

SHADOWS ON THE BORDERLAND

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SHADOWS ON THE BORDERLAND is a supplement for the RuneQuest roleplaying game. This book is usable with the Deluxe Edition of RQ.

RuneQuest
Adventures
on the
Frontier

RQ
ΣΓΔ□×III0☆†×

Glorantha

SHADOWS ON THE BORDERLAND is Avalon Hill's trademark for its fantasy roleplaying game supplement to RuneQuest.



The Avalon Hill
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Shadows on the Borderland

RuneQuest Adventures on the Frontier

Gaumata's Vision
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Dyskund Caverns
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A Tale to Tell
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SHADOWS ON THE BORDERLANDS
RUNEQUEST ADVENTURES ON THE FRONTIER
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The Borderland Adventures

Introduction

This supplement is a *RuneQuest* Glorantha sourcepack with scenarios and campaign elements for the borderlands of Sun County and the Grantlands in the River of Cradles region of Prax. Gamemasters should be familiar with *Sun County* and *River of Cradles*, campaign supplements which describe the lands and cultures of the region. *Shadows on the Borderland* follows the Avalon Hill Deluxe Edition of the *RuneQuest* rules, and many of the divine spells listed are taken from *Gods of Glorantha*.

The Borderland

Civilized Prax extends along the banks of the Zola Fel from the northern border of Pavis County to the southern border of Sun County. The Borderland is the collective term natives use to refer to the unsettled areas along the western, southern, and eastern margins of civilized Prax.

West of the civilized River of Cradles valley are the arid steppes of Prax. East of the valley are the high deserts and canyonlands of Vulture Country. Civilized Praxians think of these as empty lands; though the animal nomads and their beast herds use the grasslands as pasturage during their seasonal migrations, there are few permanent settlements here. South of Sun County is the Grantlands, a frontier region recently opened to colonization by the Lunar administration in occupied New Pavis. Though the nomads still pasture their herds here, scattered pioneers seek to tame the land for agriculture.

Hated and feared by civilized and nomad peoples, chaos cultists must conceal themselves from society. This supplement presents examples of chaos cultists who have found refuge in these remote regions.

The Scenarios

Gaumata's Vision is the story of hidden corruption beneath the commonplace appearances of a small borderland village. The girl raped by the headman

of Black Rock village has committed suicide. A succubus produced by this crime now controls the headman. The children of the village spawned by the succubus are evil incarnate, and the adults intimidated, corrupted, or ensorcelled by the succubus, the headman, and the children conspire to conceal the village's awful secret. The succubus, headman, children, and adults must prevent the player characters from discovering the village's secret, or must make sure the characters do not leave the village alive.

Dyskund Caverns is about a cavern complex discovered near a frontier settlement. Abandoned temples of Vivamort, Lord of the Undead, Thanatar, the Severed God, and Primal Chaos lie deep in caverns near Dyskund, unvisited since the close of the Second Age. Drueke, a broo priest of Thanatar, has reconsecrated the Thanatar temple, and Nanni Pola, an ogre, has renewed worship at the Primal chaos temple. Nanni and his ogre kin have settled in Dyskund valley nearby, assuming the cover of innocent pioneers. To end the renewed chaos worship in these ancient temples, player characters must discover the true identity of the pioneers and drive Drueke and Nanni from the caverns.

A Tale to Tell traces the source of an infamous chaos chieftain's mysterious abilities to the ancient enchantments of a lost Tien shrine. Muriah, priest of Malia, Mistress of Disease, Witch-Queen of the Broos, is the unchallenged leader of the most infamous band of broos in the Borderlands. Following clues discovered in an old document, the player characters discover the source of her unnatural vitality in the enchantments of the altar of the ancient Tien shrine in the Wastes. If they choose to destroy these enchantments, they may then track her minions to her High Holes Caves lair in the Bleak Hills.

Campaign Resources

This supplement includes a complete cult description of the Thanatar cult. NPC members of this cult are ideal villains in your campaign.



If the major antagonists of the scenarios manage to survive and escape their confrontations with player characters, they make excellent continuing characters in a River of Cradles campaign.

Each scenario may be presented and completed independently. However, various narrative links between the scenarios facilitate presentation of the three scenarios as part of a campaign sequence. The simplest scheme permits tracking escaping villains from *Gaumata's Vision* to the valley where *Dyskund Caverns* is set. Then, in *Dyskund Caverns* scrolls may be found indicating the location of the Tien shrine that figures in *A Tale to Tell*. Other possibilities are discussed in the scenarios.

The GM Reference Pullout

Accompanying this 80-page scenario booklet is the 24-page **GM Reference Pullout**. This pullout section contains four types of materials:

NPC Profiles: Non-player character and creature descriptions and game profiles are organized here for ease of reference. This format also makes it convenient to use these NPCs in campaign scenarios of your own design.

PC Handouts: Information meant to be handed to your players has been organized into individual

handout items. Duplicate and cut up these items for distribution during the scenarios. Hand-inscribed copies of certain of these documents on commercially available simulated parchment paper can be especially effective props.

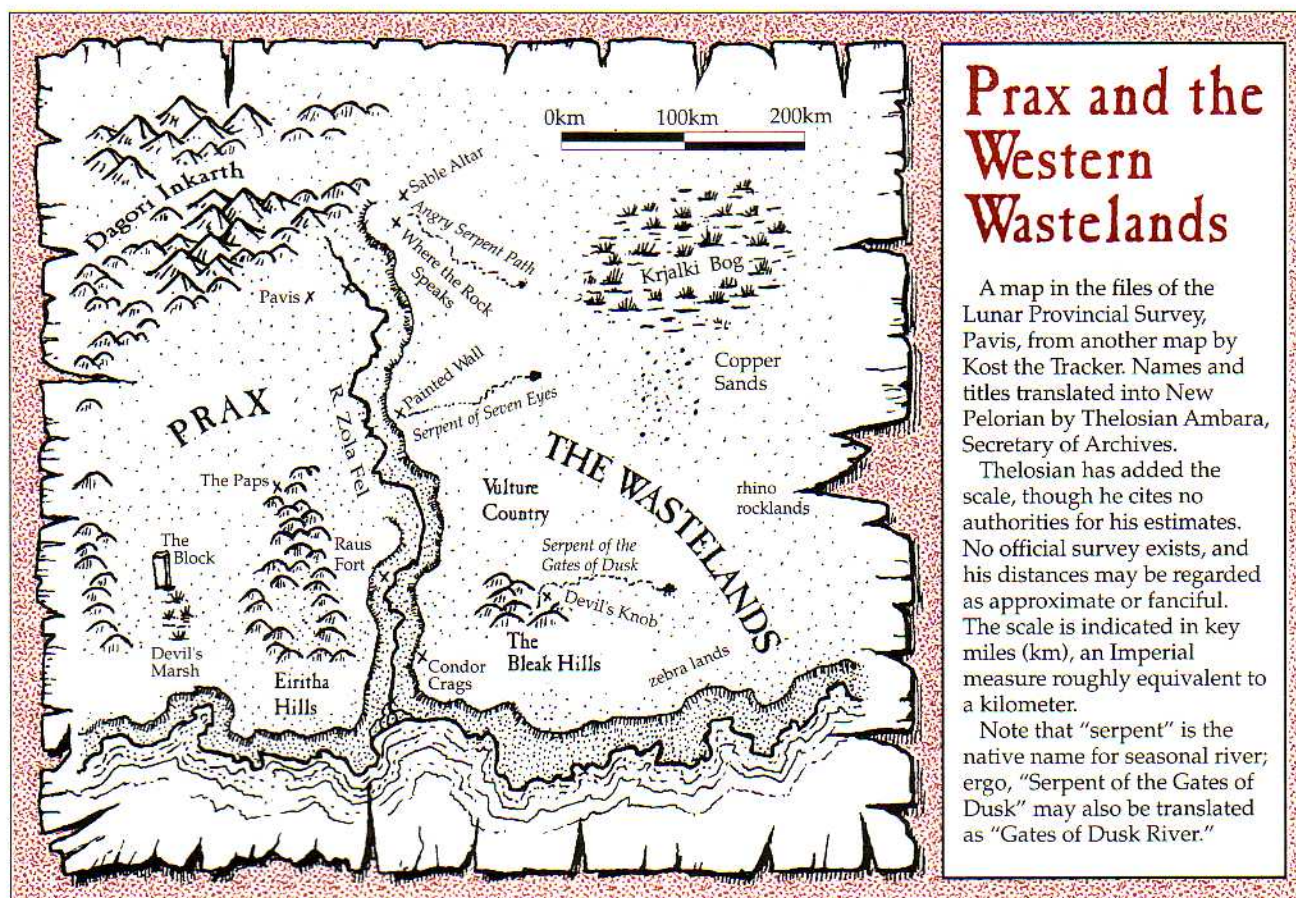
Personal Views: Three short essays present personal views of Gloranthan culture through the voice of a native: 1) **What My Father Told Me: A Personal View of Yelmation Culture**, 2) **Eat Your Enemy in Secret: The Ogre Talon Speaks**, and 3) **What Do You Want? Shut Up!: The Broo Shaman Speaks**.

GM Reference Tables: Various tables referred to in the text are found here.

The Lunar Provincial Survey Field Team (**Pullout**, pp. 19-21) is a group of NPCs designed as the equivalent in equipment and resources of an experienced player character party. Normally they are employed as antagonists or ally-informants in the scenarios, but they may also be used as pregenerated player characters if desired.

Pullout Maps

Two full-color maps, "Dyskund Caverns" and "High Holes Caves," are provided as pullouts.



Gaumata's Vision

Sinister Adventure in Sun County

Gamemaster Summary

A high cult official of Sun Dome Temple receives a vision of a village in his land that appears normal, but is actually a den of corruption. Local militia and outside investigators are dispatched to discover the rotten community and set things right. The first problem is to see past the veil of deception and discover the source of the evil. Once revealed, the corruption must be cleansed, either by redemption... or by righteous wrath.

Gaumata's Vision is a Solar Pantheon morality play. Here, written in the lives of ordinary people, is the result of falling away from Truth. Corrupt leaders bring their own downfall upon them, and sin carries a harsh cost in suffering, souls, and lives. It may serve as a lesson for the player characters as well: look past the surface for things, seek out the truth of the situation, and punish evil.

This mystery scenario is well suited to introducing less experienced, less powerful *RuneQuest* player characters to a detailed Gloranthan setting. The primary task is to perceive the source of the problem through inquiry and induction. Important clues to the village's shame are found in the allegorical correspondences between Gaumata's vision and the village condition.

Remember: the villagers want to remain undiscovered above all else, not to kill the visitors, so limited PC combat skills and resources needn't result in PC fatalities. The succubus and her minions would be more than happy to see all the visitors leave town whole and healthy, as long as they leave town none the wiser to the true situation there. However, if the PCs don't recognize the real threat they face, even the toughest PCs may be in mortal danger.

To prepare for presenting *Gaumata's Vision*, read the entire scenario carefully, including the Village Map descriptions, and study the NPC profiles and PC handouts GV1-GV14 in the **GM Reference Pullout**. The PC handouts are identified with the code GV##, where GV indicates *Gaumata's Vision*, and a number indicates the specific handout.

Warning: *Gaumata's Vision* is an open-ended scenario with mystery and investigation elements, one of the most difficult kinds of roleplaying scenarios to present. Careful preparation and anticipation of player reactions are your best guarantees of success.

See "What My Father Told Me – A View of Yelmalion Culture" (GM Reference Pullout, p. 24) for an overview of Sun County culture. Also study the description of a succubus from *Gloranthan Bestiary*, (reprinted on page 5 of the GM Reference Pullout). Note important differences between "normal" succubi and the Mistress, who has not been exposed to the years of civilization needed to gain sorcery skills.

To make the situation much more challenging, send the PCs to check out Arrowsands or South Fork before they visit Black Rock. This widens the apparent focus of this scenario, effectively giving them more shells to search under for the pea.

If you want to follow this scenario with the Garhound contest in *Sun County*, then start this scenario sometime in the middle of Fire Season.

Introducing PCs to the Scenario

This pitiful little village is far off the beaten path, and so poor and small that most traders don't even bother to go there. The nearest seasonal market is in Queenscliff. The few merchants who come here have been victimized by the succubus and the lamiae, then carefully controlled until they have left town. These are the main reasons the succubus has managed to get away with its revenge for so long. But the very isolation that let the evil grow makes it difficult to explain why visitors would want to go there.

Scheme 1: Getting the adventurers involved is easy for characters who answer to the Sun County authorities, like militiamen, Templars, confidants of the Light Guide, Light Captain or his lieutenant Belvani, Light Keeper Gaumata, or the Lord of Sun County himself, Count Solanthos. (The pregenerated characters in *Sun County* are perfect



in this regard.) In this case, the PCs receive a copy of **Gaumata's Vision (GV1)**, a complete briefing on the area (**GV14**), and orders from the Guardian of Sun County, Vega Goldbreath, chief of Sun County militias, to seek out and destroy the evil Gaumata's vision has revealed.

Scheme 2: Friends of the visitors may have been in the area, and then disappeared. Priests using divination to find lost friends might receive a vision similar to **Gaumata's Vision (GV1)**. Characters less familiar with Sun County or Prax might need more specific hints to get them to the right village. Just finding the right village could be an adventure in itself. Smart adventurers make sure they have a promise of safe passage from Count Solanthos, or even better, a measure of his authority to check out the area.

Scheme 3: When outsiders visit Sun County, the local officials coerce or persuade them to check a nearby village. Each militia unit in the County has a bare 16 men, and these don't go very far when an entire district must be checked, one fleabitten hamlet at a time. Volunteers from friendly cults are welcome, and the opportunity to earn favor with the Sun Dome Templar in charge of each militia squad is of some value. Also, Sun County officials in need of folk to perform dirty tasks are famous for arresting outsiders on trumped-up charges of Blasphemy, Fornication, or Impious Commerce (i.e., trading without Lokarnos cult approval), or for commandeering volunteers to perform unpleasant functions in cult rituals. Given the choice of imprisonment or ritual torture, visitors may be grateful for a chance to perform a service to the Sun Domers. Give visitor PCs a copy of **Gaumata's Vision (GV1)** and offer a payment or reward if the party discovers and eliminates the evil described in Gaumata's dream. Give the PCs handout **GV 14** or not, as you choose.

Scheme 4: Officials at the Sun Dome, suspecting the local militia's complicity in concealing the evil figured in Gaumata's vision, decide to send out trustworthy, known problem-solvers like professional adventurers. PCs with reputations as effective agents against evil and chaos — for example, PCs who succeeded in the *Sun County* scenario *Rabbit Hat Farm* — are contacted by Lady Vega or Light Guide Laertes Coatilon and asked to covertly search for the tainted village. Give the PCs Handouts **GV1** and **GV14**, and the Sun Dome officials cooperate in providing plausible cover stories explaining the PCs' presence in Sun County.

Scheme 5: PCs on the track of an ogre may in fact be following Hadani Pola, the "Ol' Granpa" of

the Black Rock ogre children. Hadani may lead PCs first to Black Rock, then later to Pola Stead and Dyskund Caverns. In this case the PCs know nothing about Gaumata's vision or Black Rock — all they know is that they trailed an ogre here.

Scheme 6: With minimal adaptation, Black Rock can be placed anywhere in Glorantha. The world is full of villages like this, at the end of thin dirt tracks that go nowhere. Chaos can creep in wherever Law and Harmony break down. If you move the adventure setting, however, many details may need adaptation.

GM Background

Common Knowledge About the Black Rock Region (GV14) summarizes information that every local knows. Strangers to the area can learn this information by spending a week or so asking around, talking with the locals, and buying a few beers, or through a thorough briefing from an individual familiar with the area (i.e., the Queenscliff militia file leader). Any local knows all of the common knowledge, and militiamen posted to Queenscliff receive this information in briefings.

The Hidden Shame of Black Rock

The village of Black Rock is part of the Queenscliff Militia patrol area. Steep cliffs and dull poverty protect this nondescript hamlet of 27 families from the attentions of nomad raiders or bandits.

For all its pious placidity, Black Rock has a shameful secret. Years ago, Fethal, the headman's son, lusted after the daughter of one of the poorer families in town. He courted her even though his parents forbade it. The girl, a child named Visla, rejected the rich boy's advances, even though her parents sought a marriage into the headman's family.

As the months went by, Fethal became more insistent. While his parents discouraged him, he found new ways to see Visla alone. Visla fled him at every opportunity, but without her parents' help, she had few places to hide. When the headman of Black Rock arranged an appointment in the Sun Dome Templars for his son, Fethal knew he was out of time.

Fethal found Visla at work in the fields, doing Ernalda's tasks. He confronted her with the news of his posting to the Sun Dome, and Visla could not hide her relief. Her happiness to see him gone triggered rage in Fethal, and he seized and raped the helpless girl.



Disgraced and shamed, unable to find support with her family, Visla drowned herself in the pond. Her body was never found. In an effort to curry favor with the headman of the village, Visla's family never tried to blame anyone for her disappearance. For their complicity, the headman helped them get a fine new cottage.

The taint of shame, unresolved guilt, and violent rape has allowed a succubus to grow down by the hazia fields. Using its magical powers, it has succeeded in working its hateful revenge on the people of Black Rock. Fethal returned from his Templar assignment and became headman after his father's death. The reward and promotion of Fethal to headman was the final psychic straw needed to break the succubus free to do its vengeance. The night of Fethal's installation was the first night of his victimization by the succubus, who the ogre children refer to as "the Mistress."

Over the intervening years of magical cursing, sexual torture, and brainwashing, the succubus completely broke Fethal to its will. He is entirely the succubus' creature now. Through its enthrallment of Fethal, the succubus rules the entire town. Any townspeople strong enough to resist the succubus' wiles have met with "accidents."

After nine years of the succubus' vengeance, Black Rock has the following population:

- 60 monster children under 15 years, 30 boys,
24 girls, 6 lamiae;
- 35 grown women (20 obviously pregnant,
7 nursing);
- 15 grown men;
- 6 elders, all senile or stupid;
- 106 total occupation.

These figures include all of the major characters described above. Note especially that there are no young men or women, age 9-16. They are all dead, murdered by Varloz and his playmates. Thosah is the youngest human in the village. Black Rock's population also lacks a full compliment of grown men, since some have died from the succubus' CON-destroying activities or the lamiae's STR drain, and others met sudden violent deaths when they proved hard to control.

Adapting to PC Party Strengths

Scale the quality of NPC communications, tactics, and morale to the combat resources and inclinations of your players and characters. From your extensive viewings of Hollywood thrillers, you know that the survival of featured characters

in such situations is proportional to their dramatic importance, not their combat skills or tactical acumen.

Parties with poor combat resources should face a young, overconfident, and relatively naive succubus, aggressive but ill-armed and trained ogre children, and demoralized and feeble adults. The leaders, the Mistress, Fethal, and Varloz, underestimate the PCs' threat, and when they do react, their tactics are impulsive and uncoordinated. Unaccustomed to direct confrontation by a team like the PCs, a couple of wounds are sufficient to daunt most villagers. PCs careless enough to be caught alone and influenced by the Mistress or the lamiae are not slain immediately, but conveniently discovered missing in time for the PCs to search the village and find clear trails to their missing companions.

On the other hand, a force of 20 adults, 40 ogre children, and six lamiae ably commanded by a Varloz and Mistress shrewdly schooled in the tactics of trap and ambush by the veteran ogre Ol' Granpa can easily pick off most PCs, no matter how tough, if they wander around alone or in small groups. Even if the PC party sticks close together, a midnight surprise attack by the villagers could be deadly. The coherence and resolve of the Black Rock villagers in combat depends on how firmly the Mistress has them under her influence. The weaker you conceive this influence, the more likely that the villagers fail morale checks in combat. The stronger her influence, the more likely they are to fight to the death against even heroically competent PCs.

Remember, unless Varloz and the ogre kids can reasonably expect to kill or capture all PCs and preserve the village's secret, they are better off fleeing to refuge with Ol' Granpa in Dyskund Valley than losing any of their number in a pointless fight.

Arrival at Black Rock

Approaching the Town

From Queenscliff you travel upstream along Queenfish Creek. Once out of the town's fields and trees, any shade disappears. The day is hot and dry, and the gritty wind does nothing to cool you. The path wanders along the bank of the creek, barely more than a mud wallow this time of year. After half a day, you pass through the ruins of Dry Market, a village that died of thirst years ago. Another half day brings you the base of Black Rock. The bluff rises up into the twilight sky. The towering form of a rock spire dominates the scene,



a lone match for the crags visible in the distance on the other side of the river. A twisting path up the cliff lies ahead of you.

Through the dust of the western plain, the player characters trek toward Black Rock. Whatever their reason for coming, they must be glad to see the first signs of habitation. The land around Black Rock holds little joy for any but a nomad; occasional skullbushes along the pitiful creek, condors circling in the distant dusty sky, a quick lizard skittering out of the party's way. The stream often dries up entirely during Fire Season, and sometimes flash-floods in Sacred Time or Sea Season. The rest of the time, it barely trickles enough to get sandals muddy.

Half a mile from the switchbacks that lead up the cliff face to the village, the party sees a lookout on a rock outcrop. Successful Scan rolls enable a character to recognize the lookout later in town. Varloz is the watchman most days, and when he sees the group approaching he uses a Farsee 2 matrix to check for Storm Bulls in the group. After inspecting them from his vantage point, Varloz disappears behind the outcrop. He goes to the village and reports to Fethal and the Mistress.

Suspicious Visitors

Player characters coming to town on Vega's orders probably expect a "Slime Hunt." Surprise them with a seemingly normal village. When playing the roles of the various villagers, don't try to act nervous and evasive. Most of these villagers have deeply involved themselves in self-denial, ignoring the problems, or are convinced that discovery means death by impalement. Others are so terribly frightened of the Mistress that they would do anything to avoid her wrath. Some (like Fethal) are so guilty of wrongdoing that their self interest guides their deception. Remember, the real challenge in this scenario is not combat with the succubus. The challenge lies in discovering the hidden secrets of the town.

After spending a few hours around town, a party of player characters may notice the odd stuff. The best way for them to do this is to ask questions, observe village life, and see how peculiar things are just below the surface. Make them roleplay this!

Even after noticing these strange things, try to keep the players guessing about whether or not Black Rock really is the place they are looking for. Human Lore and World Lore rolls are very important here. Without them, how can the characters

evaluate the strangeness of Black Rock? They might think it normal for every girl-child to have the same first name. After all, Black Rock is an isolated, backward little hamlet, filled with dirt farmers who think Queenscliff is a big city. Parallels between Black Rock residents and the locals in the movie *Deliverance* come close to the mark.

The Headman's Welcome

"Brothers in Yelmalio, welcome to my humble village. Whatever brings you here, be certain our duty is to aid you as we may, to the best of our ability, so long as your will is right and proper in the Eye of Our Lord. Who leads your company?"

Fethal knows exactly how to put on the demeanor of an official town representative, aware of his status and position, but deferential to proper authority. When running Fethal's greeting, try to keep in mind a picture of him as this and nothing more; it will help you to roleplay a consummate liar and brainwashed front man for the Mistress.

If the visitors are not officials of the County Militia or some other cult authority, Fethal greets the party warily, with the whole militia turned out in drill formation, ready to meet violence with violence. Fethal wears his full suit of armor.

Most likely, the visitors do represent authority. Once that is made clear, Fethal greets them with official dignity and a seeming willingness to assist them with whatever they need:

"Good Templars and soldiers, welcome to our village. Whatever brings you here, be certain we shall provide what Duty calls on us to give. Yelmalio teaches us how to honor those to whom honor is due; let us show you that we here in Black Rock understand these things."

This official welcome opens up whatever meeting Fethal has with the visitors. From here, he offers them the shelter of his own house, and tries to speak with them privately about why they have come here. See the "Questioning the Locals" section below for examples of how Fethal behaves.

If the visitors represent Sun County authority, Fethal offers them the hospitality of his house for their stay. "My home is the only one large enough to hold so many visitors. I am sorry we cannot offer you more sumptuous lodging, but this is a small village with limited resources."

Playing Hard Ball

"Speaking as one of the Beadles of the County, I must warn you that this attitude is a large mistake. Your reasons for coming here may be quite serious, but



nothing justifies your irresponsible assault of the peaceful citizens of this village. We are under the protection of the Count and Yelmadio's Law, and I promise you that you cannot begin to guess the trouble you bring on your heads by this confrontational attitude. I have old friends of rank among the Templars and at the Sun Dome. Do I make myself clear?"

The visitors may come to town with a "Fire and Sword" attitude about discovering trouble. If you think your characters are the kind who would do this, consider making them investigate some other village (like South Fork) before they come to Black Rock. If the visitors play tough even after coming up empty-handed once, they may never get a chance to discover what is going on in Black Rock. The kids don't get a chance to show how they act strangely, the succubus orders Penliss to leave town, and Fethal starts an endless and convincing stream of protests about mistreatment at the hands of the visitors, and hints about his old friends back at the Sun Dome with whom he once served. Fethal can back up these complaints, because he really does know some important members of the Templar organization. Given a chance, Thosah, Varloz or Fethal happily play the "Wild Broo Chase" gambit

(explained below) on visiting authorities who clamp down on things in Black Rock.

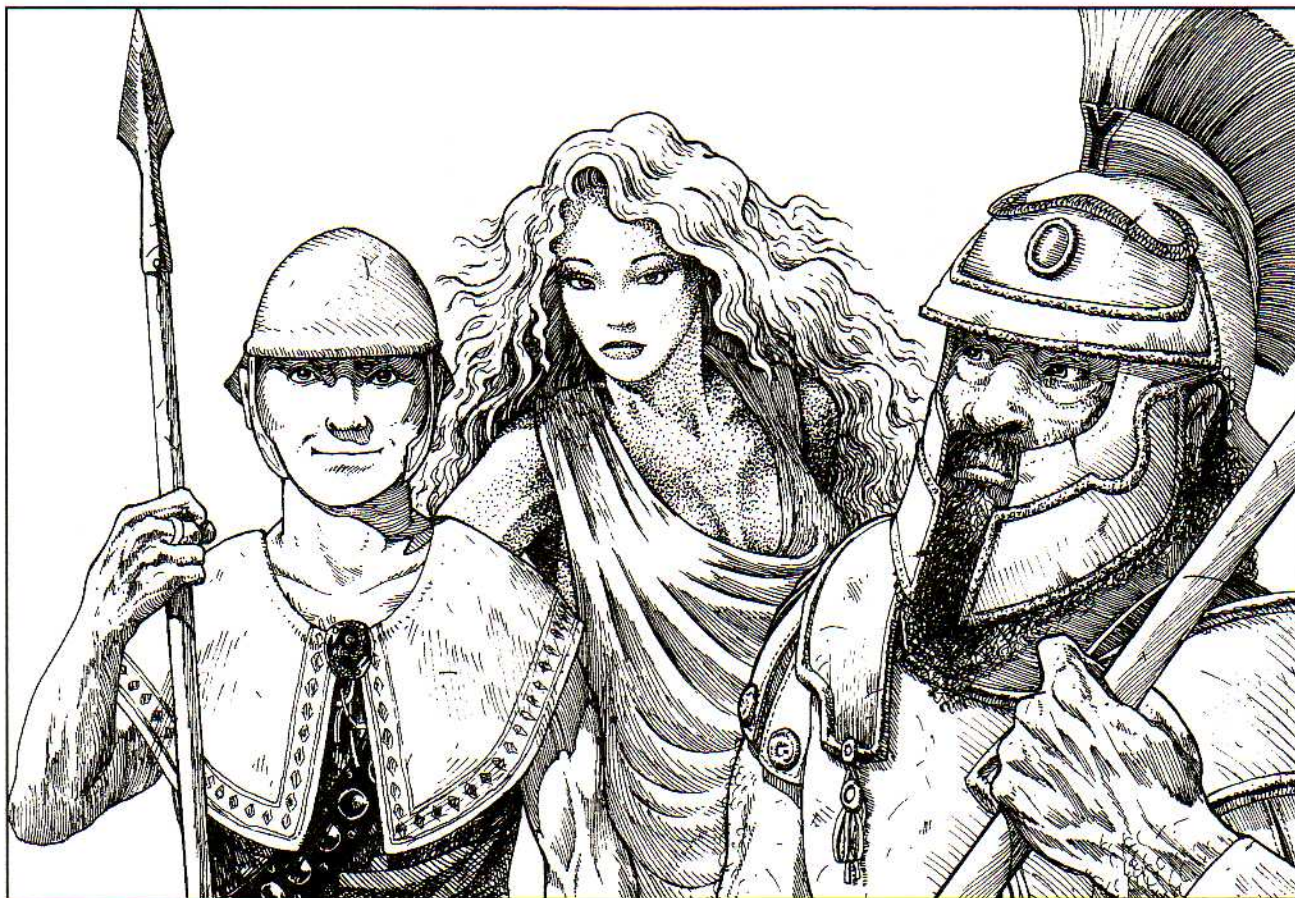
Townspeople of Black Rock

For profiles of Black Rock's NPCs, see the GM Reference Pullout, pp. 4-5.

To the discerning eye, men of the town look sickly and older than their years. Many of them die each year, thanks to the succubus' CON-destroying activities. Since she has gained control of the town through Fethal, the succubus visits most of the men only often enough to ensure her mental control of them. The menfolk's sickly state is reflected in Gautama's vision as the "dried up corpses left too long in the heat" able to "walk about in the night." The Incubus spends most evenings making sure that all the women in town are perpetually pregnant with more tainted children. Gautama's vision allegorically reveals this with the "women of the village...with filthy sticks through their guts."

Fethal Gilthelm, Headman

"I earned this position from my service to the County. My father held the post before me, and when he died, I asked to retire with his position as my reward for



Fethal Gilthelm, Varloz Gilthelm, and the Mistress



service. Better positions might have come my way, but this is my home."

Fethal's past sins caused the current problem, and his deeds have come back to haunt him. The succubus rides him cruelly, living in his house, wounding him in his sleep, forcing him to make bad decisions about the town's welfare. As a former Templar, Fethal knows how to conduct himself around cult officials. Fearful of blame for his own guilt and complicity, he is unlikely to give away the succubus' secret. Fethal's father grew (relatively) wealthy off of bribes from hazia growing farmers in his village. These bribes assured that Fethal and his father turned a blind eye toward their activities in the far fields.

Fethal leads village worship services as an acolyte of Yelmatio. No cult officials make the rounds to Black Rock, so the cult has not discovered the conditions here.

Years of the succubus' attentions have left Fethal deeply scarred, psychologically and physically. He can lie like a professional con man, maintaining the "stout Templar" attitude in the face of most problems. Fethal's rank, experience, and cool demeanor are the Mistress's (and the GM's) best weapon for sowing doubt and confusion about any problems in Black Rock. Don't tip your hand by playing Fethal as anything but the most trustworthy of headmen.

Thosah Strongsphear, Militia Leader

"Yup, I'm the cap'n of militia. Sure, I'm younger than all them old buggers, but they ain't got the battle savvy I got. Comes in the bloodline. You heard of my dad?"

This boy fails as a replacement for his father, Sergeant Sintap Strongsphear. Thosah is green where his father was seasoned, and weak where his father was strong. The succubus arranged Sintap's death just this year, when he began to suspect that the town was under some kind of curse. Thosah is little more than a dumb and horny teenager, easily manipulated by the succubus. Thosah's secret addiction to hazia makes him even more manageable.

The only thing that makes Thosah even vaguely dangerous in combat is his longsphear, a family heirloom he does not deserve in the least.

Varloz Gilthelm, Fethal's Son

"Welcome to Black Rock! Sure is great to see some new faces here. Did you come from the Sun Dome? Are you a Light Son?"

The oldest of these children is Varloz, the "child" of Fethal and his first wife. The woman was actu-

ally impregnated by the incubus, using Fethal's tainted seed. The succubus pays special attention to Varloz, training him to pass as a good Yelmation so he can grow up to be a Templar. This is the "stain on the Sun Dome" mentioned in the vision.

Varloz leads the ogre children without dispute. The Mistress named him after the original Visla's father. He is not shy, and openly engages visitors in conversation about the outside world, life at the Sun Dome, what it is like to be a Templar, and so on. In most ways he seems like an above average twelve year old; bright, strong, and friendly. Even so, there is an odd edge to Varloz. He smiles a bit too tightly, perhaps, and his eyes a might seem a bit too cold.

When running Varloz, carry on ordinary kid conversation, asking about the things kids ask about. While you do this, keep the idea in your mind that the visitor you are talking to is really just a big slab of food, and you haven't eaten in a week. That should put you in Varloz's mindset.

For example, consider what Varloz says to a Yelmation visitor, (and imagine his true thoughts as shown in parenthesis):

"Are you a Templar, sir? You must be a great warrior! (First off, a few stupid compliments.) I want to be a Templar when I get bigger. (I wonder what the best way to kill this stupe would be...) Have you had a lot of fights? (Stew him slowly after disembowling him with his own knife.) You must be really tough! (That way he would tenderize in the broth.) Could you show me and the other kids some spear drills, please sir? (Might as well find out how good this guy is.) I wonder if I can ever use a spear as good as you, sir! (I wonder how long he would last if we pegged him down and ate him alive.)"

Varloz avoids Storm Bull cultists under all circumstances, unless he can kill them in their sleep without a chance of being caught.

Grey Azdala, Village Holy Woman

Since the coming of the succubus and the "accidental" death of the ranking Earth temple elders, the duties of earth worship have fallen to Azdala. Appointed by Fethal, Azdala is senile and mostly incoherent. Fethal calls her "touched by the Goddess." Since gaining this position, Azdala has focused on the worship of Ty Kora Tek, and has progressed to acolyte status with the Goddess of the Dead. She knows Summon Dead, Command Ghost, and has a sacred cult shovel which is a matrix for Bless Grave. These spells might be very useful to the player characters, if they realize what sort of a holy woman Azdala is. Her appearance



provides plenty of clues to this: Azdala wears mourning clothes all the time, rubs ashes in her hair, and has tattooed tears on her dry old cheeks.

In conversation, Azdala always acts upset. She moans often, sometimes breaking into dry sobs. Her thoughts always turn to dark, depressing subjects. Azdala often sees things strangely. She refers to Humakti as "Death," for example. "Are you Death?" she says when meeting one. See the examples of her speech, below, for other guidelines to roleplay her.

If pressed, Fethal or Thosah explain that the previous priestess died about three years back. "She just got old," they explain. Actually, the priestess died when young Varloz poisoned the Winter's Seed, a ritual meal presented to Ernalda's priestesses at the end of Sacred Time. A young boy always presents such a meal. None of the village sheep calved that year.

Penliss, Village "Wise Woman"

Shamans have always been an integral part of the town, though Yelmation officials prefer not to notice that their flock also deal with lesser spirits. Penliss keeps the shrine to the Red Toad, a local

Earth spirit associated with the cliff toads found hereabouts. Red Toad's spirit cult teaches Command Cliff Toad. Through this spirit cult, the people of Black Rock kept their flocks safe from depredation by Cliff Toads.

Since the curse on the town got severe, Penliss never comes down the hill. She hides up in her little lean-to in a cleft in the rocks, hoping the Mistress ignores her. Penliss is not pregnant. Her shamanic skills have saved her that horror. Penliss knows exactly what is going on in Black Rock. She has recognized the succubus for what she is (though she does not know the term "succubus"), and realizes that the nasty children are probably all evil monsters. Even so, young Penliss fears the retribution the succubus can visit on her if she tries to combat the evil in the town. At the same time, she cannot bear to leave for fear the whole town might be destroyed in her absence. A shaman is nothing without a family, clan or village to care for, and to protect her.

The Wise Woman knows just how dangerous her situation is. Her mother, Thala Red Nose, was eaten alive by a broo shaman after being poisoned by the succubus, all while Penliss watched, held there by a dozen nasty children.



Penliss, Village Wise Woman, in her Lean-To



Worse, Fethal and the Mistress have taken important magical accessories from Penliss, threatening to use them against her if she spills the beans or acts against the succubus. The main thing stolen from her is the lock of hair every Sun County shaman ties forward over their face and right eye. A player character familiar with local shamans may recognize that Penliss' shaven forelock is very peculiar.

Penliss does not know why Black Rock has been cursed this way. All she knows is that Thala spoke of the town "deserving" what it got, even though Thala tried to stop it.

The succubus uses Penliss' fear to her advantage. It has forced the shaman to work enchantments on her and Varloz, to the detriment of Penliss' personal POW.

When talking to Penliss, successful Human Lore rolls reveal her nervousness and fear. Specials further hint she fears some spiritual enemy. She often glances around her, staring off at nothing a normal man can see, occasionally speaking in nonsense syllables (actually Spirit Speech) as if replying to questions only she can hear.

While disembodied, the succubus can see Penliss, and hear her part of conversations. If the succubus knows strangers are going to visit Penliss, she seeks out Penliss on the Spirit Plane so she can listen in to one side of the conversation.

Unless the visitors already know something is very wrong in town, and they guarantee her protection, she refuses to explain or aid them. Nothing they can threaten Penliss with could come close to what she fears from the Mistress. If the visitors manage to return her forelock to her, Penliss gains a measure of confidence and becomes more helpful to the party.

Tiska Fethalswoman

Tiska is Fethal's second wife. His first wife died giving birth to Varloz. Silent witness to the horrors visited on Fethal, victim in her own right of the Mistress' attention, Tiska's spirit died years before the death of her parents. She avoids speaking to the player characters whenever possible, and if actually interrogated breaks down into hysteric, helpless sobbing. Tiska fears Varloz almost as much as she does the Mistress, and lives in a desperate mix of horror and hope that the child put into her by the incubus will not prove to be a monster the way all the others are.

In no small way, Tiska's pitiful, silent prayers to her gods have brought the attention of a priest like Gaumata to this town.

The Succubus

This chaotic demon-thing is the true ruler of the town. Her source and power is here, and she has no ambitions beyond this town and its continued torment. Fethal and her various chaotic children simply refer to her as "Mistress." Her True Name is Waaalaash-thhhess-shuuuu. Translated from Spirit Speech, it means "Shame of Cowardly Silence." No one knows her True Name.

The Mistress knows only spirit magic. Prax is far too primitive for her to have found a sorcerer to teach it useful spells. The Mistress has forced Penliss to work several enchantments on her body, enchantments that rematerialize with her, no matter what shape the body takes.

The Mistress never manifests in direct sunlight during the day. (This helps explain why it has taken so long for the Sun Dome divinations to hint of her existence.) She prefers to only manifest at night, but may move discorporately from building to building in the village during the day, forming her nude body wherever she cannot be found by visitors. She can only give orders or cast spells (like Mindspeech) when embodied.

For all her strength and size, this succubus is far from a combat fiend. She relies on stealth, subterfuge, and treachery to eliminate her enemies. She works through the men in the town to keep everyone obedient, controlling them through threats, sexual bribery, and magical blackmail. Everyone who resisted these blandishments died years ago.

When active at night, the succubus makes extensive use of her Mindspeech spells to coordinate Varloz, Fethal, Thosah, and the four or so oldest ogre children for observation or ambushing. The succubus might play the seductress, luring a player character into her embrace. This must be handled very delicately, because the visitors are bound to be suspicious. Do this casually, presenting the succubus in the guise of a local widow. Use player handout GV2 if the opportunity presents itself, or using the player handout as a guide, run any interaction yourself.

If the bones of the original Visla were found, blessed in a Ty Kora Tek or Daka Fal or Yelmali ritual, and then put to rest in hallowed ground (like the Ernalda catacombs), the succubus would simply cease to exist.

The Succubus and the Outside World

Even though the Mistress has no outside ambitions, her years of activity here have not gone unnoticed by chaotics in the region. Chaos



shamans have encountered her on the spirit plane, and passed the word among the broods of the central Zola Fel valley. Word got around eventually to Drueke, the Thanatar priest of Dyskund Caverns. At Drueke's suggestion, the ogre Hadani Pola contacted the Mistress and the ogre children in Black Rock. Now Hadani comes to the village a couple of times each season. Known to the ogre children as 'Ol' Granpa,' Hadani teaches the tainted young what it means to be an ogre. Their philosophic teachings are easily summarized: "Eat your enemies in secret." (See the essay **"Eat Your Enemies in Secret: What the Ogre Talon Says"** in the GM Reference Pullout for a treatment of ogre philosophy.)

Ogre Children

Over the years, the succubus has punished the town's silence with a plague of children born deformed, retarded, or with a chaotic taint. All but the latter are fed to the lamia children. Gaumata's vision refers to this with the mention there were no children anywhere in the village, only "tiny monsters."

All the seemingly healthy children in Black Rock are actually ogres. The eldest of these are

now approaching eight years old, though they look older. Most can pass for three years older than they are. Any remaining children from before the succubus' visit have died at the hands of the younger ogre children.

Along with their instinctive viciousness, ogre children are born liars. They know how to butter up a stranger, feign friendliness, offer compliments, and watch their manners. Only the ogres under four years old display their natural meanness openly, and there is nothing unusual about keeping such small children away from strangers. Seeing a newborn ogre child might give it all away, since many are born with teeth!

The casual observer can easily notice several unusual things about these children. They play very rough, already practice seriously with weapons, and all the female children are named "Visla." This is not a normal habit in Sun County. (See "Notable Oddities in Black Rock" below.)

Lamia Children

"Hello sir. We were just playing in here. Our mom says it is alright, sir. We scare off the rats, so they stay out of the grain. Would you like to play with us?"



The Youth of Black Rock



The succubus keeps her "special" children under careful supervision in one of the grain storage tunnels. The ogre children refer to these girls as "the Blessed Ones" if interrogated, and Penliss calls them "the Hidden," if she can be convinced to talk at all. These lamiae young grow strong under the Mistress's watchful eye. Incautious visitors to Black Rock are fed alive but unconscious to these lamiae, if they can disappear without raising suspicion. Once done with them, the ogres consume the bloodless corpses.

Even as babes, these lamiae instinctively know to project the illusion of being normal children whenever around someone besides the succubus. Anyone opening the basement door makes enough noise to make them assume their guise as human children.

Notable Oddities in Black Rock

The peculiar features of Black Rock are listed in their approximate order of ease to discover. The easiest things are listed first, the hardest last. This list excludes the peculiar things so damning that discovering one of them would give the whole thing away (like the cursing signs in the rafters or the things in the barn).

As a guide for GMs, each of the items on this list has an appropriate skill listed after it, including any bonuses or subtractions applicable. All of these skill listings assume that the character attempting the skill is from Sun County. For Lore skills especially, foreigners have a large modifier on their chance to understand the culture or situation. In general, halving the skill is a good modifier for outsiders.

In order to qualify for one of these skill rolls, the characters must spend some time talking to the locals. This can be done pleasantly, around the common fire, or officially in interrogation sessions. Some things (like how rough the kids play) would never be noticed if the militia cracks down right away, ordering martial law and generally being heavy-handed.

1. All the girl children are named "Visla." (Human Lore after spending some time with the locals.)

2. The kids in town play very rough. (Human Lore after sitting around in the village, or Scan if drilling the kids on phalanx tactics.)

3. All the elders are senile or stupid, including the Ernalda woman. (Human Lore after sitting around the dinner fire.)

4. The "wise woman" is craven, and only 19 years old. (Human Lore after meeting Penliss.)

5. Penliss, the wise woman, fears to come into town, and wears her hair very strangely for a shaman. (Special Human Lore after meeting Penliss.)

6. There are no children between the ages of 14 and 17. (Between the ages of Varloz and Thosah. Special Human Lore after spending enough time to get a feel for how many people live in town.)

7. There are too few adult males for the size of the town. (Critical Human Lore after looking over the whole town, or Special Human Lore after reviewing the town records with a successful Read Firespeech skill.)

8. Every adult woman except Penliss is nursing or pregnant. (Critical Human Lore.)

9. All the children look two to three years older than they are. (Critical Human Lore after reviewing town records with a successful Read Firespeech skill.)

Questioning the Locals

"My lord, I have chores to do, and my husband does not like me speaking to strange men."

When dealing with foreigners not sponsored by some official agent of the Sun Dome, the villagers show blatant hostility, holding violence in check only if they are uncertain of their ability to overcome the player characters. The Mistress is much more likely to attack foreigners than County representatives, and might use the lamiae to help her control the visitors.

The residents can bluff right through most casual questioning by an authority figure. All of the main characters have been coached by the Mistress, or they are too frightened or senile to be forthcoming. When playing Thosah or Fethal, try to be convincing — these guys are good at hiding the truth. Fethal's horrific conditioning has made him a nearly perfect pathological liar. Thosah's stupidity makes him a poor source for information.

Women of the town always try to get out of questioning by avoiding visitors. Yelmalion women refuse to meet the character's eyes, answer in monosyllables whenever possible, and never initiate conversations. Mostly, the characters never have an opportunity to "casually" strike up a conversation with full-grown women in the town. They just avoid strangers. The only exceptions to this are Azdala and the four other old women, who are too batty to answer questions in a useful way. Penliss is too frightened to be of any help, unless the cat is already out of the bag.

Girl children openly talk with visitors, but they all know how to lie well, and have a personal stake in deceiving strangers.



All of the following answers assume the player characters represent some Sun County official, or are at least locals. Outsiders asking these questions are uniformly greeted with answers like, "What business is it of yours! You are not welcome here, and should leave before the militia arrives from Queenscliff, or Yelmadio strikes you down where you stand."

"Had any trouble around here recently?"

Thosah Strongspear, militia leader replies:

"Some old wolf started taking our sheep about two moons ago. When he didn't leave off after a few meals, we got up a huntin' party 'n went after 'em. Thas' his hide stretched out on Lord Fethal's floor."

Varloz, Fethal's son replies:

"Trouble? I sure wish there was some! Everything around here is so boring, sir. Nothing like the sort of things you must see every day in a big town like Queenscliff. And that wolf Thosah talks about was so old I'll bet it only had three teeth."

Grey Azdala, Ernalda woman replies:

"(mumble mumble)...trouble fills this sad world of woe and tears. Tears that tear sweet (mumble mumble) leaving puddles of salt on the temple floor, for jackals and ghosts to lick up. Nothing changes it, only more woe will follow the woe we have, woe after woe after sadness, oh, oh, oh what is the use in complaining about things that the dead would trade half their souls for? (mumble mumble) life here is sad, and ends too quickly for me to bury them all in their...." (trails off as if she forgot she was talking)

Fethal Giltelm, headman replies:

"Life tests us here each day, but Our Lord Yelmadio aids us to overcome. We killed a sheep-killing wolf a few weeks ago. If there was anything more dangerous, you can be sure I would have sent a runner down to Queenscliff."

"Seen any Chaos spoor around here?"

Thosah replies:

"Now and then we sees sumptin' that might be track from goatmen, but had no trouble since before my pa died. You prob'ly heard about the bunch of giant rat-broos we all killed when they tried to eat old Varloz's skullbush patch. That must a been 10 year ago. I reckon they know better than to mess wit' us."

"Do you suspect any of your villagers to be Chaos worshippers?"

Fethal replies:

"(Snorts) You must be joking. I know everyone

here. These folk are all good worshippers of our lord. None would even dream of dabbling in such foulness."

Thosah replies:

"Worship Chaos? People really do that? What for? I mean, it's not like the headman gets you up on Fireday and herds you off to the temple, so why would anyone want to worship somethin' beside Yelmadio?"

"Is there a lake around here?"

Thosah and **Varloz** reply:

"A lay-eek? What's a lay-eek?"

Fethal replies:

"No, more is the pity. Water is quite dear to us. Had we water enough, and time in peace, this town could be as fine as Queenscliff."

"What's wrong with the earth priestess?"

Fethal replies:

"Azdala is an ancient and holy woman who speaks with the voice of the goddesses more often than we realize. She has been touched by the hand of Ernalda."

Thosah replies:

"Oh, you mean Azdala? She just a crazy ol' woman. Been nuts since her old man died five years back. Broke his neck falling off his roof."

First Night in Black Rock

"Esteemed guests, tonight we celebrate your visit with a feast in your honor. The women prepare the food as we speak, and cushions and mats have been brought out under the palms by the creek. Let us welcome you as best we can."

After a day's travel to Black Rock, the visitors have some time to settle in and look around the village. Militiamen or other representatives of the County Government get a tour of everything they want. Those lacking authority get a chilly reception, and must ask permission to see anything.

The village gets very quiet as twilight approaches. Fethal organizes a meal for official visitors, but it stays low-key even if the visitors do not. Stylized entertainment rounds out the evening, but its poor quality makes it hard to enjoy. One of the village men breaks into a coughing fit while singing "Tears of Gold in the Western Sea."

This gathering offers an excellent chance for the visitors to question the men of the village. Young Varloz hangs around, Fethal hosts, and Thosah attends. Village women serve the dinner, but



still do their best to avoid speaking to strangers, even Yelmations.

Give the visitors the impression that the villagers have no idea how to have fun, or even how to smile. Visitors not native to Sun County might not notice any difference between Black Rock villagers and the run-of-the-mill Sun Domer, but natives certainly notice the extra measure of reserve and quiet the adults display.

The opposite seems true of the kids. The children, boys and girls alike, run screaming around the village, wrestling, having dirt-clod fights, chasing dogs, and generally making noise around the village.

Not long after full dark, Fethal announces his intention to retire for the evening. His manner makes it clear that the visitors should accompany him to their lodging.

Staying in Fethal's House

"Be welcome at my hearth and sleep well. Merely speak it, and if it can be provided, we shall do so."

The stage is set that evening for a mutual suspicion party. Visitors with the connections to get invited to Fethal's have the opportunity to keep an eye on the headman. At the same time, Varloz, Fethal, and the Mistress have them under close scrutiny.

Unless a militiaman, Templar, or other County official vouches for a visitor who belongs to Storm Bull, all berserks must sleep elsewhere. See the "Sleeping in the Open" section below.

Late Night Guest

After any last questions his guests have, Fethal retires behind a screen to his sleeping area. Tiska accompanies him. They make the normal noises people do when settling in for the night, then quiet down. Fethal puts out the candle that provided light to his side of the screen. After this point, characters not actively spying on their host do not notice anything unusual from Fethal's side of the screen.

Spying on your host is, of course, a breach of hospitality. Point this out to all members of the party who see one of their number peeking or pressing his ear up against the edge of the screen.

If social pressure fails to put an end to the spying, the character may learn something. Once everyone has settled down, the Mistress appears in Fethal's bed, perched by his head. She reaches up into the rafters to get her knife and necklace. When she appears, Tiska begins silently sobbing. Ignoring the woman, the Mistress casts a Mind-

speech spell for nearly silent communication with her puppet. They discuss the arrival of the visitors, speculations on why they have come, and the Mistress gives her orders. Unless she decides the visitors have discovered the town's secret, she orders caution and watchfulness. If the visitors have found and spoken with Penliss, she orders Fethal to make the Wise Woman leave town until the visitors leave.

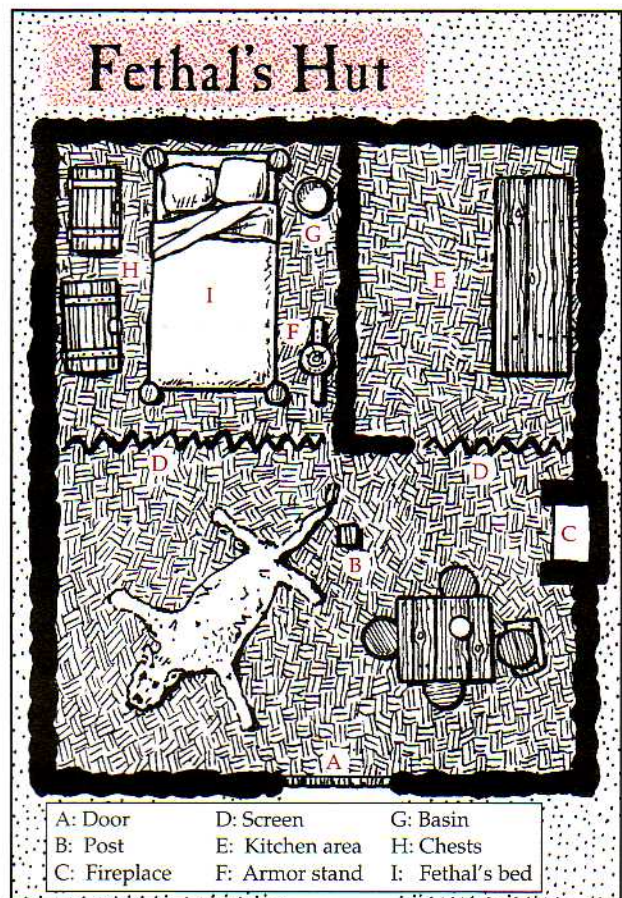
Visitors spying on Fethal may hear or see some of this. To use Scan at more than $\frac{1}{4}$ normal ability, characters must make a successful Hide Roll to move to a spot where they may see without being seen. Doing this without being heard requires a successful Sneak roll. Results of spying break down as follows:

Successful Listen: some thin, muffled noise, otherwise unidentifiable.

Special Listen: Dry, choked female sobbing, purposely being kept quiet.

Critical Listen: As for special, plus some sort of barely vocalized whispered conversation going on at the same time as the sobbing.

Special Scan: Someone sitting up in the bed in a very uncomfortable position.



Interior Plan of Fethal's Hut



Critical Scan: A nude woman (must be Tiska?) stands on the bed, reaches up into the rafters for something, then squats down on her heels right in front of another figure on the bed (must be Fethal?).

Varloz

Of course, Varloz won't sleep here if any Storm Bulls have come to town. He sits out at the watch post by the main entrance to the village.

Noteworthy Features of the House

A quick rifling of the house reveals a few interesting things, but nothing Fethal can't explain. If the house is thoroughly searched, or gone over by anyone with magical perception methods like Second Sight, a great deal more may turn up. Most of these things are behind the screen in Fethal's sleeping area.

The Mistress' Dagger and Necklace: While discorporate during the day, the succubus keeps her favorite dagger stuck in the rafter above Fethal's bed. It is a fine officer's dagger, gold hilted and enchanted with a Bladesharp 4 matrix. Blood from murders and torture covers it now. The Mistress also keeps her other magical aid here, a necklace containing a 10-point POW spirit in a binding enchantment.

The necklace drapes over the dagger, and both are covered by a blood-soaked linen rag thick enough to shield it from being seen with Second Sight.

Cursing Marks: Unless the rafters are thoroughly searched, it takes a Critical Search Roll or a shaman to find the sinister marks cursing the house. Carvings like the hex marks found throughout the **GM Reference Pullout** have been carved on top of the dust-covered rafters, where no one can see them from below. Detect Magic reveals that the markings are magical.

Characters discovering marks in both locations can note the strong similarities between the marks carved in the beams of the houses and those covering walls and beams in the Drying Barn. The same sorts of marks have been placed on the Yelmadio altar and the Ernalda altar.

Searching the rafters of other huts in Black Rock reveals the same sort of treatment in all of them.

Assorted Torture Devices: The Mistress keeps a box full of knives, candles, rope, incense cones, and other makeshift torture devices under Fethal's bed. Most have blood stains on them.

The Gilthelm Family Hoard: The stash of goods and bribe monies gained from years of



The Mistress Visits Fethal's Hut

selling out to hazia traffickers. The hoard also includes Fethal's armor and weapons, gained on service to the Sun Dome. See his character sheet for their details. The hoard includes three bags of gold, containing 55, 123, and 127 Wheels each. None of them can be found with a casual search, but a thorough search or magical detection locates the first two. One is hung up in the rafters, another behind a loose stone in the mantle. The third bag is extremely well hidden, loosely mortared into the wall of the chimney inches from where it meets the roof. Only Fethal, Varloz, and the Mistress know where it is.

Leaving the House

If any of the guests decide to leave Fethal's during the night, go to the section "Wandering the Town by Night."

Visitors might want to sneak around, listening for incriminating conversation from inside the huts. Of course, most people are asleep. Not all are, though, and a lucky eavesdropper might hear something besides snoring. At any hut, characters making a POW x 1 roll after a successful Listen



hear something. Roll 1D3+3 and give the appropriate player handout **GV4**, **GV5**, or **GV6** to the player who listens at the hut.

Sleeping in the Open

"You ask the town's hospitality, and say you wish to trade. Very well. We accept our duty to provide hospitality. Be warned that you must hold up the same rules and not show disrespect to our people or laws. There is no room for you in any of our homes. You must sleep in the open and not wander around the village at night."

Strangers to Sun County don't get a friendly reception in Black Rock. No one willingly offers to let them stay in their hut, even for money. The villagers simply do not want to risk hosting trouble, or becoming a target for the Mistress' suspicion. Even County residents not connected officially to the Militia, Templars, or the County government get far less than complete cooperation. Unless they work a particularly clever angle, they have to sleep in the open. They are allowed to put up their animals in one of the pens for a modest penny per day. Visitors without rank may not keep their animals in the open area of the village.

One of the town militiamen stands watch near them. He keeps an eye on the whole village, but the adventurers can tell he won't miss much the visitors try. If the foreigners get up to any fancy mischief, the watch immediately sounds his ram horn, waking everyone and sending the militia scurrying to the call.

Unless the visitors get very relaxed and careless, the Mistress does not make any attempt against them. Her experience has shown her that visitors are jumpy on their first night in a new town. As long as she feels the visitors have not discovered Black Rock's secret, she bides her time, waiting for a safe way to victimize the party. Again, her main interest is remaining undiscovered, not killing random visitors.

Wandering the Town by Night

"We like things quiet here, once the sun goes down. Why don't you go back over by your fire and get some sleep, before you wake the headman."

New visitors to the town might sneak away from the watch, getting a chance to check out the town without locals knowing. For the most part, Black Rock shuts down at night. No one goes out, except the watch and a few of the older kids like Varloz. They do the Mistress' bidding on these nocturnal trips. Taking advantage of her Mind-

speech spell, and her ability to move about the town unseen in insubstantial form, the Mistress coordinates their movement silently and easily. In the same manner, she uses her children to follow nosy nighttime foreigners around the town. Even so, unless they clearly discover something damning, she just keeps tabs on them.

If a visitor goes wandering around alone, use **"A Meeting in the Evening"** (**GV2**). If the visitor speaks with her, use **"An Attractive Widow"** (**GV3**). Once in conversation, the succubus judges the visitor's reactions, adapting to his mood and demeanor, and accommodates the visitor's wishes. Introducing herself as Asiya, a farmer's widow, she happily agrees to an escort to the shrine, and leaves the baby there with Azdala. The baby's name is, of course, Visla. She explains that the child will be well cared for there, and Azdala does not object.

If the visitors try to find Asiya in the morning, whoever dealt with her personally is struck by how much prettier she was by firelight. In reality, Asiya the farm-widow never met the visitor the previous night. The succubus took her baby, her name, and used her hut.

Dawn in Black Rock

With the morning, real attempts to check out the village may begin. If the Mistress decided the visitors have a good chance of discovering something, she has left orders to begin making things hard on them. This includes ordering Penliss to leave the area. If ordered to leave, Penliss does not go far, and could be tracked to a small overhang on the south side of Gnome Head. Roll Track twice to find her.

Investigating the Village

The visitors can discover the town's secret in many different ways. Here is a summary of the most likely methods, and how the villagers and the succubus react.

Search

A thorough search of the village may not turn up any hard evidence. The headman's hut has the most peculiar stuff in it, but Fethal tries to lie about the stuff being butchering tools and war booty. The "little girls" in the storage tunnel get explained away. "They were just playing in there," explains Fethal.

Searching the whole area turns up more difficult things to explain. Anyone making a Plant Lore roll recognizes the hazia field for what it is.



Opening up the barn obviously lets the whole secret out, though if all else fails, the villagers deny that they use the barn. "We've known it was haunted for many years, so we never come over here. Maybe some bush witch working for a smuggler has brought evil spirits here to keep us away. We didn't mention it because bad luck follows those who speak of cursed places."

This explanation won't hold up, of course. Simple Track rolls show the traffic back and forth from the barn to the village. The villagers know this, and if at all possible, they set up an ambush when they hear of any plans for the visitors to search the surrounding countryside. Visitors lacking Sun County official status get flatly told that they may not poke around.

Investigation

The town's strangeness provides enough clues to perceptive visitors who can recognize abnormal Sun County villages. Hearing the right stuff, or assembling enough odd facts can give the visitors all the motivation they need to clamp martial law down on Black Rock.

If the visitors simply announce their assumption of authority, Fethal organizes an attack on them. To take over smoothly, the visitors must neutralize Fethal's leadership role, and keep Varloz from taking over as well.

If the visitors manage to impose their will on the town, the Mistress attempts a late night attack on them, with or without any aid from the villagers.

Town Records

Visitors with a scholarly bent may try to get access to town records, in order to see what has been going on in Black Rock for the past several years. The oddities around town might make them wonder just how many people have died here, how, and why.

The two temples keep all town records. Without a Yelmalion leader of the player character party, Fethal has no reason to allow anyone access to these. Even then, Fethal does not want to allow it, and would have to be convinced. He freely provides the records only if the party has official business as a Militia Unit under orders from Vega. Potential readers must read Firespeech, the language of record in Sun County. Yelmalion cult records since Fethal became headman give no directly useful information about the town's problems. After all, Fethal wrote them. Any information from the Yelmalion records must be inferred from the few notes made by Fethal. Possible revelations include the burning of Varloz

Brownfoot's hut a few weeks after Fethal became headman, the apparently unrelated deaths of many village elders, and Thosah's appointment to leadership of the militia.

Any initiate of an earth cult may speak with Azdala about seeing the Ernalda shrine records. Getting a direct answer to a request may be the difficult part there. Roleplay out the conversation with Azdala. Deep in her heart, the old woman wants the truth to come out. Her confused state, however, keeps her from being capable of telling them anything useful. Just her finding the records might take an entire afternoon.

Ernalda Records: Visitors checking through the temple records must be initiates of an associated earth cult, and get Azdala to show where the records are kept. For every two hours spent reading, the visitor gets one Read Earth Speech roll. Each success at Read Earth Speech reveals one of the noteworthy bits of information presented as handouts **GV7-GV13**.

Provocation

For a variety of reasons, Fethal might arrest one or more of the visitors. A threatened execution almost certainly brings about an armed confrontation between the town militia and the visitors. If it looks like she can make a difference, the Mistress appears at the fight. By her instructions, any armed action against the visitors takes place after sunset so she can attend if need be.

Sense Chaos

Regardless of their care to avoid or eliminate Storm Bull worshippers, a berserk might manage to find out the village's secret. Once again, Fethal must be kept from organizing a resistance to the visitors' violence. Varloz won't be around to pick up any slack, unless the berserk went completely unrecognized. The Mistress probably cannot aid any defense because of daylight, but if able to, she provides a dangerous counterattack in the rear of the visitors formation. She can simply appear there with spells already cast.

Interrogating Fethal

Fethal is entirely the Mistress's creature, doing her will always. Years of torture, threats, and verbal abuse about his guilty association with illegal activities have him convinced that to stay alive, he must do her will. Officials from the Sun Dome might be able to convince him otherwise, through strong religious argument and with promises of protection.



Strip-searching Fethal reveals hideous scars far too terrible to have ever been gained on campaign with the Sun Dome. Some of them are fresh, not more than a few days old. Fethal has also been partially mutilated, though he is still capable of siring children.

Fethal's spirit has almost been warped beyond hope of redemption. He would gladly condemn all of the player characters to death, then watch the children lead them off to the barn. Nevertheless, if approached just right, assured that he can be helped back into a state of grace with Yelmadio, and guaranteed protection from whatever has been torturing him, Fethal might "roll over" enough to aid the player characters. If the visitors present this chance convincingly, roll Fethal's POW x 1; a success means his conditioning breaks down and he goes over to the visitor's side. If he does this, he changes his story to include the presence of "evil spirits" who torment the town. He never admits that he feels personally guilty for evoking the Mistress's attack on the village.

If the visitors manage to get Fethal's real cooperation, the Mistress first tries to turn him back to her use. If that fails, she kills him — slowly if possible, quickly if necessary — but she tries her best to do so.

If Fethal survives the discovery of enough embarrassing information, he may try the Big Lie. See that section under "Sneaky Villager Tricks."

Sneaky Villager Tricks

Bluff

Bluffing covers a wide variety of lies designed to confuse the visitors about the question of guilt. Over the years, the villagers learned how to lie convincingly, and they have had plenty of time to think up good lies about the troubles they have.

One exception to this is the naming of the children. The villagers have a sort of "blind spot" about the name. If asked about the girl children's names, they look confused and just answer, "It is our way," or some such.

The Big Lie

When all else fails, when Fethal's scars are revealed, the torture equipment found, a murder attempt failed, then, if given the chance, the villagers attempt the Big Lie. Varloz thought this one up after hearing some captive dinner guest trying to figure out why "the people of this village would do this to him."

When confronted with terrible revelations, villagers explain that the town has been cursed by evil spirits. All the villagers know this lie and can back each other up. Each of them would paraphrase the following. Here Fethal explains:

"Are you sure you want these answers? I assure you they will not please you. Heed this warning: to ask me to speak further endangers you in ways you cannot hope to prepare against. You insist? Very well then. Join us in our misery."

"It began after we fended off the rat-broods about six years ago. We did not notice at first, I fear, because the trouble began so slowly. My first wife told me my mood had changed, that I had been sleepwalking, but she died birthing Varloz, and for many months my grief kept me from noticing anything unusual in the town. If I had believed her, she might be alive now...."

"It was not until I saw my uncle beat his eldest son nearly to death that I realized something strange had affected the town. Uncle Hala did not remember beating his son the next day, you see. I thought about my sleepwalking and mood changes, and my soul nearly froze with the thought."

"After that, I could tell people in the village were afflicted with some sort of spiritual trouble. Evil spirits reside here now, polluting our lives. What else could it be? I sought aid from Our Lord during ceremonies, but nothing ever worked. I think the trouble had worked too well into our souls and prevented us from proper exercise of the magics. Whatever the case, I found we could not send off for help either."

"When I prayed to Our Lord, I could not remember afterward if I had told Him of the troubles. Soon, it began to seem to me that every time I resolved to speak with Yelmadio about our troubles, a villager died or fell ill. Two years ago, the wise woman Thala was torn apart by invisible hands as I watched, helpless. When I sent messengers to Queenscliff, they never returned, or came back with confused stories of having lost the messages before reaching the town. When I spoke with visitors about my fears, those visitors died, or at least never returned or sent help. You see why I warned that you would suffer for knowing this?"

Follow up answers from Fethal for the Big Lie:

"No, I do not know what is in the barn. We built it years ago, but for several years, none of us could bear to go there. Sometimes at night, we see villagers heading that way, but no one remembers what they did afterward, and when we tried to stop Sintap from going there last year, he fell over dead."

"I have no idea where my scars came from. They appeared overnight, but I have no recollection of their infliction."



Wild Broo Chase

Varloz may try the "Wild Broos Hunt" stratagem he has cooked up with Ol' Granpa. A message is sent via ogre child courier to Ol' Granpa in Dyskund Valley requesting that he stage a phony broos raid on Black Rock sheep. Hadani Pola, with the help of Drueke and Nanni, stage the raid and leave an obvious trail back to Dyskund Caverns. Mogo the Scorpionman and a walktapus are employed to leave suitably chaotic and exotic tracks. An ambush is then laid for pursuing PCs. This ambush might include the entire Pola clan, head-hunting Thanatari, and various of Nanni's tame chaos spawn.

Warning: This scheme provides a convenient action-adventure link to the *Dyskund Caverns* setting, but may disrupt the delicate mystery-intrigue atmosphere of the *Gaumata's Vision* scenario. To maintain the mystery tone, do not use this trick.

Set Up

Storm Bull worshippers pose a particularly difficult problem for the Mistress and her children. They cannot hope to overcome an aware and armed warrior, so they must rely on deceit and subterfuge to remove his threat.

One plan is to stage a rape, with a Storm Bull character as the framed rapist. To best point a finger at the planned victim, the Mistress or one of her children finds a way to steal some small possession of the victim's, or some tassel or scrap of cloth from the Storm Bull's clothing or armor. They leave this at the site of the rape, then conveniently discover it. The local girl chosen as victim plays along completely with this set of lies, pointing a finger at the character whose presence threatens the Mistress. She fears the Mistress more than any bunch of strangers. If more than one Storm Bull cultist visits the town, the girl victim accuses the other(s) of helping.

Alternatively, a ruse is devised to lure the Storm Bull alone into the hypnotic grip of the Mistress or lamiae. Storm Bulls are notoriously independent, and a distinct chaos spoor leads the solo chaos fighter right to his doom.

Showdown

The odds are good that the player characters discover one or more of the town's secrets. This may only happen accidentally, but once their guilt is known, the townspeople have little choice but to attack the discoverers. Even so, the townspeople's spirit has been crushed from years of torture and abuse, the best and brightest have been killed, and

they live in total fear. Without the organizing leadership of Fethal, the Mistress, or Varloz, the militia's fear keeps it from mustering against a visitor party here on official business. Random adventurers causing trouble are another matter, and Thosah thinks he knows well enough how to deal with them.

A showdown can happen if the succubus sets up one of the player characters as a rapist. If the visitors refuse to hand over the suspect, or resist Fethal and Thosah as they attempt to carry out the summary execution, then the town militia musters against them. Fethal orders the militia out in force for the execution in anticipation of trouble from the accused's companions.

Though the militia outnumbers the PCs, the situation is far from hopeless. Even a green bunch of visitors outclass these cursed, spiritless locals with their reduced CON from succubus visitations. More importantly, the villagers really don't want to fight. They are controlled by the succubus and Fethal's orders, and their fear of their own children. None of these make very good reasons for getting killed.

The villagers really don't want to attack a militia squad from Queenscliff. They do not believe they can win in a fair fight, and only rise to the attack if goaded by the Mistress or led by Fethal or Varloz. This would only happen if the visitors somehow discover what is going on without capturing Fethal, and then try to make a stand or force their way out of town. This is most likely to occur at the barn.

If the majority of the party heads off to search the barn and its hazia fields, Fethal and Thosah realize that the secret is out and there is no cure for it but to kill or capture the visitors. If the visitors have split up, leaving some in town, the village children try to gang up on whoever remains, using surprise to their advantage. They attack their targets with daggers, concealing any sounds of struggle behind the loud yelling of a faked child's argument. If the outsiders who have been left behind are heavily armored or stick too close together for an ambush, they just keep an eye on them until the militia gets back from trying to deal with the problem at the barn.

Present the massed Black Rock militia as a tentative, spiritless bunch. Without leadership from Fethal or Varloz, the militia lacks the gut or gumption to muster at all. Black Rock militia-men flee if Demoralized. Not so for the children, who possess the ogre's bloodlust, even at their young age. (However, the ogre children acknowledge Varloz as their leader, and if he



commands withdrawal and flight, many can overcome their bloodlust and escape from Black Rock.)

Militia prefer to hang back from an engagement, casting massed Disruption spells at a single target until they kill it. Every child over seven years helps with this, so the characters get a huge number of spells attempted on them each round. The first time out, none of the locals bother to boost their spells, but if the first set of spells gets blocked, someone boosts next time.

After Discovery

Dealing with the Villagers

Sun County law makes the lives of the villagers and the chaos creatures forfeit for their crimes. Mercy may be possible for some human villagers, but no mercy is possible for ogres and lamiae. PCs vested with the authority of law in Sun County may exercise summary judgement. Other PCs, and Sun County PCs unwilling to accept responsibility for judging the villagers and chaos creatures, may deliver captives to Queenscliff or directly to Sun Dome Temple for final disposition.

Slavery

This is considered merciful punishment by Sun Dome standards. Some of the villagers make suitable slaves. Consult *RQ Deluxe, Gamemaster Book*, p. 29, for prices. Most of the men are sickly, and therefore worth only a tenth of their regular price. Of the 35 grown women, five of them are currently not pregnant, so need not be cleansed of any active taint before being sold. The six elders are all senile or stupid, thus worth very little.

Note that the proper herbs and potions from a shaman (like Penliss) can eliminate the problem of tainted, unborn children. At the very least, this makes the afflicted women salable on the slave market, and it costs much less than the Priest's solution.

No slave market locally can handle a large influx of slaves without seriously depressing prices. To get any sort of a reasonable price, the slaves must be sold in Pavis. For the best price, (like those listed in the *GM Book*) they must be taken to Pimper's Block. Such a trip makes an excellent adventure in itself, full of its own problems.

In an interesting twist, Nanni Pola, the ogre master of Pola Stead in nearby Dyskund Valley, is always in the market for slaves, and likely to purchase many slaves from Black Rock.

Execution

Mass execution, though brutal and horrific by modern standards, is common and conventional in

this region of Glorantha for the crime of chaos taint or consorting with chaos. As the Storm Bulls say, "Any Chaos is All Chaos." Half measures in dealing with chaotic taint rarely succeed, and excessive zeal finds more supporters than caution and respect for individuals.

Though the populace as a whole might be sentenced to execution, certain villagers who helped the visitors (like Penliss or even Azdala) may be spared. No such mercy is possible for the ogre children and lamiae, with one exception: the Seven Mothers cult and the Lunar Empire are tolerant of chaos, and it is barely conceivable, though extremely unlikely, that a Sun Dome official friendly with the Lunar authorities in Pavis might consider a plea for mercy on the ogres and lamiae's behalf, if the Empire promised to deport the chaos-tainted creatures from Prax. The latter is absurdly unlikely, and presumes extraordinary efforts on the chaos creatures' behalf by PCs, but is suggested here in case your players would lose sleep over being responsible for the execution of chaos-tainted children. Another alternative is that the PCs may let the ogres and lamiae escape if they are unwilling to let them be executed.

Impalement is the proper form of execution for harboring or consorting with chaos. Ogres and lamiae must be beheaded and burned, and their ashes thrown in the river.

Escape

Things may go very badly for the locals. If Fethal gets taken into custody, Varloz and the other ogre children over four years old head for the Barn. There they pick up their emergency provisions and head for Dyskund. Ol' Granpa (Hadani Pola) has told them how to get to the caverns and provided the Thanatari amulets necessary to avoid Mad Head Ghosts.

Getting to the caverns is pretty simple, if you know the signs the ogres and broos use to guide themselves to it. Using stacked rocks, bones, scratched lines on a cliff face or paint, they have placed signs that blaze the trail to Dyskund Caverns. These simple signs look like a harmony rune with another line through the first three lines. This fourth line points the direction along the trail.

Failure

If the characters fail to notice anything unusual, there may never be a showdown. The Mistress goes right on with her domination of the town, raising her monsters and slowly expanding her misery beyond Black Rock.



So, what happens?

Black Rock stays out of the mainstream of County life, capturing an occasional nomad, devouring a careless wanderer now and then. As the ogres age, the town becomes more and more dangerous. By the time Varloz joins the Templars, other ogres in town open a Cacodemon shrine, and establish contact with the Krarsht network. Broos come there to trade for metal weapons, Gbaji riddlers illuminate everyone, and the Mistress oversees it all, unless the Thanatari of the area manage to find a Control/Command/Dominate Succubus spell. If they do, then the Mistress becomes a puppet ruler for the town.

After a few years, Black Rock might become a hero's task to cleanse.

In the long term, Varloz shows spectacular ability, joins the templars young, and becomes an officer. He also progresses nicely in the cult of Atyar, carefully taking the minimum number of geases possible, and avoiding spells and rituals that risk obvious side effects. Along the way, he gets illuminated and becomes close friends with Belvani, whom Varloz fools into thinking he is not of the dark side of Gbaji. That is years down the road, of course, but the stage is set for Varloz to become one of the long range threats for civilization in the valley.

Black Rock Village Map Key

Red Toad Falls

When most people think of a waterfall, they think of huge torrents of water rushing over a precipice. Not true of Red Toad Falls. The stream passing over and through these rocks can barely manage to get someone's boots wet most of the year, and never endangers the town. Water runs from some hidden spring, leaking slowly across and under the huge pile of loose stone that has collapsed into the cut in the cliff face. Many of the rocks here have been painted or crudely carved with pictures of toads, usually associated with odd runes. A path along the east side of the rocks is the only easy way up near the falls. It leads to Penliss's hut. Getting up through the cleft without using the path requires two Climb rolls.

Yelmalio Altar

There isn't much inside this shell. For a village this size, it is very impressively built, with a dome of fired clay tiles, painted yellow many years ago. The stone walls have been whitewashed in the last

15 years or so. The site is not intrinsically holy, requiring Fethal's (or someone's) Sanctify spell for Holy Day rituals.

The meager ritual objects of the shrine are kept hidden under the altar top, which requires a STR vs. SIZ roll overcoming a resistance of 35 to slide aside. All the Yelmalion initiates in town know where this cache is. It holds a gold embroidered altar cloth worth 5 Wheels, a gilt brazier worth 2 Wheels, and a gilt wood scepter worth $\frac{1}{2}$ a Wheel. Varloz has hidden several bad luck charms around the shrine, including one scraped into the stone under the old blanket lining this altar cache.

Ernalda Altar

Outside, the shrine is plain in the extreme. It has no ornamentation aside from some very old, faded paintings of grain along the bottom of the wall. This square, stone building is mostly empty on the ground floor. Inside it is not well lit. Statues to the Daughters of the Earth sit in niches around the room. Each corner has one, and statues to Gorgorma and Babeester Gor flank the door. The corners have statues of Ernalda, Asrelia, Voria, and Ty Kora Tek. The floor is set with square stone blocks.

Behind the central altar to Ernalda, a copper-bound trapdoor leads to the small catacomb used to bury village women and boy children who died before their Yelmalio initiation. A small storage area down there also holds the pitiful sacred relics of the shrine and a small cubicle where Azdala sleeps.

Penliss' Camp

Alongside the falls Penliss keeps her shrine to the Red Toad. The shrine itself is carved into the rock of a cleft here. A large outcrop of rock has been shaped into the likeness of a large squatting toad, and painted over with a red wash. Remnants of offerings lie around it, and the cliff face near it is scratched with years of signs, wards, and sigils, mostly variations on Earth and Spirit runes.

Just past the toad shrine, Penliss keeps her home. Little more than a glorified lean-to, bits and pieces of strange shamanic trappings cover her abode. Dried animal parts, small live animals, herbs, and piles of stones in odd patterns surround the pile of old skins and worn linen blankets that make her bed.

Unless the visitors roust her out, or cause the Mistress to order her away, Penliss does not leave her hut while the visitors visit Black Rock. She might come out to the edge of the falls to watch them, if they go climbing on the rocks.



Village Walls

The town is surrounded on three sides by a dry-stone wall, varying between one and two meters in height. The rocks of the wall have been stacked here over many years by the villagers, who collect whatever rolls down the cliffs, or what they find in the fields. Since old tradition holds that anyone returning from field work must bring a stone with him to add to the wall, the walls are highest and thickest right at the entrances to the village.

The entrances through the walls have no gates because the area has no trees large enough for the heavy timbers necessary. Instead, the villagers constructed a series of tight twists and turns, through which horses must slow to a canter and wagons move at a crawl.

Typical Huts

Most Sun County houses are made of sun-dried adobe brick. Since there is stone to spare in Black Rock, the huts here are much nicer than those found in most other Sun County villages. The limestone found all around Black Rock Bluff is suitable for mortar when crushed, so even the poorest villager has the wherewithal to have a hut with stone walls. Most of these are actually quite old, having been passed down through generations. With so many elders dead instead of living with their children, the huts seem roomy as well.

Roofs are still thatched in the traditional Sun County manner, with large overhanging eaves to provide shade from the sun. The thatch is held up with wooden rafters and crossbeams, which are the most expensive part of the hut. The uprights to support the crossbeams are stone.

Stonework in Black Rock is hardly sophisticated. The stone is not dressed before being set in the walls. The Drying Barn west of town is constructed the same way. Huts in town are whitewashed to reflect the sun's heat; the Drying Barn is not.

The huts on Fethal's side of the village look nicer than the ones near the Ernalda altar. To a Sun County resident, the huts adjoining Fethal's are obviously the "good part" of town. Most of the huts are a little bigger, the residents raise sheep instead of goats, the thatch seems thicker, the whitewash newer. All of the huts on Fethal's side of town have stout wooden doors, while several of the huts on the other side of the compound only have sheepskin flaps covering the entrance.

Though many of the huts adjoin each other, none of them have passages between huts. Huts

only have exits to the outside. None of the huts have basements.

Storage Tunnels

These are not natural caverns. They have been excavated over the years by the locals, who cut out rock for their huts and walls. Once the hollows were cut, they sealed them up and now use them for grain storage. The tunnels are naturally cool and dry, making them excellent for grain storage.

Every family has a portion of one of the storage tunnels allocated for their use. Fethal's family has rights to the one currently holding the lamiae.

Trees

Trees in and around the village are all date palms. They provide much needed shade around the huts, and those outside the walls protect vegetable crops that cannot stand the full Fire Season sun.

Examining the number of trees and the tax records for the past few years shows that the villagers have shorted the Count his due of the date crop.

One tree in the tended land is not a palm. The weeping willow, found down in the hidden area west of town, is described later.

Queenfish Creek

Even during the height of Fire Season, Queenfish Creek has water in Black Rock. It does dry up during extreme drought. The creek's water gets diverted so much in Black Rock and Queenscliff that often nothing is left over to make it to the Zola Fel. The creek is fordable everywhere along its length, except during the most extreme pounding rainstorms of Sacred Time.

Outside of Town

To visitors from somewhere outside of Prax, the area around Black Rock looks just like the rest of the gods-blasted desert. Locals recognize the relative abundance of the area, with many more plants growing in the dusty, grayish-tan soil. Though intensive agriculture takes place only in the irrigated areas, the villagers encourage the useful species of hardy local flora. Groves of skullbush, aloe, prickly pear, creosote, and acacia trees surround the fields. Villagers harvest these, but do not tend them during the growing season. This is common practice in Sun County. Visitors familiar with Sun County agriculture may roll their Plant Lore; success means they notice the outlying groves need some tending and pruning.



The Cliffs

The sides of Red Toad Falls provide the two best paths up the cliff face.

Visitors heading west along the cliff face present a real threat to the villagers, because they might discover the hazia field. Villagers discourage anyone from travelling along the cliff face "...on account of it be real hard to find your way, and there's some real bad footing. We has lost more than a few folks from falls. And toads, they likes to eat strangers."

In fact, the real danger on the cliffs come from the ogre children. They know their way around very well and can always find a way to move above and ahead of strangers who must pick their way along the most obvious track. At several key places, the children have rigged rockfalls capable of killing several people.

Watch Post

The ogre children keep a watch post above the field and barn on the cliff face. One of the elder children stays here from dawn to dusk, keeping an eye out for nosy outsiders who might discover the hazia or the barn. Each guard has a bow and arrows, and a signalling horn.

From the heights, characters get only half their Plant Lore skill to recognize a field of hazia.

A guard's reaction to possible discoverers depends on several things. If a single person makes his way along the cliff and gets to the watch post, the guard tries to strike up a friendly conversation. If able to gain the trust of a single visitor, the guard tries to get them to the edge of the cliff with a story about some interesting sight, and then tries to push the visitor off the cliff. Roll the guard's STR vs. half the visitor's SIZ, unless the intended victim suspects the guard; then roll vs. full SIZ. If the guard wins, the visitor falls off the cliff. Falling victims get one DEX x 2 roll to twist and grab the cliff face. Those who fail fall to their death. Successful characters must oppose STR vs. their SIZ, subtracting their current ENC from the chance of success. If they make this roll, they have grabbed some outcrop and managed to arrest their fall. Then they can start climbing back up the cliff while the guard shoots down at them. All other characters fall to their death unless they manage some magic that saves them.

If a larger group comes close enough that they might discover the barn and the field, the guard runs back to the village to warn Fethal and the Mistress. In short order, the militia musters to attack the discoverers. If the visitors get deeply

involved in searching the barn, Varloz tries to block them in and fire the barn.

The Hazia Field

Hazia is an addictive illegal drug grown by some farmers in Sun County. It provides high profits and great risk. Small plots are usually hidden on the inside of oat or barley fields. For the most part, poorer farmers with lower quality land engage in this illegal trade. It provides the growers with enough money to make ends meet in bad years. Visla's father, Varloz, was one of the most active growers in Black Rock. Visla tended the hazia when Fethal found her on that last day. Her remains lie in the muck of the watering pond.

Hazia growing started years before Visla's death, and the succubus has allowed it continue. Now she takes all the money and trade goods from the hazia for her children. In this past year, the Mistress has encouraged the villagers to work false deals with various smugglers, taking their money and killing them. The children "dispose" of the bodies. Most of the money hidden around the barn and in Fethal's house comes from the hazia trade.

People coming into town along the normal routes do not get near the hidden hazia field. It can exist because of the dammed stream and the pond near the drying barn. Once this spring fed into what is now called Gone Creek, but Black Rock farmers dammed it up to form the pond and to water their secret crops.

Since the ogre children took over the barn, the villagers don't come out to work this field. The kids don't like having their parents around, and the villagers rightfully feel nervous around the barn.

As a result, the hazia field has gone to seed. Hazia is a hardy plant, so it has not been choked off by weeds, but even so the plants are not in great shape. The kids do keep the irrigation channel in shape, so the field gets enough water. The cannibalized remains of a dozen visitors to the village lie under the surface of the field.

The Dam

This wood, stone, and earth dam diverts all the water from Littlefish Spring into the hazia field and the pond. It takes six man-hours of work with shovels and picks to break through the dam and get water flowing along the natural course again. Removing the dam also drains the pond where Visla's body lies in the mud.

Visitors originally from Dry Market might react very badly to the discovery that Black Rock farmers stole their main water supply. Queenscliff farmers won't like it either.



The Willow

The tree by the pond has a large canopy, with long drooping tendrils of leaf dipping to the ground and water's surface. Its top rises higher than the nearby barn. Characters examining the tree with magic do not discover anything unusual about it, though Second Sight lets the user see the tree's spirit. A mindless but obviously female plant spirit, it seems weighed down by some invisible burden. Perhaps this is just the shape of the tree.

Theyalan tradition holds that weeping willow trees signify sadness. Anyone making their World Lore +25% knows this. Praxians do not get the bonus because they don't know much about trees. Visitors making their Plant Lore also know that weeping willow trees are rare in Prax, since they normally require a great deal of water.

Visitors may focus on the tree, as if it were in some way responsible for the village's problems. In fact, the tree is nothing more than a physical manifestation of the spiritual horror that occurred here. Cutting it down has no helpful effect, but if anyone summons Visla's spirit in the course of their investigation, the spirit is hostile to whoever cut down the tree.

The Barn

There is a hazia drying barn out in the distant fields, invisible from the village. Half full of the illegal drug, the barn has become the spot where the ogre children meet to plan and hide their activities from their parents and to be instructed by the succubus or visiting chaotics. They also take some victims to this shack, and after torture, consume them. The charnel remains still lie around, and some salted haunches hang up for storage. Normal villagers never go here any more, at least not willingly. Its owner, once the main hazia runner in these parts, hangs in pieces from the rafters.

Varloz and the other children keep their stash of loot from the dead here. They hide armor, weapons, and tack from Cliffside's few unlucky visitors in the loft behind bales of hazia. Varloz's hoard of 65 Lunars and 7 Wheels is hidden under a loose loft floorboard, along with 127 Lunars worth of miscellaneous jewelry. Under the direction of the succubus, Varloz has carefully hidden a full set of warrior's gear here as a backup, ready for him when he reaches adulthood.

Deadfall at the Door: A set of double doors into the barn face the hazia field. This is the only entrance. Searching the door reveals a large deadfall set up inside, ready to swing out if anyone opens the doors. This is visible through the gaps in the door planks.

The same successful Search turns up a tail-end of rope sticking out from under one corner of the lefthand door. Pulling the rope out and tying it off on a post next to the door secures the deadfall, keeping it up. Its trigger must be reset before untying the rope, or the deadfall crashes down.

Otherwise, opening the doors triggers the deadfall. It swings out ponderously, allowing anyone looking into the barn to make their Dodge or DEX x 2 roll to avoid being hit. Visitors hit take 2D6 to each of two contiguous hit locations. Roll 1D10+10 on the Missile Location Chart. Those not looking through the doors, but in the area directly in front of the doors, must make a POW x 3 roll to see the deadfall coming.

Getaway Goods: All the ogre children keep things here in case they have to leave town quickly. Pegs along the wall keep the emergency stuff ready to go. Twenty large waterskins hang here, each with a travelling cloak, a bag of dried food, a short spear (most with stone heads), and a wide-brimmed hat. Each bag also contains 2D10 Lunars and Clacks.

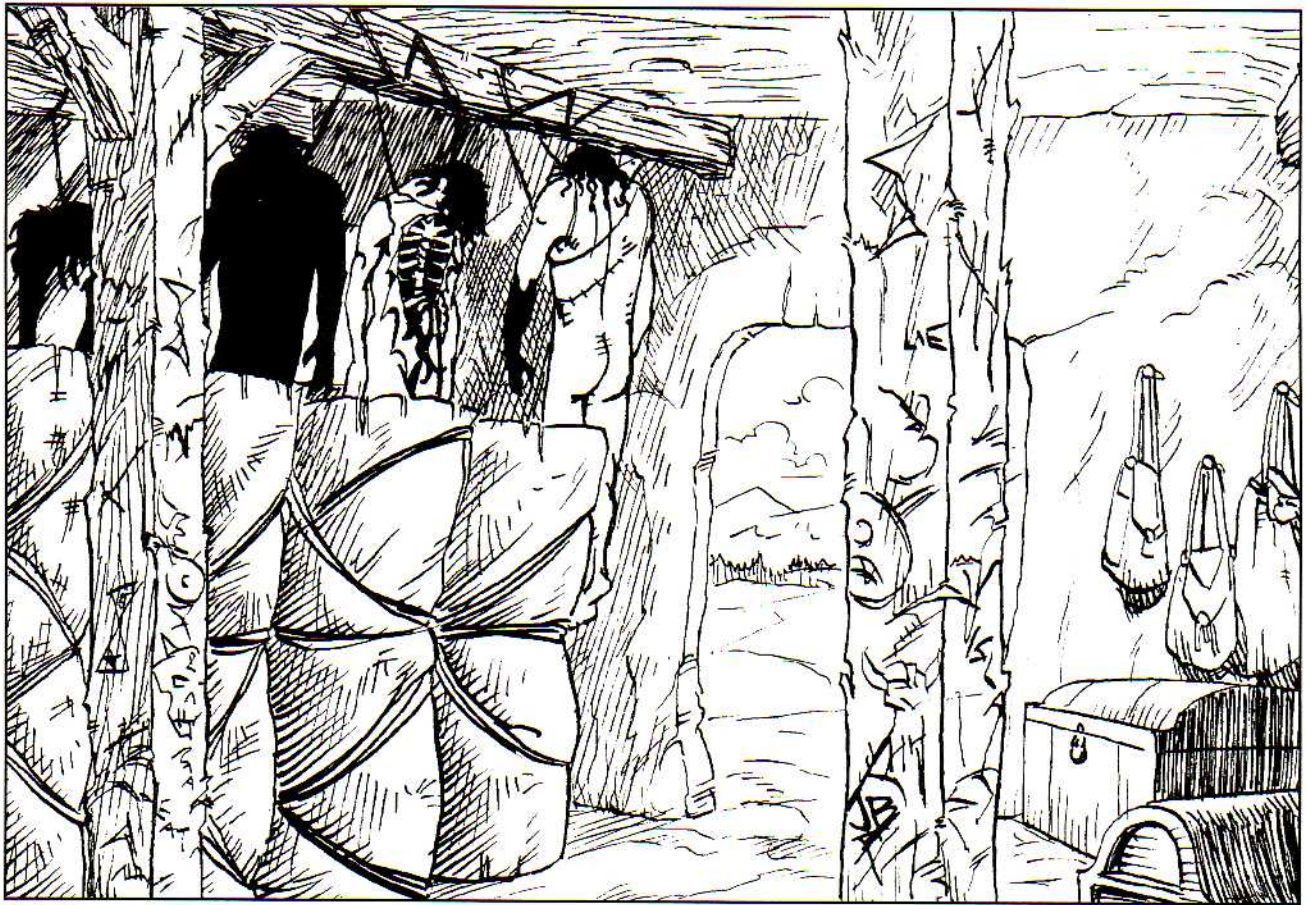
Five chests hold the less crucial stuff, already in packs: changes of clothes, self bows, arrows, etc.

Hazia Bales: The barn holds 10 huge bales of hazia. These bales were rolled for storage, not for transport, so moving them won't be easy. They do provide excellent cover in the barn, though, since they are four feet in diameter and six feet tall, weighing about 100 kilos each. Of course, they easily catch fire if the barn gets torched, filling the barn with acrid, stupor-inducing smoke.

Three loose, hay bale-sized blocks of hazia remain up in the loft. The total wholesale (to a dealer) value of the hazia is about 2,000 Wheels. Street price is 10 times that. Transporting the hazia beyond the Queenscliff militia district makes it worth twice as much wholesale, since the risk of being caught goes down.

The Secret Cache: To find this well-hidden stash, the visitors must conduct a thorough search or use magic. Appropriate magic (capable of sensing through the floorboards) reveals the location of the cache, but not how to get to it. A successful Search roll after an hour of poking around reveals the cache. A short board in the loft rotates out, pinned in place by only a single nail. A leather thong trails off into darkness under the floor. Pulling this thong hauls up a set of bags, all tied to the thong. All of the valuables come from the children's victims.

The first bag contains two bronze daggers, a bronze throwing knife, an iron spear head, and a shortsword.



Grim Harvests in the Barn

The second bag contains money, here in case Varloz needs some quick getaway money. This bag contains 10 Wheels, 23 Lunars, and 5 semi-precious gems worth 1d100 Lunars each. This bag also contains a map to the Dyskund Caverns.

Talismans and Stolen Mojo: A dozen or so leather bags are hidden apart from the money and weapons. Varloz stuffed these inside the rib cavity of one of the human torsos hanging from the rafters. Searchers do not find these unless they specifically mention they dispose of the hanging bodies, or use Second Sight to search the barn.

Except where noted, each of these bags is made of spit snake skin, an unwholesome and chaotic creature generally shunned by Sun Domers. (Animal Lore skills reveal this.) Each of the bags contains a mixed collection of human skin, hair, nail clippings, bloodsoaked cloth, and an occasional tooth. Each bag has been dyed a unique color or is tied with an individualized cord. For a few of these bags, the contents have been

worked into actual dolls wearing bits of the victim's clothes.

These bags serve as foci for various curses and banes called on the villagers by the succubus and the ogre children. With them, they can assure that wounds fester, thoughts are muddled, wills are slack, and luck is bad.

A few of the bags are of particular note. Fethal's bag contains his missing testicle. Penliss' has her missing forelock, and foci for several of her now-forgotten spells.

One bag is very unusual. Made of human skin, it contains hair from Ol' Granpa, the succubus and Varloz's contact with the Dyskund ogres. A lengthy ritual using this focal "mojo" can communicate simple urges (like "send a messenger") to him.

Local superstition holds that letting "mojo" like this touch the ground or fall into running water eliminates its usefulness. If Penliss gets her forelock back, she performs a lengthy ritual to reunite herself with it.

Dyskund Caverns

An Ancient Cult's Dark Dominion Beneath the Earth

Gamemaster's Summary

From ancient documents the PCs learn of caverns in the Dyskund valley that once sheltered Second Age chaos cult temples. Carmanian settlers in the valley (the Pola clan) have only heard secondhand rumors from slavers and traders. Well-informed or persistent searchers discover an entrance shaft leading to a vast cavern complex.

In fact, the Pola clan are ogres, and their clan head Nanni is a priest of Primal Chaos who seeks to revive the Second Age cult shrine in the caverns. Also in the cavern is a Vivamort shrine where 12 dormant vampires are guarded by countless ghosts, zombies, and skeletal revenants; and a Thanatar shrine, recently reactivated by a broo Thanatar priest, Drueke.

The first challenge is exploring and mapping the cavern. Depending on how thoroughly the PCs explore the caverns, they may never encounter the greater perils of its occupants. The caverns themselves offer many marvels and treasures for the cave explorer. Maps of the caverns are of interest to scholars, as are accounts of the peculiar chaotic flora and fauna. Of great interest to treasure hunters are the beautiful — and dangerous — magic crystals found in a remote underwater chamber.

On the other hand, if persistent, the PCs may confront the Primal Chaos Priest Nanni, his ogre clansmen, and the numerous chaos spawn living below; the Thanatar Priest Drueke and his followers and undead wardings; and the undead guardians of the vampires' resting place.

As a further complication, a Provincial Survey Field Team headed by the Carmanian sorcerer Hazphar Pharates and Dalamides Aveticus (see **GM Reference Pullout**, pp. 19-21) may be using the PCs as tools to do the dirty work of exploration, expecting to hijack the PCs of knowledge and treasures when they emerge from the caverns, or they may be in competition to explore and exploit the caverns' treasures. Alternatively, the Field Team may find common interest with the PCs in defense against the chaotic antagonists found there.

Links to Other Scenarios: The ogre Nanni may be harboring chaos-tainted children who have escaped from Black Rock (see *Gaumata's Vision*). The Thanatar priest Drueke may have links with Muriah's broo bands (see *A Tale to Tell*), and may flee to Muriah's hidden refuge at High Holes in the Bleak Hills of Vulture's Country. PCs may discover evidence of broo communications with High Holes, and may encounter Muriah's broo emissary and companions.

Introducing PCs to the Scenario

See **The Scroll (DV1)** and **Letter to Hazphar Pharates (DV2)** in the **GM Reference Pullout**.

Scheme 1: The Baited Scroll: Pursuing the ancient enmity of the cults, and seeking scholar heads to add to his library, Drueke has Nanni sell copies of Raelfer's scroll to the Morokanth, noting that such scrolls may be sold for good prices to Lankhor Mhy. If questioned, Nanni can say the scrolls were found in caves in Carmania, and only recently did a traveling priest mention that they might be valuable. Drueke plays a dangerous game here, essentially distributing maps inviting visitors to Dyskund Caverns, but he received several unmistakable visions, presumably from Thanatar, vividly portraying this plan, and Drueke does not question divine inspiration.

The scroll may then have passed into the possession of:

A. The Lhankor Mhy Temple in Pavis (Varstach): Varstach's name is well known among scholarly adventurers. PCs seeking or offering information on First and Second Age maps and documents are often referred to Varstach. The prospect of scrolls or artifacts from exploration of ancient sites excites Varstach, and he may even support or fund a creditable expedition to such sites. The scroll may also come to Varstach's attention if the PCs bring it to have it translated at the temple. *The PCs receive The Scroll (DV1). Varstach provides a translation.*



B. Treasure Trove Hurbi: Hurbi (see **GM Reference Pullout**, p. 18) obtained copies of Raelfer's Scroll and the letter to Hazphar Pharates from a venal clerk in the Office of the Provincial Survey. Hurbi consulted a Carmanian scholar (or Irippi Ontor or Lhankhor Mhy) who provided a translation of the scroll (demanding, of course, as part of the fee the right to copy the document), establishing that the main text is in a Second Age archaic dialect of Carmanian, and the commentary is in modern Carmanian. The scholar says that if the scroll is a fake, it is a very scholarly fake. *The PCs receive **The Scroll (DV1)** and **Letter to Hazphar Pharates (DV2)** for 200L. Translations of both are provided. Hurbi can explain the function of the Office of the Provincial Survey and the Field Teams, and make a good case that beating the Field Team to the caverns might yield valuable artifacts. He might also frankly admit that serious risk might be involved in visiting old Chaos shrines.*

C. Irippi Ontor: Their library has a standing order to purchase all authentic antique maps and documents. PCs learning of this policy may seek after the library. The Storm Bull cult is certain that these libraries contain the locations of many evil chaos cult sites. *The PCs may discover and make a copy of **The Scroll (DV1)**. This scroll is noted as having been purchased from a Morokanth trader, and is not translated. There is no charge, but the PCs must have a valid reason to review Irippi Ontor maps and documents. Permission may be granted through persuasion or bribery of Lunar administrative officials.*

D. The Office of the Provincial Survey: Raelfer's Scroll may come to the Survey through various channels. The scroll is read and filed, and the Office dispatches a field team (Pharates and Dalamides Aveticus) to survey the site. Then the PCs are either hired or assigned to the Field Team, or copies of the scroll and letter are sold or given to them by a corrupt Office official. *Whether officially engaged in a Field Team or in receipt of documents by theft or bribery, PCs receive copies of **The Scroll (DV1)** and **The Letter (DV2)**. If the PCs are officially engaged, the documents are translated. If stolen or received through bribery, the documents are not translated.*

E. Hazphar Pharates: Pharates himself plants, gives, or sells the scroll to the PCs. He translates the Carmanian, and comments on the scholarly inferences to be made from the text. *The PCs receive **The Scroll (DV1)** and a translation.*

Scheme 2: The Slaver's Rumor: A Morokanth slaver is the ultimate source of a rumor of a deep cavern shaft in the Dyskund Valley. The rumor

initially has the following form and detail, but in successive transmissions the rumor may have become garbled, exaggerated, or otherwise distorted (i.e., "An escaped slave discovered a cave with God Learner stuff in it.")

1 "Lunars at Corflu captured a slave bearing my brand and held it for me. It was a slave I had sold to Carmanian settlers in Dyskund Valley over in Red Cliff Domain, and I was happy to return the slave to its rightful masters. While in my custody, the slave attempted to bribe me with avowed knowledge of a deep cavern on the mesa near his master's lands from which great clouds of bats emerged at dusk. The slave swore that the cavern was the source of his master's wealth, though he offered no details. In fact, his master seems a poor plantation master, but nonetheless free with coin, though his master claims he brought great wealth from Carmania into exile with him. For my part, I know humans, and I believe there was some grain of truth to the slave's tale, though caverns and treasures are of no interest to a prosperous Morokanth merchant like myself. I also note that when I visited the Carmanian again three seasons later and asked after the slave I had returned, the master said he had taken sick and died. I was surprised, for a slave healthy enough to escape and make his way to Corflu must be tough, and such a valuable slave would surely be worth good healer treatments."

Scheme 3: A Slave's Lonely Death: An NPC closely linked to a PC has been sentenced to slavery for debt or other crimes against the Lunars. The NPC may be a friend or relative, or an important informant the PCs must speak with. The PCs track the NPC slave to a Morokanth slaver, who reports selling the NPC to the Pola Clan (see pp. 30-34). When the PCs arrive at Pola Stead, the Polas regretfully report that the NPC slave has died of plague ("...had to burn the remains...") or has escaped. (Actually, the NPC was too nosy, and was slain and eaten.)

This indirect approach brings the PCs to Dyskund Valley without revealing hints about caverns or Thanatar temples, which may discourage sensible characters. The scenario may develop as suspicious PCs investigate the NPC slave's disappearance, or as the Polas decide to eliminate the nosy PCs. If a Pola Stead slave hints to PCs that the missing slave may have taken refuge in nearby caverns, the PCs may be led directly and innocently into Dyskund Caverns.

Scheme 4: The Storm Bull's Rumor: The original source of this rumor is a young Impala



brave recently come to New Pavis for the first time and sampling its social highlights.

"I slept upon Buck Mesa, and while I slept, I felt the sense of chaos strong in my dreams, and walked in my sleep, and awakened in darkness on the lip of a great hole in the earth. I was frightened, for the hole was deep beyond the sound of a pebble I tossed within, and coming upon such a hole at night foretold a quick and friendless death. I sat by this hole until dawn, for, to tell the truth, it was dark, and I did not wish to come upon another great hole by accident. In daylight I saw that there was but one hole, though it was great, and deeper than the height of many trees. I prayed for guidance from the Bull, but none was given. Later, I spoke with my tribe's oldest shaman, and he says that the hills there were filled with hidden spawn of chaos in the days of the oldest fathers, but that the business of Waha's Folk is with the things of the land, and not of its bowels, and that descending beneath the earth is a great folly."

Scheme 5: The Enlo Alone's Tale: The original source of this rumor is a great troll of the Big Rubble who occasionally visits New Pavis in search of delicacies. The Angry Ones are Zorak Zoran worshippers.

"The Angry Ones say the Beastmother's Hills are shot through with many tunnels and caves, and that deep in the darkness are the greatest hives of chaos fiends in Prax. I heard the story once of the Thousand Trollkin. This was in the time of Gerak Kag, when the valley was ours and the Uz traveled near and far and where they wished to go.

"The Thousand Trollkin had long been in Gerak Kag's dish, and many were Values, and as skilled and comely as ever was known among the Twisted Ones. They came to Gerak Kag and asked if they might do him a favor, and he was willing. 'Let us find the Uz a great darkness where we might live forever from the curse of Yelm's gaze,' they asked, and he agreed. The Thousand Trollkin then departed, and none were seen again, save one.

"Many years later an enlo came before Gerak Kag, and at first Kag did not know the creature, for no other enlo was so twisted or small. The misshapen thing called himself Enlo Alone, the one alone returned from among the Thousand Trollkin, and his tale was strange.

"I have lived Alone beneath the earth for many years, and I have forgotten all my fathers and mothers and brothers and sisters. I only recall the great fungus like cavern columns and great snails and foul water and smells worse than death. I can

only tell you one thing: there is no other chaos in the world, for it is all there beneath the earth. I have only one dream: the Angry Ones must go there all together and wipe the stone clean.'

"Gerak Kag wanted nothing to do with this wretched creature, but he gave it to the Angry Ones, who laughed, but followed it for sport to the Great-Wet-Gray-Hole. They went all together down into that Great-Wet-Gray-Hole, and none emerged again, and the Mothers said their lost spirits howled in fear like babies. And Kag was afraid, and he swore that none should ever descend that Great-Wet-Gray-Hole again until the Final Days."

(Zorak Zorani of the Rubble have a tradition of the Great-Wet-Gray-Hole that is forbidden to them until the Final Days. Though no living troll has visited the site and returned to tell of it, its location is contained in a long code of prohibitions handed down orally through the Zorak Zorani priests of the Rubble through the centuries.)

Adapting to PC Party Strengths

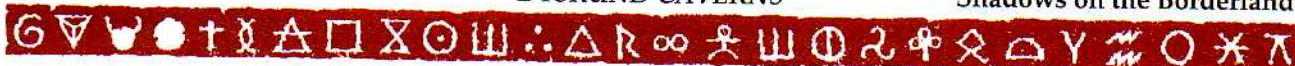
Inexperienced characters and cheerful adventuring roleplayers should be confronted with fragmented and disorganized defense and offense from the cavern antagonists. Attacks should be made piecemeal, and without shrewd use of cavern physical features. The natural perils of the cave may be enough to challenge some groups.

More experienced characters with moderate wargaming skills may be confronted with coherent tactics from the ogre clan and the Thanatar, but not as coordinated forces, and the principle NPC antagonist (Drueke) should prefer a rear echelon deployment, and timidly shrink from providing support for his troops.

Well-equipped, tough PCs and aggressive wargaming players should face opponents who use the terrain for hit-and-run tactics, who focus attacks on exposed individuals in difficult terrain (climbs, crack traverses, crawls), and who exploit Drueke's magical support resources with energy and ingenuity.

Prudent PC withdrawals to restore power and resources should find the chaotics and treasures absent when they return, or superb ambushes augmented by Muriah's troops.

Hazphar Pharates and the Field Team may enter the caverns as anything from aggressive antagonists to grudging allies. They may also deploy outside the caverns and bushwhack the PCs as they emerge.



Staging Tip: Thanatari like to take captives for later consecration as heads, and ogres save captives for the larder. This provides a rationale for capturing PCs rather than slaughtering them, and provides additional scenario incentive when PCs must be found and released from captivity.

Pola Stead

See the Dyskund Valley map on page 31.

The Pola family appear to be upstanding, Seven-Mothers-worshipping Carmanians and loyal citizens of the Empire come to the Grantlands to carve their own bit of civilization from the wilderness. In fact, the Polas are a family of ogres in league with Drueke, the Thanatar priest of Dyskund Caverns.

Nanni Pola and his family came to the Grantlands in 1617 with the first wave of immigrants. They received a land grant in a large remote valley in the Grantlands region called Red Cliff Domain. They planted cotton and used a large slave work force to run the plantation. In fact, Nanni buys more slaves than he needs, in particular young, healthy specimens to provide meat for the ogre clan. Nanni's cotton plantation is actually not very prosperous; the real source of the Pola's wealth derives from booty accumulated in Nanni's younger days. If questioned about the past, the Pola cover story is that they were lesser gentry driven from Carmania, ostensibly for politics, but actually because of ancient clan rivalries and personal vendettas. Their story is polished and airtight from the perspective of River of Cradles locals, and extremely persuasive even to a native Carmanian.

The Pola's masquerade is effective and convincing; their liege lord Duke Raus, their Grantlands neighbors, and the Morokanth slavers and traders all accept the Polas at face value. True, it is odd for civilized folk to deal with the Morokanth, but the Polas say it is a matter of principle, that Seven Mothers doctrine frowns upon unthinking prejudice against non-human creatures. Neighbors assume it is rather Nanni's pragmatic instinct for profit that compels him to deal with the Morokanth, but they acknowledge that he seems to prosper from it. The Polas are cordially accepted at social gatherings, seasonal fairs, and in the community of Seven Mothers worshippers, and Pola's daughter Aliuma is widely admired by the region's sporting youth.

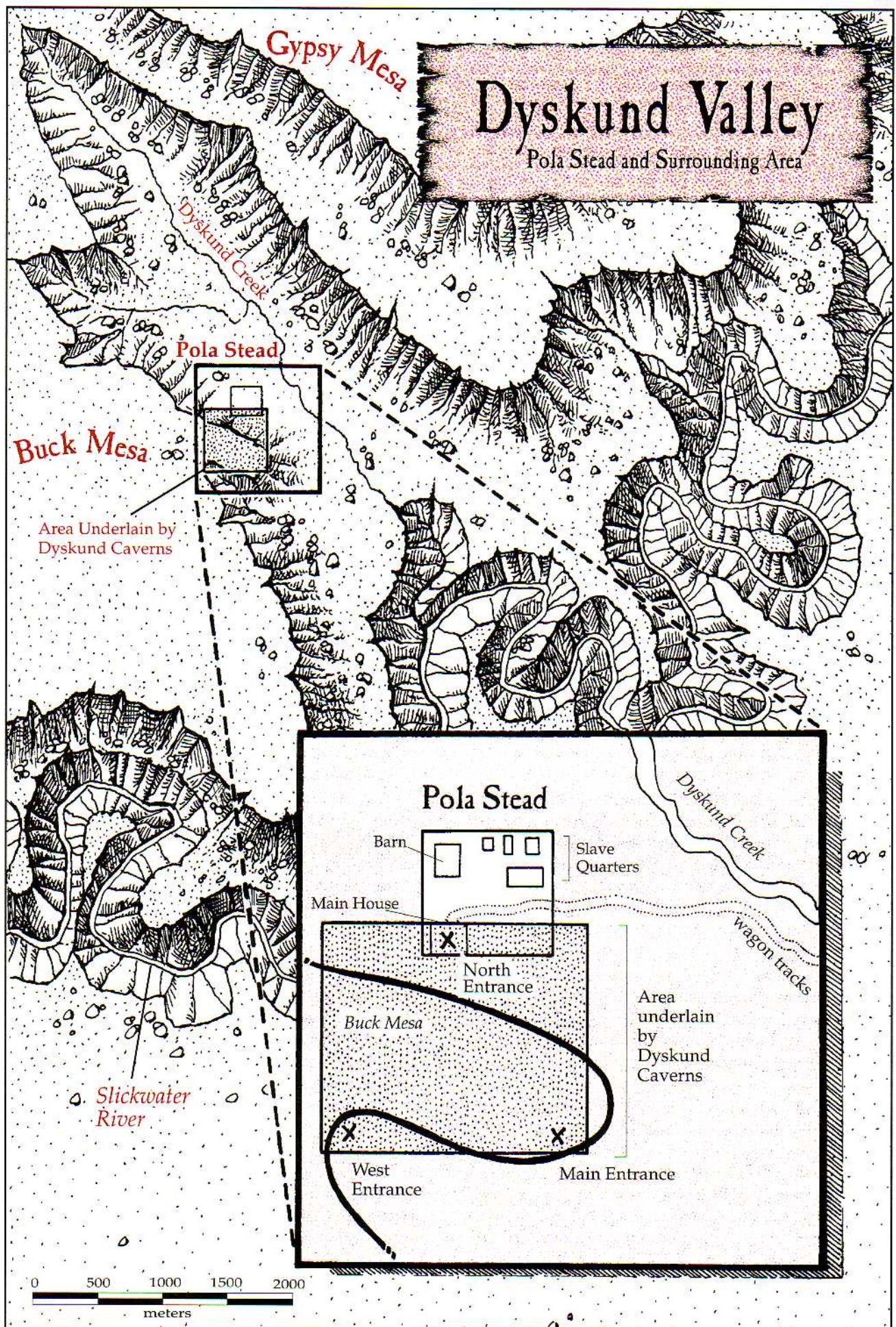
The player characters are also supposed to take the Polas at face value. Be careful not to draw undue attention to them as NPCs or your players

may suspect from the emphasis that you place on them that they may be more than they appear. Present the Polas as friendly NPC informants and allies. Encourage players to think the Polas are included in the scenario design to provide resources and local color for the PC party. If the PCs mention interest in a nearby cavern, Nanni admits that he was once a big cave crawler as a youth, and offers to help them improvise any gear, and gives them useful tips on caving. Thus the GM provides a useful service to the PCs while misdirecting them from the true identity of the ogres. Improvise freely with the Pola family, just as you would with unimportant NPCs provided for roleplaying opportunities. Aliuma flirts and teases young male PCs, and baits attractive female PCs. Mom Pola tries to fatten PCs up with hearty stew. (Hmm. What's in that stew?) Ken offers to take the PCs out hare hunting. Nanni wants to show farmer types the cotton plantation, and complains about the difficult climate and unreliable slave labor.

Do the PCs ever learn the Polas are ogres? The ogre clan's first priority is to maintain their imposture. They'll avoid risking any confrontation or revelation as long as possible, but if they think their secret is discovered, they immediately insure that no PCs leaves the valley alive with the secret. In many scenarios, the Polas may never make a single hostile act toward the PCs. In others, the ogres, Nanni in particular, may work against them behind the scenes while publicly appearing to help them. In some cases the ogres must directly attack and attempt to exterminate the PCs to preserve their secret identities.

(Note: If you like, play the Polas as straight Carmanian settlers, and eliminate the ogre subtext. This greatly simplifies the NPC interactions. In this case, Drueke is also the Primal Chaos priest presiding over the shrine in the Temple Hall and commanding the cavern's chaos creatures.)

Nanni Pola and Drueke: Drueke knew the Pola Clan years ago in Carmania and maintained the contact through his protege Ruventan Backer. When Drueke settled in Dyskund Cavern, he sent a message to Nanni through Ruventan describing the caverns and their dormant Primal Chaos shrine. Nanni, always treated as an outsider by Cacodemon cultists because of his Chaos Features, had often expressed a desire to become a priest of Primal Chaos. Drueke also hinted that there were great treasures in the caverns, that he would need Nanni as a conduit to sell those treasures, and that Nanni would receive a handsome profit in the





bargain. These opportunities, combined with a perfect refuge for his family in a remote frontier settlement, were sufficient to induce Nanni to bring his whole family to settle in Dyskund Valley. At present the traffic in treasures from the caverns is very small and is handled through Morokanth intermediaries, but in the future Nanni can use his trips to Pavis and Corflu to sell cotton as cover for his trading in cavern crystals and antiquities.

The Polas are also interested in the Black Rock ogre colony. Hadani and Nanni are certain that the colony will be exposed sooner or later, and the Polas hope to receive the fleeing children as wards. Ogres are not very fertile, and the ogre children are a potential treasure of immeasurable value. Hadani is the only contact with the Black Rock ogres, and is known to them only as "Ol' Granpa." If the ogre children are forced to flee Black Rock, Hadani has told them how to find Pola Stead. However, Hadani has not told the ogre children that the rest of the Polas are ogres. The ogre children are supposed to tell the Polas that they are pioneer children orphaned by a broo raid, and that they are looking for "Ol' Granpa," an old friend of their family.

Possible Clues to the Pola Ogres' Real Identity: A Storm Bull with Sense Chaos ability may come upon an unprepared Pola. If this happens, the Polas admit they have Chaos Features received unwittingly as the result of a curse or careless accident, and that they fled from Carmania to avoid persecution and start a new life in the wilderness. This won't interest an orthodox Storm Buller, but may enlist the sympathy of other characters.

The Morokanth traders and slavers that deal with Pola Stead are vaguely puzzled by the large volume of slave trade the Polas maintain. If a few Morokanth got together and compared notes, the large number of slaves that seem to disappear would be much more obvious. Morokanth make a policy of minding their own business, and would probably protect a good source of income, regardless of cult prejudices, but if carefully questioned by PCs, or offered coins or favors for information, Morokanth traders or slavers might reveal their suspicions.

A plantation raising flax and cotton for export is plausible, particularly with the inducements offered by the Lunar administration eager to stimulate trade through Corflu, but a close examination of the plantation by a qualified expert (e.g., an experienced farmer or critical success against World Lore) suggests that Pola Stead could hardly be a self-supporting business. However, the

Polas have considered this aspect of their cover story, and can offer persuasive explanations if confronted ("just getting started," "had some reverses initially," "have a tidy nest egg we brought from Carmania").

Ogre Cacodemon Skills and Spells: The Pola Clan Cacodemon Priests have 90%+ skills in Weapons, Devise, Hide, Track, and other bush-whacking skills. These skills are most appropriate in hunting the most Dangerous Prey — Man. The well-known assassination and disruption aspects of Cacodemon are primarily associated with urban cultists, or with initiation rites that demonstrate a prospective initiate's commitment to the cult.

Cacodemon divine spells include Extension, Mindlink, Sanctify, Spirit Block, Warding, Worship Cacodemon, Create Ghost, Detection Blank, and False Form. The Pola Cacodemon divine spells are renewed each season at a shrine in the North Bog or at summonings of the fiend on Ogre Island in the Big Rubble; during this time Hadani, Nanni, and/or Ken may be absent from the Stead, ostensibly on plantation business. The Polas are only peripherally involved in a secret project, currently pursued by many Cacodemon cultists in the Zola Fel basin, that proposes to rescue the Devil from beneath the Block by awakening the Eye of Wakboth and using it as a conduit to the fallen Devil. Many ogres believe this project is possible, citing the success of those who created the Red Goddess, but the Polas are skeptical, as are many better-educated and less-credulous ogres with civilized backgrounds.

When strangers arrive at the stead, ogres may cast Detection Blanks if circumstances warrant (e.g., if nomad visitors may include a Storm Bull, or if visitors seem overly inquisitive or snoopy). Traders, travelers, neighbors, the Duke's men, and most nomads who enter Dyskund Valley typically approach the house and identify themselves, usually in expectation of receiving hospitality and gossip, but at least in formal acknowledgement of the Polas' claim to the valley lowlands. Visitors who cross Pola lands but who do not introduce themselves make the Polas cautious and suspicious. Several times in the past, having seen intruders on the land, the ogres organized and tracked down the intruders, then slew them. If the intruders might be missed, accidental deaths or broo attacks were staged; otherwise the intruders might go into the larder. Occasionally a few members of the Pola clan go hunting humans, but always do it far from home. The Polas are very careful in taking plunder, usually taking only coin or common valuable goods, and avoiding dis-



tinctive or magical treasures, no matter how valuable, for fear they might be traced.

The Polas are known locally as enthusiastic and skilled hunters and trackers. The locals, however, believe the Polas hunt wild game and the occasional feral brood pack.

The Pola Ogre Clan Homestead

The following individuals may be encountered at Pola Stead or in the lands around Dyskund Valley. Profiles are found in the **GM Reference Pullout**.

Hadani Pola, 51-year-old ogre male, Carmanian-born, Cacodemon priest (Talon). Known to Black Rock ogre kids as "Ol' Granpa," Brother of Nanni. Polas call him "Uncle Haddie." Poses as a grey-haired, garrulous, eccentric old fart. Excellent physical condition, except for badly rotted teeth. Fond of family, especially Nanni, but can't understand why Nanni wastes his time on Primal Chaos and cave slime.

Nanni Pola, 42-year-old ogre male, Carmanian-born, Primal Chaos priest, Cacodemon priest (Talon), initiate of Thanatar. Skilled cave explorer. Two separate but apparently related chaos features:

1. Healing magic causes random tumorous growths equal to +1 SIZ per point of healing. Resists healing as an attack. Two ugly scars, one on neck, one on abdomen, where tumorous growths were removed through self-inflicted amateur surgery.
2. Exceptional healing. Natural healing from wounds occurs at a rate of 1d3 points at the end of each game turn.

Meakan (Mom) Pola, 39-year-old ogre female, Carmanian-born, Cacodemon initiate. Hefty farmwife, sunny disposition, full of good cheer.

Kennoma (Ken) Pola, 21-year-old ogre male, Carmanian-born, Cacodemon initiate, Primal Chaos initiate. Good-looking boy. One Chaos Feature: Cannot resist magic; all spells cast on him work automatically.

Aliuma Pola, 17-year-old ogre female, Carmanian-born, Cacodemon initiate. Sparking sexuality, dim bulb. Flirtatious, mercurial, silly with men. Aggressively competitive and catty toward young women.

Twenty slaves, most of nomad and riverfolk heritage, including a few Orlanthi sentenced to slavery for crimes or debts. None wear POW-limiting slave bracelets, but all wear at least the brand of the Morokanth dealer and the Pola Stead brand, and some who have had other owners have additional brands as well. Nanni selects slaves for

stupidity, tractability, and toothsome-ness.

The PCs may seek the slaves as informants or may even attempt to rescue or free them. None of the slaves suspect anything unusual about the Polas, and most feel the Polas treat them very well. Most slaves are resigned to their fates, though some may complain of unfair legal judgements or cruel abductions by Morokanth. In general the slaves are inferior specimens, with obvious defects of character, personality, and especially intelligence. None of the slaves find the rapid turnover of slaves at Pola Stead remarkable; those who think about it assume that Nanni is turning around and reselling slaves to other settlers for a profit. Most civilized folk don't like to deal with the Morokanth slavers, and Nanni does resell enough slaves to make this assumption plausible. In fact, however, between slaves purchased who go directly into the larder and slaves "sold across the valley," the ogre clan consumes between three and six humans as meat animals each season.

Pola Stead and Environs

Pola Stead lies in the valley of Dyskund Creek between Buck and Gypsy Mesa in the high ground north of Slickwater Canyon. The stead is 10 kilometers north-northeast of Weis and six kilometers west of North Bog. By the best route (Zola Fel to Weis Cut to a trail from Weis Village to Pola Stead) travel on foot or mounted from Weis takes about four hours; the terrain is rugged and cut by canyons and ravines.

The Main House: Like most frontier steads, the house is a defensible two-story stone and adobe affair built around a central courtyard. The only remarkable thing about this house is its location on low ground that looks like it might flood in the wet season. If noted by PCs, Nanni admits the location was a mistake; in fact, the stead was built here atop the North Entrance to Dyskund Caverns. Access is through a trap door in ground-level storage to a cold cellar. The cavern entrance is in the floor of the cold cellar. Normally the natural entrance to the cavern passage is unconcealed, but if the PCs seem snoop, the Polas might conceal the passage with piled grain and stores. (The human meat larder is kept in the entrance to this cavern passage.)

The Barn: The Polas own and ride horses that are stabled in the barn. Farming or World Lore tests might note that the Polas only keep sheep, and no other meat livestock — unusual among Grantlands settlers.

Slave Quarters: At night slaves are locked in these adobe huts. Runaways are fairly common in



the Valley, but are usually quickly recovered by the owner or professional finders. Torture and corporal punishment are common and harsh for returned runaways.

Stone Enclosures: The stead's buildings are enclosed by meter-high stone fences.

NPC Staging Notes

Drueke, the Thanatar priest, is clearly a broo and chaos worshipper, and as such obviously an enemy of the PCs. The other major NPCs, the Pola family and the Carmanian sorcerer Hazphar Pharates, are not so easily discerned as PC enemies or allies.

The Pola Clan: When first encountered, the Polas appear to be friendly farmer-frontiersmen, innocent and eager to assist the PCs for the sake of hospitality and curiosity. Depending on circumstances, the ogres may attempt to maintain this imposture throughout the scenario, and the PCs may leave Dyskund without learning the Pola clan's true nature. On the other hand, if Nanni believes he can eliminate the entire PC party and maintain the secrets of Dyskund Caverns, he may work against the PCs, at first subtly and covertly, then later openly. If the PCs learn that the Pola clan are ogres, the clan must of course make every effort to eliminate the PCs to preserve their anonymity, or must flee, abandoning the comforts of Pola Stead and the potential wealth and magical power of Dyskund Caverns.

The Field Team: Hazphar Pharates and the Field Team, on the other hand, usually appear to the PCs as antagonists eager to rob them of the fruits of their labors in Dyskund Cavern. However, Pharates is an amiable and reasonable antagonist who has no desire to inflict unnecessary suffering on the PCs, so long as he gets what he wants. In fact, he is really only interested in documents and information about the caves, and is content to steal only enough from the PCs to satisfy the modest greed of the Antelope riders and their commander. Ideally, he would prefer not to have the PCs as enemies; he is only likely to use deadly force against the PCs in self-defense, or if the PCs seem inclined to be vengeful rather than accepting of their misfortune. Moreover, if the PCs learn that the Pola clan are ogres, or that Drueke the Thanatar priest, Hazphar's old enemy, is in the caverns, Hazphar is likely to join forces with the PCs, so long as the alliance is on his terms.

In each case, the roles the Polas and Hazphar play in the scenario depend on the actions of the PCs and the progression of the plot, and are likely to change during the course of the scenario. The



Drueke the Thanatar Priest and his Guardian Rahmaso

gradual revelation of each NPC's character, and the part the PC's actions have in determining how that character is expressed, is a delicious opportunity for irony, suspense, and reversal in the development of the scenario.

Drueke and the Thanatar Cult: Drueke's Carmanian parents sought many blessings for their infant child at a Primal Chaos altar. As a result, Drueke appears to be a broo with features like a bear or huge bipedal dog. Raised in fosterage in a Carmanian Thanatar complex after the death of his parents, Drueke became a noted scholar and protege of a young but powerful priest. After several years of careful plotting and planning, Drueke slew his mentor and enchanted his head, thus assuming control of his former mentor's own living heads. Drueke then fled the complex with four followers and several jars of priceless scrolls from the complex's library.

In 1611 Drueke took possession of an inactive Second Age Thanatar shrine revealed to him in the scrolls he had stolen. This ancient shrine, now active, and under Drueke's control, lies in Dyskund Caverns.

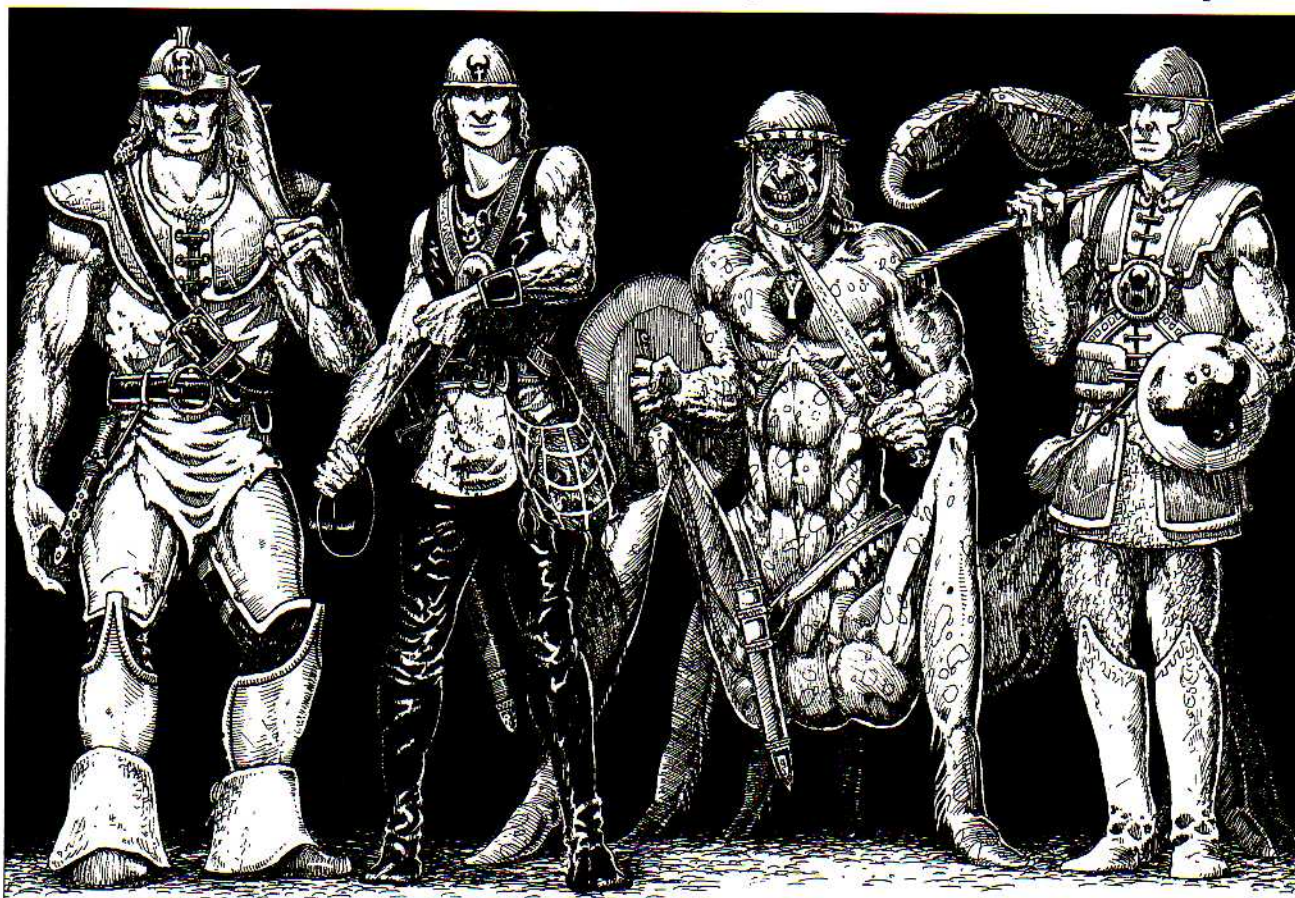


Drueke has avoided contact with other Thanatar cultists of the Prax and Wastelands regions, intending to establish his own temple and following. Thanatar worship in this part of Genertela is centered at the great Than Ulbar complex in the Tunneled Hills of the Wastelands. Vulture Country is the western limit of Than Ulbar's influence; in Vulture's Country, only a few bands of broos are dedicated to Thanatar, and their skill and enthusiasm for mayhem far exceeds the orthodoxy of their cult ritual and ceremony. Drueke believes the Cradles valley to be virgin territory for exploitation by Thanatar cultists. Though he has been in the region for only a decade, he has discovered no evidence of organized Thanatar worship here. (Note, however, that such secret activity might be difficult to discover, even for a cultist.)

Among the scrolls Drueke stole from the Carmanian complex he found ancient maps indicating Second Age Thanatar cult sites. Among the sites listed was the Dyskund Caverns, a site associated with magical crystals identified as the Blood of Tien. Of further interest to Drueke was the fact that Dyskund also was noted as the site of Vivamort worship.

Drueke's life ambition is to discover the secrets of the Vivamort cult, and to secure for himself and his followers the mysteries and miracles of Vivamort corporeal immortality. Vivamort's powers and rituals are as much a secret to other chaos cultists as they are to the public at large, and a secret the Thanatari have always envied and desired. Drueke hopes the Second Age Vivamort shrine in Dyskund Cavern may provide access to the Vivamort cult's secrets. Specifically, Drueke wants to attempt to make a Thanatar head from a vampire. Nowhere in Thanatar records has Drueke found any reference to such a feat, but Drueke believes he has discovered a perfect opportunity.

Twelve crystal sepulchers in the ancient Vivamort shrine of Dyskund Caverns appear to have vampires within them. Unfortunately, access to those sepulchers is guarded by countless undead skeletons, zombies, and ghosts. Drueke believes that if he can destroy or control those undead guardians and reach the sepulchers, inside he will find exquisitely weakened vampires. He hopes to take one of these vampires for a Thanatar head, or, failing that, he intends to purchase his acceptance into the Vivamort cult by promising to bring the blood of life to the famished vampires.



Doom Seekers Ruventan Backer, Mogo the Scorpionman, Aven Lekheni, and Vanny Muna



Unfortunately, despite years of careful study of Thanatar documents and head archives, Drueke has been unable to discover much about the Vivamort cult or its rituals, and he is reluctant to tamper with the sepulchers when hampered by such comprehensive ignorance.

In establishing his Thanatar temple here, Drueke is taking the long view. He is making no effort to proselytize, and he is only performing those Thanatar rites absolutely essential to maintaining the shrine as an active worship site. He is putting most of his energy into the riddle of the Vivamort cult. His followers — Ruventan Backer, an ogre; Mogo, a scorpionman; and two humans, Vaen Lekehni and Vanny Muna — came to Dyskund with Drueke from the Carmanian complex. All are apparently content with their lot here, Backer because of his social ties to the Pola family, Mogo because of his modest wit and ambition, and Aven and Vanny because of their lack of ambitions.

If undisturbed, Drueke would gladly avoid all contact with the outside world for decades to come. However, he maintains two links with the outside: Nanni and the Pola clan, and Woroshi, an Atyar cultist in Muriah's brood band (see *A Tale to Tell*, p. 71). Woroshi is a restless wanderer from the mysterious East; he has served as a go-between in communications between Drueke and Muriah, and is fostering romantic connections between the two chaos cult priests. Woroshi, though initially a loyal-enough follower of Muriah, is mightily impressed with the scholarship and sophistication of Drueke, and may be swayed to Drueke's camp if there is a dispute between Muriah and Drueke.

Drueke has peculiarly contradictory impulses concerning keeping the location of Dyskund Caverns secret. On one hand, his cult traditionally conceals the location of their complexes very carefully, and Drueke is aware that anti-Chaos crusaders could pose a serious threat if they were to discover the caverns. On the other hand, Drueke has received visions he attributes to Thanatar encouraging him to invite unwitting victims into the caverns as a spider invites her prey into her web. He especially appreciates his cult's long and ruthless conflict with the Lhankor Mhy cult, and he eagerly anticipates matching wits with Grey Sages, and looks forward to adding their heads to his collection.

As a result, Drueke may go out of his way to make it easy for adventurers to find the caverns. He believes that he and his followers, combined with Nanni, the tame chaos creatures, and the natural hazards of the caverns, are more than a

match for the best of adventuring parties. At worst, Drueke is sure he can gather his valuables and escape out his back entrance, only to return again when the caverns are no longer guarded.

Ruventan Backer: Backer's loyalties are currently divided between the Thanatar cult and the Pola ogre clan. Backer joined Thanatar for the power it promised, and though he appreciates the scale of Drueke's ambition in securing a vampire's immortality, lately he has begun to doubt Drueke's chances of success. At the same time, he has become fast friends with Nanni, and has begun to entertain hopes that he might be accepted into Nanni's clan as the husband of Aliuma Pola.

Ruventan may pretend to be an unwilling captive of the Thanatari. He will kill any living captives, lay down among them, poke two self-inflicted wounds in himself, partially heal them, and pretend to be a trader captured, too afraid to escape.

Mogo the Scorpionman: Mogo is bellicose and territorial. All his small intellect is dedicated to being a fierce warrior. His small emotional resources are concentrated on protecting his turf and his treasure. Appreciating Mogo's limited abilities, Drueke uses Mogo as a guard and watchman. Mogo is very slow to respond to Drueke's orders, and he ignores Ruventan completely, though he will not harm Ruventan. Mogo is extremely willful and aggressive, but Drueke has some authority over him as a result of cult conditioning. He is also a good beast of burden, if persuaded that he will receive treasure in return. Mogo's greed for possessions is a possible channel for bribes or lures; he is just cunning enough to be wary of large numbers of humans, especially after he has been injured, and he may make demands for treasure in return for permission to cross his territory. He prizes all weapons, shields, and armor, regardless of whether he can use them or not.

Caverns Expeditions

Reading the Cavern Maps

Ceiling height is indicated in height in meters within a circle. Squeezes size codes are shown within a triangle. In passages and chambers assume height is proportional to width unless otherwise specified.

Readied Weapons, Tools, Lights, and Armor

Make players conscious of PC-readied items and armor at all times. Ask players to pantomime readied items. For example:



GM: Readied status, everyone? Still room to move in your armor here. You still have your helms off and hung from your belts so you can see and hear, remember.

PC#1: Right. Harada's in front, torch in left hand (gestures), broadsword in right (gestures).

GM: The ceiling of this passage drops to one meter high — crawl time.

PC#1: Bah. Okay. Harada crouches, holds the torch hand out like this (gestures), presses her back to the passage ceiling for support, and uses her sword hand for balance. (Player demonstrates.)

GM: Cool. You others?

PC#2: Torch, left hand; short spear, right hand.

PC#3: Crossbow cradled like this (demonstrates), shoulder on wall to steady me, aimed into the darkness beyond Harada's torchlight.

PC#4: Torch (waves left hand), short sword (waves right hand), looking back down passage.

GM: Good. Okay, Harada, up ahead the ceiling slopes down even farther, down to 30 centimeters or so. Looks real tight.

PC#1: Swell. Off with the cuirbouilli hauberk, right?

GM: Might have to scramble back a bit to the higher ceiling to do that quickly.

PC#1: Forget it. Zozka, up front here. You're smaller; you might fit armor and all. Take a quick look and come right back.

Cavern Movement and Combat

Review "Unfavorable Environments," "Darkness," (*RQ Deluxe, Player Book*, pp. 53-54) with your players. Specify who has light sources at all times, and the area they illuminate. Encourage players to discuss what their PCs' reactions will be in an emergency, and to establish drills or standard reaction responses. Improvise movement rate adjustments for crawls, steep slopes, and other problems of movement in cavern terrain. Because of the exceptional absence of noise in waterless cavern areas, note that a quiet listener can hear someone approach easily; on the other hand, where water flows, the noise may cover most sounds of movement. In general, rely on common sense and dramatic staging more than narrow interpretation of game rules, since many of the interesting problems of cavern exploration are interesting because they are impossible to write hard rules for. Encourage the players to get into the spirit of cave crawls, and don't punish them with fiddling rules details as long as they are careful and sensible.

Encourage players to anticipate and discuss the difficulties of movement, scouting, and combat

engagement in cavern terrain. Emphasize the overwhelming advantage of surprise, ambush, and defensive positions in such difficult terrain, particularly when crawling through squeezes or dangling from ropes. Make clear how low ceilings, twisting passages, and poor lighting affects spell and missile targeting and missile trajectories. Reward shrewd and careful plans and tactics.

Sumps and Pools

A sump is a cavern passage completely flooded to the passage ceiling. Movement underwater in the total darkness of a cavern should be terrifying and obviously dangerous, particularly if the character is negotiating a squeeze. Review "Unfavorable Environments," "Underwater," (*RQ Deluxe, Player Book*, p. 54) and "Asphyxiation" (*RQ Deluxe, Player Book*, p. 80-81).

Squeezes

Cavern passages too narrow or constricted to permit free travel are called "squeezes." The following guidelines for judging what may safely pass through a squeeze should be adjusted by the GM to suit common sense.

On cavern maps squeezes are shown by a squeeze code which indicates the largest SIZ character who may pass the squeeze without risk of getting stuck, so long as the character wears no armor. The following table summarizes the risk of getting stuck in a squeeze for characters larger than the listed size.

Risk of Getting Stuck in Squeezes

SIZ = Squeeze Code: no risk
 SIZ = Squeeze Code +1: 05%
 SIZ = Squeeze Code +2: 20%
 SIZ = Squeeze Code +3: 50%
 SIZ = Squeeze Code +4: 80%
 SIZ = Squeeze Code +5: 95%

Penalties for Armor Encumbrance: If a character trying to pass a squeeze wears armor, his SIZ is counted as one point larger for each point of encumbrance worn on his body, with half points of encumbrance rounded up. For example, a SIZ 12 character wearing leather armor worth 1.5 ENC is treated as if he were SIZ 14 for the purpose of determining whether he gets stuck passing a squeeze.

Any squeeze smaller than 8 prohibits the passage of large shields, long spears, bulky pieces of plate armor, or any other piece of equipment deemed too bulky to pass.



Stuck in a Squeeze: If a character gets stuck in a squeeze, he has three chances to get unstuck, each of which takes 2d6 rounds. The percentage chance to get unstuck is POW x 5%. If a character fails all three rolls, he is trapped.

Trapped in a Squeeze: To free a trapped character, test the STR of all characters attempting to pull the character from the squeeze (including the STR of the trapped character) vs. 20. A success indicates the character has been pulled free; failure indicates the character remains stuck. Each attempt to free a character causes three points of damage to the trapped character, with each individual point of damage distributed randomly to body locations. Each attempt takes a full turn. Adding the STR of those assisting presumes plausible access to the victim, at the GM's discretion, whether pushing, pulling, or hauling on ropes. The number of attempts that may be made is not limited. Attempts may be made even if the trapped character is dead.

PC Bright Ideas

Every setting has the potential for inspiring PC "bright ideas" — that is, experiments inspired by

perverse, primate curiosity. Many bright ideas are inspired by plot and setting details of no significance to the scenario, and might therefore be regarded as irrelevant digressions by GMs and fellow players. Brilliant GMs realize that these peripheral experiments are great opportunities for PC and GM improvisations with relatively little risk for PC or adventure. Here are a few examples.

"There's a narrow crack in the wall here."

"How wide is it?" "Too small to stick your hand in." This inspires improvised problem-solving. How many ways can PCs figure out to explore the crack? Having discovered an interesting object within, how do they get it out? Clever GMs will describe such a crack in an exaggeratedly offhand manner in a chamber that has been clearly occupied, or, more subtle yet, in a chamber where there is no evidence of passage. And something is probably shining deep in the crack if light is directed there. Maybe a crystal. Or a packrat's hoard. Or a micro gorp.

"The roof of the chamber is about 15 meters above you." **"Is there anything interesting there?" "Well, now that you mention it, there is an odd formation like a handful of jackstraws,**



Into the Darkness



and it looks like a piece of fabric caught there.” How do PCs manage to get up there? Do they toss things at the formation? What’s there? Leakage from a crack to the surface? A cache of coin or documents placed there by 2nd Age vampires? A magical sorcerous warding enchantment that conceals sacred paintings on the ceiling? A dried bat corpse? A nest of blind cave wasps?

Dyskund Caverns: Map Key and Descriptions

See the color pullout map “Dyskund Caverns.”

A: The Main Entrance

See the “Main Entrance” diagram nearby.

The Main Entrance is a deep shaft on a flank of Buck Mesa, with clear views south across the Slickwater Valley and east across Dyskund Valley. The shaft itself is concealed by tall grass until you are within a few meters. Several mature white-wood trees grow near the shaft opening.

This entrance is not used at present, and no trace of passage is found. The rock is unmarked. A thorough investigation reveals no evidence that this entrance to the cave has ever been used. (Ancient access equipment was well concealed, and though ogres have used this entrance several years ago, they left no trace that survived weathering.)

The drop to the first ledge is 25m, to the second ledge 15m, and the third ledge 20m. A climb without magical aid or equipment would be impossible; the bare limestone walls of the shaft are smooth and slick with moisture, and often have negative slopes. With ropes and skill the descent is relatively easy, though fatiguing. For inexperienced climbers, gung-ho warriors with full kit, or fat scholars, the descent should be a nightmare.

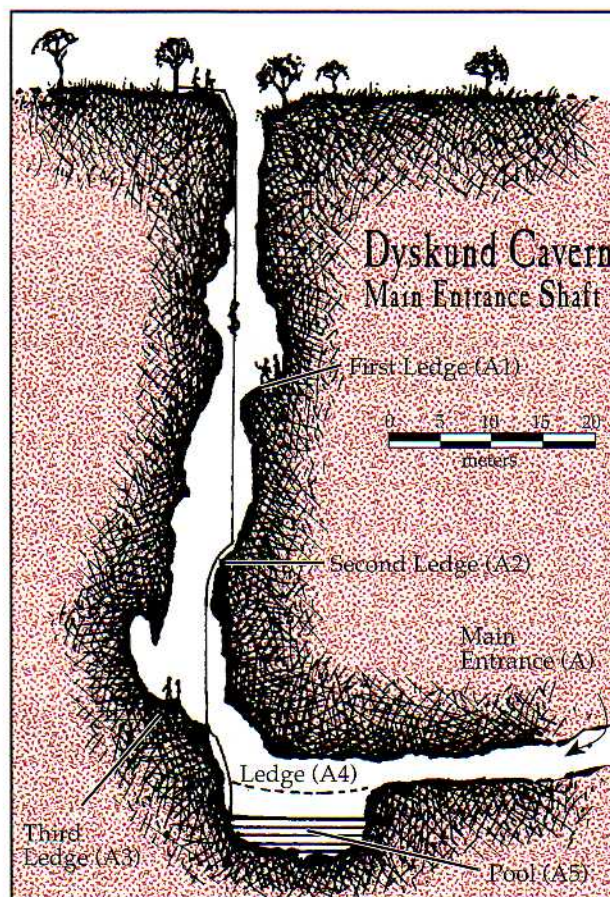
Treat this episode as a problem-solving and wilderness travel encounter. You will be setting the tone for the entire cavern expedition in this episode. Study the Main Entrance diagram. Visualize the PCs’ equipment and encumbrance. Ask players to carefully outline their procedures. Imagine what can go wrong, and impress your players with how dangerous something going wrong is to someone dangling from a rope in a deep hole. Encourage players to identify with their characters, and to roleplay fear. If satisfied with their caution and precautions, assure them that they do not face death, though fumbles may cause mishaps, injuries, and severe inconvenience. If

impressed with their carelessness and inadequate appreciation of the risk, use several mishaps on the very first character to make the dangers more vivid.

If you and your players realistically believe that their characters are so inexperienced and ill-equipped that such a shaft descent would seem impossible to them, use Nanni as a helpful informant to explain procedures and improvise climbing equipment from farm tools and rope. Nanni may also accompany the PCs as an expert guide; his motivation is to gain the PCs’ trust, confident that he can abandon or trap the PCs in the caverns once underground if necessary.

Sample Mishaps

- Your foot slips, and you slap against the rock wall. Your strike the wall face first, bite your lip and loosen your teeth. You stain your tunic with spots of blood. (1 pt. of damage in the head.)
- As you are being lowered, a boot snags in a rock cleft. Now what? (The PC yells to stop lowering. All above and lowering test Listen to stop. If stopped, take 1 point of damage for a sprained ankle. If still lowering, test DEX x 5 or drop something, and take 1d3 in leg.)



Shaft Cross-Section, Main Entrance



- You push off from a rock spike and start spinning. Test DEX x 3 to stop. (Stop spinning in any case, but if DEX x 3 fails, take 1 point of damage in arm or leg used to stop.)

- The rope snags in a rock cleft. Your weight prevents lowering, and the snag prevents raising. You must figure out how to support your weight on the rock wall while tugging the rope clear.

This presumes the persons lowering the rope know what they are doing. (Test Climb skill where appropriate.) A climb skill of 75% assures no major mishaps without a fumble. A Climb skill of 50% or lower means a serious risk of PC fatality; warn players that the situation looks potentially deadly.

If PCs are lowering themselves, test STR x 5 every three meters. One failure is a warning; test Climb; a fumble means a serious mishap. You cannot rest on the rope without extraordinary measures (Gluing to wall, or anything that takes the full weight of PC and gear). Rest is possible at the ledges. The second STR failure and a Climb failure means a fall. Presuming the rope is secure, the fall is only 1d3 meters. (If the rope isn't secured to the PC, kill him.)

Encumbrance reduces STR and DEX tests by 5% per ENC. Nothing may be held in hands. Persistence in holding something in hands means DEX test, then smashing into the wall, spinning, or dropping the item.

Magic is the only safe weapon to use while descending. An ambush at the bottom is unlikely (i.e., a fiendish GM improvisation).

Ascent is a different problem. Successful Devise tests at high penalties or excellent equipment and experience may permit crude pulley rigs. Hauling dead weights up is very slow; test many times for mishaps and lost gigs.

The ledge above the pool (A4) is no serious risk (test Climb; fail and test DEX x 5; fail and fall into pool). The pool is 3m deep; use Swim rules. The ledge is a tactical choke point for chaotics blocking exits or defending the caverns from entrance. Nanni can deploy walktapi, gorp, and dragonsnails to block the access. The pool itself is an excellent ambush site for Nanni's gorp and walktapi.

B. The Three Sisters Hall

A very faint glimmer of light enters this chamber from a small opening high in the chamber ceiling, revealing three tall, free-standing columns once known as the Three Sisters. Bats sleep here during the day and range out at dusk. PCs seeking cavern entrances may see the bats at dusk and trace them to the small opening, but access here is impossible

without excavation of hundreds of cubic meters of limestone bedrock. The thick odor of bat guano mingles with and covers the yeasty odors of the Chaos Garden ahead.

C. The Chaos Garden

As the garden is approached through any passage, a warm, moist, bakery yeast smell becomes gradually stronger until it is almost overpowering. The throat burns and a sour-sweet vomitlike taste strikes the tongue.

In the Second Age chaotic vegetation was cultivated in this huge chamber by the Thanatari colonists, producing sufficient food for the shrine's worshippers and scholars and additional vegetable matter to dry as travel provisions and fodder for domesticated monsters. Remarkable Darklight enchantments on the ceiling of the chamber burn an ever-replenishing fuel of cave lichen, providing an eternal source of nourishing Darklight to the peculiar chaos-tainted cave vegetation. Non-Thanatari do not perceive Darklight, but an acrid stench of burnt lichen hangs in the air along with an unexpected high humidity warmth. Sense Chaos is always successful here, with profound and disquieting sensations. Storm Bulls usually feel an irresistible compulsion to empty the entire chamber (a task akin to harvesting a barley field with a sewing needle).

The Hall itself is completely filled with an impenetrable tangle of lush, pulpy, translucent vegetation. The forms are infinitely varied; some resemble normal plants, other are more like fluid-filled bags or rubbery stones. Many forms pulse with pumping fluids or shiver with nervous energy. Many exhibit the phototropism of normal plants as they reach upward toward the Darklights on the chamber ceiling. Some tall, spindly stalks reach a dozen meters in the air, then tumble over to decay amidst the tangle. Fungi and mushrooms of normal but gargantuan form are common, with fat, semi-rigid trunks beneath spreading toadstool umbrellas and sprawling multi-colored masses of glistening, pulpy matter. Low areas of the floor are awash with noisome fluids and semi-aquatic chaos growths, and long tendrils extend through the understory like vine tangles. Sightless rubble runners and carnivorous bugs up to a meter long scoot through the mess, gobbling up smaller and less-identifiable animals. The sense of sound and motion is pervasive; the impression is as though something is always stalking or fleeing.

Passage across the chamber would be like cutting your way through a dense jungle, but



paths around the perimeters are clear, providing evidence that something large travels through this area regularly. (Nanni runs the dragonsnails along the edges of the chamber to keep the way clear; no tracks are discernable, but the slime is clear evidence of dragonsnail passage to those who know chaos.) In the Second Age several areas of the chamber were occupied by small village-like clusters of private Thanatari dwellings constructed from timberlike vegetative structures. These sites are now overgrown by chaos vegetable matter, but a determined and curious scholar who gains a high viewpoint may look down and see these areas distinguished by lower growths. Clearing and excavation reveals only lost and discarded durable artifacts like Second Age coins, broken pottery, clay writing tablets, and so on — worthless junk to most folk, but to a scholar precious historical treasures and evidence of earlier occupation.

The Deep Shaft (C1) drops directly to the East Chamber (H9) of the Thanatar Shrine. The Thanatari do not use this route, but the path along the north wall of the Garden chamber passes the shaft. A pulley and ropes are rigged here for

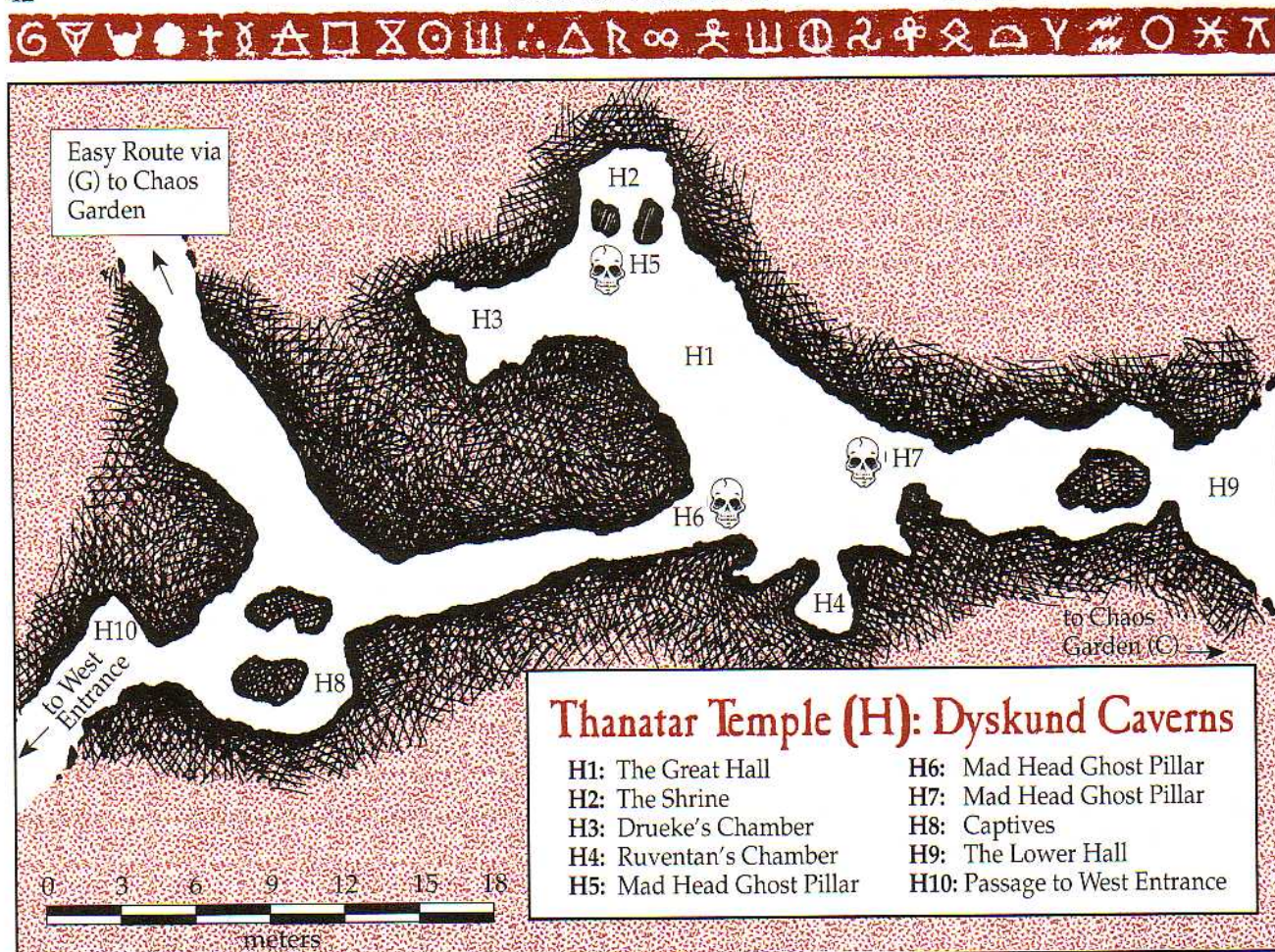
lowering food to the shrine level. The 12-meter free climb from shrine to Garden is slow (3r/3m; test each 3m), but relatively safe (no fall of more than 3m). A rope ascent or descent (using the pulleys) is faster (1r/3m; test each 3m) but more dangerous, since it runs straight from shrine floor to the Garden above (possible maximum fall, 12m).

D. The Stone Pines

Along these passages several rock formations resemble Christmas-tree-shaped conifers. The passage floors are very rough (movement $\frac{1}{4}$) and slope upward toward the south. A successful Scan detects faint movement of air southward at night and northward during the day. Two small openings to the outside are impassable, but admit faint light by day. Rubble runner nests are found in the southernmost passages, and their colonies aggressively attack intruders. Concealed behind one of the stone pines formation near the southern limits of the passages is Ruventan Backer's private cache: a sack containing 115L and two magical Blood Crystals (see p. 50), an Ink Star and a Martyr Ruby.



The Chaos Garden



E. Entrance Shaft to the Dark City

The floor here is strewn with tiny translucent crystals (Scan -50) — rock salt left here to discourage the dragonsnails from the lower chambers from plundering the chaos garden. (Salt dissolves the slime trail that the snails travel on and burns their soft dorsal tissues.) The drop to the Intermediate level is a difficult Climb of 12m. Only the southernmost of the two descending passages leads all the way to the Lower Level. A long shelf running east to west in this passage drops to the Lower Level with another difficult Climb of 12m. A successful Scan reveals increasingly warm, moist air rising from below.

F. The Dark City

The Lower Level is partially flooded by seeps and hot pools. Various types of algae and fungus thrive in this warm, moist, mineral-rich environment, and the water is thick and soupy with brilliant, multicolored fibrous growths. The smell is faint and sweet until the pools are disturbed, when fetid, sulphurous gases are released. When Tracking, the only evidences of passage here are broad swaths of slime and disturbed growths along countless dragonsnail trails. Nanni only

rarely travels here, and then he summons and rides dragonsnails or is carried by walktapi.

The entire area south of the Canal is the **Snail Hall (F1)** — the province of a thriving dragonsnail colony. Food is abundant (algal hot pools, blind snakes, and Chaos vegetation), and there are no predators, so many specimens have grown to enormous size. On the other hand, long centuries of security and abundant food have made these dragonsnails less aggressive; unless disturbed, there is only a 10% chance that any dragonsnail will attack. Dragonsnails are thick on the passage floors, walls, and ceiling here. At any point in the colony, 2d6 dragonsnails of randomly determined size are visible (see **GM Reference Pullout**, p. 11, for creature profiles). It may even be possible to ford pools by hopping from shell to shell. Storm Bulls may perish from exhaustion in cult-inspired frenzies of chaos-slaying here, but it is like shooting fish in a barrel. **The West Passages (F2)** are an extension of the Snail Hall, and identical in physical features, flora, and fauna.

The Canal (F3) is a long north-south passage filled almost to the ceiling by a hot pool. The smell of sulphurous minerals is strong here, vegetation does not grow, and none of the Lower-level fauna



willingly travel here, not even the dragonsnails. (Under Nanni's command, however, both walktapi and dragonsnails will pass here.) Gorp, however, thrive here, and throughout the flooded chambers and pools to the north. The presence of gorp is obvious, since one or two small gorp always hang exposed on the ceiling above the flooded Canal, but the water is cloudy and opaque, and PCs should find the prospect of passage here daunting.

The **North Passages (F4)** have features and flora like the Snail Halls and the West Passages, but there are no dragonsnails or other fauna.

G. Mogo the Scorpionman

Mogo is dull-witted, but extremely territorial. He has claimed this passage leading to the Thanatar shrine as his own, and only grudgingly permits Drueke and Ruventan passage. He always charges and menaces intruders, even Drueke and Ruventan (which may provide plausibility to Ruventan's imposture as a captive). Encounters with Mogo are always noisy. Aside from the clatter of his legs and equipment, he always shouts at the top of his lungs, thus providing anyone in the **Shrine (H)** with warning of approach. Mogo's nest contains his cache of weapons, shields, and armor.

H. The Thanatar Temple

See the diagram nearby. Thanatar occupation here dates from the Second Age. The passages are relatively narrow, but the ceilings tower two and three times the width of the corridors and chambers. The only man-made structures are the **Shrine** itself (**H1**) and the badly damaged decorated plaster walls in the **Lower Hall (H9)**.

Areas (H1) through (H7) are illuminated by Darklight enchantments, so Thanatar cultists can observe and target spells and missiles here without penalty. The walls and ceilings are caked with soot from torches burnt for centuries in the Second Age, and the smell of torches burning is strong, though the Darklight the torches shed is not visible.

The approach to the **Great Hall (H1)** is guarded by Mad Head Ghosts bound to skulls set in pillars. Any non-cultists not wearing a Thanatar Protective Talisman (see Thanatar Cult, p. 79) that passes within 20 meters of these pillars is attacked by the ghosts. Drueke and Ruventan are usually found here eating, sleeping, or working on transcriptions and documents.

Drueke's Tactics: When disturbed by intruders, Drueke gathers his guardian, loads the guardian

with heads 5-9 and a knapsack of scrolls, and makes for the passage leading to the **West Entrance (H10)**. Here he skirmishes with intruders to determine their strength, then flees or attacks, balancing an appetite for collecting more useful heads with an absolute instinct for flight and survival. Deploying spirits to deter pursuit, Drueke can use his knowledge of the terrain to frustrate pursuit. If desperate, he takes heads 5-9 and the knapsack from the guardian and sacrifices him to delay attackers. If he chooses to attack, he reserves his deadly magic for aggressive fighters and sends his best spirits to possess scholars and magic specialists.

Ruventan's Tactics: Ruventan usually withdraws to the east, sending Aven and Vanny ahead to escape via the ropes leading to the **Chaos Garden (C)** by way of the **Deep Shaft (C1)**. He fires missiles and casts spells at intruders as they enter the Darklight-illuminated Shrine. He snipes from cover as long as his security is absolutely assured, but at the first sign of trouble he follows the other cultists up the Deep Shaft to the Chaos Garden. Then, depending on how fierce the pursuit, Ruventan either retrieves his cache from the Stone Pines and heads for the North Entrance to warn the ogre clan, or he joins the other cultists and plans a hit-and-run sniping campaign amongst the jungle-like growths of the Chaos Garden. Unless he is confident of killing or capturing every intruder, he is likely to escape rather than organize a desperate defense of the shrine.

H1: The Great Hall. Once this was the communal scriptorium and refectory of the Second Age Thanatari community. Now the dilapidated trestle tables and benches have been shoved aside, and the wooden crates along the wall that served as library shelves are mostly empty. Drueke and the initiates have retrieved the least-rickety table and benches and dragged them near the shrine as a scholars' desk, and the crate nearby contains several rolls of papyrus paper and several dozen sheets of parchments. The table is provided with Darklight-enchanted lamps and quills and ink. In the crate the Thanatari store their current transcriptions from cult heads and Drueke's scrolls containing recopied portions of the documents stolen from the Carmanian Thanatar complex. Drueke always takes these scrolls with him when fleeing intruders.

H2: The Shrine. Between two towering natural columns the Second Age Thanatari built a triumphal arch at the access to the Shrine. The arch is carved limestone with human skulls; the style is



unique, but borrowings from Wyrms Friends monumental architecture are evident in the columns. Within the arch are several tall, free-standing carved limestone pillars topped by a square lintel. Each column has numerous recesses meant to contain Thanatar heads. Altogether there are over two hundred recesses in the columns — an indication of the power of the shrine during the Second Age occupation. At present Drueke keeps heads 1-4 in columns on the left of the altar, and heads 5-9 in columns on the right of the altar. Fourteen of the other recesses are filled with skulls associated with mad head ghosts which attack any non-cultist who enters the shrine or approaches the altar.

The massive carved limestone altar is decorated with several dozen huge Black Blood crystals, each set into a niche on the face of the altar, each faintly glowing, each carved in a full-scale likeness of a Thanatar head. These carved crystal heads represent the High Priests of the Second Age occupation; dozens of unfilled niches show where future crystal heads had been planned.

H3: Drueke's Chamber. Drueke's sleeping pallet has been improvised from the remains of an old scholar's table and covered with furs for warmth and cushioning. Drueke's prized possessions are cached 12m up the wall behind a curtain formation; the formation is not visible from the chamber floor. Behind this formation are three earthenware jars containing scrolls stolen from the Thanatar complex in Carmania. (See "Drueke's Thanatar Scrolls" nearby.) None of the initiates know where these scrolls are hidden.

H4: Ruventan's Chamber. Ruventan's pallet is here. He keeps his portable possessions on his person. His private cache of valuables is hidden in the Stone Pines passages.

H5: Mad Head Ghost Pillar. Three Mad Head Ghosts (POW 12, 8, 16) bound to three of the 12 skulls set into this pillar guard access to the shrine and Drueke's chamber. Drueke also leaves his sorcerer's head (#3) on top of the pillar to keep an eye on things when he takes his other heads on occasional trips through the caverns.

H6: Mad Head Ghost Pillar. Three Mad Head Ghosts (POW 9, 7, 15) bound to three of the 12 skulls set into this pillar guard the western access to the Great Hall.

H7: Mad Head Ghost Pillar. Three Mad Head Ghosts (POW 16, 11, 12) bound to three of the 12 skulls set into this pillar guard the eastern access to the Great Hall.

H8: Captives. Victims captured and scheduled for Thanatar Head rituals are chained and

manacled here. The chains and manacles are new and sturdy, but the anchor bolts set into the limestone are ancient and less secure. The surface of the anchor bolts is covered with thin flows of limestones, but the shanks within the stone are corroded and weak. Present a charade of STR or Devise tests at your discretion, but you know the captives need only persistently batter the bolts with chunks of rock to break loose. The manacles, however, cannot be removed without a blacksmith or Devise tests suited to the tools at hand. They bind the hands to a maximum of eight inches separation, and preclude the normal use of most weapons, shields, and armor. Captives' weapons, shields, and armor are given to swell Mogo's treasure hoard; coin, scrolls, magical items, and other valuables are shared among Drueke and the initiates, or set aside in the shrine for later examination or sale.

Any PCs captured by the Thanatari or ogres wind up here. You are also welcome to add a couple of captives here as potential allies, informants, grateful rescues, or burdensome charges. For example:

- Traders/grifters/thieves Torkul Ruuhn and Mirko Brekt, ambushed and captured in the North Bog by Nanni and Hadani and offered as a present to Drueke, who is interested in the things that such lowlives know;

- 15-year-old Storm Bull novice Half-Mad Firefeather, caught snooping around Dyskund Valley by Ruventan, and destined for the Create Head enchantment;

- Value trollkin Feder, drawn to Dyskund by mysterious dreams featuring his master Chazo, whose head hangs at Drueke's belt;

- Hazphar Pharates and/or Dalamides Aveticus, captured while exploring the caverns and scheduled for Create Head rites real soon.

H9: The Lower Hall. This was the communal residence of initiates during the Second Age occupation. Aven and Vanny currently have their pallets here. Epic murals painted on plaster walls depicted the important events in Thanatar mythology (see Thanatar Cult, p. 74). These murals are now badly damaged by seepage, humidity, and molds. The **Deep Shaft (C1)** provides access from the eastern end of this chamber to the Chaos Garden on a higher level of the caverns.

H10: Passage to the West Entrance. The Thanatari use this route to enter and leave the caverns. Only Ruventan regularly leaves the caverns. Occasionally Woroshi, a broo messenger from Muriah, enters here. Because of the danger of



Drueke's Thanatar Scrolls

Thanatar Heads are magnificent but vulnerable records of lore and experience. A profound Thanatar cult duty is the interrogation of heads and the transcription of their contents. In temples initiates take transcription from priests as they regress through the minds and memories of their captive heads. In Dyskund Caverns Drueke attends to the transcriptions himself, partly because of the lack of subordinate scribes, and partly because of personal pleasure derived from the process.

When he fled the complex in Carmania, he and his followers managed to carry away, in addition to Drueke's heads, three jars of Thanatar scrolls stolen from the complex libraries. These jars are hidden behind a rock formation high above the floor of the chamber where Drueke sleeps.

Drueke has copied the most important material from the old scrolls onto new parchment. When he leaves the caverns, Drueke carries away only these recopied versions, leaving the bulky jars and original scrolls in the temple, presuming they are safe in their hiding place, and expecting to return for them at a later date.

The first jar came from his mentor's private library, and is largely a collection of transcripts from his mentor's heads. Most of the text is derived from the five heads attached to his mentor's head, though some other materials are from lesser heads the mentor created, then discarded in favor of the current set. The language is modern Carmanian. Some scrolls are in Drueke's handwriting, which matches the hand in the single newer scroll in the third jar.

The second jar is from the temple archives, and contains a variety of old and very old scrolls concerning the River of Cradles region. As old as the scrolls are, the age of the heads from which the material in the scrolls were collected is sometimes several centuries older than the scrolls themselves. It was in this jar that Drueke found the references to the Dyskund Caverns, the Tien Shrine in the Bleak Hills, and to various other Second Age Thanatar sites in the Prax and Vulture Country regions. In particular it is among these scrolls that Drueke found the references to the Vivamort shrine and the Blood of Tien crystals associated with the Dyskund Caverns. None of the information in these scrolls is more current than The Dragonkill War and the fall of the Empire of the Wyrn Friends. The languages are various, including archaic forms of Carmanian, Loskalmi, and Brithini, and Auld Wyrnish. The scrolls themselves are exceptionally delicate. Though the languages are likely to be obscure to player characters, several rough maps are recognizable. From various details a scholar might realize that these maps date from the Second Age, and though the legends and titles are scarcely comprehensible, familiar landmarks like the River of Cradles and the Block provide useful orientation points. From these maps the player characters may learn of the location of the Tien Temple in Noway Canyon (the Condor Crags and Devil's Knob are obvious landmarks). The maps also show a concentration of extensive caverns nearby in the Bleak Hills; one of the caverns indicated is the High Holes cavern headquarters of Muriah.

The third jar also contains very old scrolls, all in a single hand in Auld Wyrnish, and consists of thousands of short entries on the topics of vampires and the Vivamort cult. From the short and disjointed nature of the documents, it is clear that these materials were not transcribed from Thanatar head knowledge, or else it was collected from a very large number of heads. Further, it does not

appear that any are persuasive first-hand accounts from Vivamort cultists. An interested and patient scholar with good Old Wyrnish might, after careful study, deduce that the writer was interested in the rituals and ceremonies of the Vivamort cult, but was singularly frustrated in obtaining a reliable informant. A single recent scroll in another hand (the same hand as some of the scrolls in the first jar — Drueke's) compiles and translates into Carmanian references to wounds received by vampires, in particular references to severed limbs and heads. (This is Drueke's working copy, and contains many crossings-out and corrections. Drueke takes the fine copy with him, leaving this rough draft.)

Staging the Thanatar Scrolls: Through the first set of scrolls the PCs may be apprised of the basic background elements of this scenario, including the identities of Drueke, his mentor, and their origins in a Thanatar complex in Carmania. The identities of Drueke's heads and outlines of their experience and lore are also indicated. Recordings from three of Drueke's head — Affon Ki the Lhankor Mhy, Firehoof the Storm Bull, and Drusi Follum the sorcerer — may also serve as all-purpose conduits for GM information and disinformation about the River of Cradles region. For example, the Lhankor Mhy is an excellent source of rumors for treasure and ancient mysteries. The Storm Bull is an authority on sites infested by chaos. The sorcerer is spectacularly misinformed about the abundance of magical treasures scattered throughout the region.

Release useful and misleading information through these scrolls at your discretion. Remember the PCs must first find someone who can read the scrolls, and then they must puzzle out their significance. Any Carmanian — in particular, Hazphar Pharates — can easily translate the scrolls in the first jar and the single recent scroll in the third jar. He can also hazard a guess as to the significance of what he reads (i.e., he can explain anything you'd like your players to understand about Drueke, Thanatar, Dyskund Caverns, and the location of the Tien Shrine in Noway Canyon). The other scrolls in the second and third jars are more obscure, and will require the aid of Lhankor Mhy or Irippi Ontor sages for translation and interpretation. At your discretion, they may contain numerous adventure hooks for future scenarios.

Dramatic Staging Tips: Hand out sealed envelopes marked "Jar 1: Scrolls 1-4, Language A," "Jar 1: Scrolls 5-9, Language A," etc. Enclosed in each is either the summary of the scroll's contents as given above, a sheet of paper with a number code, or a bogus scroll. When scrolls are presented to a PC or NPC who can read the language, test Language Skill. Failure means envelope remains sealed, but language is known. Success means contents are revealed. (Special and Critical success gains additional information, or specific inferences about period of document, education, culture, etc.)

Only two handwriting styles appear more than once: Handwriting A — Drueke's mentor — and Handwriting B — Drueke's handwriting. The languages are coded as follows:

- Language A: modern Carmanian;
- Language B: archaic Brithini;
- Language C: archaic Loskalmi;
- Language D: archaic Carmanian;
- Language E: Auld Wyrnish.



Mad Head Ghosts, he must wait here and call for Drueke and Ruventan, who can provide him with a Thanatar Talisman that protects him from ghosts during his visits. Woroshi is often accompanied by several broos. Woroshi, an Atyar initiate, is permitted access to the temple; the other broos must remain in (H8) or (H10).

The West Entrance is a one-meter-wide crack in the rock of a south-facing cliff at the foot of Buck Mesa. Discovery of this entrance by PCs is extremely unlikely without long, methodical searches (sure to draw the attention of the Pola clan), superb good luck (i.e., GM expedience), or divine guidance (at the GM's discretion, and only couched in typically obscure divine riddles and mumbo-jumbo).

I: The Icicle Walk

An icy draft is forced through this section of caverns from east to west. Water dripping constantly from the roof of the passage has frozen in weird and beautiful shapes and colors; and the floor is covered with ice. Tracking across this surface is impossible, and keeping one's balance requires DEX x 5 tests. The strong wind blows torches out, though lanterns and lamps are not affected.

Treat this as a comic relief section, with PCs slipping and dropping lamps or fumbling in the dark, or set a deadly ambush here when PCs are most vulnerable.

J: The Vivamort Shrine

See "The Candle Room" diagram nearby. See also the profiles of ghosts, skeletons, and zombies in **GM Reference Pullout**.

This minor Second Age shrine of Vivamort, Lord of the Undead and Patron of Vampires, was primarily associated with retrieval of the valuable crystals found in the lower levels, and was never continuously occupied. Countless animated skeletons, zombies, and ghosts are the undead remnants of victims used in the rituals that enchanted the crystals for use by the cult. In the latter days of the Second Age, 12 vampires prepared this site as a long-term refuge. Twelve sepulchers were enchanted with Black Blood crystals to provide power to sustain vampires indefinitely. Other cultists were supposed to revive the vampires, but they were slain in the Dragonkill War, and the vampires remained in peaceful sleep in their sepulchers.

Staging the Vivamort Shrine: The presence and significance of this shrine is a frustrating, inaccessible enigma, no less to the designer and

the GM than to the player characters. The unlimited supply of skeletons, zombies, and ghosts should be an effective barrier to most player characters. Approach within 20 meters of the shrine causes all the undead to attack. The undead will not move more than 20 meters from the shrine. The pit is clearly filled with hundreds, perhaps thousands of skeletons and zombies. The air is thick with manifested ghosts. The skeletons and zombies try to drag intruders to the bottom of the pit where they clumsily rip the PCs to bits. The ghosts try to possess the PCs and drive them into the pit where the skeletons and zombies can rip the PCs to bits.

You have been allotted an unlimited number of ghosts, skeletons, and zombies to defend this chamber. This is theoretically an impenetrable barrier for your PCs.

What happens when PCs figure out how to get past this impenetrable barrier?

Here are a few possibilities:

1. Turkey Shoot: There are no temple defenses, and no impediment to opening the crystal sepulchers. The vampires remain in peaceful sleep until provided blood sustenance according to Vivamort rituals. Since the PCs do not know Vivamort rituals, the vampires stay asleep, and the PCs can simply destroy them. The sepulchers are not portable, their enchantments are incomprehensible, and dismantling them destroys their enchantment. The crystal becomes inert if dismantled, and worth a fortune.

2. Turkey Shoot with Elegant Flourishes: There are no temple defenses, and no impediment to opening the crystal sepulchers. Inside, the PCs find feeble vampires, weak from missing meals for several centuries, who speak only archaic forms of Western languages the PCs don't know. Maybe they also speak a scholarly form of Auld Wyrnish, too. The vampires jabber incomprehensibly and scabble ineffectually at the sides of their sepulchers with *very* long fingernails. If communication is established, all the vampires can do is beg for blood. They are senile. *Really* senile. Perhaps the PCs comply, and revive the vampires (perhaps with the prospect of becoming Vivamort cultists). Perhaps the blood must be offered in Vivamort rituals the senile vampires can't remember. What the PCs ought to do is kill them on the spot. Clever PCs wrap up the ancient vampires and take them home to sell to scholars or show at carnivals.

3. PC Shoot: In addition to the myriad undead, the Shrine has terrible temple defenses. No one knows what they are, not even the designer. They



may simply be deadly magical wards, or they may magically revive one, two, or all of the vampires at once. No stats are provided for 12 vampires here, but you can use the model vampire from *Sun County* (p. 115), or design your own. Unless your PCs are Heroquest Superbowl ring owners, their only hope of survival is divine intervention. And if your PCs kill all 12 vampires, so what? There's no treasure, except the sepulchers.

K: The Crack

This hundred-meter section is 40 meters deep and one meter wide. Line of sight is obstructed from one end of the Crack to the other, and from the roof of the Crack to the floor, by irregularities in the walls of the Crack.

There are two ways to travel through this section:

1. Descend to the bottom of the crack. Here the crack is very narrow, and movement along the crack is at 1m/r. The crack is too irregular and narrow to use missile weapons, but line of sight is open from one end of the passage to the other and from the bottom of the crack to the top.
2. Climb along the crack, using arms and legs to press against the walls of the crack. Movement is

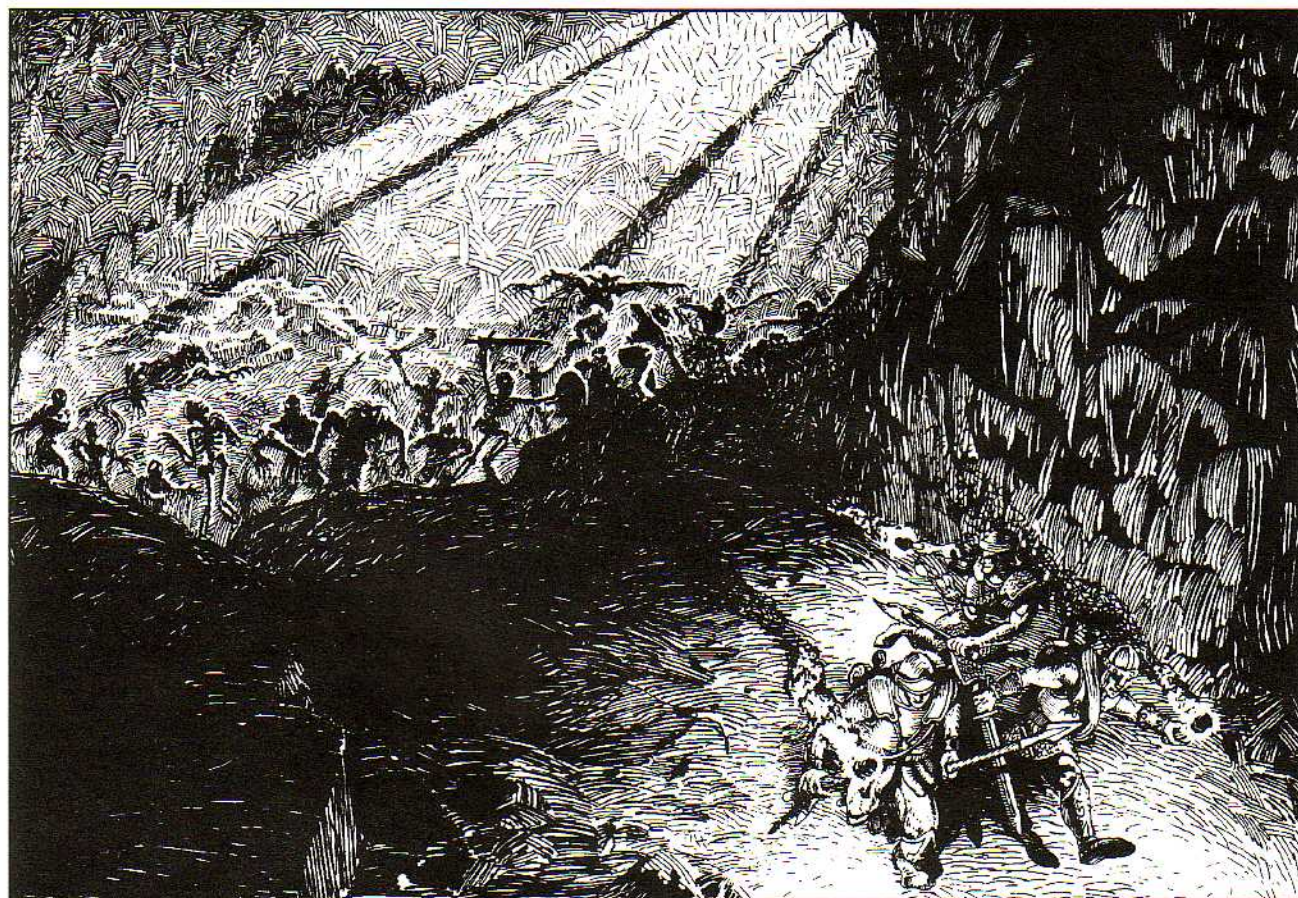
at 2m/r, but nothing, particularly torches, lamps, or lanterns, can be held in hands.

Ruventan or Drueke can use Darklight to advantage in this ideal ambush spot. If in ambush, they take the first person across, alive if possible, then withdraw as fast as possible. If stalking the PCs, they pick on the last man across.

Nanni deploys one walktapus out of line of sight at the eastern end of this crack. As soon as one person comes close, the walktapus pops out and attacks. Nanni himself may accompany the walktapus and use magic to subdue the PC; if successful, the walktapus and Nanni then bear the captive away as fast as possible, with Nanni covering the retreat.

L. The Crystal Garden

When the Devil stalked the world with his armies of Chaos, Tien was the mightiest of his lieutenants. When Genert's Garden was destroyed, Tien was foremost among the great heroes of the conquering hordes. However, when the forces of Chaos were finally driven from the field, Tien was grievously wounded. As he and his armies fled, his blood spurted from his wounds. Where it struck the earth,



The Candle Room



it steamed like acid and boiled the rock to vapor. It sank through the protesting earth until it cooled, forming great crystals of dormant chaos power.

L1: The Garden Gate. A sump and squeeze guard the entrance to the Crystal Garden. The sump is over 60 meters long, and the squeeze just before the Crystal Garden Chamber is actually a series of three squeezes (14, 12, and 11). The combination of a long swim underwater in absolute darkness with three tight squeezes must be as much fun as a combat encounter with a Zorak Zorani Rune Lord. Use the Swim, Asphyxiation, and Squeeze rules to stage this passage as a harrowing adventure; make sure any character attempting to pass here realizes he is in serious danger of a lonely death.

The Garden Gate guards access to the Crystal Garden, a chamber containing magical crystals formed from the blood of Tien. Many lesser crystals stud the walls of this chamber and litter the floor, but the greatest crystal of them all is partially exposed in the rock of the chamber wall.

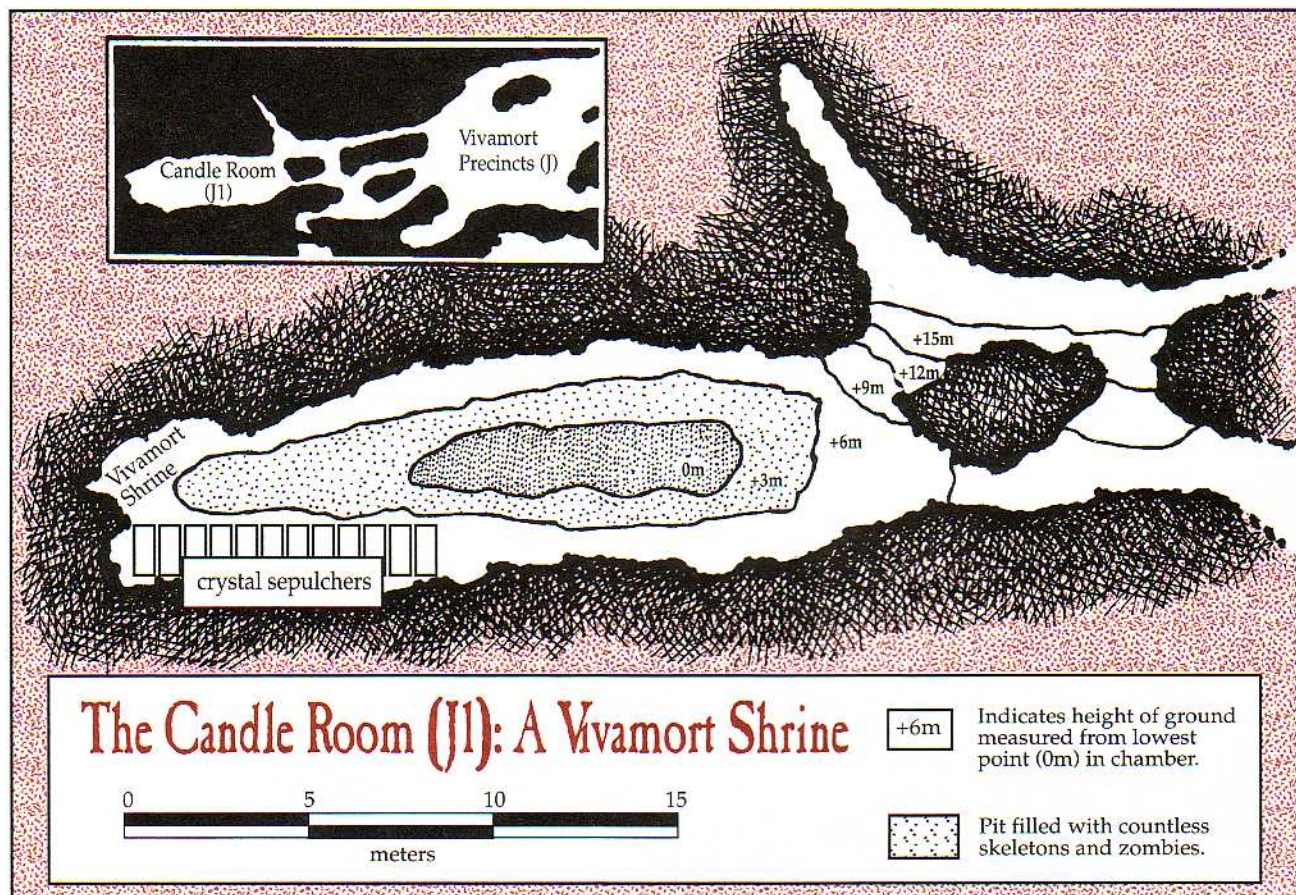
The Great Crystal: Only a 10 x 5 meter face of this great crystal is revealed, but its bulk is many times greater. Most remarkably, the crystal glows dully as though it has been attuned. The idea that

someone or something might be attuned to such a mammoth crystal and draw power and magic from it should trouble the dreams of any Gloranthan.

The ultimate nature of this great crystal and the identity of its master should rarely be accessible to any PC (unless he is a member of the Thanatar or Vivamort cult). Only the followers of Thanatar and Vivamort have ever known of the existence of this great crystal, and no cultist has gazed upon it in many centuries. Divinations should provide no clue to the Great Crystal's nature or master, since no other gods know of its existence.

Second Age Thanatar cultists learned from divinations that the crystal provided power and effective immortality to a great Thanatar hero. The hero's name was never revealed, save that he was referred to as The Hero with a Thousand Heads, that he dwelled in the World Beyond Time, and that in the last days of the New Age he might be summoned as a mighty champion of the Thanatari. This much, and no more, might be discerned by a scholar who studied the Thanatar documents Drueke stole from the Carmanian complex.

Second Age Vivamort cultists learned from divinations that the Great Crystal provided power and direct communication with an ancient cult





hero, an immortal being who dwelled forever in the shifting chaos realms beyond Glorantha. This might be known by one of the Second Age vampires sleeping in the **Vivamort Shrine (J)**, but even if one knew, he would only share such knowledge with a Vivamort cultist.

The Lesser Crystals: (See *Elder Secrets, Secrets Book*, pp. 36-40, for details of magic crystals.) Living crystals embody the essence and a fragment of the Power of a living god. As such, attuning to such magic crystals may have profound influences on the spirit and beliefs of the user. Such effects vary, and are difficult to categorize or qualify. (That is, we sensibly refrain from writing specific rules to define those effects and instead encourage GMs to improvise those effects. See the living crystals described below for examples.)

There is no limit to the number of dead crystals one may possess; however, one cannot be attuned to more than one living crystal at a time. Attempts to attune to a second living crystal are always unsuccessful. One cannot know the magical powers of a crystal without attuning the crystal.

There are 15 lesser crystals that may be gathered without special tools here, and perhaps a hundred more that might be removed with proper mining skills and tools. Roll 1d100 and consult the following table and descriptions to determine the types of crystals found.

Magic Crystal Table

1d100	type of crystal
01-50	dead crystal
51-60	Salt of the Earth
61-70	Martyr Rubies
71-80	Ink Stars
81-90	Tien's Beard
91-00	Black Blood

Dead Crystals: Various shapes and sizes. Unpowered; roll 1d6 for magic point capacity. (Many of the Giants who faced Tien were slain and seen no more upon the face of the land.)

Salt of the Earth: Small white opaque crystals. Spirit Supporting Crystals; POW 1d6. Deliver the following to the player privately or in a note: "This crystal is powerfully aligned to the rune of Man. While attuned to this crystal, the character feels a deep sympathy and understanding of the misfortunes of mortal man, especially older mortals in debilitating old age." (This blood came from ancient Giants who fought against Tien.)

Martyr Rubies: Dark red, translucent crystal. Healing Focusing Crystal; POW 1d6. Deliver the



Negotiating the Crack

following to the player privately or in a note: "This crystal is powerfully aligned with the rune of Harmony. While attuned to this crystal, the character feels an unconscious, but powerful compulsion to persuade others to avoid conflicts and to resolve differences in a peaceful manner without injury to either party." (Arroin himself was struck and wounded here by Tien.)

Ink Stars: Deep indigo, transparent crystal. Chaotic Powered Crystals. Sensitivity; POW 1d8. Flawed: The body of a character attuned to this crystal cannot die, though his spirit is divorced from his body at death as usual. The body behaves in many ways like a zombie, though it instinctively performs actions the body performed habitually in life, like walking, talking, or eating, though the actions are clumsy parodies of normal activities. Deliver the following to the player privately or in a note: "The essence of this crystal is powerfully aligned to the rune of Death. While attuned to this crystal, the character has a morbid fascination with the death of other creatures, dumb or intelligent, and an irrational fear of his own death." (From the wounds of Tien.)



Tien's Beard: Dark red, translucent crystal with patterns of tiny cracks like coarse beard hairs. Chaotic Powered Crystal. Spell-Resisting; POW 1d4. Flawed: Resists being unattuned; drains 2d6 MP during process. Deliver the following to the player privately or in a note: "The essence of this crystal is powerfully aligned to the rune of Truth. When attuned to this crystal, the character feels an unconscious, but powerful compulsion to understand the past, and in particular, to learn the details of specific historical events that affected his immediate surroundings." (From the wounds of Tien.)

Black Blood: Looks like a lump of anthracite. A Living Flawed Chaotic Powered Crystal that defies all attempts to attune it. This crystal is powerfully aligned to the rune of Chaos, and automatically detects as such to any Storm Bull. Members of cults opposed to chaos feel an instinctive aversion to touching the crystal and an instinctive suspicion and distrust for anyone in possession of such a crystal. (These are the crystals used in the unique enchantments of the Vivamort sepulchers and the Tien altar in Noway Canyon described in *A Tale to Tell*.)

M. The Hornet's Nest

This was once a giant hornet's nest. Ancient meter-long husks of the creatures still cling to the walls and lie in heaps on the floor of the chamber. The passage the hornets used to enter the caverns (M1) is blocked by a rockfall. A faint movement of air is detectable in nearby passages (Scan at -50 penalty), but the prospects of finding another exit are misleading. The rockfall is loose, and individual stones are easily cleared, but the passage is very long (80 meters) and rock continues to fall from the roof of the passage as it is cleared, blocking the passage anew and threatening to crush characters. If the PCs are persistent and use appropriate techniques (Devise at -30 penalty, or Mining or other suitable skill), the passage can be cleared after 2,000 character-hours of labor. The passage emerges in the scree at the foot of the eastern cliff of Buck Mesa, about half a kilometer from Nanni Stead.

N. Walktapi Nursery

A year ago a walktapi severed three tentacles in a rock fall accident. Forbidden by doctrine from harming Chaos spawn, yet unwilling to have three more walktapi wandering the caverns, Nanni threw the three pieces down in this lower part of the caverns and sealed the passage with several large stones. That night Nanni received a divine

vision which convinced him that part of his sacred duty was to create a great nursery for walktapi which one day might ripen like a pod and burst open, distributing the spawn of Primal Chaos like dandelion seeds on the wind.

Now on cult holy days Nanni severs a tentacle from one of his tame walktapi and tosses it down into the nursery. As a result, there are now at least eight walktapi in the Nursery. The passage is too narrow to permit full-grown walktapi to get close enough to the sealing rocks to break out of the Nursery. Regenerating pieces of walktapi, though small enough to escape, lack intelligence and will until they grow to full size.

GMs are free to speculate on the ecology of this walktapi nursery. Do the walktapi feed on one another? Are they sustained by their patron deity? Do they draw nourishment from the rock? Subterranean plants? Do they eat at all? And how do they spend their time there, packed together in the darkness? Though fascinating, such questions must remain unanswered until someone devises a means of studying walktapi in this unique environment.

O. The Stone Court

Nanni has lit this room with several oil lamps he keeps burning all the time. The colorful, translucent, lustrous cave formations reflect and refract this flickering light, creating a fairyland vision of wonder. Here Nanni comes to perform his divinations and receive his mystical visions prophesying the coming triumph of chaos over the moribund forms of the world of the past. If encountered here, Nanni sits upon a thronelike formation in a trancelike dream state, guarded by two dragonsnails and a walktapus.

P: The Temple Hall

All but a narrow margin around the perimeter of this chamber is filled with warm, damp, yeasty muck — the fertile ooze of the Primal Chaos shrine. Though these exposed margins of the cavern floor will appear to the PCs as a logical route to travel, the exposed rock slopes down into the seething muck, and between the slope and the slickness of the rock from spattering, moving without falling in the muck is a challenging feat.

Travel through the muck is actually easier. Nanni knows the shallow, level sections of chamber floor beneath the muck, and can travel quickly and without risk across submerged pathways. One pathway leads from the passage to the **North Entrance (P1)** to the **Stone Court (O)**. Another submerged path from the western entrance lies about five meters into the muck along



the western and northern wall of the chamber; this path continues all the way to the northeast limit of the chamber.

If PCs see Nanni pass along one of these pathways, they can follow it at half normal movement, since they must check ahead to be sure of their footing. If they attempt a passage through the muck on their own, or if they attempt to move across the cavern floor itself, they find many deep pools blocking their path.

The muck also contains dozens of gorp. They do not bother Nanni, but they will attack PCs. In deep pools, it is impossible to perceive their approach beneath the surface (automatic surprise). While on submerged pathways, PCs making a successful Scan test perceive approaching gorp as a moving disturbance in the muck at a distance of three meters. Once PCs have encountered gorp, their approach on submerged pathways is consistently recognizable, but upon the first encounter the PCs have no idea what is moving toward them beneath the muck.

The shrine itself is a 30-meter-deep muck pool in the southeast corner of the chamber. The shrine is inhabited and guarded by an otherworldly

entity Nanni calls "Mother's Helper." Mother's Helper defies simple classification, but may be described as a sort of chaotic muck elemental. It was bound within the boundaries of the shrine's muck pool by processes or enchantments unknown, and may have been here since the Beginning of Time. Nanni does not know of any control spell to command this entity, though such a spell may conceivably be known to other Primal Chaos high initiates elsewhere.

Mother's Helper is identical to the SIZ 10 undine shown on p. 19, *RQ Deluxe, Creatures Book*, except for the following:

1. Its essence is of chaos and is detectable as such by Storm Bull.
2. It cannot purify itself of sediment, oils, or particles. On the contrary, it dissolves organic and inorganic substances, transforming them into primal ooze. This process is extremely gradual and slow, and has no effect on PCs or their possessions; however, any object tossed into the shrine's muck pool is eventually over a period of years transformed in muck.

Nanni's tame dragonsnails and walktapi are found in this chamber unless Nanni has them with



The Lunar Survey Team: Dalamides and Hazphar Consult Their Charts



him or commanded them to perform tasks elsewhere. They are drawn by the power of the shrine, and usually remain nearby, but sounds of passage or talking in the chamber attracts Nanni's pets who are always eager for his affection. (See the **GM Reference Pullout** for profiles of gorp, dragonsnails, and walktapi.)

P1: The Crawl. The Crawl is a long, wide, but very low-ceilinged passage from the **Temple Hall (P)** to the surface and the concealed access in the ogre stead. The passage's dimensions vary from 30 to 40 centimeters high and five to ten meters wide. The length of the passage from the Temple Hall to the surface is 30 meters.

Movement through this passage is difficult enough for Nanni, who has memorized the route by touch and doesn't need light. PCs using torches, lamps, or lanterns find it even more difficult. Movement is 1m/r for all bipeds. Nothing is hand-readied, nothing can be used normally while crawling prone through tight quarters, and light sources like torches and lanterns are hard to handle. Because of the irregular angles of the passage, maximum line of



The Crawl

sight is five meters. Nanni's gorp and walktapi suffer no penalties for lack of light. Gorp suffer no movement penalty. Walktapi move at 2m/r.

Once Nanni learns of the presence of the PCs, he deploys one walktapi and enough gorp (two for every individual PC he knows about) along this passage to prevent the PCs from entering. The gorp are deployed as a screen five meters from the Temple Hall itself, while the walktapi remains in the Hall at the opening of the passage, only entering the passage and attacking if he senses a disturbance. The gorp are unintelligent, and since they instinctively move toward potential prey, they might be lured from the passage by PCs with steady nerves, then dispatched on the surface.

The walktapi is faster and more cunning than the gorp. It can pursue and capture most PCs in the passage, and its poison gas and multiple attacks make it a deadly opponent. It cannot be lured into the open on the surface, and it withdraws from missile and magic attacks once it has been significantly wounded.

Scenario Resolution

There are six major elements that may serve as dramatic resolutions to the Dyskund Caverns scenario. These resolutions are not ranked hierarchically; that is, none of these resolutions is planned specifically as the final climax of the scenario. Of the six, the most dramatic are the discovery of the Thanatar shrine, the Great Crystal of Tien's Blood, and the Vivamort shrine.

Discovery of the Thanatar Shrine: Here the main payoffs are confrontations with the defending Thanatari, and, if the PCs succeed in driving off the defenders, they may explore and destroy an ancient Thanatar shrine. Discovery of the Thanatar scrolls is a special triumph, since such documents are unique historical artifacts as well as providing valuable information about other chaos sites in the region.

Discovery of the Vivamort Shrine: There is no special treasure here, and penetrating the shrine's defenses is designed to be all but impossible. Nonetheless, just finding and visiting such a site is a marvelous adventure and worthy of many tavern boasts.

Discovery of the Great Crystal: The Lesser Magic crystals here are a valuable treasure, and the Great Crystal a spectacular mythic artifact. Once again, it is very unlikely that PCs can either destroy, steal, or even comprehend the function of the Great Crystal, but the discovery itself is a worthy claim to fame.



Discovery of the Primal Chaos Shrine: This, too, is a remarkable ancient sacred site of chaos. However, there is no special treasure to be gained here, and its amorphous form is especially difficult to destroy.

Revealing and Confronting the Pola Stead Ogres: Duke Raus and the people of the Grantlands would be horrified to learn they had ogres living among them, and their discovery is an important achievement. However, you should have some of the ogres escape to play a further role in the campaign. Therefore, this confrontation may be more of an episodic than a climactic resolution.

Revealing and Confronting the Thanatari: You should also arrange for Drueke and possibly Ruventan Backer to escape to play a future role in campaign adventures. However, even if all the Thanatari escape, successful destruction of the Thanatari shrine and discovery of Drueke's scrolls are a less difficult and more likely achievement, and sufficient in themselves to satisfy your players.



A Hasty Pursuit

RuneQuest Deluxe Edition Errata

To receive the official errata for Avalon Hill's *RuneQuest* Deluxe Edition, send a self-addressed, stamped #10 envelope to:

RuneQuest Errata
The Avalon Hill Game Company
4517 Harford Road
Baltimore, Maryland 21214

RuneQuest On-Line

For discussions of *RuneQuest* and Gloranthan roleplaying, visit the on-line discussion forums on GEnie (Games Roundtable, keyword "SCORPIA," Category 21, Topic 22) and America On Line (Keyword "guild," Gaming Information Exchange). Look for suggestions offered by designers and playtesters for staging and adapting *Shadows on the Borderland* and other *RuneQuest* supplements for your own campaign.

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A Tale to Tell

On the Trail of the Witch-Queen of the Broos

Gamemaster Summary

An ancient scroll and a mysterious rune carving in a ruined Sun County tower guide the PCs to a Second Age Tien shrine in the Wastelands. There the ghost of Ormelius, a valiant Lhankor Mhy sage, seeks release from the awful servitude forced upon him by ancient enchantments. If the PCs succeed in setting Ormelius free, they incidentally dispel enchantments protecting Muriah, the infamous witch and Malia priestess who rules the most feared band of broos in the River of Cradles region. Fleeing broo defenders leave a clear trail to Muriah's Bleak Hills cavern refuge, High Holes, where ambitious PCs can confront her and her broo gangs on their home ground.

The initial sections of *A Tale to Tell* are linear episodes leading to a confrontation at the Tien shrine in the Wastelands. These sections are narrowly drawn and staged in some detail. The final part of the scenario, the confrontation with Muriah and her broo minions, is more open-ended, and may require considerable GM preparation and improvisation. To prepare for presenting *A Tale To Tell*, study and review the entire scenario and the player handouts, NPC profiles, and tables in the **GM Reference Pullout**. Also review the **High Holes Caves** color pullout map.

Introducing PCs to the Scenario

Read **The Gilherad Scroll (TT1)**, **The Tale of Ormelius (TT2)**, **Recent Rumors (TT3)**, and **Senna's Tale (TT4)** in the **GM Reference Handout**.

Scheme 1: A Lhankor Mhy PC is given a translation of the scroll by the High Priest of the Pavis Lhankor Mhy temple. The High Priest tells what he knows about Ormelius and the subsequent raid on a Tien temple in the Bleak Hills. He wants to know where the Tien temple is, and if possible, wants Ormelius's spirit freed. He also notes that the powers of Gilherad are similar to the powers attributed to Muriah, and notes that the

bounty has recently been doubled on her. *The PCs receive The Gilherad Scroll, the Tale of Ormelius, and Recent Rumors.*

Scheme 2: A Lunar official (i.e., Office of the Survey, Hazphar Pharates, Sor Eel, Duke Raus) advertises for freelancer adventurers and chaos fighters. He wants Muriah eliminated as a promotional stunt to show the Grantlands are safe for settlement. The Gilherad Scroll comes into the PCs' hands by coincidence (i.e., is sold cheap and untranslated by Hurbi, is found in a treasure trove, is found on a dead adventurer, is sent to PCs by a mysterious patron), and the PCs are left to deduce the link between Gilherad and Muriah's magical invulnerability. PCs may or may not visit the Tower or the Tien temple first. They may track Muriah to High Holes and encounter her there. If they fail to overcome her, they may retreat and visit the Tower and Tien temple before approaching High Holes again. *The GM gives the PCs the information in The Gilherad Scroll, The Tale of Ormelius, and Recent Rumors, but may deliver the information at different times through different agencies so the PCs must puzzle out the significant links on their own.*

Scheme 3: As above, except during the interview the Lunar official brings in the archivist of the Provincial Survey, who gives PCs a copy of the ancient scroll and points out the parallels between Gilherad and Muriah. This way, the PCs are encouraged to visit the Tower and the Temple before they encounter Muriah. *The PCs receive The Gilherad Scroll, the Tale of Ormelius, and Recent Rumors.*

Scheme 4: A Lunar official dispatches Hazphar Pharates, Dalamides Aveticus, and the Field Team to track down Gilherad's observatory and the shrine in the Wastes. The PCs receive a copy of the scroll and a description of the Field Team's assignment from a corrupt Survey Office clerk or from Hurbi. They may either wish to beat the field team to the sites, or may wish to follow the Field Team and wait for an opportunity to relieve them of



anything valuable. *The PCs receive **The Gilherad Scroll** and a description of the field team's orders.*

Scheme 5: As in Scheme 3 or Scheme 4, except Hazphar Pharates, Dalamides Aveticus, and the Field Team are assigned by the Lunar official to follow the PCs to watch, let the PCs do the dirty work, then step in and grab anything valuable or glorious. *The PCs receive the information in **The Gilherad Scroll**, the **Story of Ormelius**, and **Recent Rumors** through Hazphar Pharates or Dalamides Aveticus. The information may be incomplete or distorted to suit the Lunar's purposes.*

Scheme 6: Hurbi sells the PCs a scroll and tells them Senna's Story. Later, through research or coincidence, they learn more about Ormelius and Muriah. *The PCs receive **The Gilherad Scroll** and **Senna's Tale**. They later receive information from the **Story of Ormelius** and **Recent Rumors**, and the PCs must puzzle out the significant links on their own.*

GM Background

Muriah the Witch is an infamous leader of gangs of broos that have troubled the Grantlands and its frontiers for years. In particular Duke Raus, the first major landholder here, has long offered a handsome reward for Muriah's head. Unfortunately, Muriah has defeated or killed every bounty hunter who challenged her (see **Recent Rumors (TT3)**). The Lunar Administration has sent numerous notices criticizing Raus's failure to eliminate Muriah, implying that unless the situation is corrected, the Grantlands may be placed under direct administration of the Governor. Raus suspects that the Governor or someone in his favor has cast a covetous eye on Ronegarth and Weis Domain, and he is resolved to remove Muriah as a pretext for Lunar confiscation of his lands.

Thus, Duke Raus has raised the reward to 200W and a land grant of two hectares of prime grazing land north of Weis Village.

In an apparently unrelated matter, a Second Age scroll has surfaced in Pavis (see **The Gilherad Scroll (TT1)** and **Senna's Story (TT4)**). Senna, a Pavic, Lhankor Mhy scribe, and minor poet, disappeared over a year ago. After receiving visions of tormented Lhankor Mhy ghosts pleading for release from some nightmarish captivity, Senna marched off into the Wastes with two guides and was never seen again. His family have declared him dead and have delivered his possessions to Treasure Trove Hurbi, a drinking acquaintance, to sell so that Senna's extensive debts might be settled. Among the possessions,

Hurbi discovered a fragment of an Auld Wyrnish scroll of great antiquity.

Hurbi believes he has the only copy of this scroll; actually, several copies of this scroll exist. Senna also gave a translation of the antique scroll to a colleague at the Lhankor Mhy temple, who in turn sold a copy of the translation to the Office of the Provincial Survey.

This scroll recounts a Lhankor Mhy party's pursuit of an apostate cultist into the Wastes. The fallen cultist, Gilherad, had survived numerous assassination attempts under remarkable circumstances, and the sages had deduced magical enchantments protected Gilherad. One event related in the scroll is the sages' visit to Gilherad's tower/observatory. A carving in the tower led the scroll's writer into the Genert Wastes, where he and his companions found a shrine to the chaos god Tien (the god of Severed Heads). In the shrine was the source of Gilherad's magical powers. The scroll does not clearly indicate whether the sages were successful in discovering or destroying the enchantments protecting Gilherad, but it is noteworthy that Muriah and Gilherad shared a peculiar invulnerability to injury.

PCs in possession of the Gilherad Scroll may learn that Gilherad's Observatory is mentioned in Pavis Lhankor Mhy records as a tower on the southern borders of lands granted by Joraz Kyrem to Arinsor Clearmind, first count of Sun County. The Grey Sages suggest the PCs consult Hector the Wise, librarian of Sun Dome Temple. An old map in the temple archives lists the location of Gilherad's Observatory near the site of modern Arrowsands, and Hector confirms the presence of a Second Age ruined tower there. Beyond the name and location of the tower, Hector can only add that it is not like the well-known Yelmalion retirement towers, being a squat residential tower of classic Wyrn Friends period design.

At Arrowsands the PCs may visit the tower, where they discover the carved runes that provide clues to the location of the Tien Shrine in the Bleak Hills of the Wastes. The rune carving is itself rather obscure, and the PCs must consult various authorities to determine its significance. When the clues are compiled and understood, the PCs must travel into the Genert Wastes to Noway Canyon where the Tien Temple is hidden.

Gabloz's gang, a group of broos nominally following Muriah's command, guard the canyon where the Tien Shrine is hidden. The PCs may evade observation by these broo and approach the shrine without interference. Alternatively, Gabloz's



broos may spot the PCs, and may either attack them before they reach the shrine, or may wait outside the shrine to ambush them when they emerge.

The shrine itself is in a deep cavern. The PCs must survive the attacks of Mad Head Ghosts to reach the shrine. Within the shrine they must discover the secret inner sanctum to find the ghost of Ormelius Dragonchide and the enchantments that protect Muriah. In the inner sanctum they may destroy the ancient enchantment and set free Ormelius's spirit (see **The Tale of Ormelius (TT2)**).

When the enchantments are destroyed, Muriah senses the failing of her magical protection. She gathers her broo gangs from her refuge at High Holes caves and moves swiftly to see who threatens her. Depending on what she finds, and how certain she is of her broo minions, she may attack the PCs boldly, track and ambush them, watch them for signs they may become a further threat, or flee back to her easily defended lair at High Holes.

This scenario is presented presuming the PCs begin in Pavis, then proceed more or less directly from Pavis to Sun Dome Temple to Arrowsands to Condor Crag to Noway Canyon and the Tien Shrine, and then possibly to High Holes to confront Muriah. Alternatively, any Lunar official representative (e.g., Martris Gratifex, chief administrator at Corflu; Duke Raus; Commissioner Caius Cyna at Garhound; etc.), any Sun Dome official (e.g., Count Solanthos Ironpike; Invictus, Light Captain; Lady Vega Goldbreath, Sun County Guardian; etc.), or any functionary of a chaos-hating cult (e.g., Storm Bull, Zorak Zoran, Orlanth, etc.) might approach the PCs anywhere in the River of Cradles with **The Gilherad Scroll** and **The Tale of Ormelius**. The visit to Sun Dome Temple and Arrowsands may be eliminated by providing the players with a charcoal rubbing of the rune carving from Gilherad's Observatory with annotations explaining the carvings and detailing a route to the Tien Shrine.

Adapting to PC Party Strengths

Without a shaman or abundant Spirit Screen and Spirit Block spells, the ghosts guarding the Tien Shrine may be too much for many parties. High initiates of Lhankor Mhy or Ancestor cults have particularly useful rituals and divine spells (the Head Smashing ritual, Free Ghost, etc.). The ghosts cannot pursue beyond a certain point, and shrewd characters with spells affecting INT or POW may be able to overcome the ghosts; otherwise, an overmatched party may be forced to withdraw

and return when they are better prepared. Alternatively, you may scale the number and magic points of the ghosts present to match PC resources.

Muriah's broos are numerous, dangerous fighters. If led by a broo shaman and/or Muriah herself, the High Holes broos on their own ground or given the initiative can inflict heavy casualties on an experienced PC party of high initiates. Even if you plan such a confrontation between a tough PC party and Muriah, anticipate leaving Muriah a back-door escape route so she may continue as a major villain in the River of Cradles campaign setting. If your PC high initiates seem so tough and so well equipped with magic that they will wade right through Muriah and her minions, liberally enhance the broos with such favorable chaotic features from the Chaotic Feature table (*RQ Deluxe, Introduction to Glorantha Book*, p. 30) as "+12 point skin," "absorbs spells up to 4 magic points, adding magic points absorbed to self," "regenerates 2d6-5 hit points per round," "automatically Befuddles one opponent per round in addition to other attacks," and so forth.

On the other hand, if you introduce PCs of low or moderate experience and resources to this scenario, they should confront broos who attack piecemeal with varying degrees of disorder, poor leadership, and internecine bickering. In this instance, the broo lieutenants have little influence over their rank-and-files, and rivalry and treachery among the gangs rob Muriah of effective control. Muriah herself remains far in the rear since she knows her troops are unreliable. Individual broos may be weakened by the judicious application of such unfavorable Curses of Thed (*Gods of Glorantha*, p. 63) as "incapable of parrying or dodging," "one location becomes vital," or "victim demoralized forever."

The most important factor in balancing Muriah's broos against the PCs is initiative. If the PCs are permitted to take the battle to the broos, careful planning, practical tactics, and prudent retreats for healing and renewing magic points give even a weak party a good chance to decimate Muriah's followers. On the other hand, if the PCs are ambushed at the Tien Shrine, pursued across the Wastelands, or drawn into a trap at High Holes, even the toughest PC party may face elimination.

Finally, Hazphar Pharates, Dalamides Aveticus, and the Field Team are wild cards that may be played either against the players as antagonists, for the players as allies or rescuers, or as an ambiguous third party who appears to be a predatory enemy, but who may join forces with the PCs against Muriah at the climax.



Part 1: The Route to Arrowsands

Clues Pointing to Arrowsands

From **The Gilherad Scroll**, **The Tale of Ormelius**, and **Recent Rumors**, the PCs should draw the following inferences:

1. Gilherad had a remarkable invulnerability, apparently a product of some unique enchantments.
2. Muriah the broo leader is reported to possess an invulnerability similar to that described for Gilherad.
3. The writer of Gilherad's scroll had received an obscure oracle from Lhankor Mhy that hinted at a weakness in Gilherad's magical protections.
4. The writer of Gilherad's scroll traveled to Gilherad's Observatory to discover a carving. This carving led the writer to a cavern in the Wastes which concealed the source of Gilherad's weakness.
5. The writer believed he had found the source of Gilherad's weakness and rendered him vulnerable. If Muriah's remarkable vitality comes from the same enchantments as Gilherad's, finding this source of weakness might threaten Muriah's arcane defenses.

Following this line of inferences, the PCs need to find Gilherad's Observatory and the carving there to guide them to the cavern in the Wastes. Inquiries or research at the Pavis Lhankor Mhy temple discover references to a tower by that name on the southern border of Sun County dating from the Second Age.

Sun County

The PCs are directed to visit Sun Dome Temple in Sun County where records have been maintained since the Second Age. The Sun Domers are not known for their hospitality, but with a letter of introduction from Grey Sages at the Pavis Temple explaining the PCs' mission to root out chaos, the PCs receive formal but sincere hospitality from the Temple Fathers.

Plan or improvise encounters as the PCs enter and travel through Sun County to Sun Dome (see *Sun County*, pp. 48-56), or abstract the journey as you wish.

Upon presentation of letters of introduction, or after explaining their mission to a series of petty bureaucrats, the PCs are eventually introduced to Hector the Wise, librarian of Sun Dome Temple (see *Sun County*, p. 11, and "Hector's Yellow Book," p. 33). Hector is polite, and would not think of charging for his services, but he expects the PCs

Truth in Dispute: A Gloranthan Theme

In *A Tale to Tell* the dispute over the Rune of Truth is figured in portents received by servants of the Masters of those runes, in particular, the followers of Lhankor Mhy, Yelmalo, and Thanatar. The mysterious appearance of The Gilherad Scroll may have been the first move in a divine contest pitting the disciples of Lhankor Mhy and Yelmalo against the servants of Thanatar.

As the scenario develops, devout worshippers of Lhankor Mhy and Yelmalo receive dreams featuring the following imagery. The dreamer approaches an abyss. A figure, his back to the dreamer, stands at the abyss, looking down. The dreamer approaches the abyss and finds it filled with numberless heads, all screaming soundlessly. Many of the faces seem familiar to the dreamer, but he cannot place or recognize them. Then the figure turns to the dreamer and appears to be either a Grey Sage or a Light Son, according to the dreamer's cult. The figure smiles, reaches up with one hand, and removes his head and hands it to the dreamer. The dreamer automatically reaches for the head. Suddenly, the figure whips a garrote from his robes and deftly slips it over the dreamer's head. The line of the wire lies cold as death on the skin of the dreamer's neck. The dreamer screams... and awakens.

Devout worshippers of Thanatar receive the following dream. The dreamer sits at a table. A Darklight lamp illuminates the table and the manuscript he is writing. On the table are many heads, all mouthing speech silently. All around him is darkness. Suddenly, there is a blinding light before the dreamer. The dreamer cannot see into the light, but he senses a presence there. The presence speaks the

words to a short poem, but the dreamer does not recognize the words. One head bursts into flame and disappears before the dreamer's eyes, and the dreamer suddenly feels he has forgotten all he knows. The dreamer rises, grabs the Darklight lamp, and steps forward to grasp the presence in the light, but he is blinded, he cannot see and cannot feel anything there. Yet he hears the meaningless poetry again and senses once again the loss of everything he knows. The dreamer then thrusts his Darklight lantern forward into the blinding light and toward the murmuring presence. There is a wail of inexpressible sorrow... and the dreamer awakes.

Any PCs who receive the Lhankor Mhy- or Yelmalo-inspired dream may make of the experience what they will.

Woroshi, the Atyar-worshipping broo in Muriah's band, and Drueke or his minions (if any have taken refuge with Muriah after being driven from Dyskund Caverns), interpret the dream as a warning that something threatens Thanatar, possibly his temples, his worshippers, or the heads that serve them. How they respond to this warning depends on the GM's purposes.

If the GM wants to give his PCs a rough time, Woroshi goes to Muriah and tells of his dream. Muriah then redoubles the watch at the Tien Shrine in Noway Canyon, or travels there herself to guard the site.

If the GM wants to weaken the chaos forces through internecine strife, the Thanatar are jealous of Muriah's gifts from the Tien Shrine, coveting the enchantments for themselves. They scheme to place Muriah between any threat to the Tien Temple and themselves, hoping that the attackers will weaken Muriah, permitting them to betray and slay her in an unguarded moment.



to be frank and forthcoming with their reasons for visiting the library. If the PCs show him The Gilherad Scroll and tell Ormelius's Tale, Hector in turn searches patiently through ancient, dust-covered archives for records and maps from the early days of Sun County. At last, he finds a map which shows a tower marked "Gilherad's Observatory" near the site of modern Arrowsands. From other sources, Hector confirms the presence of a Second Age ruined tower there. Beyond the name and location of the tower, however, Hector can discover no further details beyond a note that describes the observatory as "a squat residential tower in the extravagant Imperial style." As such, Hector explains, it should be easy to distinguish from Sun Dome retirement towers, which are tall and unornamented.

Hector gives the PCs the name of the leader of the active militia unit stationed in Arrowsands, Magnus Pike. Pike is an old veteran familiar with the territory who can help the PCs locate the tower. Hector provides the PCs with a letter of introduction to his old friend Magnus, explaining the PCs' business in Arrowsands and asking Magnus to accompany the PCs in exploring the tower in case there is any danger — actually, to safeguard the PCs from the temptation to plunder any ancient treasures they find in the tower.

Arrowsands Village

See the map of Arrowsands nearby.

The militia unit is barracked at the Lokarnos Shrine in the sleepy village of Arrowsands, population 200. Magnus is a Spirit-Blessed Templar (*Sun County*, "Sun Dome Templars, Variant C," p. 45), an acolyte, and a hearty but casually abrasive veteran militia leader. Magnus is accustomed to respect and deference from the locals, and expects it from outsiders, only moreso. A half-file is out on patrol with the unit's half-file leader. The other eight militiamen are industriously engaged in busywork and ill-disguised sloth.

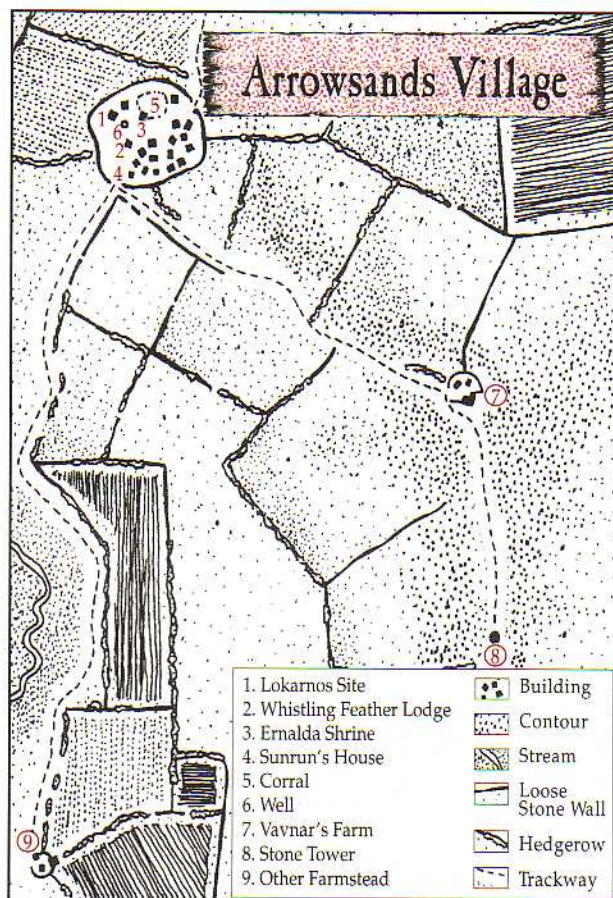
Magnus immediately recognizes the tower the PCs are looking for — "squat old ruin with all the fancy doodads and carving" — and he seizes on the opportunity to turn out the loafing militia half-file for a little run in the sun. He cheerfully orders the groaning militiamen into battle gear and drives them out into the noonday sun. The militiamen scowl at the PCs and communicate nonverbally but eloquently a desire to murder them for spoiling their day's rest.

The tower is found about two kilometers away on the farmstead of Vavnar Daybreak. The

unusual sight of a militia half-file jogging along with a party of outlanders trying to keep up brings the entire Daybreak family out for a gander. Magnus explains that he wants to take a look at the tower. After shooing the wife and kids back indoors away from harmful exposure to unclean outlanders, Vavnar asks to come along.

Gilherad's Observatory is a well-preserved ruin currently used as a watchtower and warning beacon against nomad raids, and as a grain store. It is built of stone, with two stories connected by a central stairway that leads through a trapdoor to a restored, timbered roof. There are two smallish windows on each floor through which a lightly dressed person of SIZ 10 or less could squeeze. There is a single 1.5m wide by 2m high door which can be securely barred from the inside. The bar which holds the door has STR 35, and the door has 12 armor points.

The ground floor level is used to store sacks of grain. The second floor is full of firewood, soot, and ash, while the roof holds only the remains of the occasional signal fire. The doorways, windows, and the central stairway column all bear elaborate stylized geometric carvings in the Wyrms Friends Imperial style. However, the carving that the PCs





are looking for is hidden low on a wall beneath the ash, soot and other rubbish on the second floor.

The Rune Carvings

See the diagram "Rune Carvings," nearby.

The carved runes described in *The Gilherad Scroll* actually consists of a series of symbols and Runes signifying the location of the Tien shrine where Gilherad carried out his disgusting rites of worship. Once, enchantments permitted Gilherad to communicate in some way with the Tien shrine, though with Gilherad's death the enchantment was lost.

The carvings are in three groups. In turn, each group of carvings is divided into three subgroups: a compass direction, a Rune group associated with the terrain of the indicated site, and a Rune group defining the objective of anyone using the directions before they follow the instructions in the next group of symbols.

The First Group of Carvings: The compass direction on this first group points south. The Runes indicating terrain are hardly enlightening — just Earth and Stone. The objective, however, is described by the Runes of Beast and Air. Earth and Stone represent the difficult, rocky terrain around

Eyes Rise Flat and Condor Crag. The Runes of Beast and Air commonly refer to birds.

This first group of carvings therefore directs the reader to Condor Crag, a series of huge natural rock pillars populated by a small number of Giant Condors. The Crag is rumored to have stood since Godtime, and are said to be unclimbable.

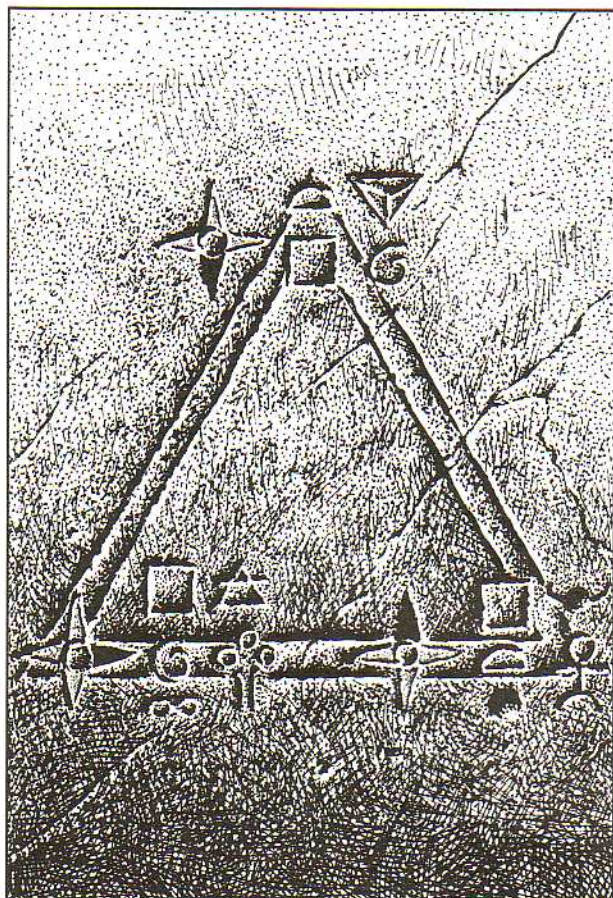
The Second Group of Carvings: The compass direction is now east. The terrain is represented by the Runes of Earth, Air, and Infinity, and the objective is defined by the Runes of Plant and Dragonewt. The Runes of Earth, Air, and Infinity represent the Wastes. Air and Earth represent wind-driven sand, and Infinity suggests the vastness of the Wastes. The Plant Rune is fairly obvious, but the Dragonewt Rune is completely obscure, as Dragonewts were not seen in Prax until seven centuries after the Golden Age of Pavis (when this carving was made).

The Third Group of Carvings: The compass direction is now north. The entrance to the Tien Temple is on the north wall of the narrows of Noway Canyon whose lower end lies within sight of the demi-bird skeleton indicated by the dragonewt rune in the previous Rune group. Earth, Stone, and Darkness describe the terrain of the cavern, and the Runes of Chaos and Man describe the objective within. This carving can be interpreted as a direction to travel north into Earth, Stone, and Darkness (the caverns) while the nature of what awaits within the caverns — Chaos and Man — may be all too obvious.

The clues provided in these rune carvings are extremely obscure. Either prompt the players with hints through tests on World Lore, or leave the PCs to decide they need help in interpreting the carvings. The PCs may make a drawing or rubbing of the carvings and return to seek Hector's aid at Sun Dome Temple. Hector can help the PCs find a useful reference or informant, or can ask the Sun Dome priests for divinations to try to solve the riddle of the runes.

The critical clue, however, is the Dragonewt Rune. If the PCs have completed the *Dyskund Caverns* scenario, the Dragonewt Rune in the second group of carvings refers to the giant stone skeleton of a demi-bird mentioned as a landmark indicating the site of a Tien temple in the *Thanatar* scrolls that may be discovered in Drueke's chamber in that scenario.

Any nomad familiar with the Wastes from traveling back and forth through the Bleak Hills between pasturages knows of the giant stone demi-bird skeleton in Gates of Dusk Canyon. Demi-birds are universally recognized in legend





and lore as the mounts of the dragonewts. The valley associated with the giant demi-bird skeleton, Gates of Dusk Canyon, has long been associated in nomad lore with the curse of chaos. If the PCs think to ask someone familiar with the Wastes, a local Sun Domer instinctively thinks of nomads, and can refer the PCs to a Lokarnos trader or other person who has dealings with nomads. In turn, the nomad will listen without comprehension to whatever the PCs say until the association is made with the Dragonewt Rune, when the nomad explains that the site of the ancient demi-bird's skeleton is a well-known landmark in the Bleak Hills.

Part 2: The Route to Noway Canyon

Any town of any size along the Zola Fel is likely to have residents of nomad stock who have abandoned tribal life for the seductions of civilization. They may be wretched poor living in unbearable squalor with only the most pathetic of civilization's possessions, or they may be traders, guides, couriers, or mercenaries selling their services to their civilized masters. Also, some towns like Pavis and Garhound have Sable Rider Lunar auxiliary barracks. Any nomad can give general directions to the demi-bird skeleton and Gates of Dusk Canyon. Some aged derelicts and professional guides can give excellent maps, but their price, whether a keg of beer or a fistful of Lunars, must be paid first.

The best route is to follow the Zola Fel south, then to leave the river south of North Bog and head east to the easiest slopes of the cliffs. Once on high ground, strike south along the top of the escarpment (there are many north-south trails) to the unmistakable Condor Crag landmark. From Condor Crag east, a well-traveled nomad route leads to the southern edge of the Bleak Hills. The route then strikes north through the Bleak Hills and descends into the Canyon of the Gates of Dusk Serpent (nomads call a seasonal river a 'serpent') which drains the Bleak Hills to the northeast. As the route descends from the heights of the Bleak Hills, a prominent landmark, Devil's Knob, is visible along the canyon's eastern cliffs. The giant stone demi-bird's skeleton is in the bottom of the canyon near Devil's Knob.

Travel in the Wastes

Plan or improvise encounters as the PCs travel

through Vulture Country and the Bleak Hills (see **Sun County**, pp. 48-56), or abstract and compress the details of the journey as you wish. Plan or improvise actions and encounters of major NPC groups like Muriah's broos and the Lunar Survey Team under Hazphar Pharates and Dalamides Aveticus at your discretion. It is good policy to foreshadow future encounters with such major NPCs through earlier contacts, whether in person or in the forms of distant sightings or chance-discovered abandoned camps or trail traces.

Through civilized regions of Prax (i.e., Pavis, Sun County, or the Raus holdings), use the standard encounter tables provided in *RQ Deluxe*. However, for wilder areas see "Encounter Table for Prax and the Wastes" in the **GM Reference Pullout**. Encounters are always best if determined before a scenario and given some forethought. Always provide encounters with motives, surroundings, and possibly statistics. Why are they here? What are they doing when the characters find them? Where are they? Where are they going?

The basic details for this section of the scenario are given below, but elaborate upon them at will. The PCs may lose their way, run out of water — and then find themselves giving away all their metal (maybe even iron) to sable riders in return for water. Perhaps they spot (or even speak to or trade with) Dalamides' party on their way to High Holes, only to encounter them on less favorable terms later in the adventure.

Condor Crag

The Crag is a collection of sandstone columns, the largest of which (Jebba's Spire) is over 300m high. This area is thought to be the only colony of Giant Condors in central Genertela. Giant Condors are huge birds, easily the size of horses, but mere specks in the sky from the PCs' viewpoint.

The rugged and high terrain around the Crag makes this area a good spot for scouts. There will usually be members of a tribe or a local broo gang on lookout duty here. These lookouts flee before the approaching PCs reach the Crag.

Condor Crag is simply a reference point for the start of the journey eastward into Vulture Country.

Vulture Country

Vulture Country is an unpleasant place where the weather is always the extreme of the season. Travel anywhere in the Wastes is extremely dangerous. Since the Battle of Moonbroth, most nomad clans of the Alticamelus, Bison, and Impala Nations and many of the Independent Tribes aggressively challenge the passage of outsiders in the Wastes. Sable and Morokanth tribesmen and



folk in civilized garb receive rough treatment, often in the form of verbal and physical abuse and occasionally including raiding, ambushes, or open attacks. Feral and tribal broos are always a threat. Broo raiders watch all travel routes and prepare ambushes and night camp attacks when a party seems vulnerable. Wild beast herds and abundant small game provide the skilled backcountryman with ample provender, but some predators and monstrous creatures present a serious threat even to large, well-armed parties.

The greatest danger in the Wastes is running short on water for men and mounts. One liter of water has ENC 1, and a waterskin costs a half-Lunar per liter capacity if you buy one in Pavis, or double that price elsewhere. For each day without water, a creature will lose $1d3+1$ hit points, in addition to having its basic fatigue points reduced by 90%. (See "Water Use Tables" in the GM Reference Pullout.)

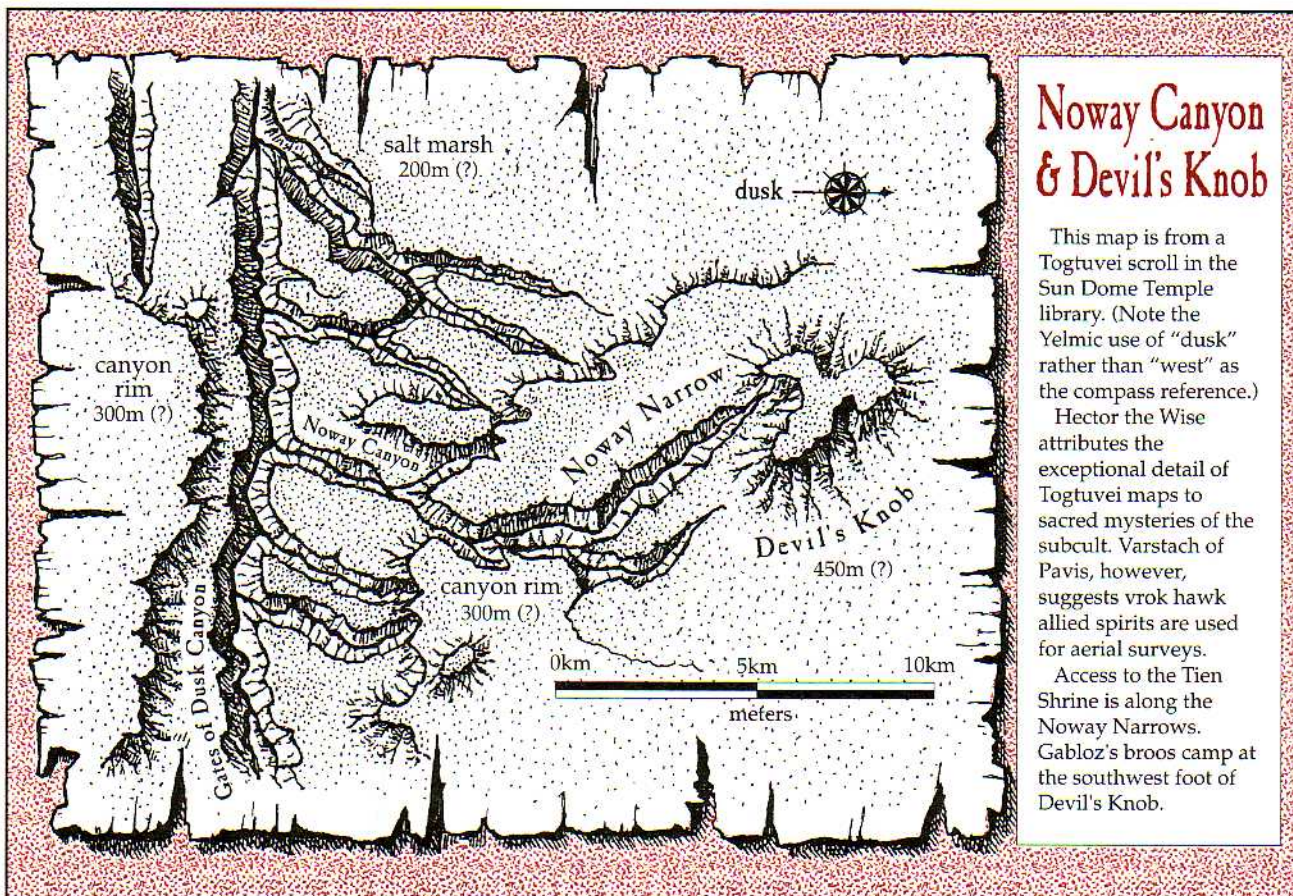
Normal travel on foot or mounted in the Zola Fel Valley and Vulture County is at a rate of 15 kilometers/day. This is because of the dense vegetation in the valley and the rugged terrain broken by deep canyons and ravines in the Wastes.

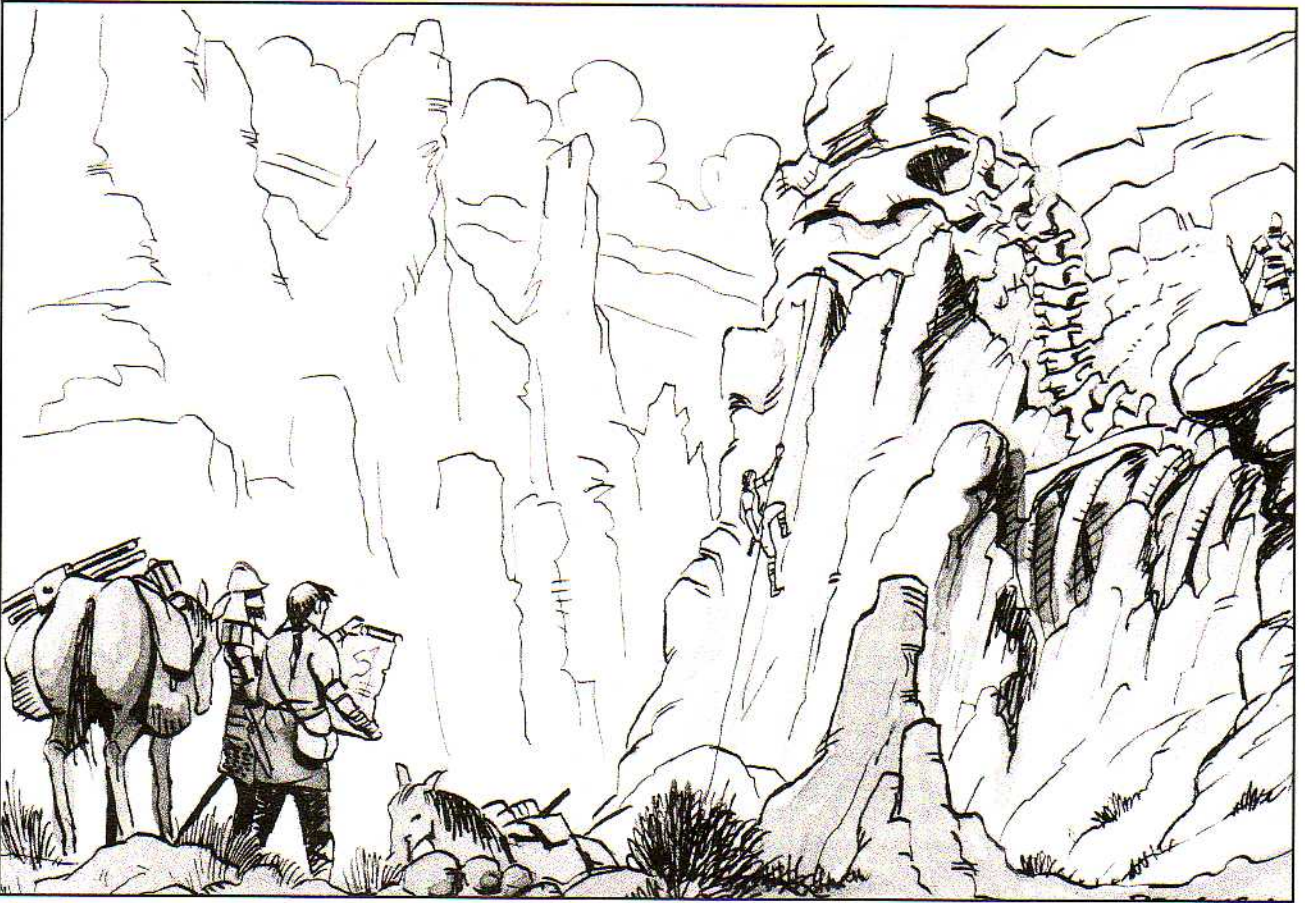
Normal travel in the rough Bleak Hills terrain is at a rate of 10 kilometers/day. The distance from Arrowsands to Condor Crag is approximately 70km; throughout this stretch, water supplies are adequate. From Condor Crag to the Bleak Hills is 110km; there are only two reliable, year-round water sources, one at the 25km point, one at the 70km point. Through the Bleak Hills to the demi-bird skeleton the route is 30km long; the only reliable water is in the Gates of Dusk River at the end of that 30km stretch.

Gates of Dusk Canyon

See the Noway Canyon diagram nearby.

The Gates of Dusk Serpent is well known among nomads as the last watering hole before ascending onto high ground on the most common southwest-northeast route through the Bleak Hills. As the PCs descend from the Bleak Hills, the canyon lies before them, with the green vegetation of the canyon floor a marked contrast to the barren, windblasted sand and rocks of its surroundings. Devil's Knob, a tall, flat-topped mesa on the eastern canyon rim, is the most prominent feature to the northeast.





Giant Stone Skeleton of a Demi-Bird

The trail drops from the Bleak Hills into the canyon along the river bed. At this point there is water in the river bed in all but the driest of late Fire season droughts. The giant stone demi-bird skeleton is unmistakable. The exposed portion of the skeleton is about 20m long, and consists of a skull and a very long neck. Anyone who has seen a dragonewt demi-bird can confirm its identity with a successful Animal Lore roll. Close observation reveals that the skeleton is actually made of stone. The origin of this skeleton is shrouded in mystery. Perhaps it is a remnant from the army of the god Genert which was annihilated in the war against chaos. Perhaps it was the mount of a mighty dragonewt who traveled through the land before Time began.

Gates of Dusk Canyon is inhabited all year round by lizards who live in cool caves along the rocky western canyon wall. The lizards include a wide variety of species, the largest of which are Rock Lizards, as described in *RQ Deluxe*. Hawks and pigeons nest along the west side of the valley, and there are snakes and scorpions in abundance, along with many smaller insects. Dark recesses in the western canyon walls are refuges for bats and

rubble runners. The valley blooms in spring, and wandering herd animals find their way to its sanctuary. When water is scarce in Fire Season, the canyon floor is home to many wild animal herds. Zebra are common, grazing the coarse grass and drinking from the precious streams fed by seeps in the canyon walls. The herds attract predators as well; wolves and hyenas can commonly be found in the valley, and sometimes baboons as well.

Nomads come here to hunt or when guiding their herds back and forth between Prax and Wastelands seasonal pasturelands, but the canyon cannot support year-round settlements. Occasionally, harpies are encountered in the area, and broo are unfortunately common.

Near the demi-bird skeleton, the mouth of Noway Canyon cuts away from Gates of Dusk Canyon into the high eastern terrace. To find the Tien Shrine, PCs must travel east into Noway Canyon, follow the Noway Creek bed when they reach the intermediate terrace, then enter Noway Narrows, a long, deep channel cut into the rock beneath Devil's Knob. Gates of Dusk Canyon is filled with abundant traces of man, herdbeast, and canyon fauna. On the other hand, only broo tracks



(Track -20) can be found along Noway Creek, for this is the route broos take from Devil's Knob to the canyon floor to hunt and get water.

Once the PCs reach Gates of Dusk Canyon, begin foreshadowing future encounters with major NPCs like Gabloz's Gang and the Lunar Field Team. It may be nothing more than recently abandoned campsites or hunting spoils left to rot in the sun. It may take the form of distant campfires or noises Scanned or Listened at night, or distant movements Scanned on the canyon rim or Devil's Knob by day. It may include nuisance raids by an ill-disciplined member of Gabloz's gang, or may come as a chance surprise face-to-face encounter with the Field Team. In any case, the most effective use of major NPCs consists in repeated peripheral introductions before the major encounter, building player suspense and anticipation as they try to figure out what role the NPCs are meant to play further on in the scenario, and as they wonder about what they ought to be doing about it.

The Tien Shrine

See the Tien Shrine diagrams nearby.

Tien is a vile chaos god associated with severed heads. Tien is an ancient name for the god now widely known as Thanatar (see *The Cult of Thanatar*, pp. 74-80.) Tien's worshippers can steal the knowledge and magics of their victims (on a temporary basis) by preserving the victim's head and soul in a cruel and disgusting life-after-death. This cult is hated so much that even Orlanthi and Lunars have been known to work together to destroy it.

The entrance to the caverns housing the Tien Shrine are in the northern wall of Noway Narrows about 10km east from the floor of Gates of Dusk Canyon. Gabloz's broos camp in cliff recesses in the southwestern foot of Devil's Knob, and during the day a broo lookout high on the Knob can clearly monitor any approach or entry into the Tien Shrine entrance. A night approach might not be seen, but broos anticipating visitors post a lookout on the rim above the shrine entrance, and sound carries a long distance in this environment.

At the cavern entrance, the PCs find a huge (800m-long) stairway, which descends at an angle of about 35-40 degrees. This stairway is covered in the dust of seven centuries, but there is evidence of recent disturbances.

Walking down the staircase subtracts 1 from a character's basic movement class and walking up subtracts 2. Running down the stairs requires a DEX x 5% roll (DEX x 1% in darkness). Failure

results in the character falling 1d10+2m. Any character knocked back down the stairs must make a DEX x 5% roll, or fall the standard distance, plus a further 1d6m. A knockback up the stairs requires a DEX x 2% roll, or the affected creature falls at his opponent's feet. The distance that a character would normally be knocked back is divided by 10 in this case.

Note that the terrain above the narrows features plenty of loose rocks and thorny bushes offering cover to ambushers. Boulders have tumbled down from the nearby Devil's Knob. The presence of these boulders play an important part in Gabloz's assault plan.

The Ghosts of the Shrine

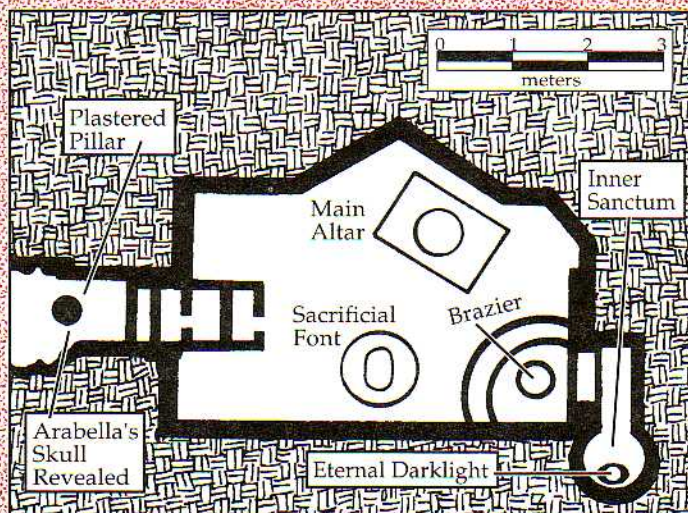
The cult of Tien rarely wastes its resources. When a living severed head is sufficiently damaged, its captive spirit is released and becomes a form of ghost known as a Mad Head Ghost. These insane spirits attack all but Thanatar cult initiates or those wearing a special Protective Talisman; as such they make excellent defensive wards for cult sacred sites. A Talisman is made from a finger bone, a strand of hair, and a piece of tarnished silver. The wearer must be in skin contact with the Talisman at all times. If this is done, the wearer has immunity to all the ghosts in the shrine. Muriah has such a Talisman.

Any unprotected character is attacked by the ghosts in the shrine. (See **The Ghosts of the Tien Shrine** in the **GM Reference Pullout** for ghost NPC profiles.) They manifest on the stairs behind the characters when any character steps into the water in the bottom chamber. In the confusion and low light conditions, PCs may not initially realize that the entities are ghosts. A successful Scan test is necessary to note the ghosts' transparent forms.

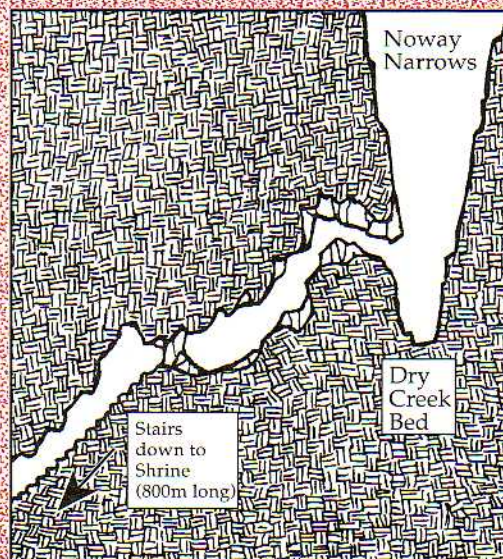
These restless spirits are Ormelius's former companions, captured with him and transformed into psychotic, malevolent ghosts through Thanatar rituals. Each is bound into the skull of its original body. The skulls are embedded in a mortar pillar just outside the Tien Shrine. The mortar has crumbled over the years, exposing Arabella's skull. Her ghost may be released by crushing her skull and reciting the rhyme in the scroll. The other ghosts may also be released if their skulls are uncovered and crushed according to the Lhankor Mhy ritual. If the PC party includes a Lhankor Mhy cultist, or if a Lhankor Mhy cultist has been consulted in the course of the scenario and shown Gilherad's Scroll, assume all PCs know about the head-destroying ritual. Otherwise a successful World Lore test is required to know the forms of the head-smashing ritual.

Tien Shrine

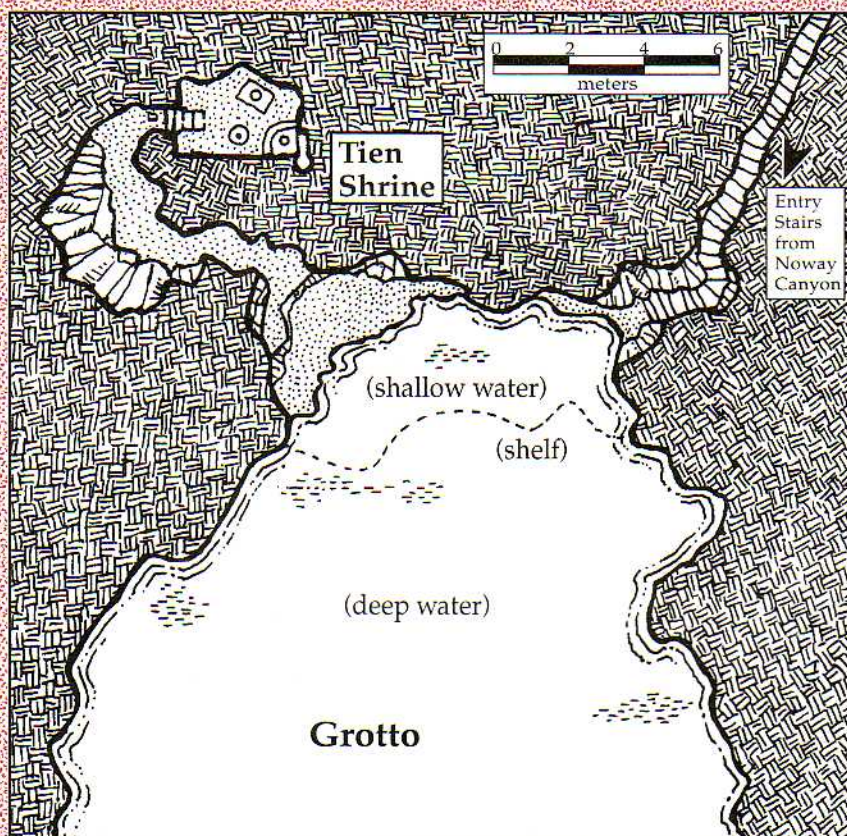
Beneath Noway Canyon
in Vulture Country



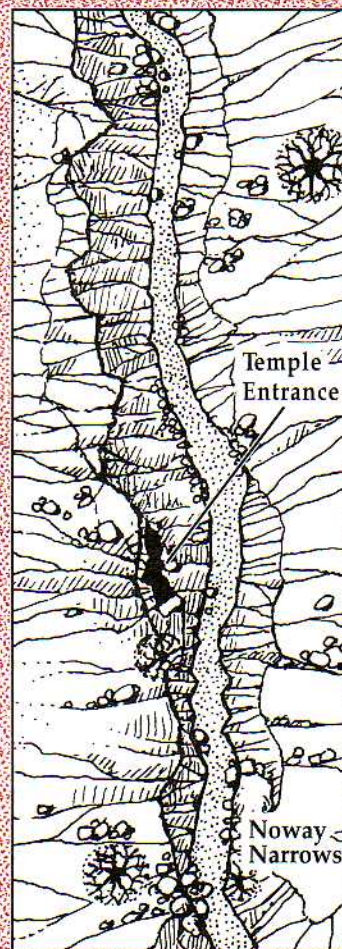
Shrine and Inner Sanctum



Tien Temple Entrance, Cross-Section



Tien Temple: Entry Stair, Grotto, and Shrine



Tien Temple Entrance,
Top View Along
Noway Narrows



The Mad Head Ghosts

Mad Head Ghosts cannot move more than 20m from the remains of their skulls. This includes the entire area of the shrine, the entry passage from the pool, the shallow end of the pool, and eight meters up the entry stairs — in other words, most of the area represented in the diagram of the shrine. PCs trying to flee the range of the ghosts must strike out for the deep end of the pool, or withdraw up the stairs. When they reach the limit of the ghosts' range, all spirit combat ends, and within the following round the attacking ghosts have demanifested, becoming invisible. Unless there are other possible targets nearby, the ghosts wait invisible at the point where they lost contact, waiting for a foolish victim to return.

The Cavern Pool

At the foot of the stairs is a huge subterranean pool. From the foot of the stairway, the PCs are unable to see the opposite wall of the cavern, which seems to endlessly echo the sounds they make. For the most part, the southern part of the pool is fairly shallow (.5 to .75m), but this shallow shelf (marked by a dotted line on the map) ends

abruptly and the depth suddenly drops to 2m and deeper.

This pool is the final resting place of Senna and his two nomad guides. The ghosts possessed all three men, drove them into the pool, and drowned them. They sank to the bottom just beyond the ledge. The water is clear, and anyone who wades out to the edge of the ledge with a light can see their bodies on the bottom. They are remarkably well preserved and worth recovery. Senna wears a silver ring worth 100L (inscribed as a poetry award from the Pavis Issaries temple, and a positive identification of his corpse). The ring bears two enchantments: it is a matrix for Detect Parchment and Detect Papyrus. He also carries 100L worth of silver and gold trinkets for trade goods with the nomads. His shortsword and other metal gear are spoiled by rust. The two guides have salvageable goods worth 15L each, and one carries a waterproof bark map of Vulture Country and the Bleak Hills. This map shows sufficient detail to permit the PCs to travel cross country on the return journey and allow the PCs to accurately trace their route if they travel to High Holes.

The Tien Shrine

The passage opposite the entrance stairway reveals the first evidence of the ancient Tien occupation. Some long-corroded bronze shackles are embedded in the cavern walls. Further up the passage, just before the portal leading into the shrine, is the crumbled mortar pillar holding the skulls of the Mad Head Ghosts. The only recent signs of passage in the dust are of small, moccasin-clad feet — Muriah's feet.

Once a wooden door sealed the entry portal, but the hinges have corroded and failed, and the door lies flat inside the shrine. Near the portal, but outside the shrine, lies the long-dessicated corpse of a feral broo who died here while possessed by Rorkon. Anyone who contacts it is exposed to the Shakes.

Looking inside, the shrine is fairly large and has been excavated to be nearly square. The altar is large and oblong. A carved stone skull sits on top, with a dish (apparently for incense, but actually for the altar's Darklight, now extinguished) cemented into the top of the skull. There is also a stone font, although its purpose is not to baptize, but to collect blood. Any traces have long since disappeared. An archaic mallet rests in the font instead, left by Ormelius after the last time he used it.

Any sentient being that enters the shrine is attacked by the ghost of Ormelius. (See **Ormelius**



Dragonchide, Ghost of Ex-Lhankor Mhy Sage in the **GM Reference Pullout**.) Ormelius, unlike the ghosts of his companions, cannot leave the shrine chamber, and his skull lies on the floor of the secret Inner Sanctum. If a victim flees outside the shrine, Ormelius immediately demanifests and waits for the next victim. Like the other ghosts, Ormelius's ghost does not attack Thanatar cultists or those bearing Thanatar Talismans. In addition, Ormelius does not attack Illuminated persons; in fact, the conditions of his binding enchantments force him to offer his aid to Illuminates.

In one corner is a raised platform, upon which sits a pedestal. On the pedestal, a crystal-tipped chisel is placed. The final separate features in the chamber are four decorated pillars shaped from stalactites and stalagmites.

The altar is the sanctum's defense; any sentient non-worshipper (or non-servant) of Tien who touches the altar is attacked by a Sever Spirit spell (treat this as if the caster has 24 Magic Points). This ward only attacks the first who touches the altar. But should the altar's Darklight be relit, the ward attacks all who touch the altar. Darklight is a cult magic flame that yields no light, hated by everybody except Thanatari, to whom it is sacred.

The sides of the altar are ornamented with 42 dark crystals (Black Blood magic crystals; see p. 50) set in niches. Most of these crystals have been engraved with tiny runes, many of which have been marred with random scratches and gouges. The seven crystals whose runes are as yet undamaged are the focal runes of Muriah's unique armoring and strengthening enchantments. Defacing these rune markings and destroying the enchantments takes about 15 minutes using the mallet and crystal-tipped chisel found nearby. The seventh unmarred crystal is also the focus of the enchantment binding Ormelius's ghost to the altar. When the enchantments are destroyed, Muriah is no longer protected by Armoring or Strengthening Enchantments, and Ormelius's spirit is freed from his servitude and madness. He is still a Mad Head Ghost, and will now insanely attack until his skull is destroyed or his spirit freed (see *The Inner Sanctum* below).

The Inner Sanctum

A well-concealed secret door leads to the shrine's Inner Sanctum. Only a Special Scan success can notice the outlines of the door, and only a Critical Devise success can divine its elaborate locking mechanism.

Within are only two items of note apart from

extensive and incomprehensible symbolic decorations on the walls. The first item is the skull of Ormelius. Performing the Lhankor Mhy Head Ritual can free his long-suffering soul.

The second item is the still-burning Eternal Darklight that maintains this site as an active Thanatar shrine. This Darklight yields neither light nor smoke, since it burns the stone it rests upon. The stone itself is a huge irregular slab of obsidian with a deep, smooth depression in the center like that made in a large candle, but there is no wick or smoke, and no sign of a flame until something flammable or sensitive is placed therein. Only sunlight can extinguish this enchanted flame. The slab of obsidian weighs 200kg. Carrying the stone outside the cavern and exposing it to sunlight permanently disrupts the sacred status of this site.

A Rude Surprise

At any point during the exploration of the caverns and the Tien Shrine, Gabloz's Gang (see **GM Reference Pullout**) may launch an attack through the cavern entrance or may attempt to seal the entrance with boulders. If and when this occurs depends on your plans for the role of Muriah and her broos in the development of the scenario sequence. Study the rest of the scenario and consider your overall strategy for presentation of Muriah's broos before initiating attacks with Gabloz's Gang.

Part 3: The Witch-Queen of the Broos

In the two previous sections of this scenario, the Route to Arrowsands and the Route to Noway Canyon, the PCs travel to a specific site where that segment of the action is resolved. The final section, *The Witch-Queen of the Broos*, focuses on a major NPC, Muriah, rather than a site. Muriah may bring the battle to the PCs, either in a series of ambushes and hit-and-run raids, or in a giant, climactic pitched battle; alternatively, she may withdraw to her refuge at High Holes, or flee into the Wastes.

Furthermore, Muriah's major tactical resources, apart from her own considerable powers, include the terrain and her troops. If she withdraws to High Holes, the terrain is described here in some detail. However, if Muriah employs hit-and-run or ambush tactics in Noway or Gates of Dusk Canyons, the Bleak Hill, or Vulture Country, the PCs must be free to choose their route and the terrain must be improvised by the GM.



Muriah's other major tactical resource, her troops, may or may not be competent, reliable, or loyal, and her lieutenants may or may not actively pursue their own agendas at the expense of her grand strategy. You are presented with the stats, personalities, and politics of her broo gangs, but how well they fight and follow Muriah's orders is up to you.

We have chosen one possible configuration of Muriah's tactics and resources for development below. In this configuration, Muriah's forward unit, Gabloz's Broo Gang, is aggressive and relatively incompetent, and the lieutenant pursues his own interests to the exclusion of Muriah's. Then Muriah deliberately entices the PCs to attack her on her home ground, in High Holes, where she enjoys greatest advantage of terrain and command control with her broos gangs. This is not necessarily the most interesting or most challenging configuration, but it is the easiest for a new or casual gamemaster to orchestrate, and less likely to threaten the extermination of the PC party.

More ambitious gamemasters should form their own vision of Muriah's strategies and resources and improvise her specific tactics according to the PCs' reactions to the actions of her minions. By their nature, broos may be unpredictably incompetent or effective as opponents; consider each individual in a gang and how they may or may not cooperate effectively with other individuals, and how well they may follow orders. The motivations of Muriah's lieutenants imply possible conflicts with her interests; it is up to you to decide whether and when the self-interests of the lieutenants override the collective goals established by Muriah.

The most effective tactics Muriah could choose would involve ambush and hit-and-run as the PCs travel through the Wastelands. To some extent the PCs may be able to choose the terrain they travel through, but Muriah and her troops know the ground, and should be able to pick the best spots for ambushes, hit-and-run tactics, and night raids. You have the challenging task of improvising the terrain in enough detail to permit the PCs some useful strategic choices while reflecting Muriah's superior knowledge of the area. Finally, if you have included the additional complication of Hazphar Pharates and the Field Team in the scenario, you must decide whether they act as antagonists, allies, or both.

We offer some tips for ambitious gamemasters, but cheerfully acknowledge that customizing the terrain and tactics of Muriah and her troops is hard work. The simpler configuration we present here is lots of fun, easy to present, and features the



Muriah, Witch-Queen of the Broos

challenging tactical challenges of movement, observation, communications, and engagement in the High Holes caverns. Campaign GMs, however, are encouraged to spend as much time and effort customizing and improvising this part of the scenario as they can.

Though it may seem obvious, we also note that you may also eliminate Muriah and her broos altogether, concluding the scenario with the Tien Shrine action, by deciding that she withdraws into the Wastes. No one but Kost the Tracker could expect to follow the trail of broos intimate with the Wastelands terrain if they didn't want to be tracked.

The Broo Gangs

Three broo gangs are provided for this scenario: Gabloz's Gang (at Noway Canyon), Behlok's Gang (at High Holes), and Muglaphar's Gang (at High Holes). Each gang consists of a gang leader, several notable individuals, and an indefinite number of undistinguished rank-and-file broos. The gang leader and notable broos are presented as complete NPC profiles (see the **GM Reference**



Pullout). The rank-and-file broos are represented by three general profiles, categorized as Excellent, Superior, or Typical. The general profiles have a few weapon and spell options, and can be customized using the **EZKustomKwick Broos Chaos Feature and Disease Table** (see **GM Reference Pullout**). See there also “**What Do You Want? Shut Up!**” — **What the Broo Shaman Says** for insights on broo culture.

Use your discretion in determining the exact composition of each gang using the following guidelines. Suggested numbers of rank-and-file broos are offered, but you know your PCs best. When in doubt, risk undermanning Gabloz’s Gang for the initial confrontation, then scale the number of broos at High Holes based on the PCs’ performance in their first encounter. Conversely, tough PC parties can handle more Excellent and Superior Broos.

Gabloz’s Gang

Leader: Gabloz. **Notable Broos:** Majabjab, Munchon, Frivol, Kitin, Horj. **Typical Broos:** 6-12.

Behlok’s Gang

Leader: Behlok. **Superior Broos:** 3-6. **Typical Broos:** 5-10.

Muglaphar’s Gang

Leader: Muglaphar. **Notable Broos:** Zafazka, Kirin, Woroshi, Kravern. **Excellent Broos:** 3-6. **Superior Broos:** 5-10.

Gabloz’s Gang at Noway Canyon

Muriah has a small group of supposedly loyal broos watching Noway Canyon at all times. When the PCs arrive at the Tien Shrine, the broo gang is commanded by Gabloz, a shrewd and ambitious leader. Gabloz’s Gang is camped beneath shallow overhangs at the southwest foot of Devil’s Knob. A lookout keeps watch from the top of Devil’s Knob day and night, though some lookouts are more conscientious than others.

Do Gabloz’s broos spot the PCs? Do the PCs spot the broos? Test Perception and Stealth skills, modified by PC statements of tactics and intents. Alternatively, if you decide the broos are careful and competent, assume they see the PCs and the PCs don’t see them. Contrariwise, if you decide the broos are incompetent boobs, the PCs see the broos before the broos see them. Additionally, if Muriah has had some advance warning of their approach (e.g., disturbing dreams), the broos should be warned and vigilant.

Smart broos immediately report swiftly and quietly to Gabloz. Dopey broos, if they do see the PCs, bellow the alarm at the top of their lungs, and echoes rattle through the canyons for several minutes.

A properly subordinate Gabloz immediately sends one rank-and-file broo to Muriah as a messenger while deploying the rest of his forces to monitor PCs activities. A number of alternative plans are quickly communicated to more-or-less comprehending broo minions, and a series of bird-call signals are determined to initiate each plan. The main objectives of all the alternative plans are to avoid a decisive engagement with the PCs, since it is prudent to harass, weaken, and tie-down the party until orders, reinforcements, or Muriah herself can arrive at the scene. If the PCs manage to break out, Gabloz plans to send a messenger to Muriah with this information, then he and his gang pursue the PCs, avoiding engagement, but leaving an unmistakable path for Muriah and reinforcements to follow.

On the other hand, an independent and self-interested Gabloz omits the messenger to Muriah, while his plans concentrate on taking the PCs himself so he doesn’t have to share any booty, and with the idea that a lucky break may give him a shot at getting into the shrine and stealing some of Muriah’s powers for himself. Gabloz only sends for help if he gets in trouble, and even then he is more likely to retreat to High Holes, deliberately leaving an obvious trail, hoping the PCs can eliminate Muriah, giving him an opportunity to take command of the broo gangs.

One Recommended Sequence: The lookout reports to Gabloz without revealing himself to the PCs. Gabloz decides to let the PCs enter the caverns if they will, then trap them inside with the hope that they will in some way damage or destroy the shrine and diminish Muriah’s powers, thereby improving his chances of challenging her for control of the High Holes gangs.

Gabloz deploys his broos along the rock rim above the Noway Narrows. PCs in the Narrows have no line of sight to the top, but a broo who fumbles his Sneak may dislodge a rock or two, and a successful Listen may alert the PCs.

When the characters enter the cavern, Gabloz launches his attack. After allowing plenty of time for the PCs to descend the stairway (and be out of earshot), the broos ambush any guards outside the cavern with a coordinated shower of missiles and spells. Once the guard is eliminated or driven away from the cavern mouth, the broos push a boulder down to block the entrance. The boulder



Gabloz's Gang: Munchon, Kitin, Gabloz, Majabjab, Horj, and Frivol

becomes lodged between the walls of the narrows, partially blocking the entrance and creating a squeeze of SIZ 12. (See "Squeezes," p. 37-38.) Gabloz then deploys broos on either side of the boulder to attack any PC struggling out of the squeezes when he can least defend himself.

This is a pretty fix for most PC parties. They may escape by one of the following methods, or by other means:

A. Broos are lured in line of sight of the squeeze, then Befuddled, Demoralized, Sleeped, or otherwise ensorcelled.

B. Broos are suckered to within reach of the squeeze, grabbed, and butchered.

C. Strength-enhanced PCs shove the boulder far enough aside to enlarge the squeeze, and other PCs slip out and butcher broos.

D. A PC shaman sends spirits out to drive away the guarding broos.

E. Hazphar Pharates and the Field Team show up, drive the broos away, then disappear. The PCs have no idea who their mysterious saviors were, though they find tracks of men and mounts nearby, and the dead broos show signs of sorcery.

Majabjab and Frivol are reliably subordinate to Gabloz, and therefore the broos Gabloz wants down watching the boulder, and are also the broos most likely to hang around long enough to be slain in any escape attempt. Horj and his pals Munchon and Kitin are likely to rabbit off for High Holes the moment Gabloz is distracted. Gabloz stays up on the narrows rim, out of the line of fire, but where he can intimidate his gang members or flee if things get dangerous. The most likely conclusion is that Majabjab and Frivol will perish in melee, while Gabloz, Horj, Munchon, Kitin, and many rank-and-file broos either flee in disorder to High Holes or remain under Gabloz's command to pursue and harass the PCs.

PCs may then head home immediately, or may track any surviving broos into the Wastes toward High Holes. For the convenience of the plot, assume either that clumsy, careless broos leave an unmistakable trail, or Gabloz leaves a suspiciously obvious trail. If the PCs head home, either pursue them with some or all of Muriah's broos, or permit them to return to civilization unmolested. If the PCs follow the bait to High Holes, you can proceed



directly to that location or improvise ambushes or encounters with Gabloz's broos as they retreat.

High Holes Caves

See the color pullout map High Holes Caves. See the **GM Reference Pullout** for profiles of **Behlok**, **Typical Broos**, **Superior Broos**, **Excellent Broos**, **Muglaphar's Gang**, and **Muriah**.

High Holes Caves lies 6km south of Devil's Knob on the northern edge of the Bleak Hills. The caves are on the west slope of a dry north-south canyon. The floor of the canyon is broad and rocky, with clumps of brush along the bed of the dry wash in the center. The slopes are relatively gentle, with brush in the ravines that cut into the exposed bedrock and jumbled rockfalls of the canyon sides. No particular care has been taken to conceal signs of passage in the canyon, and successful Track tests reveal broad, well-traveled paths leading from Entrance 1 and Entrance 2 to the canyon floor and to the high ground above the canyon slopes. Entrance 3 and the Back Exit are seldom used, and no tracks can be found leading to them.

Gabloz and Behlok's gangs share the South Cave. One gang resides here while the other gang is either on patrol or at the Devil's Knob camp. In this scenario, Behlok's gang is presently in South Cave, and Gabloz's gang as well, if they have retreated to High Holes from Devil's Knob.

Muriah and her loyal broos under Muglaphar reside in North Cave. The loyal broos are permitted considerable freedom, and one or two are often out hunting, scouting, or attending to personal affairs with Muriah's blessing.

Recommended Watch and Patrol Routines

Normal Vigilance: By day there are two lookouts, one at the Peephole, another concealed in the shadows of Entrance 1. By night the two lookouts are on the ledges before Entrance 1 and 2. The lookout at the Peephole is often snoozing or daydreaming. The loyal broos often sun themselves and relax on the shelf before Entrance 1, and the lookout is usually distracted by the routine boasting and bickering. The residents of South Cave are often dispatched on hunting and foraging patrols, sometimes by day, sometimes by night, but seldom for more than a day or two. The residents of North Cave are free to come and go as they please.

Full Alert: Lookouts are stationed as normal, but are wary and alert, and keep carefully out of sight. There's no frolicking on the shelves by day,

and no independent wandering for the North Cave broos. Small patrols of North Cave broos are sent out to scout and hunt at sunset and return before sunrise. A few South Cave broos are detached to bolster the North Cave guard during night patrols. Otherwise, the broos do not leave the caves without specific orders from Muriah.

Recommended Responses to Attacks

No Warning: If surprised, South Cave broos fire spells and missiles, then fall back to regroup in the Deep Chamber. Muriah has drilled this into the broos, expecting to draw attackers deeper into the caves where familiarity with the terrain gives the broos the greatest advantage. The broos also know they can escape through Entrance 3 if things get ugly. If aggressively and persistently pressed, the broos don't pause to regroup in Deep Chamber but continue to rout toward Entrance 3.

North Cave broos have a standard ambush plan if surprised by intruders — including rebellious broos gangs. Muriah, Kravern, Woroshi, Muglaphar, and 1-3 Excellent Broos wait in N3 while Zafazka, Kirin, and the rest of the broos conceal themselves at N4. A torch is left burning on the wall at N2. When an intruder begins to descend the slope at N2, Zafazka casts Sneeze, Kirin shoots a Firearrow, and the other rank-and-file broos make missile or spell attacks. These tactics are intended to goad intruders into a charge and melee which favors the powerful broo fighters. During this provocative attack, Muriah casts her biggest magic spells (e.g., Bladesharp 8, Protection 9, etc.) on Woroshi or Muglaphar. When melee begins, Muriah sends the broos with her into the flank of the charge, then either casts spells on herself and joins the fray, or uses the melee to cover her retreat to the Escape Chimney if the enemy seems too tough.

Advance Warning: In South Cave, attackers are drawn into the caves by broos feigning panicked flight. The broos wait in the Big Chamber and pound on intruders as they struggle through the low passage from outside. Then, if the PCs continue to advance, the broos fire and fall back toward the Deep Chamber, leaving torches along the walls, then setting up a field of fire from the cover of sidepassages to sweep anything that enters the chamber. If possible, a few broos are sent around through Entrance 3 to flank the intruders and trap them in the caves.

In North Cave, the ambush is similar to the "No Warning" plan above, but Muriah adds as many more broos as possible to her shock troops at N3 and N4. If no other reinforcements are available,



she redeploys the South Cave gangs to bolster the North Cave ambush forces.

Muriah and the Broo Gangs

Gabloz's Gang: These broos are first encountered at the Tien Shrine in Noway Canyon. Gabloz is the least trusted of Muriah's lieutenants, but tolerated because he is intelligent and effective, and because Muriah knows most of Gabloz's broos are loyal to Muriah.

Behlok's Gang: Behlok is Muriah's most competent and aggressive gang leader. Individually, his broos are the weakest fighters and trackers, but they are also exceptionally well organized and cooperative for broos. Muriah recognizes the value of this gang, but is wary of the devious mind of Behlok. At present, the Thed shaman is relatively weak and vulnerable, and Muriah counts on his good sense to recognize that serving Muriah serves Behlok's best interests. Someday Behlok may challenge Muriah for the High Holes gangs, but Muriah will cross that bridge when she comes to it.

Muglaphar's Gang: This is actually Muriah's gang, despite Muglaphar's nominal status as gang leader, since Muglaphar does whatever Muriah tells him to. These broos are either completely intimidated by Muriah (e.g., Zafazka and Kravern) or content to follow Muriah because of her skills, reputation, and past record.

Actually, the most prominent broo of this gang is Woroshi, an Atyar cultist, Illuminate, and wanderer from the East, an outcast from Kralorela, driven out of Than Ulbar for defiant and insubordinate acts, and a most recent refugee from the Vulture Country Thanatar broos gangs, having been guilty of supporting the wrong faction in a turf fight. Woroshi is quietly disgusted by the primitive savagery of Muriah's gangs, but has despaired for any higher quality of society among broos. He has often dreamed of traveling to Dorastor or the Empire, but after years of travel, settling into old age for a broo, Woroshi no longer has any taste for solitary wandering. Woroshi has recently been the messenger between Muriah and Drueke, Thanatar priest of Dyskund Caverns. Woroshi is most impressed with Drueke's intelligence and learning; however, long schooled in keeping his own council, Woroshi has shown little outward sign of it. He has been glad to serve as go-between for Muriah and Drueke. In this role Woroshi's long-dormant eloquence and romantic impulses have been stirred, and much of the feeling developing between Drueke and Muriah in

this long-distance romance may be the direct result of Woroshi's inventions and flowery speech. If forced to choose between Drueke and Muriah, however, Woroshi would probably choose Drueke as the more promising master.

Muriah and Drueke of Dyskund Caverns

While with the Vulture Country Thanatari, Woroshi was approached in secret by Drueke, the Thanatar priest of Dyskund Caverns. Now, through Woroshi, Drueke has presented Muriah with several diplomatic proposals for cooperation and mutual support. A peculiar rapport, developing into a long-distance romance, has grown between Drueke and Muriah through their messenger Woroshi. At present each is too preoccupied to spend much time thinking about one another, but either might regard the other as a potential ally — or unwitting dupe — in the right circumstances. For example, if forced to flee from their current residences, either might think of the other as a potential refuge.

Of course, this connection between Muriah and Drueke is a transparent narrative device for linking the two supervillains. But they would make a lovely couple, wouldn't they?

High Holes Caves Key

Locations in South Cave

S1: The entrance here (Entrance 2) is wide, but low; most broos must stoop or crawl through the entryway into the Big Chamber (S3).

S2: This passage leads to the Peephole. The lookout here lies flat and looks out a small opening (Squeeze 5). From this point, narrow passages lead to the Big Chamber and the Deep Chamber.

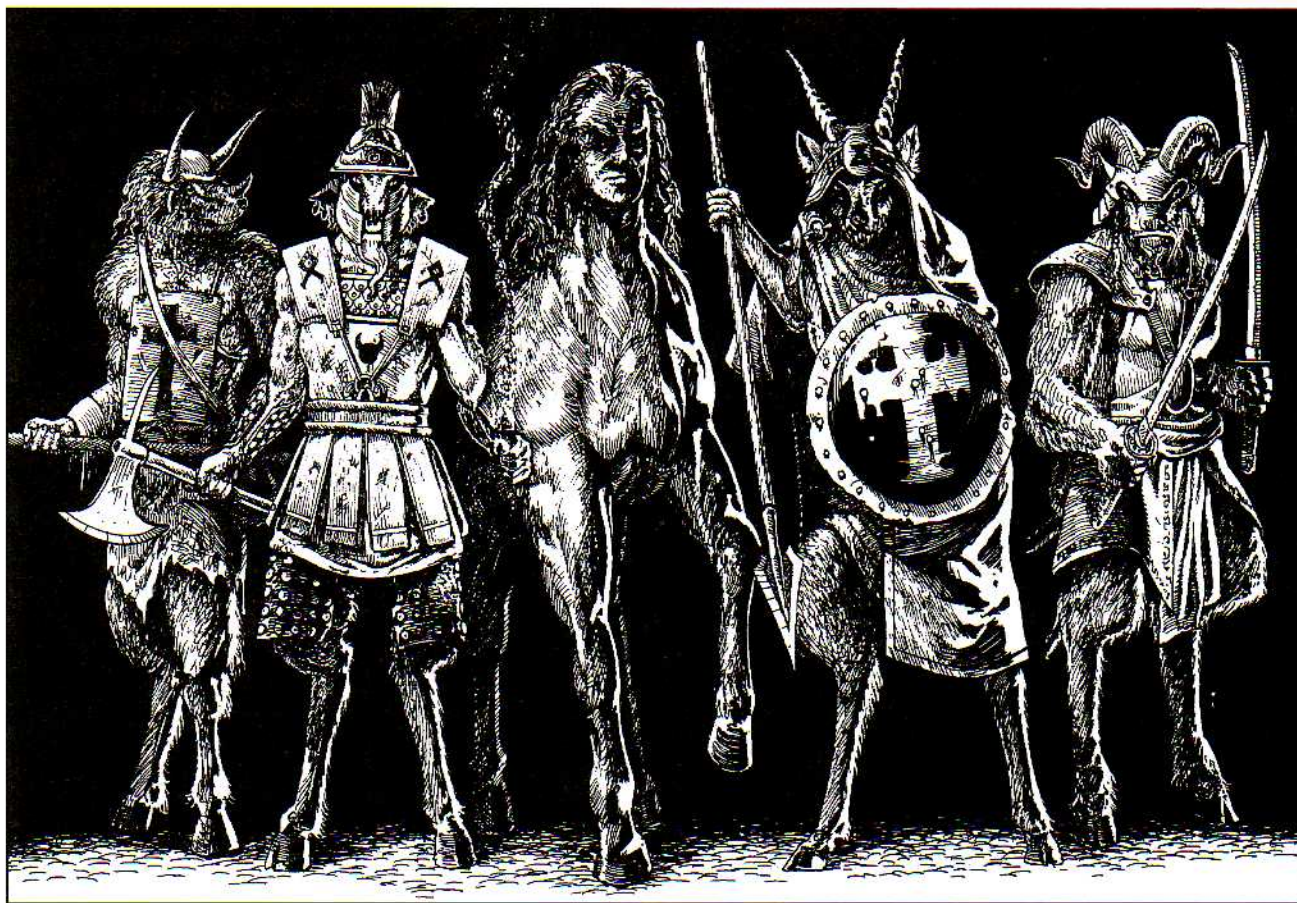
S3: The rank-and-file of the resident gang in South Cave sleep here in the Big Chamber.

S4: The leader of the resident gang sleeps here.

S5: The ceiling of Big Shelf slopes down toward the back.

S6: Though large, the Deep Chamber is hard to access for bulky broos, and is not used as a residence. Half-smart broos sneak back here to plot and be spied on by Muriah.

S7: While exploring the caverns, Woroshi discovered several dozen clay jars hidden deep in the back of Deep Shelf. Woroshi is too big to squeeze in there himself to examine the jars, but he suspects they may be Thanatar scrolls dating back to the occasional Second Age occupations of the cave.



Muglaphar's Gang: Kravern, Kirin, Muglaphar, Zafazka and Woroshi

Locations in the Maze

M1: This tall, narrow crack runs down from a cramped opening in the rock back into the Maze. This is a useful escape or flanking route for broos trapped in the South Cave, or an excellent access for a sneak attack if discovered by PCs.

M2: This area, called the Maze, is honeycombed by narrow cracks and tunnels too tight for most broos to squeeze through. A number of half-smart broos have wriggled into tight places to hide their personal treasures. There is little sign or smell of occupation or passage here.

M3: The broos are too big to pass through this section, but Muriah can move through here easily. She uses this route to spy on the South Cave broos, and may also use it to outmaneuver attacking PCs.

Locations in North Cave

N1: Ledge and Entrance. During the day, the watch and unoccupied broos gather to loaf and squabble.

N2: Slippery slope. PCs get hit by spells and missiles here as they scramble downslope; PCs can't immediately respond, since their hands are occupied. Broos withdraw out of light and range.

N3: Here, Muriah sleeps and spends much of her waking hours. When she sleeps, she is guarded by Muglaphar or Woroshi. Muriah keeps Kravern here with her at all times, and has Muglaphar and Woroshi here if an ambush is planned. If pressed, she goes for N5 and the Escape Chimney. Muriah owns nothing of value that she can't carry on her person at all times.

Note that there is no physical shrine to Malia in High Holes. Muriah's body itself is sacred to Malia, being the sacred vessel of many diseases favored by Malia. As such, her body is defended by the one-point cult spell Cause Soul Waste, and any creature that touches her without permission, or that attacks her physically or magically, is attacked by this spell.

N4: Muglaphar and Zafazka's nest. Zafazka and Kirin conceal themselves here if ambushing.

N5: The Escape Chimney is a narrow (Squeeze 8) shaft to the surface. Few broos can negotiate this chimney, and certainly none while in armor. This is Muriah's escape route. If possible, she drags Kravern behind her and forces him to follow her up the chimney. Usually, he will get stuck partway



up, conveniently blocking the chimney and drawing any spells cast up the chimney.

N6: Kirin's nest. Since he tends to play with fire whenever unsupervised, his rugged bed of shrubs and leaves looks more like a fireplace than a nest. PCs who enter North Cave undetected will often see a faint glimmering of flame and hear cheerful guttural cooing from this location.

N7: Year-round spring in the back of North Cave. Muriah controls the water, and thus controls the broos.

Scenario Resolution

The return from Noway Canyon or High Holes Caves to civilization may be abstracted or may be elaborated with encounters at your discretion. If the PCs have failed to impress Muriah, they should be harried by raiding broos gangs. If they bear the head of Muriah, they should deliver it to Duke Raus at Ronegarth. The 200 Wheels are immediately produced from Raus's treasury, and a deed for the land grant of two hectares of prime pastureland is made out in accordance with the requests of the party members.

Evidence of Senna's death at the Tien Shrine should be delivered to the Lhankor Mhy temple at Pavis, and sensitive PCs should offer their condolences to Senna's poor mother. The Lhankor Mhy temple may offer free training or spells in

recognition of the service performed for a long-dead cult member. If the PCs received Gilherad's Scroll from Treasure Trove Hurbi, Hurbi comes looking for his 5% of the bounty for Muriah. For months no Storm Bull or Zorak Zoran cultists will let the PCs pay for a drink or a meal in any tavern in Pavis, and PCs should receive extra opportunities to increase their Oratory and Fast Talk skills when fawning admirers repeatedly ask them to tell the tale one more time.

Ideally, Muriah and other major NPCs successfully escape to become villains in future Praxian campaign scenarios. On the other hand, if Muriah is slain, the deliverers of Muriah's head become instantly famous throughout the Zola Fel valley. As a consequence, they are the first choice for the honor when the Lunar administration receives a mysterious letter addressed to "The Famous Chaos Foes," containing an elegantly engraved invitation to dine at Fort Wrath and enjoy the hospitality of the fort's lord — Ralzakark, King of the Broos, Supreme Sophont of the Second Age, and Divinely Elected Protector of the Forever Free and Fertile Principality of Dorastor. The Lunar administration offers to pay all expenses while slyly inquiring about their tax records. (See *Dorastor: Land of Doom*, the next Glorantha *RuneQuest* supplement from The Avalon Hill Game Company.)



The Cult of Thanatar

The Severed God



I. Mythos and History

When the Devil entered the world, he was accompanied by the slimy hordes of chaos. The Devil's own son, the chaos god Tien, commanded the most powerful of the legions, and participated in the destruction of Genert's Garden. His legion proceeded south, continuing his terrible conquests until his forces were routed by a vastly outnumbered army using strategy devised by Lhankor Mhy. Later, a clever subterfuge delivered Lhankor Mhy into Tien's hands. The chaos fiend planned by ritual magics to suck Lhankor Mhy dry of wit and learning, but the god of knowledge escaped his captivity in Tien's black pit. After that, Tien was obsessed with the plunder and destruction of his arch enemy.

After the Spike exploded in the Greater Darkness, Tien stalked the sacred vestibules of the shattered mountain. In a golden room deep within the cosmic fortress, he came upon the shining goddess, the Mistress of the Light of Knowledge. His garrote severed her head, leaving her body to the rats of chaos and his magics sealed her soul within that head, from which Tien drew her learnings and skills. Through this grisly abduction, Tien stole all the light of previous knowledge; ignorance reigned supreme beneath the Darkness.

Then Hrothmir, the Horned Hero, son of Storm Bull, sought to destroy Tien, who fled to no avail, for all paths of the living end in Hell. Hrothmir struck Tien's head from his shoulders, shattering his magics and releasing the spirit of the Mistress of Light, but Tien's headless body enveloped Hrothmir in Darkness, and the hero was lost. Tien then took Hrothmir's head for his own. Tien's magics had been weakened, for he could not preserve Hrothmir's head, which fell into corruption. For the rest of the Darkness, the headless god-corpse, known as Than, wandered the catacombs of nameless mountains or prowled the fens of foul chaos dens, seeking other being's heads to balance upon its shoulders.

While on his Quest to Hell with the Lightbringers, Lhankor Mhy came upon the severed horned head

of Tien, but could not destroy it, though it still teemed with malevolent will and magics. Lhankor Mhy took the skull with him out of Hell and cast it into the Ocean. Appalled, water deities cast the skull from the seas upon a small island. There, seared by the hateful burning light of Yelm, the severed skull brooded for centuries upon its hatred and lust for vengeance.

The cult of Than persisted through the Three Ages in central Genertela. In the east, a traitorous priest of Lhankor Mhy discovered the skull of Tien, and having secreted it in the catacombs of an unnamed city in Kralorela, established the cult of the Horned Skull, worshipping the skull as Atyar, Devourer of Knowledge, for the awful knowledge-devouring magics it offered.

Eventually, the Atyar cult, spreading west, encountered the Than cult. And a new cult was formed, the cult of Thanatar, the worship of the Severed God, with the Than and Atyar cults remaining as subcults of the merged religions. But the reunion of the two portions of the Severed God did not reform Tien, for the joined parts remained lesser than the whole, and neither portion would sacrifice its individuality for the greater union. It is said that the skull of Tien remains on the Mundane Plane. Some say the brood hero Greegrog retrieved the skull and was made immortal for his pains. Others say the skull still lies deep beneath the rubble of that ancient Kralori city, awaiting discovery.

After death, Thanatari spirits are led to the Place of Waiting. From thence, they are drawn back to serve the living as familiars. Thus, life after death is promised to all believers. The corpses of dead cultists are turned into undead zombies or skeletons.

The cult of Than possesses the Runes of Death, Darkness, and Chaos. Atyar has Chaos and Truth. The combined cult possesses all the Runes of both cults. ("Tien" is the original form of the modern word "Than," and, as such, is occasionally encountered, particularly in reference to ancient cult practices and sites.)



II. Cult Ecology

So long as beings desire the mastery of skill and lore, yet cannot or will not seek this mastery themselves, and they care not what others may lose so long as they gain, the cult of Thanatar can exist, for Thanatar represents the covetousness of one being for the abilities of another. The cult seeks mastery over the world through knowledge and magic, and gathers such resources where it may, hoarding them jealously so that one day the full power of Tien may be restored, when Tien and his father the Devil may vie once again for dominion over Glorantha.

Many worshippers of Thanatar belong to chaos species (e.g., broos and scorpionmen), for their loyalty to Chaos is unquestioned. A few humans also practice this foul religion, but they must prove their loyalty in terrible ways to assure the security of the cult.

This cult fears, hates, hunts, and opposes almost every other cult. Lhankor Mhy and Storm Bull followers are especially detested, as are servants of Yelm and his kin. Relations are uncertain at best with even other chaos cults; it is hard to trust someone who may cut off your head tomorrow. Because of their hatred for Yelm, Thanatari never use gold, and go out of their way to defile this metal.

Darkseason is the holiest period for Thanatari. The High Holy Night falls upon Wildday of Disorder, Death, and Truth weeks of that season. In Disorder week, cultists recognize all Aspects of the Severed God. In Death week, Than is emphasized, as is Atyar in Truth week.

Each Wildday of Disorder week during the rest of the year is a holy day. Upon these days, cult members can form new cult relationships and guardians are bestowed upon newly promoted cultists.

III. The Cult in the World

Thanatari usually work alone, so this cult, with its secluded temples, wields little power even among the closed societies of chaos creatures. Non-chaotic folk hold the cult in anathema.

In the Third Age, this cult is found in Genertela. It is rare, and its gruesome temple-complexes are usually separated by hundreds of kilometers. The largest Thanatar complex known exists in the Tunneled Hills in the Chaos Wastes. Temples are also found in Kralorela, Peloria, Ralios, and Maniria.

Thanatar temples have a strict hierarchy, which is rarely altered. Almost all Thanatar worship sites are minor temples, though a few shrines and even fewer major temples exist. Most shrines are dedicated to either Than or Atyar. Than shrines teach Create Head. Atyar Shrines teach Devour Book.

There is little contact between temples. When two temples must cooperate, the eldest High Priest

of Dark Truths rules. Some temples are devoted purely to the worship of Than or Atyar only.

A full Thanatar minor temple has three branches, all presided over by a single High Priest of Dark Truths. Just beneath him is the temple's ranking Doom Lord. If a temple boasts more than one Doom Lord, the lesser Doom Lords are referred to as Doom Masters, and these rank just above the Doomed.

Next in authority come the ranking priests of the three branches of the cult: the Hand of Than, the Horn of Atyar, and the Breath of Thanatar. If a temple boasts more than one Doom Lord, the lesser Doom Lords are referred to as Doom Masters, and these rank just below the priests. Below the priests are the Doomed, who rule the Doom Seekers (initiates).

At the death of the High Priest, there is often a struggle between the factions of the three lesser priests for leadership of the temple. The Breath of Thanatar normally is groomed for the post and is backed by the Doom Lord. Sometimes the entire hierarchy of a temple may perish in a period of succession, leaving the temple hierarchy in confusion. Such times present excellent opportunities for non-cultists to intrude and cripple the temple.

Thanatar's cult metal is tarnished silver. Specially enchanted tarnished silver cannot be polished, and has the qualities of bronze.

IV. Doom Seekers (Initiates)

Necessarily secretive and paranoid, Thanatari test applicants extensively. Chaotic candidates must roll their (STR+CON+DEX) x 2 or less on 1d100. Non-chaotic candidates must roll their CHA x 3 or less. In each case, 5 percentiles are added to the chances for success for each gift of value or service performed for the cult.

Non-chaotic candidates who fail the test are slain.

Once accepted, the initiate must take a random Thanatari gift and accept a geas. He may take only one gift, with its requisite number of geases. The new Doom Seeker is then marked with a small white blemish shaped like a horned skull placed on a hidden part of his body. This mark protects the initiate from attack by the insane spirits which roam the temples. He also gains the ability to see by the cult's special Darklight spell.

The new initiate must elect one of the three aspects of the cult to serve (Than, Atyar, or Thanatar), and swears loyalty to that branch's priest. He gains one-use access to the spells of that branch of the cult.

The spells of Firearrow, Fireblade, Ignite, Light, or Lightwall are forbidden to cult members.



Initiates of the three aspects of the cult have limited access to spirit magics as indicated below. Each branch jealously guards access to spirit magics unique to its own aspect (i.e., Atyar does not share Demoralize or Second Sight with the other two branches).

Than Spirit Magic: Bladesharp (affects wire garrote), Bludgeon (affects cord garrote), Darkwall, Disruption, Extinguish, Silence.

Atyar Spirit Magic: Befuddle, Demoralize, Fanaticism, Mindspeech, Second Sight.

Thanatar Spirit Magic: Befuddle, Bladesharp, Bludgeon, Darkwall, Extinguish, Fanaticism, Heal, Mindspeech.

V. The Doomed (Acolytes)

All priests and Doom Lords come from the ranks of the Doomed. Hence, many Doomed are in transit to another status, though many cultists are satisfied to remain Doomed for life.

To become one of the Doomed, the candidate must possess a 90% ability in one of the skills required for Doom Lord status. The candidate is assigned a holy day for his acceptance ceremony. Such ceremonies vary; one such is known as the Test of the Seared Foe. During the preceding week, the Doomed must decapitate a follower of Lhankor Mhy, Storm Bull, Humakt, Yelm, or Yelmadio, set fire to a structure holding at least two living occupants, and toss the previously severed head into the flames. The skull must be retrieved and brought to the initiation ceremony, at which the candidate undergoes further tests, abstracted by rolling 1d100. If the result is equal to or less than the candidate's second-highest ability on the list of requirements for Doom Lord, he passes.

The candidate accepts a second gift (and its geases) from Thanatar if he wishes. He can refuse this second gift without penalty. He gains access to reusable divine magic. If he wishes, he can change branches at this time, in which case any divine spells he possesses which are unavailable to his new Aspect become one-use.

VI. Doom Lord

A candidate for Doom Lord must have spent a year among the Doomed and must have a POW of at least 15. He must know four of the cult spirit magic spells and be 90% or more in two Primary skills, one Secondary skill, and two Tertiary skills (see below). If the temple already has a Doom Lord, the candidate becomes a Doom Master. Doom Lords and Doom Masters are sworn to the service of the temple's High Priest, regardless of conflicts in Aspect (i.e., subcult or cult commitment).

Primary	Secondary	Tertiary
shortsword attack	Hide	Read/Write any language
shortsword parry	Sneak	Speak any language
shield parry	Evaluate	Any Lore skill
garrote	Orate	
	Glorantha Lore	

Doom Lords lead special missions. All their income and time is dedicated to the cult, and in return they are fed, housed, and obeyed by the cult. All Doom Lords and Doom Masters gain a Guardian.

He must vow never to attack a priest of the cult until he becomes a priest himself. The Doom Lord must take another gift and its geas(es). Doom Lords may not be brought back from the dead by Divine Intervention or any spell.

Doom Lords have access to one-use divine magic of the Thanatar Aspect. Any reusable spells gained as a Doomed become one-use.

VII. Priests

A new priest is chosen when a vacancy forms in the four-priest hierarchy, whether by death, promotion, or the creation of a new temple. The candidate must have been Doomed for at least two full years, have 10 or more points of divine magic, read and write the temple's language at 80% or more, and have a POW of 18 or more. If possible, the new priest is taken from the ranks of those Doomed dedicated to the appropriate Aspect. If a Doom Lord qualifies, and wishes to become a priest, he is chosen before any Doomed.

A new priest can also be ordained when it is desirable to found a new temple. Such a priest can choose a new Aspect at ordination (in which case, any incompatible spells he knows become one-use). He can take a fourth of the old temple's Doom Seekers with him to the new temple, as well as any Doomed and Doom Masters wishing to accompany him.

Priests officiate on all holy days, and rarely leave the temple complex. A new priest must accept another gift and its geases, and may obtain a Guardian.

Priests of the three cult branches have limited access to divine magics as indicated below. Each branch jealously guards access to divine magics unique to its own aspect (i.e., Atyar does not share Consume Mind or Fear with the other two branches).

Than Divine Magic: Create Head, Create Skeleton, Create Zombie, Darklight, Sanctify, Summon Guardian, True Garrote (i.e., as Truesword, but affect garrotes only), Worship Than.

Atyar Divine Magic: Consume Mind, Devour Book, Dismiss Magic, Fear, Sanctify, Soul Sight,



Summon Guardian, Worship Atyar.

Thanatar Divine Magic: Create Head, Darklight, Devour Book, Dismiss Magic, Sanctify, Soul Sight, Summon Guardian, Summon Spirit of Reprisal, Worship Thanatar.

VIII. Special Cult Skills

The Garrote

A garrote is a thin, strong wire which is put around an enemy's throat to choke him and, if used with sufficient force, to sever the head. Use of the garrote is a Stealth skill with a base chance of 05%. It is not a combat weapon, and must be used from behind. A successful skill roll enables the user to place the garrote correctly around an unsuspecting target's neck. Normally Sneak and/or Hide are needed to get into a position to use the garrote. A victim being garroted takes 1d6 damage to his total hit points each round until dead. Normal armor does not count — specially made neck armor might work, though such would also limit the user's head mobility. The victim can only fight back with attacks that can strike to the rear (such as a wyvern's sting). He cannot speak, though he can move if he overcomes the garroter's STR with his own (the garroter still remains in place, doing damage, but the victim could try to reach an alarm gong or sleeping companion).

Sometimes a character may wish to use the garrote in normal combat, through desperation, because the user has failed to surprise his victim, or in an attack against a non-humanoid creature. In melee, the weapon's attack and parry remain the same as in the Garrote skill. However, a STR of 12 and DEX of 9 are needed to use it. It has 3 armor points. A garrote used in melee does no damage unless it hits the target's head or an extremity, in which case it does damage equal to the user's damage bonus. Once it hits, the user can keep it in place on subsequent rounds, automatically striking the same location and rolling for damage again. Armor is effective against the garrote used in melee.

IX. Special Cult Spells

Consume Mind

3 points

Enchant ritual, reusable

This is a most dangerous spell. It drains the totality of the victim's memory, transferring it to the caster's mind and leaving the victim a mental vegetable. It can be cast only during a holy day or on Atyar's high holy day, and takes the previous week to prepare. Each time it is cast, the priest takes 3d6 general hit point damage.

The priest must overcome the target's magic points with his own. If he fails, the entire ritual fails. If he fumbles, the caster collapses into a

catatonic trance for 1d6 weeks, leaving him at the mercy of ambitious opponents.

If the spell succeeds, he may learn any or all of the target's spirit magic or sorcery spells, as well as the target's divine magic. All divine spells so obtained are one-use for the Atyar priest unless the spell was reusable to the victim, and the priest sacrifices permanent POW for the spell equal to the spell's normal cost. In the latter case, he can renew the spells at an Atyar or Thanatar temple.

Knowledge and Magic skills known by the victim at a level higher than the priest's own ability may be gained. For each such skill, the priest may attempt a series of rolls as if learning by experience (even if the skill cannot normally be increased by experience). If the experience gain roll is once missed in a certain skill, the priest may gain no further expertise in that skill from the victim. Skills other than Knowledge or Magic skills known by the victim at a level higher than the priest's own ability permit but a single experience roll each. Skills gained in this manner cannot exceed the lower value of either the priest's INT x 5% or the victim's former skill level.

Note: this spell has no effect upon acolytes or priests of Lhankor Mhy!

Create Head

2 points

Enchant ritual, reusable

This spell must be cast on a holy day or on the Than high holy day. In this ritual, a living victim is decapitated with a silver garrote and his spirit trapped within the severed, living head. The head is placed in a mental connection with the spell's caster, and its magic points become available to him for casting spells.

All spirit magic, divine, and sorcery spells the victim knows are usable by the priest, who must use his own skills to manipulate sorcery. All divine spells so obtained are one-use for the priest unless the spell was reusable to the victim and the priest sacrifices permanent POW for the spell equal to the spell's normal cost. In the latter case, he can renew the spells at a Thanatar or Than temple.

Besides spells, the summoner gains knowledge. All Knowledge and Magic skills of the victim can be used at a level equal to the priest's INT x 5 or the victim's skill level, whichever is lower.

If the head is ever destroyed or goes mad, the caster loses all spells and skills gained from it. The spirit remains trapped in a destroyed head, and soon goes mad, becoming a mad head ghost. Even heads that are not destroyed may eventually go mad, forming mad head ghosts, though this may take years, or even centuries, depending on the personality and strength of will of the victim.

**Darklight****1 point***ranged, instant, nonstackable, reusable*

This spell creates what is called the cult light. It can be cast on any item capable of burning and giving off light non-magically (i.e., torches, lanterns, braziers, campfires, etc.). The affected item gives off light which is invisible to non-cult eyes. Thanatari see a purple glow. Non-cultists can see the dim violet flames, but the fire illuminates nothing to them.

Devour Book**1 point***touch, instant, nonstackable, reusable*

This spell causes all knowledge within a book or scroll clutched by the caster to be absorbed within his mind. The caster takes 1d6 general hit points damage when the spell is cast. He must also attempt an INT x 5% roll on 1d100. If he fails, he goes into shock for 1d6 turns. If he fumbles, 1d3 of his Knowledge skills, selected randomly, are each reduced by 1d10 x 5 percentiles.

A book or scroll so absorbed is left with blank pages. Devour Book can also absorb inscriptions from a wall (about 3m x 6m square), even if chiseled in stone or painted.

X. Subcults**Spirit of Reprisal**

This nameless spirit appears as a cloud of darkness with shimmering silver eyes. It normally only attacks the spirits of deceased cult members who have betrayed the deity. However, it can be summoned by the High Priest of Dark Truths or Doom Lord. When so called, it demands all magic points but one from the summoner.

STR 24	Move 30
INT 18	Hit Points 24
POW 30	

weapon	SR	attack%	damage
Claw	1	100	1d6+2d4

This spirit can attack in one of three different ways, but only in one form at a time: 1) as a spirit, matching its magic points vs. the target's POW (permanently draining INT, not magic points); 2) as a shade, using fearshock; or 3) physically.

The spirit of reprisal can summon a Gatherer of Souls to its aid by spending magic points equal to the Gatherer's magic points.

Summon Spirit of Reprisal**3 points***ritual (Summoning), reusable*

Only the High Priest of Dark Truths and the Doom Lord of each temple have access to this spell (the latter gains it one-use only). It allows the caster to summon a powerful cult spirit to punish

wayward cultists or defend his person.

The Gatherer of Souls

This headless man in flowing black and silver robes appears and beckons to dying cultists. He safely guides Thanatari dead to the Place of Waiting. There is more than one Gatherer of Souls.

He appears to a Thanatar cultist dying anywhere, and to any creature dying within a Thanatar temple complex. If the being is a non-cultist, the Gatherer of Souls attacks him, but it waits patiently for cultists to die before guiding their spirits to their new home. "Dying" is defined as having 3 or fewer hit points or being incapacitated from damage.

Normally, the spirit is visible only to the dying, but it can be seen via Mystic Vision, Soul Sight, or Second Sight. If it attacks in shade form, it becomes visible for the duration of the attack.

STR 1d6+6	Move as per POW
INT 2d6+6	Hit Points 1d6+6
POW 3d6+6	

It attacks via normal spirit combat, matching its magic points vs. the victim's CON. If it is successful, the victim loses 1d4+1 general hit points (remember, it usually attacks dying beings). It can also become visible, and attack with fearshock as does a shade. The Gatherer can be attacked and dispelled physically.

Gatherers lurking within 30m diminish by half all healing spells, potions, and herbs (round fractions down). Thus, a 2-point spell does only 1 point of value, a 5-point spell cures only 2 points, and so on.

Guardians

Guardians are summoned as companions of Doom Lords and Priests, and are in permanent Mindlink with the high initiates they serve.

Summon Guardian**1 point***Summoning ritual, reusable*

This spell summons the spirit of a departed cult member from the Place of Waiting. The spirit attacks in an attempt to possess the body of a specially prepared victim. If it overcomes the victim, it takes over the body. If the body is later killed, the spirit returns to the Place of Waiting. Roll 2d6+6 for a random guardian's INT and 3d6 for its POW. STR, CON, SIZ, DEX, and APP are those of the victim. It knows 2d6 points of cult spirit magic and 2d6-5 (minimum of 0) points of divine magic, chosen by the gamemaster.

Treack Markhor

After the Dawning, Tien's skull sat impotent in a sandy niche of an island temple in the East Isles, until it was discovered in the Second Age by a traitor-priest of Lhankor Mhy, Treack Markhor. He



concealed the skull in Kralorela and founded the cult of the Horned Skull, Atyar, Destroyer of Wisdom. His cultists can sacrifice for Spell-teaching. Though he is mainly connected with the cult of Atyar, worshippers of any branch of Thanatar can worship him. He has INT 23 and POW 6d6+6 which changes with each summoning.

The Voice of Atyar

This spirit is in the form of a shimmering silver skull, with ram's horns and brightly glowing eyes. Once a year, on the Atyar High Holy Day, this spirit appears and permits the Horn of Atyar three questions, which must be answered. The ritual of the questioning follows the procedures for Divination. It also tests candidates for the priesthood, and defends the temple against attacks that day. It has SIZ 1, INT 25, POW 30, Move 30, Hit Points 18, Armor 6, knows all spirit and divine spells known to Atyar cultists, and can engage in spirit combat or cast spells if intruders are present at its annual appearance.

XI. Miscellaneous Notes

The Doom of Undying

The cult of Thanatar is rightly feared for its ability to prepare living heads severed from ritually prepared bodies. These heads can feel, think, and remember, though they have no will of their own. A head may not resist the exploitation of its abilities. Heads never learn magic or skills, nor go up in POW. Heads need no sleep nor food. They cannot speak, though they do open their mouths, grimace, open and close their eyes, etc.

No caster can maintain contact with more heads than his INT + 3 (round up fractions). Excess heads are discarded. Indirect contact with additional heads through another Thanatari's head is possible (see Severed Head Generations). Heads have an ENC equal to their normal hit points. Though heads have the hit points they had in life, wounded heads cannot heal without magic. Heads whose hit points are reduced to 0 are ruined; they must be discarded. If a caster is killed, his heads die with him.

When a head dies or is discarded, it decays into a stinking mass of corruption within several days. However, even death does not free the spirit therein, which becomes an insane spirit called a "mad head ghost" which attacks any living being not protected by special Thanatari talismans or blemishes. Such ghosts cannot travel further than 20m from their heads. Thanatar cultists use such heads as boundary markers, magic wards, and guards. Masses of them are sometimes found stacked together, a sight discouraging to

inadequately protected intruders.

Three ways exist to free these head ghosts. The Ancestor Worship spell Free Ghost can do the trick. If a skull is crushed to fragments, the ghost is partially freed, and need no longer remain within 20m of its former skull. More importantly, it is no longer bound, and thus can be forced into an enchantment or captured by a shaman, then released. The third method is the Lhankor Mhy Head-Smashing Ritual.

The Lhankor Mhy Head-Smashing Ritual

All acolytes or priests of Lhankor Mhy knows this ritual. Traditionally, it is taught free to any who wish to learn. Learning the ritual properly takes 10 hours of practice and a successful Concentration roll. In performing it, the user says a brief prayer taking a full melee round. He then crushes the severed head's remains under his feet. The remains of the head must be reduced to 0 hit points before it is crushed. For skeletal remains, a hard stomp should suffice. Once the head is crushed, the caster matches his magic points vs. those of the ghost. If he succeeds, the ghost departs to the spirit world, gone forever. If he fails, he loses a magic point and may try again. Meanwhile, the ghost continues to attack.

The ritual is as follows:

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

Protective Talismans

Because of their special blemish, Thanatari are immune to the rotted-head ghosts. Friendly outsiders permitted entrance into the temple have special charms created for them to obtain similar protection. Each talisman is constructed from a human finger bone, a lock of hair, and a shard of tarnished silver in the form of a horned skull. A point of POW is sacrificed into the device. So long as the charm touches the wearer's body, he is safe from the ghosts.

Severed Head Generations

A Thanatari who takes the head of another Thanatari who has his own enchanted heads also gains control and access to the dead Thanatari's heads. Whenever a new high priest deposes a predecessor, he hopes to capture that predecessor alive, then take control of his head and all its associated enchanted heads. In comparatively stable Thanatar complexes, priests may have access to



many generations of predecessors' heads. Searching through these heads for specific information, skills, or spells can be a slow and confusing task (2d6 rounds per generation searched).

Temples

The temples of this cult are labyrinthine subterranean complexes in which the Doom Seekers and other cultists actually live. The worship hall is large, pillared, and lit only by Darklight. In a room behind the altar is a guarded lamp which holds the temple's eternal flame, supposedly lit by the first casting of Darklight in Godtime, and passed on to every temple of Thanatar. Its loss causes the temple's congregation to lose access to the Darklight spell until it is replaced.

Each temple has a library and a dungeon in which sacrificial victims are kept. Some victims are used as hosts for guardians and are thus not mistreated.

Hit Locations

A Thanatari bearing enchanted heads may require a special hit location chart.

location	melee	missile
R Leg	01-04	01-03
L Leg	05-08	04-06
Abdomen	09-10	07-09
Carried Head	11	10
Chest	12	11-15
R Arm	13-15	16-17
L Arm	16-18	18-19
Head	19-20	20

Randomly determine which head is struck if more than one is carried. Heads may be armored, adding to their encumbrance. For non-humanoid creatures carrying living heads, use the highest abdomen or hindquarters hit location number as the location for carried heads.

Thanatar's Gifts

1d20	Gift	Required Geases
1	Increase Knowledge Bonus by 10%.	2
2	Increase Stealth Bonus by 10%.	2
3-4	Increase a raisable characteristic by 1 point.	1
5-6	Increase a non-raisable characteristic by 1 point.	3
7-8	+10% in shortsword attack.	1
9-10	+10% in shortsword parry.	1
11-12	+10% in garrote attack.	1
13	Permanent Countermagic 1 vs. magical attacks from members of Fire/Sky Rune cults.	3
14-15	+10% in any non-combat skill.	1
16	Sprout ram's horns. In two years they may be used to butt like a broo for 1d6 base damage.*	1
17	Skin/fur turns pitch black. Add +20% to Hide at night or in darkness.	1
18	+1 point of skin armor.	1
19	Receive guardian.	3
20	Cultist may select any 1 gift and its geases.	n/a

* Treat as roll of 14-15 if cultist already possesses horns.

Gifts and Geases

Gifts are made randomly, never chosen by the recipient. The Thanatar's Gifts table lists the most common gifts (roll 1d20), though many others have been given. After each gift is an indication of the required number of random geases which the recipient must assume. These geases are found on the Thanatar Geas table. Roll once on the Geas table for every Geas indicated for the character on the Gift table. If the same geas is received twice, and it is not possible, reroll. For instance, "receive chaos feature" can be received again and again, but "never ride an animal" can only happen once.

Thanatar Geases

1d100	Geas
01	Favored by Thanatar; no geas.
02-05	Eat the flesh of sentient creatures at each meal.
06-08	Always eat of the flesh of each victim.
09-11	Never speak to members of other two cult Aspects.*
12-14	Kill all non-Thanatari sentient chaotic beings encountered.
15-17	Never use minted coins.
18-20	Never use an edged weapon.
21-23	Never speak in the presence of a non-Thanatari.**
24-26	Never speak to anyone.**
27-29	Never ride an animal.
30-33	Wear no head protection.
34-38	Never go into sunlight or blindness may result; roll under CON x 5 on 1d100 or be permanently blinded.
39-41	Never go into torchlight or effect is as 34-38.
42-43	Never go into any non-Darklight; effect is as 34-38.
44-54	Never use fire in any form, including creation of Darklight.
55-58	Accept normal chaotic feature.
59-62	Accept Curse of Thed chaotic feature.
63-64	Always attack Storm Bull worshippers and fight to death.
65-67	Never eat plant life, except elves.
68-70	Never wear metal other than tarnished silver.
71-74	Never wear leather armor.
75-79	Never eat the flesh of any cloven-hooved animal.
80-83	Always attack Lhankor Mhy worshippers and fight to death.
84-86	Never lie to a fellow Thanatari.
87-91	Never harm an undead.
92-93	Never cast an offensive magic spell.***
94-95	Never attack with a weapon.
96-98	Roll twice more.
99-00	Roll thrice more.

If one roll results in a minor prohibition, and another in a major prohibition, count each as a roll, but follow the major prohibition. There is no need to roll again for the lesser prohibition. Thus, if both "never speak" and "never speak in presence of non-Thanatari" comes up, it counts as two separate geases.

* Also, cultist may never again change current Aspect

** Cultist may still cast spells or make other vocal noises not intended for communication

*** Ritual spells such as Consume Mind and Create Head can still be used.

SHADOWS ON THE BORDERLAND

RuneQuest Adventures on the Frontier

In Chaos and Darkness the seed of corruption germinates, and propels its shoots into the light.

In the fertile River of Cradles valley, cradle of civilized Prax, golden fields of barley glow in the sun.

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- Gaumata's Vision
- Dyskund Caverns
- A Tale to Tell

You must own RuneQuest Deluxe Edition to play *Shadows on the Borderland*



"I am a servant of the Severed God, whose blessing is the Doom of the Undying."

What is RuneQuest?

In RuneQuest, players create adventurers who explore an ancient world, rich in magic. Everyone uses spells, and anyone can be a warrior, equipped with cold steel and stout armor. The gods provide fantastic powers to their mortal worshippers and can intercede on their behalf. Each RQ adventurer is unique, belonging to a distinct culture and shaped by the crafts, trades, and skills of his parents.

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Glorantha is a fantasy world of exotic myth and awesome magic, self-contained and unique in its creation. The existence and use of the magical and mythic realm are central to the physics of Glorantha. Here the gods and heroes ward and guide their followers, sharing divine magics while pursuing their own enigmatic ends.



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SHADOWS ON THE BORDERLAND

A Meeting in the Evening (GV2)

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

Yes No

Overheard... (GV4)

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

Overheard... (GV5)

(voices of two children whispering)
First voice: "...simple, dummy. Just remember how much you deserve it. Keep that in your mind, just like you were told by Old Granpa."

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

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

Overheard... (GV6)

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

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

An Attractive Widow (GV3)

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

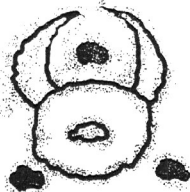
Interrogate her

Flirt

Accompany her to the Emdala Shrine

Make a pass

Make casual conversation

**Gaumata's Vision (GV1)**

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

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

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

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

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

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

*IS THIS A VISION IN YOUR DISTANT FUTURE
VEGA*

Emdaldan Records (GV7)

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

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

Emdaldan Record 1 (GV8)

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

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

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

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

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Ermaldan Record 2 (GV9)

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

Ermaldan Record 3 (GV10)

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

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

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

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

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

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

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

Languages: Local 26/-

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

Ermaldan Record 4 (GV11)

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

RARE

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

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

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

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

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

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

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

Languages: Pavis 26/-

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

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

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

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

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

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

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

Ermaldan Record 5 (GV12)

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

Records Summary (GV13)

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

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

GM Reference Pullout p. 2

Black Rock Militia Yelmalo Initiates and Victims of the Mistress

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

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

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

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

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

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

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

Common Knowledge About the Black Rock Region (GV14)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GM Reference Pullout p. 3

KILL AND DECEIVE

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

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

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

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

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

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

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

Bonuses and Skills:

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

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

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

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

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

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

Stealth +3: Hide 57, Sneak 37.

Magic +4: Ceremony 59, Enchant 21.

Armor: None.

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

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

Distinctive Traits:

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

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

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

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

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

Penliss stays away from Fethal and all the children

whenever possible, and never goes near the Barn.

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

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

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

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

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

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

Bonuses and Skills:

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

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

Manipulation +7: Butchery 22, Torture 23.

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

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

Write Firespeech 18.

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

Stealth +3: Hide 37, Sneak 37.

Magic +14: Ceremony 19, Enchant 11.

Armor: Leather cap, 1 point.

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

Distinctive Traits:

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

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

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

Personal Connections: Everyone in town fears Varloz.

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

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

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

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

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

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

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

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

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

Divine Magic: Command Cult Spirit I, Extension II,

Sanctify, Spellteaching, Warding I, Worship Yelmalo.

Bonuses and Skills:

Communication +6: Speak Pavis 49, Speak Firespeech

41, Speak Trade 37, Fast Talk 87, Orate 66, Lie 92.

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

Manipulation +8: Conceal 47.

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

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

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

Stealth -4: Hide 57, Sneak 37.

Magic +6: Ceremony 69, Enchant 21.

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

Apparent Distinctive Traits:

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

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

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

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

Fearful: He is convinced he is damned, and fears death.

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

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

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

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

The Succubus (from *Gloranthan Bestiary*)

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

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

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

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

The Mistress, Succubus and Covert Ruler of Black Rock

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

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

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

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

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

Bonuses and Skills:

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

Agility -6: Dodge 61, Throw 29.

Manipulation +13: Torture 78, Disguise 54.

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

Perception +18: Listen 71, Scan 63, Search 49.
Stealth -24: Hide 50, Sneak 70 (add 15% to both when SIZ 9).

Magic +21: Ceremony 46, Summon 32.

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

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

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

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

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

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

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

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

Bonuses and Skills:

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

Agility +6: Climb 45, Dodge 18, Throw 32.

Manipulation +3: Conceal 41.

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

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

Stealth -2: Hide 18, Sneak 16.

Magic +6: Ceremony 13.

Armor: Beat up cuirboulili with linen padding everywhere.

Gifts and Geases: Catseye ability, "never eat bird meat." Special Items: An old family heirloom, Thosah's spear is the only thing that makes him dangerous in combat. Enchanted to 19 AP, with a Magic Spirit knowing Bladesharp 6, Repair 2, and Protection 4. INT 12, POW 16. The magic spirit casts Bladesharp 6 on itself, then Protection 4 on its wielder. It only works for Yelmalos. Such a weapon is almost priceless, but would sell for around 500 Wheels if sold at auction in the Sun Dome yard. It would be worth twice that in credit to the Sun Dome Temple, who would probably just confiscate it from a foreigner if they could.

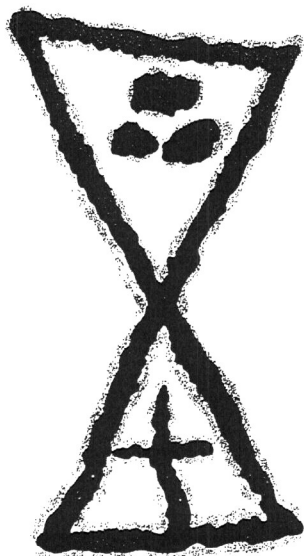
Distinctive Traits:

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

Guileless: Could not convince the sun to rise.

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

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



Annotation in recent handwriting B, modern Carmanian dialect.

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

Body text in ancient script A, archaic Carmanian dialect.

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

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

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

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

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

Annotation in recent handwriting B, modern Carmanian dialect.

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

Marginal scribbles in ancient script A, archaic Carmanian dialect.

Three Sisters Hall: three great columns, high ceiling.

The Garden: Great Hall, thick, rich vegetation.

Stone Pines: formations like pine trees.

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

The Canal: flooded grotto.

The Garden Gate: flooded sump.

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

The Icicle Walk: year-round ice.

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

The Crawl: a long passage only two hands high.

Hornet's Nest: huge insects, great delicacy.

Stone Court: natural throne.

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

Notes on The Scroll (GM only)

Handwriting B indicates Druke's annotations.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Jar 3: Scroll 7, Language A (DV10)

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

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

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

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

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

Survey policy is as follows:

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

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

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

*Foli Rementus Abro
Office of the Provincial Survey*

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

STR	17				
CON	18	left	19-20/20	right	
SIZ	14		3/6		
INT	17		12/11-15		
POW	18	16-18/18-19	5/8	13-15/16-17	
DEX	21		3/5		3/5
APP	14				

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

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

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

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

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

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

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

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

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

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

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

Hadani Pola (Ol' Granpa) Ogre, Cacodemom Priest

STR	25				
CON	18	left	19-20/20	right	
SIZ	18		3/6		
INT	13	16-18/18-19	3/5	13-15/16-17	
POW	14		3/5	12/9-11	1/5
DEX	13	10-12/14-15	3/8	07-09/12-13	
APP	13		3/5		3/5

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

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

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

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

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

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

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

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

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

Meakan Pola, Ogre Initiate of Cacodemom

STR	20				
CON	15	left	19-20/20	right	
SIZ	16		3/6		
INT	13	16-18/18-19	3/5	13-15/16-17	
POW	15		3/5	12/9-11	1/5
DEX	17	10-12/14-15	3/8	07-09/12-13	
APP	16		3/5		3/5

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

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

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

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

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

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

Equipment: Wears cuirboulle for combat.

Notes: Meakan is equally cheerful when providing for

Kennoma Pola, Ogre, Initiate of Cacodemom & Primal Chaos

STR	19				
CON	17	left	19-20/20	right	
SIZ	17		3/6		
INT	13	16-18/18-19	3/5	13-15/16-17	
POW	11		3/5	12/9-11	1/5
DEX	14	10-12/14-15	3/8	07-09/12-13	
APP	17		3/5		3/5

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

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

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

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

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

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

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

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

Aliuma Pola, Ogre Initiate of Cacodemom

STR	20				
CON	16	left	19-20/20	right	
SIZ	16		3/6		
INT	16	16-18/18-19	3/5	13-15/16-17	
POW	14		3/5	12/9-11	1/5
DEX	13	10-12/14-15	3/8	07-09/12-13	
APP	18		3/5		3/5

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

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

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

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

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

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

Equipment: Wears cuirboulle for combat.

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

Druke, Priest of Thanatar Master of Dyskund Caverns

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

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

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

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

* Not a combat weapon; see p. 77.

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

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

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

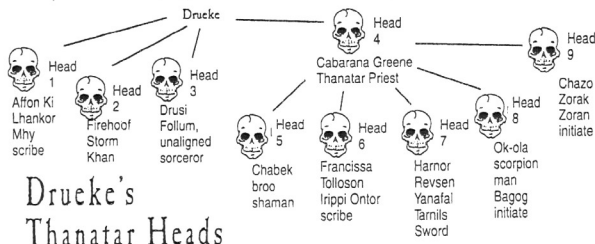
Languages: Carmanian 61/109, New Pelorian 45/81, Brithini 35/81, Loskalmi 30/85, Auld Wymrish -61, Broospeech 41/00.

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

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

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

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



Druke's Thanatar Heads

Head 1: Afon Ki

Lhankor My Initiate and Scribe

INT 15 POW 18 DEX SR 1 Hit points 5

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

Divine Magic (95): Translate.

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

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

Head 2: Firehoof

Sable Rider Storm Khan

INT 11 POW 15 DEX SR 1 Hit points 6

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

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

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

Skills: Ride 91, Run 71, Jump 64, Animal Lore 78, Dodge 61, Scan 97, Sense Chaos 111, Track 104, Throw 71.

Languages: Tarshite 35/-, Tradetalk 13/-.

Head 3: Drusi Follum

Unaligned Sorcerer

INT 15 POW 18 DEX SR 1 Hit points 5

Sorcery: Skills: Ceremony 73, Enchant 78, Intensity 69.

Spells: Damage Resistance 81, Spell Resistance 54,

Superstition 76, Treat Wounds 65. Free INT: 11.

Divine Magic (95): Spellteaching, Truesword 2.

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

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

Head 4: Cabarana Greene

Thanatar Priest

INT 15 POW 18 DEX SR 1 Hit points 5

Spirit Magic (103): Befuddle (2), Darkwall (2),

Demoralize (2), Extinguish 3, Heal 4.

Divine Magic (95): Spellteaching, Devour Writing.

Weapon Skills: Garrote 104.

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

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

Head 5: Chabek

Broo Shaman of Theed

INT 12 POW 16 DEX SR 1 Hit points 6

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

Divine Magic (95): Spirit Block 2.

Skills: Ceremony 51, Enchant 67, Summon 34, Climb 41,

Jump 48, First Aid 50, Listen 69, Scan 77, Track 62,

Search 47, Hide 35, Sneak 41.

Languages: Broospeech 48/-.

Head 6: Francissa Tolloson

Irppi Ontor Initiate and Scribe

INT 18 POW 13 DEX SR 1 Hit points 4

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

Divine Magic (95): Knowledge, Translate, Analyze

Magic.

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

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

Head 7: Harnor Reven

Yanafal Tamlis Sword

INT 15 POW 18 DEX SR 1 Hit points 5

Spirit Magic (103): Bladesharp 6, Heal 5, Light (1),

Befuddle (2), Mindspeech 1, Protection 4.

Divine Magic (95): Spellteaching, Truesword 2.

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

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

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

Head 8: Ok-ola

Scorpionman, Bagog Initiate

INT 10 POW 12 DEX SR 1 Hit points 6

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

Slow 1.

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

Languages: Scorpionman Tongue 35, Darktongue 12.

Head 9: Chazo

Dark Troll Zorak Zoran Initiate

INT 13 POW 16 DEX SR 1 Hit points 5

Spirit Magic (89): Bludgeon 3, Demoralize (2) Detect

Enemies (1), Fanaticism (1), Heal 2.

Divine Magic (95): Fear.

Weapon Skills: Light Mace 101/65.

Skills: Conceal 100, Climb 60, Darksense/Scan 90,

Darksense/Search 60, Hide 80, Jump 70, Sneak 50.

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

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

Ruvenat Backer, Ogre, Thanatar Initiate

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

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

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

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

* Not a combat weapon; see p. 77.

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

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

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

Rahmaso Druke's Guardian

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

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

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

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

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

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

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

GM Reference Pullout p. 10

Aven Lekehni Thanatar Initiate

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

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

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

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

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

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

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

Mogo, Scorpionman, Thanatar Initiate

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

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

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

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

*Plus Potency 13 poison.

Spirit Magic (20): Heal 2.

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

Languages: Scorpionman Tongue 30/-, Carmanian 13.

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

Vanny Muna Thanatar Initiate

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

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

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

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

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

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

Small Regenerating Gorp

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

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

Medium Paralyzer Gorp

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

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

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

Zombie

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

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

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

Skills: Dodge 35.

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

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

Large Glue Gorp

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

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

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

Skeleton

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

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

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

Skills: Dodge 55.

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

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

Ghosts

STR	2d6+6	POW	4d6
Move: Equals POW		Magic Points: Equals POW	
Spirit Magic (POW x 5): 25% chance of having 1d6 of the following spells:			
1	Befuddle (2)	6	Extinguish 1
2	Countermagic 2	7	Fanaticism (1)
3	Demoralize (2)	8	Glue 2
4	Dispel Magic 2	9	Ignite (1)
5	Disruption (1)	10	Slow 2
Divine Magic: 10% chance of having 1d3 of the following spells:			
1	Berserk	4	Madness
2	Chaos Feature	5	Reflection
3	Fear	6	Shattering

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

Walktapus

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

Attacks:

Weapon	SR	Attk/Par%	Damage
Tentacle 6		45/-	2d6*
Constrict 1		auto	2d6*
Gas Cloud 1		auto	POB 3 poison

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

Armor: 4-point skin.

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

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

Dragonsnail

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

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

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

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

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

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

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

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

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

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

← The Gilherad Scroll (TT1)

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

The Tale of Ormelius (TT2)

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

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

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

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

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

GM Reference Pullout p. 12

Lhankor Mhy Research Costs

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

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

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

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

Research Cost Table

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

Recent Rumors (TT3)

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

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

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

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

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

Senna's Tale (TT4)

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

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

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

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

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

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

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

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

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



Encounter Table for Prax and the Wastes

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

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

GM Reference Pullout p. 14

Ormelius Dragonchide Ghost of ex-Lhankor Mhy Sage

INT 17 POW 26 Magic Points 16

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

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

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

Water Use Tables

Human Water Requirements

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

Horse Water Requirements

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

* This value may vary due to environmental conditions.

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

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

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

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

The Ghosts of the Tien Shrine

Arabella

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

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

Languages: Pavic 37, Trade 12.

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

Conray

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

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

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

Mardub the Warrior

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

INT 10 POW 14 DEX SR 1 Magic Points 14

Temur

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

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

Rorkon

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

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

Gabloz, Thed Initiate Boss Broo at Devil's Knob

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

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

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

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

Spirit Magic (72-ENC): Heal 2, Speedart (1), Protection 2, Mobility 2, Befuddle (2).
Skills: Ceremony 24, Conceal 58, Hide 47, Sneak 32, Track 48, Scan 63, Listen 48, Climb 72, Jump 58.
Languages: Broospeech 54/00.
Equipment: Wears scraps of leather and ringmail.
Notes: Gabloz has no horns on his head, his left leg ends in a foot rather than a hoof, and he has two thumbs on his right hand. He carries The Shakes.

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

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

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

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

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

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

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

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

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

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

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

Spirit Magic (53-ENC): Heal 1, Sneeze (2), Firearrow (2).
Skills: Ceremony 14, Conceal 48, Hide 30, Track 45, Scan 40, Climb 62, Jump 40.
Languages: Broospeech 37/00.
Equipment: Wears a complete set of cuirboulili.
Notes: Munchon can regurgitate and spit stones to a range of 20m. He can do this any time, just like swallowing. In this way, Munchon attacks five times each round and carries once. Munchon carries Brain Fever on his weaponry and body. He knows that Gabloz regards him as dirt, and would not hesitate to desert if things get desperate. Munchon would support Horj over Gabloz as leader, and would betray Gabloz without hesitation.

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

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

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

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

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

Spirit Magic (67-ENC): Bladesharp 3, Fanaticism (1).
Skills: Ceremony 17, Conceal 40, Hide 31, Track 28, Scan 31, Climb 43, Jump 51.
Languages: Broospeech 35/00.
Equipment: Wears assorted scraps of leather armor.
Notes: Frivol is the archetypal broo—a bloodthirsty savage that delights in violence, pain, and suffering. He has two massive arms instead of legs. If using a weapon in his leg-arms, tests vs. Knockback are at DEX x1.

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

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

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

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

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

Spirit Magic (48-ENC): Protection 3, Ironbust 2.
Skills: Ceremony 44, Track 35, Hide 42, Scan 51, Climb 58, Jump 45.
Languages: Broospeech 37/00.
Equipment: Wears no armor.
Notes: Kitin wishes Horj would kill Gabloz and lead, since Kitin thinks he could then kill Horj and lead the broos himself. Kitin carries Wasting Disease. He wears no armor, but always takes the time to prepare a Protection with sufficient ceremony to give him a good chance of casting it.

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

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

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

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

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

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

Behlok, Shaman of Thed High Holes, Broo Boss

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

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

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

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

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

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

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

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

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

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

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

Allied Spirit (In goat)

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

Weapon	SR	Att/Par%	Damage
Butt	8	52	1d6+1d4

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

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

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

Excellent Broo, Typical Gang Thed or Malia Initiate

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

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

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

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

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

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

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

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Superior Broo, Typical Gang Thed or Malia Initiate

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

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

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

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

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

Skills: Scan 58, Listen 58, Search 40, Hide 30, Sneak 28, Climb 57, Jump 46.
 Languages: Broospeech 32/00.

Equipment: Wears assorted scraps of armor.
 Notes: These broos are cautious and sullen around tougher broos, but abuse lesser broos with endless energy and imagination. Assign diseases and chaotic features at your discretion.

Typical Broo, Typical Gang Thed or Malia Initiate

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

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

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

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

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

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

Languages: Broospeech 30/00.

Equipment: Wears assorted scraps of armor.

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

EZKustomKwick Broo Chaos Feature and Disease Table

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

1d10 Chaos Feature

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

1d100 Disease Carried

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

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

Muglaphar, Malia Initiate High Holes, Boss Broos

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

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

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

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

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

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

Languages: Broospeech 42/00.

Equipment: None.

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

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

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

Move: 4 09-11/07-10
Fatigue: 28 1/6

Hit points: 16 05-08/04-06 01-04/01-03
Magic points: 7 1/6 1/6
DEX SR: 4

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

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

Spirit Magic (41-ENC): Heal 1, Sneez (2), Protection 3.

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

Languages: Broospeech 32/00.

Equipment: Leather armor and hard leather helmet.

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

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Kirin, Thed Initiate High Holes, Muglaphar's Broos

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

Move: 4 09-11/07-10
Fatigue: 30 3/5

Hit points: 15 05-08/04-06 01-04/01-03
Magic points: 17 4/5 4/5
DEX SR: 3

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

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

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

Languages: Broospeech 39/00.

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

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

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

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

Move: 4 09-11/07-10
Fatigue: 41 4/6

Hit points: 16 05-08/04-06 01-04/01-03
Magic points: 15 4/6 4/6
DEX SR: 3

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

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

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

Divine Magic (87): Summon Voice of Aytar x2 (one-use). Skills: Ceremony 41, Climb 68, Dodge 51, Jump 80, First Aid 65, Orate 45, Human Lore 51, Listen 72, Scan 81, Search 50, Track 93, Hide 75, Sneak 57.

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

Equipment: Wears leather padding and cuirboulili.

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

Kravern, Malia Initiate High Holes, Muglaphar's Broos

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

Move: 4 09-11/07-10
Fatigue: 22 1/4

Hit points: 11 05-08/04-06 01-04/01-03
Magic points: 19 1/4 1/4
DEX SR: 3

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

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

Spirit Magic: None.

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

Languages: Broospeech 30/00.

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

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

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

Move: 3
Fatigue: 22
Hit points: 22/40*
Magic points: 15
DEX SR: 3
(Values marked * indicates Armoring or Strengthening Enchantments provided by Ormelius. If the enchantments in the Tien Shrine at Noway Canyon are destroyed, Muriah no longer has the benefit of this magic.)

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

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

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

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

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

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

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

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

Fetch

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

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

Allied Spirit (Foekiller)

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

Magic Spirits

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

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

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

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

GM Reference Pullout p. 18

Treasure Trove Hurbi Pavis Initiate, Chart Seller

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

Move: 3
Fatigue: 18
Hit points: 10
Magic points: 11
DEX SR: 3

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

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

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

Divine Magic (85): Heal Wound.

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

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

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

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

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

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

Hazphar Pharates Unaligned Sorcerer, Illuminate Seven Mothers Initiate

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

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

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

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

Spirit Magic (117-ENC): Glamour 4.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Reskil Taranus Chaplain, Antelope Lancers Priest of the Seven Mothers

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Allied Spirit Kistros (in mourning dove):

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

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

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

Spell Matrix: Reflection 2.

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

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

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

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

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

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

Poleus, Hanthan, Acatha Troopers, Seven Mothers Initiates

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

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

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

Sidus, Marus, Leevoy Troopers, Seven Mothers Initiates

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Cormanus, Barron, Phelidex Troopers, Seven Mothers Initiates

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

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

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

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

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

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

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

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

Average Sable Antelope Mounts

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

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

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

Armor: Two point hide.

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

The Provincial Survey Field Team Campaign Staging Notes

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

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

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

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

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

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

Where Did the World Come From?

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

Where Did I Come From?

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

Why Do We Die?

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

What Happens After We Die?

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

Why Am I Here?

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

How Do I Do Magic?

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

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

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

Gods of the Broo Pantheon

Cacodemon

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

Devil

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

Nysalor

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

Krarsht

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

Malia

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

Primal Chaos

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

Than

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

Thed

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

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

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

Who Are You?

I am Borquik, King of the Tribe.

Who Are We?

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

What Makes Us Great?

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

Where Do We Live?

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

How Do We Live?

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

What Is Important in My Life?

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

Who Rules Us?

I rule you. Now shut up.

What Makes a Broo Great?

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

What Is the Difference Between Males and Females?

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

What Is Evil?

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

What Is My Lot in Life?

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

How Do We Deal with Others?

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

Who Are Our Enemies?

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

What Is There to Do Around Here?

Shut up and get back to work.

Eat Your Enemy in Secret: What the Ogre Talon Says

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

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

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

Where Did the World Come From?

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

Where Did I Come From?

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

Why Do We Die?

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

What Happens After We Die?

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

Why Am I Here?

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

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

How Do I Do Magic?

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

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

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

...Alrdya?

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

...Ernalda?

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

...Kyger Litor?

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

...Lunar Goddess?

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

...Magasta?

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

...Monotheists?

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

...Mostal?

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

...Orlanth?

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

...Palmat?

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

...Primitive Spirits?

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

...Waha?

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

...Yelm?

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

Gods of the Ogre Pantheon

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

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

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

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

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

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

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

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

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

Who Are You?

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

Who Are We?

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

What Makes Us Great?

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

Where Do We Live?

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

How Do We Live?

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

What Is Important in My Life?

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

Who Rules Us?

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

What Makes an Ogre Great?

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

What Is the Difference Between Men and Women?

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

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

What Is Evil?

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

What Is My Lot in Life?

Your lot is to glorify Cacodemon, the Devil, and Chaos by sowing discord, unhappiness, and destruction among lawful folk. You can count on support from your family, if you follow obediently and lead boldly. All others are hostile to you, except that other ogres may work with you.

How Do We Deal with Others?

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

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

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

Who Are Our Enemies?

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

Who Are Our Gods?

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

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

remaining mediocre in wealth and cult rank.

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

What Is There to Do Around Here?

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

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

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

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

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

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

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

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

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

Who Are You?

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

Honored Father, Who Are We?

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

Honored Father, What Makes Us Great?

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

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

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

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

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

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

Honored Father, Where Do We Live?

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

Honored Father, How Do We Live?

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

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

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

Honored Father, What Is Important in My Life?

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

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

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

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

Honored Father, Who Rules Us?

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

Honored Father, What Makes A Man Great?

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

Honored Father, What Is Evil?

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

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

Honored Father, What Is My Lot in Life?

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

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

Honored Father, How Do We Deal With Others?

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

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

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

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

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

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

Honored Father, Who Are Our Enemies?

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

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

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

Honored Father, Who Are Our Gods?

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

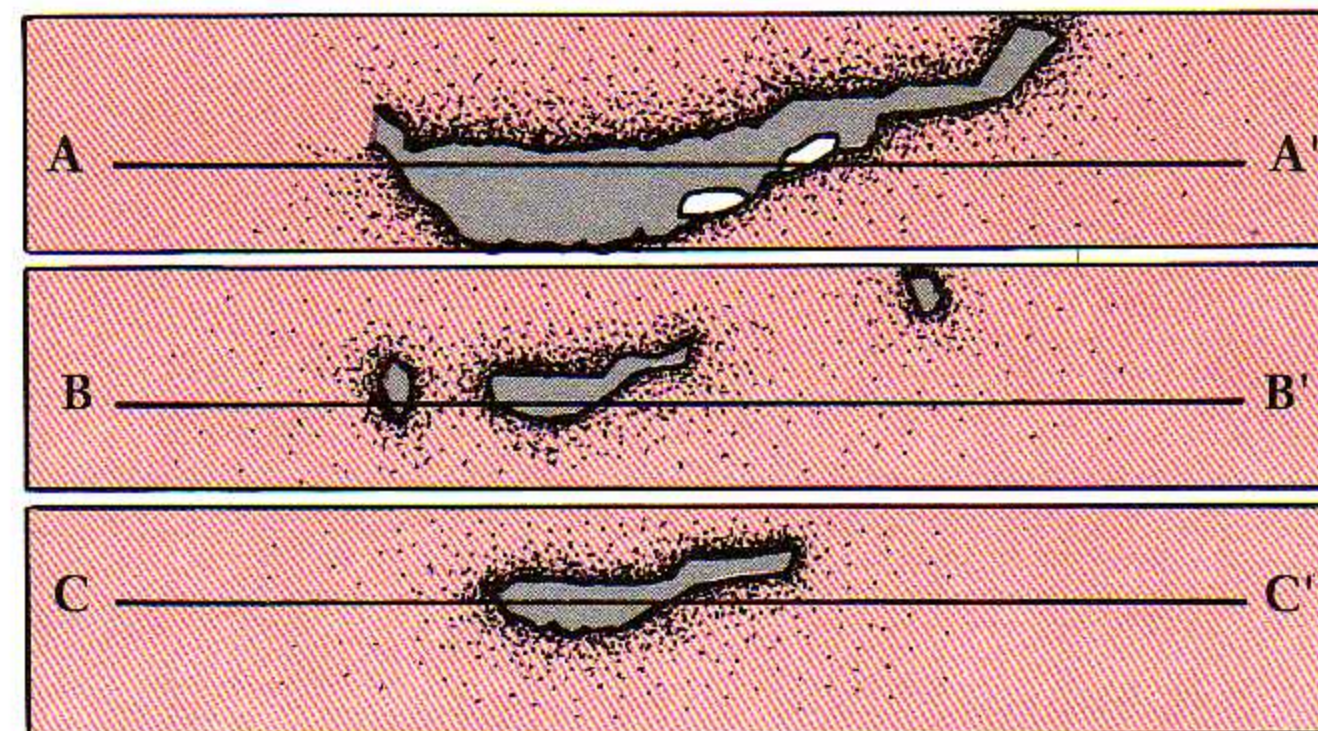
Honored Father, What Is There To Do Around Here?

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

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

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

High Holes Caves

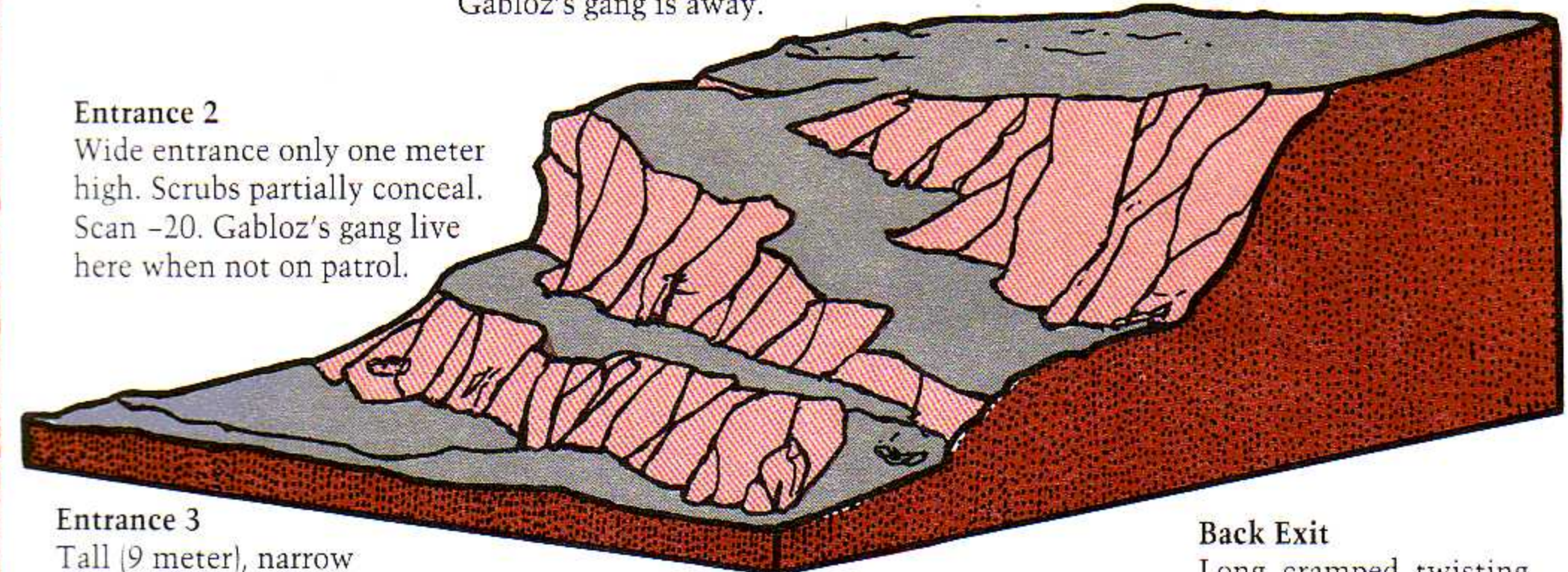


Key

- S1, M3 Location Key
- 3, 8 Squeeze Code
- 5, 11 Ceiling Height (in meters)
- Known Passage Too Cramped to Explore
- Canyon Slope
- Solid Rock
- F—F' Scale Cross-Section Detail (tint boxes)

Peephole
 Small (30cm radius) opening. Dayguard lies here in cramped passage. Snoozing is common. Scan -70. No guard when Gabloz's gang is away.

High Holes Canyon Slopes

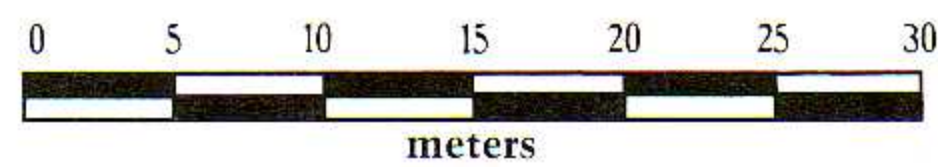
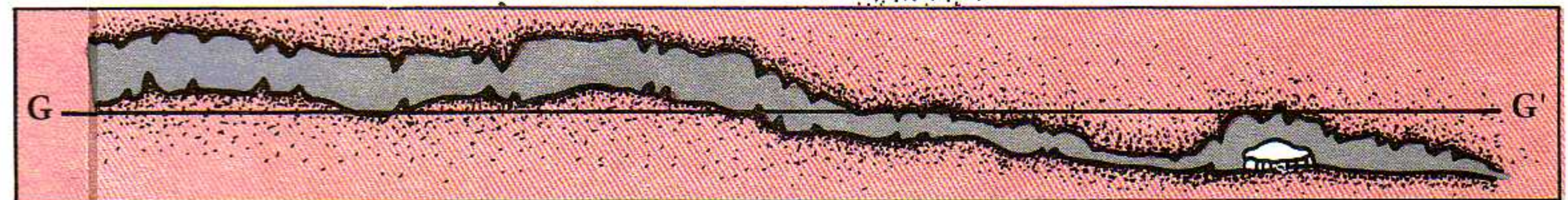
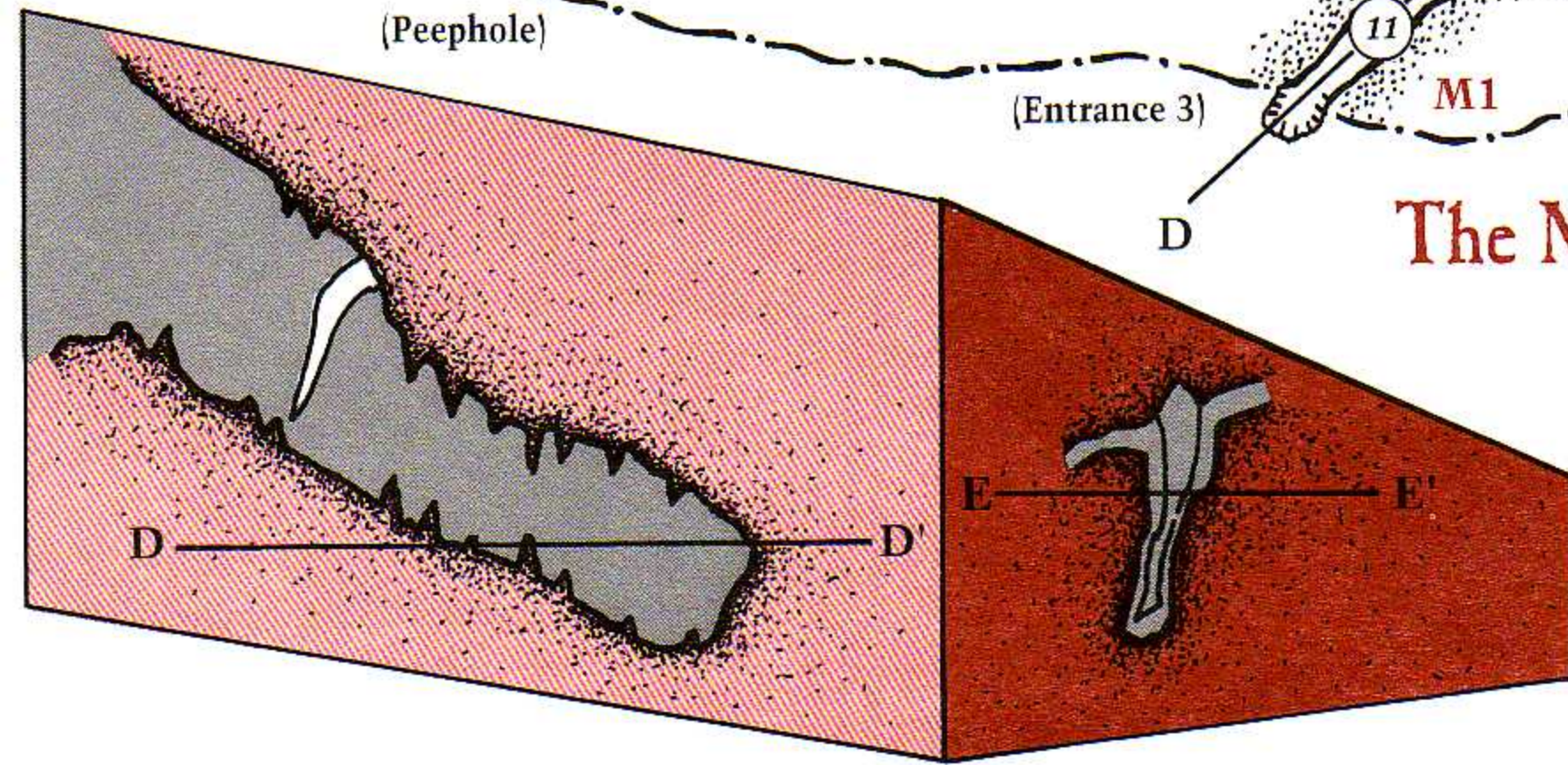
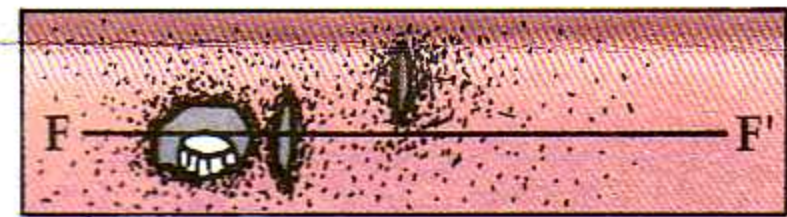
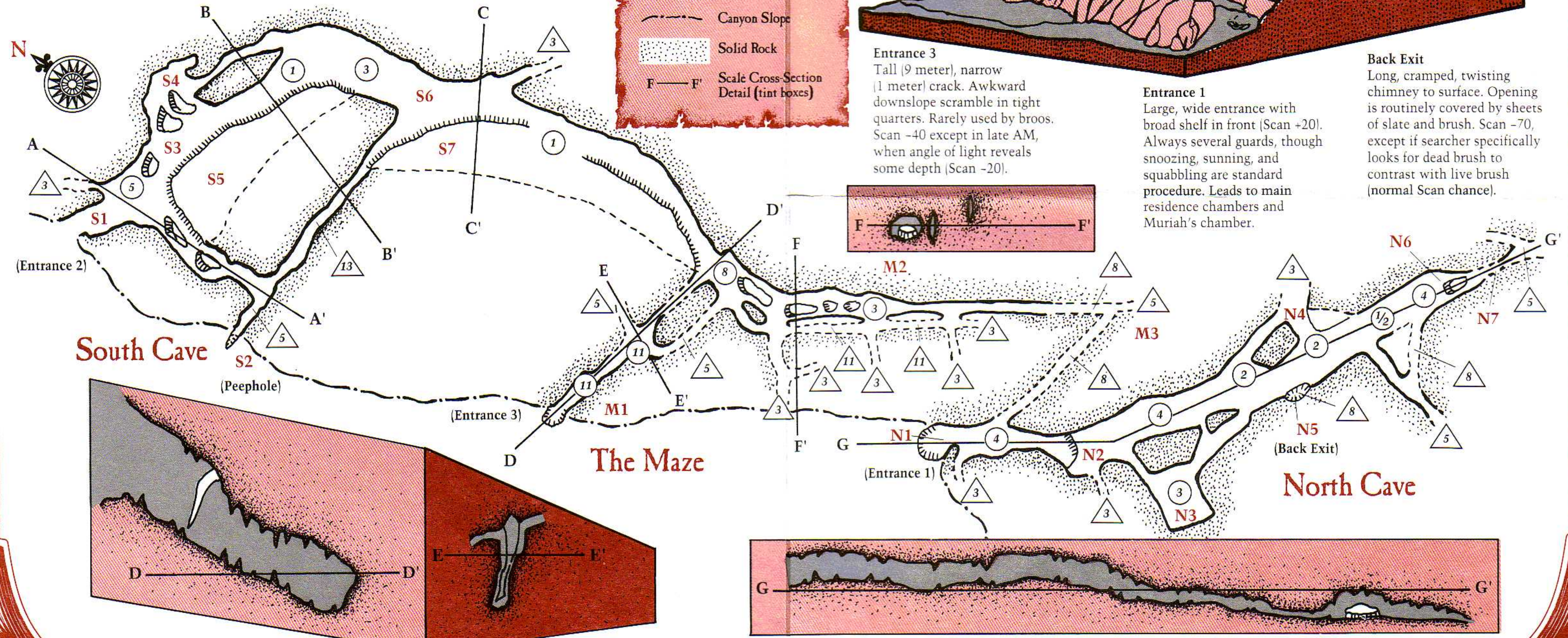


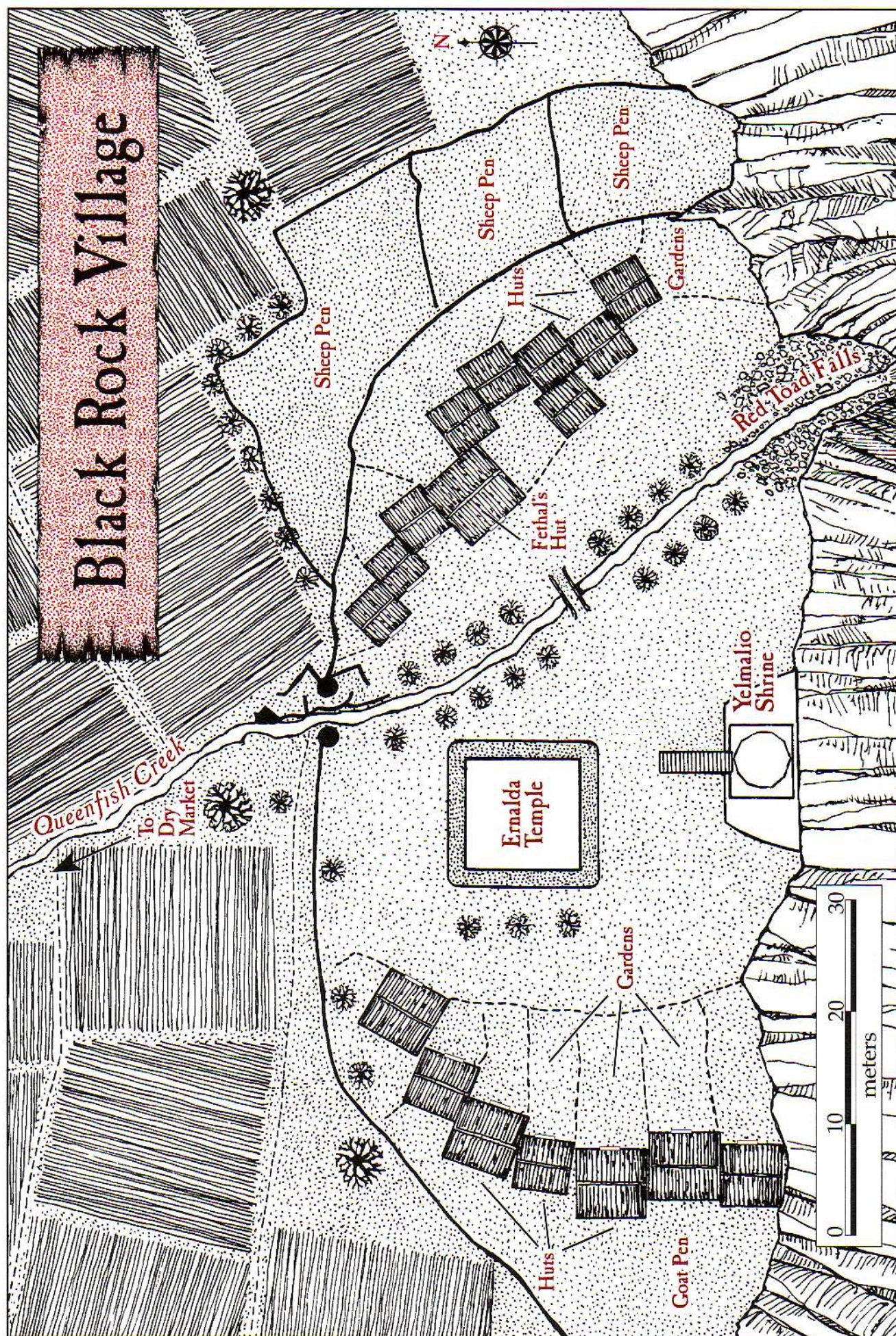
Entrance 2
 Wide entrance only one meter high. Scrubs partially conceal. Scan -20. Gabloz's gang live here when not on patrol.

Entrance 3
 Tall (9 meter), narrow (1 meter) crack. Awkward downslope scramble in tight quarters. Rarely used by broos. Scan -40 except in late AM, when angle of light reveals some depth (Scan -20).

Entrance 1
 Large, wide entrance with broad shelf in front (Scan +20). Always several guards, though snoozing, sunning, and squabbling are standard procedure. Leads to main residence chambers and Muriah's chamber.

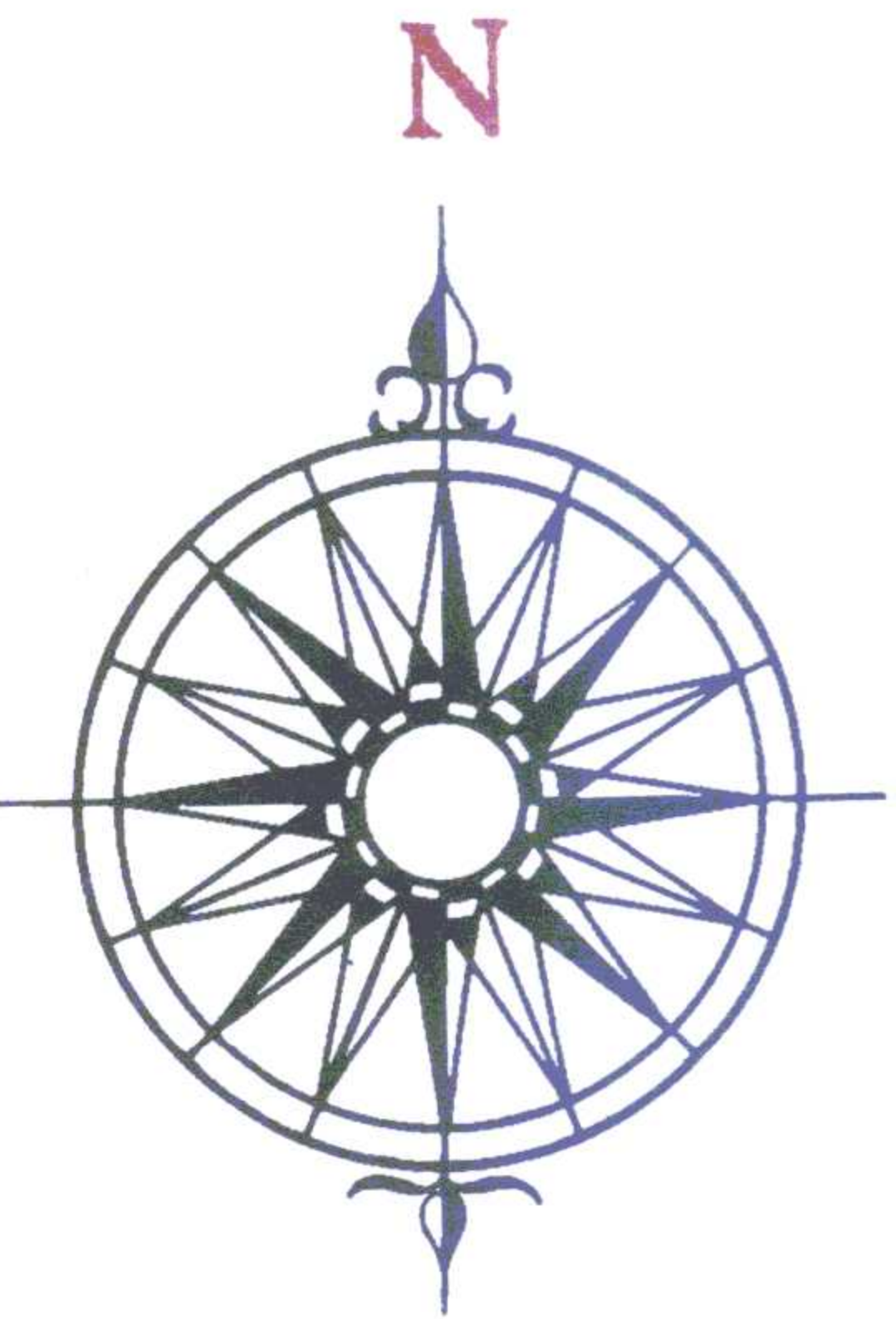
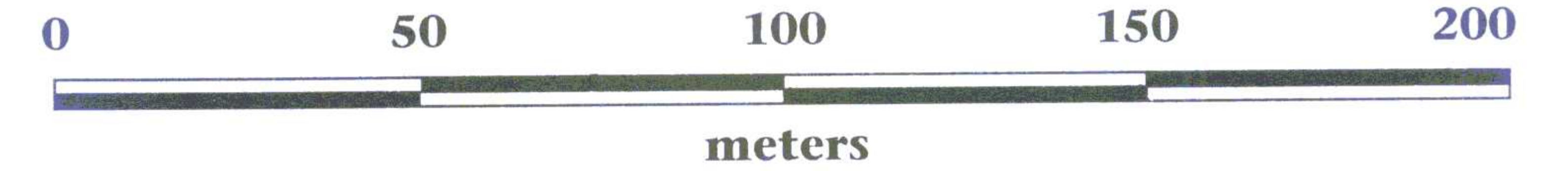
Back Exit
 Long, cramped, twisting chimney to surface. Opening is routinely covered by sheets of slate and brush. Scan -70, except if searcher specifically looks for dead brush to contrast with live brush (normal Scan chance).





Dyskund Caverns

North Entrance

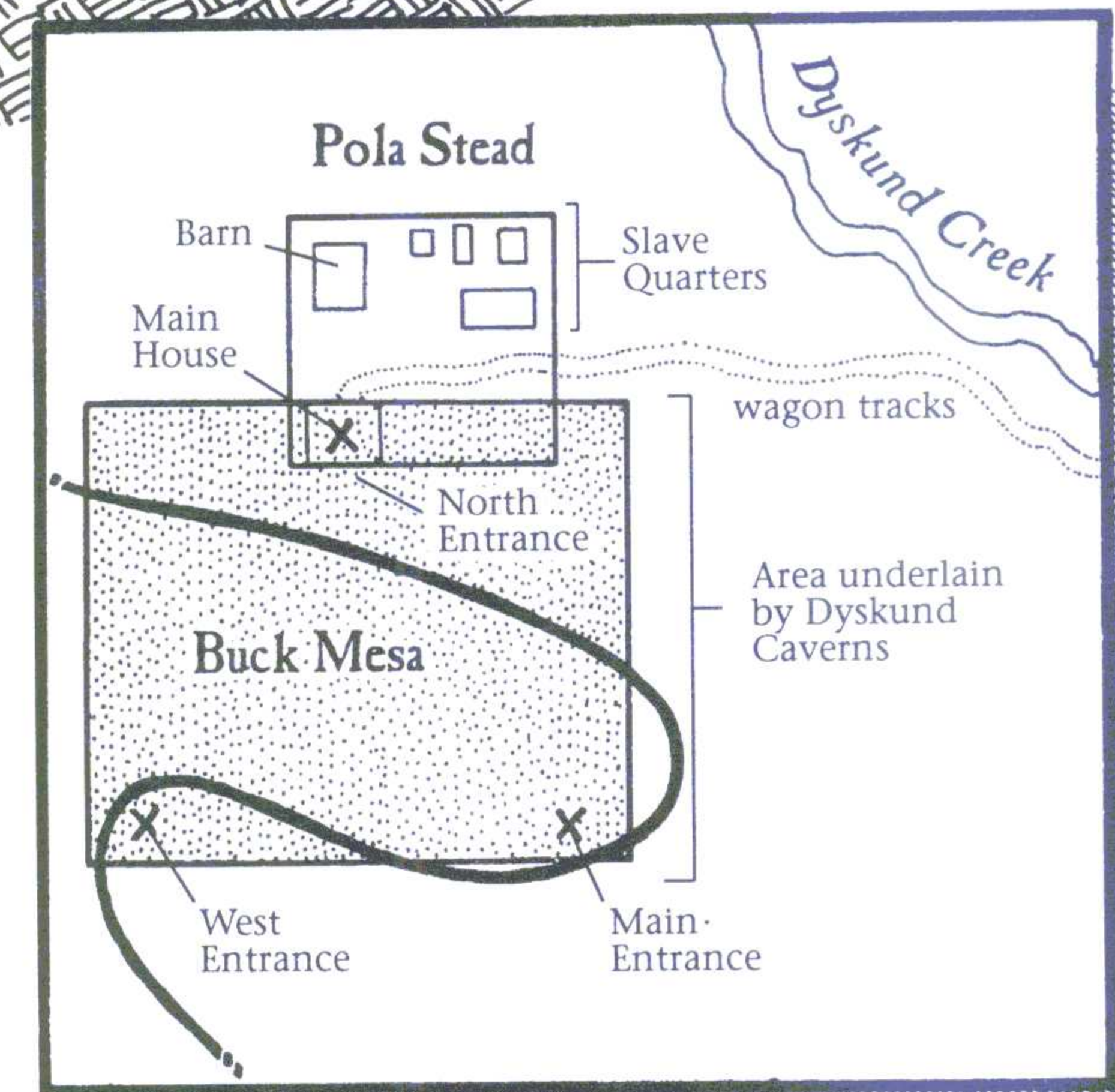


- A: The Main Entrance** (see p. 39)
B: Three Sisters Hall
C: The Chaos Garden
 C1: The Deep Shaft
D: The Stone Pines
E: Entrance Shaft to the Dark City
F: The Dark City
 F1: Snail Hall
 F2: West Passages
 F3: The Canal
 F4: North Passages
G: Mogo the Scorpionman
H: The Thanatar Temple (see p. 43)
I: The Icicle Walk
J: The Vivamort Precincts (see p. 48)
 J1: The Candle Room
K: The Crack
L: The Crystal Garden
 L1: The Garden Gate
M: The Hornet's Nest
 M1: Blocked Exit
N: Waltapi Nursery
O: The Stone Court
P: The Temple Hall
 P1: Shaft to North Entrance

West Entrance

Legend

- A-P** Encounter Locations
 Solid Rock
 Squeeze Codes
 Upper Level Caverns
 Intermediate Level Caverns
 Lower Level Caverns



Main Entrance

GM's Map Black Rock Village & Environs

Best Travel Times on foot
or in Wagons, from Queenscliff:
Black Rock (32 Km) 10 hours
Gnome Head (30 Km) 11 Hours
Queen's Pillar (12 Km) 4 hours

Gnome Head

Queen's Pillar

Dry Market
Ruins

Rock Fall

Hazia Field

Drying Barn

Pond

Black Rock

Toad's
Claw

Queenscliff

