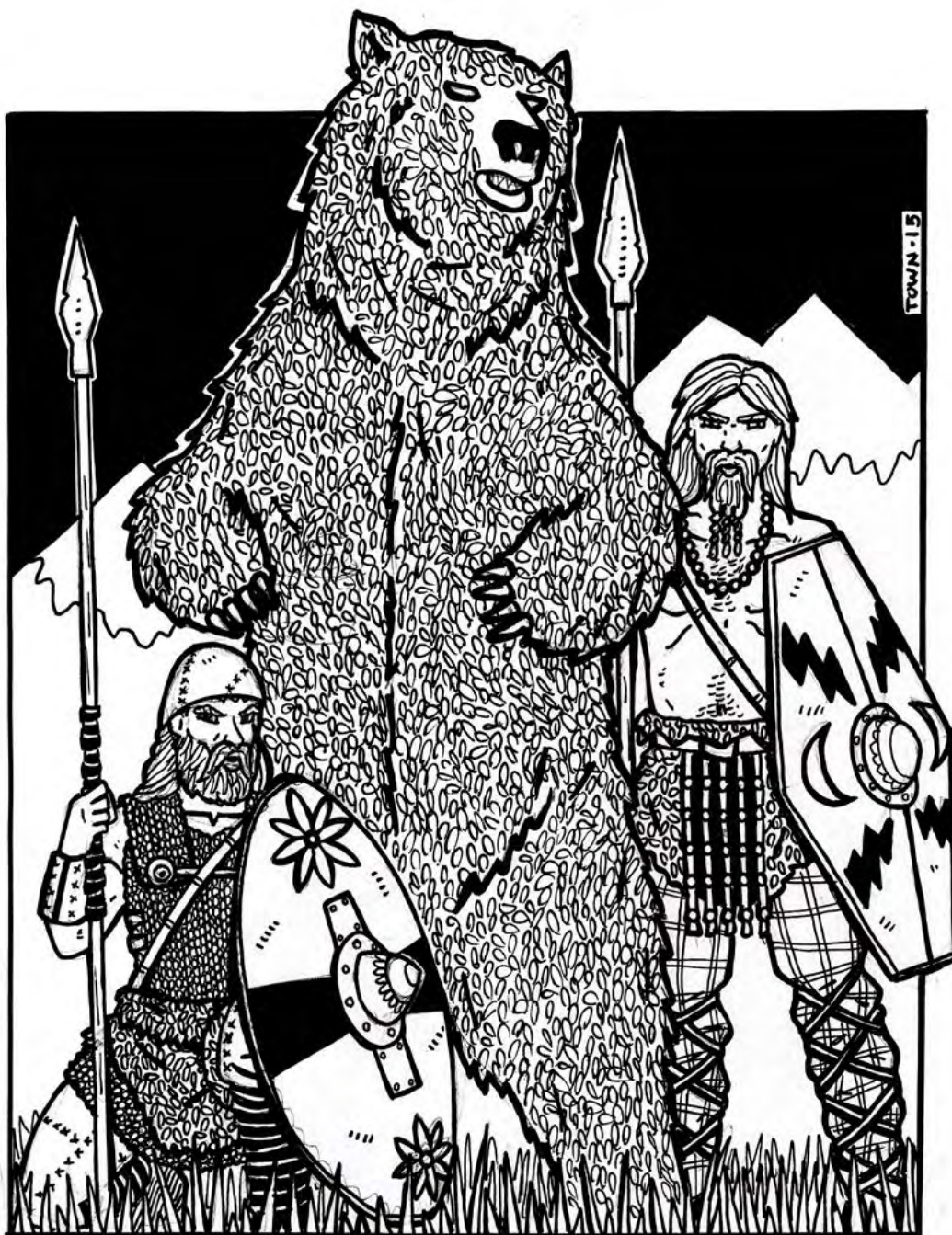
Aftermath

If the heroes succeed, they have saved Colonia Claudia Ara Agrippinensium for the Romans, and ensured the Romans maintain a foothold in Germany. The adventures of the *Vigiles Nocturni* can naturally continue. For one thing there is the mysterious matter of the letter from Marcus Famulus Dento to the would-be emperor Vespasian to follow up.

Indeed, Vespasian is more than a would-be emperor; in a matter of months he will successfully replace Vitellius on the throne, and his reign will be a long one.

If the heroes fail, the Roman conquerors lose their foothold in Germany, and the lands are freed from their influence. At least until matters are more settled in the civil wars- then the Romans will send a punitive expedition, and the results will be truly horrible.

More immediately, the *Vigiles Nocturni* need to escape alive from the uproarious province. They still have other matters to investigate, and with luck, other more successful adventures.



Not always Summer

Killianus Aquila

Age:
Concept: Former Bandit

Patron God: Epona
Hero Points: 3

Strength 13
Constitution 12
Dexterity 18
Power 12
Charisma 12
Intelligence 16
Size 12

Damage Modifier: 0
Armour: Leather (AP 2)

Magic Points: 12

Hit Points: 12

Resistances

Dodge: 58%
Persistence: 22%
Resilience: 44%

Knowledge Skills

Language (Latin) 66%
Language (Gallic) 66%
Natural Lore 46%
Culture (Burdigala) 46%

Combat Skills

Close Combat: 46%
Ranged Combat: 84%
Unarmed Combat: 41%

Practical Skills

Athletics 56%
Craft 26%
Deception 64%
Engineering 16%
Healing 26%
Influence 22%
Mechanisms 34%
Perception 63%
Performance 22%
Riding 31%
Sailing 34%
Streetwise 59%
Trade 51%

Weapons: Gladius d6
Bow d8

Money and Equipment

Leather Armour
Gladius
Bow
Black Cloak

Magic

Battle Magic 36%

Spells: Speedart, Enhance Riding 2.

Notes

Killian (he prefers the non-Romanised form of his name) is a local peasant who enrolled as an auxiliary in the army. However, he deserted when his legion was to march with Vitellius in what Killian and others saw as his personal civil war, remaining in the area.

However, Killian found there were no honest prospects for an army deserter, so he joined up with local brigands. His sharp shooting was a great asset as a bandit. But Killian was captured. He was given a choice between execution and serving the state unofficially as a member of the *Vigiles Nocturni*. Grateful even to be given the choice, let alone the chance to earn a reasonably honest living, he chose the second option.

Gaius Valerius Galeo

Age:
Concept: Former Centurion

Patron God: Minerva
Hero Points: 3

Strength 14
Constitution 13
Dexterity 14
Power 11
Charisma 13
Intelligence 18
Size 15

Damage Modifier: +d4
Armour: Lorica Segmentata (AP 3)

Magic Points: 11

Hit Points: 14

Resistances

Dodge: 54%
Persistence: 33%
Resilience: 46%

Knowledge Skills

Language (Latin) 80% [literate]
Language (Gallic) 68%
Lore (Tactics) 73%
Culture (Burdigala) 30%

Combat Skills

Close Combat: 78%
Ranged Combat: 57%
Unarmed Combat: 33%

Practical Skills

Athletics 53%
Craft 28%
Deception 32%
Engineering 63%
Healing 28%
Influence 21%
Mechanisms 32%
Perception 31%
Performance [Oratory] 41%
Riding 28%
Sailing 32%
Streetwise 24%
Trade 28%

Weapons: Gladius d6+d4
Javelin d6+d4

Money and Equipment

Lorica Segmentata
Gladius
2 Javelins
Shield
Latrunculi Set [a strategy board game]
Writing Equipment

Magic

Invocations 54%
Enhance Lore (Tactics) 2, Heal 2

Notes

Valerius was once Primus Pilus (senior centurion) in his legion, but owing to certain political opinions he had expressed was asked to retire from it rather than marching on Rome with Vitellius. This was an honourable discharge, but stopped Valerius from being promoted to camp prefect and becoming an equestrian rather than a common Roman citizen.

Reluctantly, Valerius retired to the life of a private citizen. However, he still craves glory, honours, and the chance to use his talents in the service of the Empire. He is therefore a significant member of the Vigiles Nocturni.

Skirnirus Canus

Age:
Concept: Ex-gadiator

Patron God: Mars/Twr
Hero Points: 3

Strength 17
Constitution 14
Dexterity 16
Power 10
Charisma 13
Intelligence 13
Size 18

Damage Modifier: +d6
Armour: Gladiator Armour (AP 2)

Magic Points: 10

Hit Points: 16

Resistances

Dodge: 77%
Persistence: 20%
Resilience: 74%
Culture (Rome) 13%

Knowledge Skills

Language (Latin) 53%
Language (Gallic) 43%
Language (German) 63%
Culture (Burdigala) 23%

Combat Skills

Close Combat: 83%
Ranged Combat: 29%
Unarmed Combat: 78%

Practical Skills

Athletics 63%
Craft 23%
Deception 39%
Engineering 13%
Healing 23%
Influence 33%
Mechanisms 29%
Perception 23%
Performance 53%
Riding 33%
Sailing 29%
Streetwise 23%
Trade 23%

Weapons: Great Axe 2d8+d6

Money and Equipment

Gladiatorial Armour
Great Axe

Magic

Invocations 30%
Fanaticism, Strength 2

Notes

Skirnir's story is a simple one- he was captured as a slave on the German frontier, where his great strength led to him being sent to the gladiatorial arena.

He was spotted by Pavo on one of his rare visits to Rome, and Pavo bought him for use as a bodyguard. Believing that a grateful free man would serve better in that role as a slave, Pavo freed Skirnir but continues to employ him.

Decimus Moravius Pavo Dives

Age:
Concept: Noble

Patron God: Mercury
Hero Points: 3

Strength 8
Constitution 12
Dexterity 9
Power 15
Charisma 17
Intelligence 17
Size 12

Damage Modifier: 0
Armour: 0

Magic Points: 15

Hit Points: 12

Resistances

Dodge: 44%
Persistence: 50%
Resilience: 27%

Knowledge Skills

Language (Latin) 80% [literate]
Language (German) 67%
Culture (Rome) 24%
Culture (Germany) 77%

Combat Skills

Close Combat: 42%
Ranged Combat: 51%
Unarmed Combat: 17%

Practical Skills

Athletics 17%
Craft 27%
Deception 36%
Engineering 16%
Healing 27%
Influence 67%
Mechanisms 26%
Perception 32%
Performance 34%
Riding 42%
Sailing 26%
Streetwise 32%
Trade 57%

Weapons: Gladius d6
Bow d6

Money and Equipment

Gladius
Bow
Fine Clothes
Mirror
Horse
Writing Equipment
Family Villa

Magic
Battle Magic 70%

Spells: Coordination 2, Invisibility, Mobility 2, Tongues

Notes

Pavo is a member of one of the most distinguished families of Colonia Agrippina, and holds senatorial rank- though he rarely gets the chance to visit Rome. Pavo's high rank is what grants him access to much of his magic- it means the gods are willing to listen, and bestow certain gifts upon him.

Pavo is a rich man, who appears to mainly be idle apart from dabbling in trade. However, he is proud of his family name, and loyal in his way to Rome and Roman Germania- if nothing else, his business interests are there. He therefore uses his talents and connections for the benefit of the Vigiles Nocturni.

The Road to Hell

A Quest into an Other World of Horror

Games Master's Background

The party of adventurers are travelling through the long dusty back roads of the Duchy of Lolp.

They are bored, and time stretches to be as long and winding as the endless road. They are getting nowhere fast. The immortal words "are we there yet?" have been uttered by less mature and patient characters. Little do they know that a rift in the very fabric of reality is about to open to a minor hell, and they are about to be caught up in an escape attempt of a demonic sorceress imprisoned there.

Twenty five years ago, Lady Lillon, a vile sorceress of great evil, was imprisoned in the Hell of Twisted Flesh by the Imperial Wizard Malquon the Ravenkin. There she has languished until today, when her brother and lover, the Black Knight Sir Invictan, sacrificed one of his willing followers in the stone circle that lies on the side of the road just ahead of where the characters are travelling when the adventure starts. The ancient stone circle is a place of great magical power from ancient times, even before the Old Empire, and Sir Invictan invoked a portal to the hell where his sister is imprisoned. Taking his followers through, he has now embarked upon a crusade against the ruler of the Hell, the Flesh Fiend Face. Once this demon is slain, Sir Invictan can rescue his sister from the Tower of Pain, and return hand in hand to begin his reign of terror. For Flesh Fiend Face is the very 'soul' of the Hell. Kill him and the hell collapses. Save him and the Hell will be saved and a great threat to the world contained.

The Players Introduction

"You are travelling to the town of Ossoway, and from there to a life of adventure and riches in the wilderness of Two Fort Country. But first you must follow a long dusty trail through endless rippling fields of wheat. You've already been travelling through the dull landscape for most of a day. The summer sun has been looming over you for what seems like hours, and you are have lost track of time due to the tedium of the journey.

At least you can see a traveller's rest point in the form of a well and a stone rest bench ahead."

Set Up

Not much to do here. Get the players to introduce characters to each other. What are they carrying, what's their state of readiness and what are they doing now? Then they are at the Travellers' Rest Point; start the adventure.

The Adventure

The Travellers' Rest Point

These rest points are built by the Imperial Wayfarers Cult Anyone stopping and resting at one for at least one hour immediately regains 1d4 Hit points. The stone bench is made out of a rough slab of hard grey stone not local to these parts. Curious characters will observe it is made from the same stone as a stone circle that lies twenty metres off the right hand side of the track. The well is filled with fresh sparkling water, which glimmers with magic. This too is blessed by the Wayfarers and restores 1d4 magic points when its waters are drunk.

As the players rest, the sky suddenly darkens as if a large storm is about to hit. Pitch black clouds swirl overhead, and peel off towards the stone circle. At one point they hear three lighting flashes and the screams of a woman from the direction of the storm. If the players decide to flee the Travellers' rest point and continue their travel on the road, it goes up the crest of a hill, and plunges down through a small copse of trees before settling back into flat tedium surrounded by wheat field. An hour later after trudging through the never-ending midday sun, the player characters arrive back at the Traveller's rest point!

This scene repeats itself until the characters decide to investigate the woman's screams from the stone circle. During the creation of the portal, reality has protected itself from further invasion from the Hell world by sealing off an area of five or so kilometres around it. Put quite simply, until the portal is closed down the characters cannot leave this pocket of reality.

The Stone Circle of Menace

Five roughly hewn dark grey stone obelisks tower three meters over a small earth clearing in the wheat field. Each stone stands one metre from its neighbours. There is a three metre gap in the circle where a sixth stone should be; characters can see the hole in the ground hole where it was, and the gap allows the characters to pass into the circle without touching the stones. Nothing grows, including the wheat, within a metre of the stone circle. In the centre of the circle

is a stone table made of the same grey rock, freshly blooded by dead man who lies naked with a sword sticking out of his cut open chest. You can still hear the screaming of the woman, but cannot place the source. Above the stone circle, black clouds swirl ominously.

The stone circle is an ancient place of power created during the Age of Blood, where blood sacrifices were made to allow the Priests to travel to the Hell Worlds. It is malignant to the very being of the characters, who feel uneasy and nauseous just by being here (make an immediate roll for Major Mental damage- see OQ page 79- with a bonus of +25%). Characters take 1d6 HP damage if they touch any of the stones.

The stone table in the centre of the circle is a sacrificial altar. The male victim is one of the Invictan's Knaves, evil men at arms who willingly follow him in his foul deeds. If the characters possess some method of communicating with the man's dead spirit, such as a Call Spirit spell (see OQ page 105), they will find him reluctant to discuss the reason for his death. The more they talk to him the more they will see that this is evasiveness on his part, that he's hiding something.

The Demon Knobbly Ned hides behind one of the obelisks. He is a servant of the Flesh Fiend Face who has been sent by his master through the gate to see what has opened it. Knobbly Ned has examined the body and blood is on his paws. He will attempt to run away through the hole in the sky (see below) if the characters notice him.

Knobbly Ned, Demon Scout

STR:24 CON:18 SIZ 18 DEX:18 INT: 10 CHA:6 POW:20

Hp 18 MW 9 DM +1D6 +1

Armour: Knobby demon hide (6 AP) Magic Points 20.

Significant Skills: Dodge 65%, Persistence 65%, Resilience 75%, Perception 85%, Deception 85%,

Combat skills

Unarmed Combat 125%: Fist 1D8

Tactics: usually splits attacks vs. multiple attackers. If he takes damage, Ned then focuses all attack on that person.

Magic: Magic Portal. Ned has a magical connection to the portal between worlds that allows him to effortlessly find and move through it.

If the characters look up into the dark swirling clouds above the circle they will see the "Hole in the sky", which is the portal to the Hell world, a deeply unsettling sight from which the screams of the woman emanate. As the characters look at the hole they will feel themselves being pulled towards it, and if they carry on looking at it they will be yanked up and through into it. Merely looking away stops this process.

Crossing the threshold

Crossing into the Hell World makes the characters physically sick; upon entering the Hell of Twisted Flesh make Resilience roll or lose 1d4 hit points from vomiting.

The Hell of Twisted Flesh

The Hell World is one of the minor Hells of Blood, a pocket of awful reality ruled by the demon Flesh Fiend Face, who is served by the Fearcrows, scarecrow-like demons. A small group of fifty Ogres live in Flesh Town which is the only inhabited place on this plane. The Tower of Pain is a prison where Flesh Fiend Face tortures and holds people sent here, such as Lady Lillion. Recently Lillion broke her imprisonment, slew her demon guards and used their stolen strength to turn the tables on Flesh Fiend Face. Although not killed, he has been severely weakened in the break out and Lillion has cast a spell of silence that prevents him from speaking and explaining his predicament to would be 'rescuers'. Lillion has also cast the spell of "Neverending Scream" to summon her twin brother, who is psychically attuned to such things, to the hell to rescue her.

General Features

The Hell of Twisted Flesh is not very big (5 Km 2).. When you get to the edge of it, if you enter the thick fog at the edge you emerge on the other opposite side. This is similar to the effect that the characters experience if they walk away down the road instead of investigating the portal.

The sky is like glimmering pools of blood, with eyes instead of stars.

It's a twisted image of the real world, where everything is made of moulded and melted human flesh, the bodies of sinners bound into this world; e.g. trees made up of people with their bodies as the trunks and their outstretched arms as the branches, ear plants and eye stalks which follow you round when they hear/see you, and even the ground is a vast carpet of melted flesh which occasionally 'squeaks' as you walk on it.

The characters can hear the scream of the woman that they heard in the real world everywhere here, but still can't quite pin point it. It seems to echo round the hell. This is Lillion's 'Never-ending Scream' spell, a psychic beacon to her brother.

The overall effect is very unsettling, and once the characters have 'explored its delights' for any length of time they should make a Persistence roll to see if there are any Major Mental Damage effects for their stay.

The Fields of Blood

These fields are covered in what at first looks like fully grown, red coloured wheat which grows to a height of five feet. Closer inspection reveals it to be a grisly hell plant, which seeps blood from the corn ears that trickles down the grass stem, and the crunching from walking though the field is from the bones that have been deposited here as fertiliser, a good 50-50 mix with the black dirt (which is actually dried blood).

In the centre of a 15 foot diameter clearing stands a Fearcrow. There are five of them in same field. Each scarecrow-like demons, will first use its Fear attack to drive off any humans who enter its clearing, in theory driving them out of the field. If that fails, a Fearcrow demon sounds off a wail and waits, if possible, until at least one of its comrades for each PC present arrives (which takes a round), before attacking the characters.

Fearcrows

STR 12 CON 12 SIZ 14 DEX 14 INT: 10 CHA 0 POW 0

Hp 12 MW 6 DM +1D4

Armour: None

SR: Fear attack (can cast Fear spell as per Divine Magic once per day)

Significant Skills: Dodge 45% , Persistence 45%, Resilience 45%, Perception 85%, Deception 85%,

Combat skills

Unarmed Attack 45%: Claw (1d6)

Scarecrows are designed to scare off crows; Fearcrows are designed to scare off humans.

Buried under each Fearcrow supporting pole, is a small pot containing its treasure, typically 2d10 Blood Gold (see Blood Money below).



Flesh Town

This is a town made of flesh and bone. A river of blood runs through the town and is crossed by a bridge of bones. The town is inhabited by Ogres, who have no fear or shame of showing their true cannibal nature here. They have no leader; each Ogre living in bliss and harmony with each the others. Well-fed (food is all around) and never dying (see the "Death and Resurrection show" below) they are in their version of Heaven. However they are in fear at the prospect of Flesh Fiend Face dying. Once they have established the characters are not working to kill the master of the Hell, they will try and persuade them to save him. They will even pay 1500 gold in Blood Money (see below).

Places in the town

The House of Flesh Fiend Face - An empty two story town house made of black lacquered bones. In the Bed Room, on the second floor, the line "We are going to get you" has been written in human blood.

The Inn of Smiling Death - a rowdy local inn, where one can sample the delights of Blood Beer, eat black puddings and bloody stake as well as 'winner stays on knife fighting'. Blood Money is the only acceptable payment for the beer, food and lodgings on offer.

The Death and Resurrection show - at the edge of Town where the graveyard should be is an empty field with a large circus marquee tent. Above the entrance is a sign "The Death and Resurrection Show". Inside are wooden benches, were a small audience (1D6+1 ogres) watches a thin Ogre in a torn and blood splattered Jester's outfit cartwheel and juggle knives. If any of the town's Ogre population have been killed anywhere in the Hell, they eventually resurrect here (about 1d6 x 10 minutes after they are killed) behind the stage curtains the Jester Ogre stands in front of. When new arrivals are about to come back to life, the Jester stops his juggling, introduces the ogre who is about to be resurrected, gives a quick and humorous retelling of their life to date before drawing the curtain aside to reveal the resurrected ogre. The audience then laughs, applauds or boos depending on their feelings about the individual. At the GM's option slain PCs may also

Blood Money

This is the currency of the Hell and flesh Town. It is the currency of killers, each coin being worth one murder. if you kill someone while in the Hell, a gold coin dripping in blood appears in your pocket or money pouch. In the real world, you can use Blood Money to instantly summon an assassin. Simply putting it on the table with the intent of wanting someone dead, makes a killer of skill level appropriate to the money put on the table (10% of Combat Skill per coin put on the table, other skills and abilities as determined by the GM).

resurrect as Ogres (with attendant cravings for flesh) here.

Typical Ogre inhabitant of Flesh Town

STR 19 CON 14 SIZ 15 DEX 14 INT 10 CHA 15 POW 15
Hp 15 MW 8 DM +1D6

Armour Leather (2 AP) Magic Points 15.

Significant Skills: Dodge 65 %, Persistence 30%, Resilience 40%, Perception 55%, Deception 55 %,

Combat skills:

Close Combat 45%: Sword (1d8)

Treasure:

1D6 Blood Money Coins.

The Camp of the Black Knight in the Forest of Hanged Men

In a particularly grisly forest, where the bodies of hanged men hang from willow-like trees made of bone, is the Camp of Sir Invictan and his twenty Knave followers. Sir Invictan sleeps in a large tournament tent, and is waited on hand and foot by the knaves who provide wine and food at this demand. The tent has his coat of arms- a Red rampant Boar breathing fire- and anyone who makes a Culture (Gatan) roll will know that these belong to Sir Invictan a notorious robber knight from the province of Yolp. The Knaves sleep in smaller 2 men tents around a firepit that they have hacked into the fleshy ground, which still bleeds and moans from the pain.

If the parties are not hostile, Sir Invictan will hail them as 'good fellows' and parley with them, telling them how he has come to the Hell to rescue his sister, Lillon who has been kidnapped by the foul demon Flesh Fiend Face. Sir Invictan is not above embellishing the tale or making outrageous claims or offers to secure the characters help.

If the characters are hostile, Sir Invictan and his men will show no mercy and attack them.

Sir Invictan The Black Knight

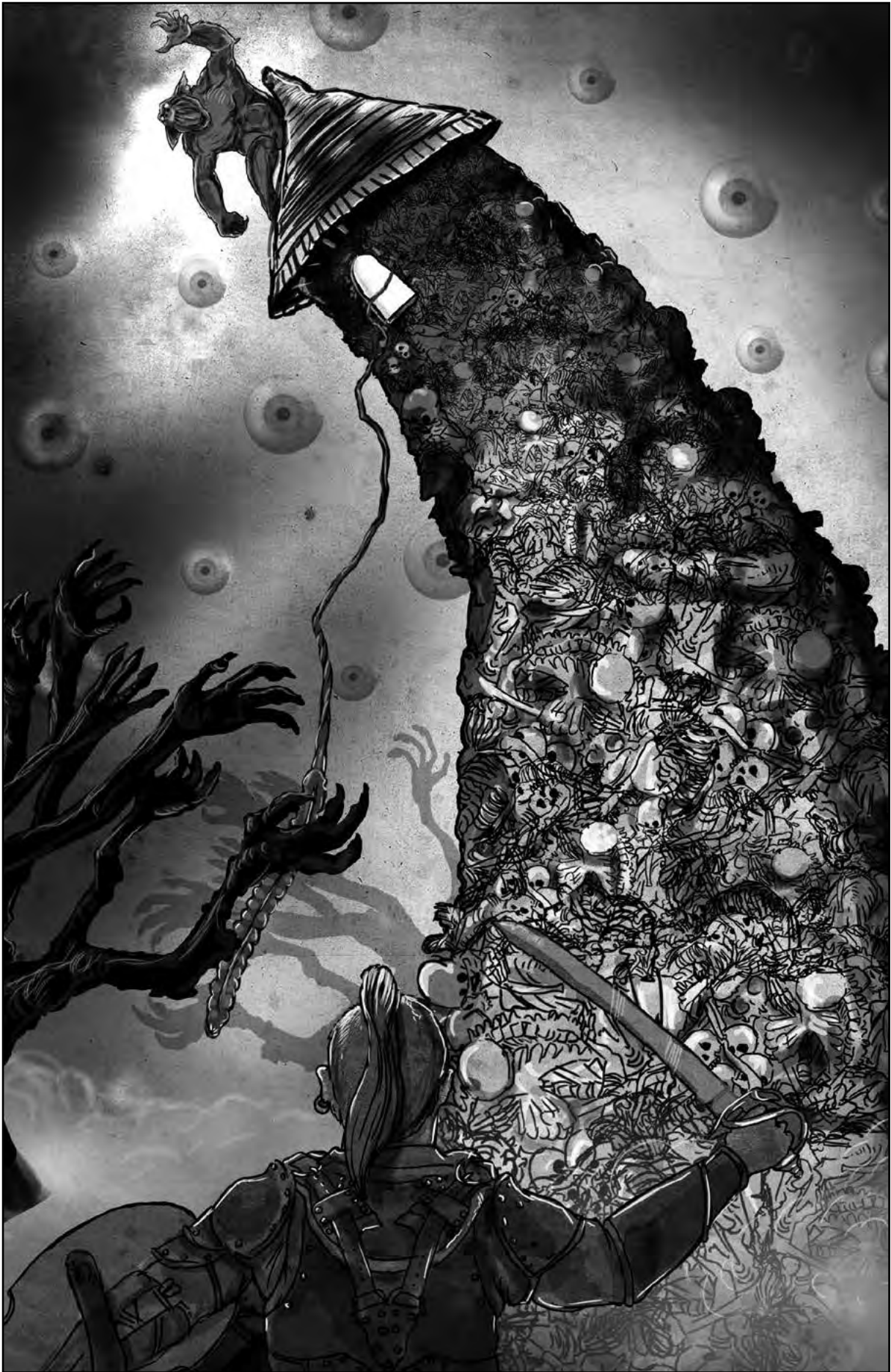
STR 16 CON 14 SIZ 12 DEX 16 CHA 18 POW 18
Hp 15 MW 8 DM +1D6

Armour : Plate (6AP) Magic Points 18

Significant Skills: Dodge 75 % , Persistence 45 %, Resilience 50%, Perception 65%, Deception 85 %,

Combat skills

Close Combat 75%: Sword (1d8) and Target Shield (1d6)



Road to Hell

The Knaves

STR 12 CON 12 SIZ 12 DEX 14 INT 10 CHA 10 POW 10
Hp 12 MW 6 DM 0

Armour Leather (2 AP) Magic Points 10

Significant Skills: Dodge 65 %, Persistence 30%,
Resilience 40%, Perception 55%, Deception 55 %,

Combat skills:

Close Combat 45%: Sword (1d8)

Treasure:

In the tent is Sir Invictan's treasure, in a locked chest which he has the key to.

666 pieces of Blood Gold, stolen from the Ogres who would gladly have it back and reward anyone who returned it. If the players use it to summon an Assassin, it summons Flesh Fiend Face himself.

The Knotted Scarf of Kula-Ah-Momed. A green and red silk scarf with a large knot in it. A magical weapon of assassins it has a Weapon Enhance 5 charm on it.

The Cave of the Oracle

In fleshy hill that looks like a pair of buttocks is the gaping wound that is the cave of the Oracle. Within the dark fleshy confines of the cave sits the Oracle, which take the form of a large bloodshot eye. The eye sits on a short fleshy body with two legs and two short arms with elongated hands. This all-seeing eye can see into the future, past and present with flawless precision. It knows exactly what is going on with Flesh Fiend Face and Lillon's escape plan. However, it will only tell the characters if they pay it in excess of 100 Blood Gold. It scrawls its answers in blood on the fleshy wall behind it.

STR 15 CON 15 SIZ 15 DEX 14 INT 18 CHA 8 POW 42
Hp 15 MW 8 DM +1d4

Armour Leathery Hide (2 AP) Magic Points 42

Significant Skills: Dodge 85 %, Persistence 80%,
Resilience 70%, Perception 155%, Athletics 150%,

Combat skills:

Unarmed Combat 80% Kick 2d6

In a hidden fold of skin, is the Oracle's treasure:

300 Blood Gold

A piece of skin parchment with the name of the characters that slayed it written in blood and the message "I curse you my killer(s)". If any of the killers read this, the effect is so unsettling they must immediately roll for Major Mental Damage (OQ p79).

The Tower of Blood

The Tower of Blood is a strange paradoxical tower made of human bones which stretches 20m into the sky. It has a conical roof and a single window from which a 'rope' made of intestines dangles from. The high pitched screaming emanates from this window. There is no other entrance into the tower. A solitary humanoid figure clings to the pinnacle of the roof.

Explanation

The rope is made from the guts of the slain guards of the Tower, and comes from Lillon's window. Inside is Lady Lillon awaiting her brother.

Flesh Fiend Face clings to the top of the Tower (like King Kong). He will try and prevent anyone entering the tower. If the characters try to parlay with him, they will find that he has a fold of skin magically sealing his mouth shut. Alternative methods of communication must be employed, which Lillon will try to disrupt. If the characters do manage to 'talk' to Flesh Fiend Face, he will explain that Lillon is a foul sorceress commended to his care by an Imperial Wizard, and that she must never return to the Real World. He begs the characters to help him secure her and drive off her brother and his knaves. He offers 666 Blood Gold as a reward.

Within is the Court of the Flesh Fiend. It is made up of Lillon's room, which is empty except a pair of rusty manacles (now broken) and a door out (now smashed open). Lillon is there, a screaming wailing banshee who stops her unearthly screaming when the first character pops through the window. She presents herself as a pure virgin who has been kidnapped by the foul Flesh Fiend Face to take part in some foul rite. She begs the characters to rescue her from this foul place immediately. Of course, if Flesh Fiend Face is still alive he tries to stop them.

Beyond the door is the Bath of Blood- a sunken bath full of human blood made of pink veined marble. Lying next to the bath, with their throats slit and their intestines ripped out are the five corpses of the Ogre Guards. If threatened, Lillon can resurrect and bring these guards back to life under her control with a quick spell in one combat round. Also, if she steps into the Bath she can heal 2D6 Hit Points per round. Both these powers have been stolen from Flesh Fiend Face.

On the other side of the Bath room is a door which leads to the summoning room and to the side of this is another door which leads to the guard rooms (now empty).

In the summoning room, which is made entirely of black marble, in the centre of a summoning circle is a book stand with Flesh Fiend Face's spell book. This contains the Spell of Seal Mouth, Never-ending Scream, and Summon Ogre amongst some more standard Sorcery spells (GM's choice)

The Flesh Fiend Face, Ruler of the Hell of Twisted Flesh

STR 30 CON 25 SIZ 20 INT 18 DEX 18 CHA 20 POW 30

Hp 23 MW 12 DM +2D6

Armour: 6 Point Demon Hide Magic Points 30

Significant Skills: Dodge 85 %, Persistence 125 %, Resilience 150 %, Perception 130 %, Deception 130%,

Combat skills

Unarmed: Claw 150% (1d8)

Tactics: usually splits attacks vs multiple attackers. If takes damage then focuses all attack on that person.

Magic: None at moment since Flesh Fiend Face has a fold of skin magically sealing his mouth shut.

Usually a sorcerer with Sorcery Casting 250% and 20 spells of the Games Master's choice.

Lady Lillon, the Sorceress

STR:10 CON:10 SIZ:10 DEX:17 INT:19 CHA:18 POW:18

HP 10 MW 5 DM 0

Armour: None but currently has the Sorcery spells Damage Resistance 4 and Magic Resistance 5 in operation.

Magic Points 18

Significant Skills: Dodge 65% , Persistence 85%, Resilience 45%, Perception 65%, Deception 85%, Lore (Arcane) 85%

Combat skills

Close Combat 65%: Dagger (1d4) with Damage Boosting 4 cast on it.

Magic

Sorcery Casting 85%

Damage Resistance, Damage Boosting, Magic Resistance, Never ending Scream*, Seal Mouth*, Steal Face, Summon Ogre*, + 4 others of the GM's choice.

*From Flesh Face Fiend's spell book in the Summoning Room of the Tower.

New Sorcery spells

Seal Mouth (Permanent Resist: Persistence, Touch)

Upon the caster touching the victim, if they fail a persistence test, the victim's mouth is sealed by a fold of skin, until the spell is dispelled.

Never-ending scream (Concentration)

For as long as the caster concentrates, a shrill scream coming from their location can be heard for miles around.

Resolution: The Return to Reality

The central dilemma of this Quest is working out how to get back to Reality and whether or not to help or save Flesh Fiend Face or side with Sir Invictan in his attempt to save Lillon. The results are:

Save Flesh Fiend Face

To do this, Lillon must die or be re-imprisoned in her manacles in the tower.

As thanks, Flesh Fiend Face gives each of his rescuers 200 Blood Gold, and the warning that some of the Ogres have left the Hell during Lillian's escape bid and are in their world (this information is useful if the players are travelling to Two Fort County, see The Road Less Travelled adventure OQ page 236). He then tells them to leave and closes the gate.

If still living, Sir Invictan flees before the Gate closes. He vows vengeance on the characters, and may become an unpleasant reoccurring villain.

Kill Flesh Fiend Face and free Lillon

Killing Flesh fiend face frees Lillon completely from the Hell; she cannot leave while he still lives, and laughing, she flees with Sir Invictan through the gate as the Hell caves in on itself. If Sir Invictan is dead she vows vengeance on the characters.

Flesh Fiend Face, Lillon and Invictan all Dead

As soon as Flesh fiend face dies the Hell begins to cave in on itself and the characters must very quickly escape though the now closing gate.

Rewards

Improvement Points

1-2 for coming through the gate and learning something of its nature.

1-2 for confronting successfully Nobby Ned.

1-2 for traversing the Fields of Blood.

1-2 for interacting with the inhabitants of Flesh Town

1-2 for consulting the Oracle.

2-3 for the final battle at the Tower of Blood.

Hero Points

1-2 Hero Points for completing the Quest.

The Roll of Honour

The following people were involved in the IndieGoGo.com pre-order which successfully backed OpenQuest 2nd edition, and funded this book of adventures.

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