STRANGERS IN PRAX™

RQ
Glorantha

Strangers in Prax is a supplement for the Rune Quest roleplaying game. This book is usable with the RQ Deluxe Edition

The Avalon Hill Game Company
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Strangers in Prax is Avalon Hill's trademark for its fantasy roleplaying game supplement to Rune Quest.

Sorcery Spell Record Sheet for ______________ as of ___ / ___ / ___

Spell	Cast by	On Target	End Date	Intensity	Range	Notes

Common Spell Combinations for ____________ Free INT___Total MP___

Intensity___% Duration___% Range___% Multispell___%

Spell or spells	Intensity	Duration points/time	Range MP/M	Multispell MP	Total MP & SR	Base Chance	Notes

STRANGERS IN PRAX

The Lunar Coders
Michael O'Brien

Barran the Monster Killer
Jonathan Tweet

Arlaten the Magus
Mike Dawson

Development
Mike Dawson

Editing
Ken Rolston

Cover Painting
Stephen Langmead

Illustrations
Stephen Langmead

Maps and Diagrams
Matt Pumphrey

Production and Layout
Jean Baer, Debbie Chaillou, Mike Dawson, & Ken Rolston

Error Trapping and Contributing Design
Martin Crim, Ken Rolston, Troy Bankert, Mike Dawson, Oliver Jovanovic

STRANGERS IN PRAX

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Welcome, Stranger

Plotline and Character Resources for Praxian Campaigns

This supplement is a ***RuneQuest Glorantha*** source pack featuring major characters and plotlines for campaigns in the River of Cradles setting. Gamemasters should be familiar with ***River of Cradles***, a supplement which describes the lands and peoples of the region. ***Strangers in Prax*** follows the Avalon Hill Deluxe Edition of the ***RuneQuest*** rules, and many of the divine spells and creatures are taken from ***Gods of Glorantha*** , the ***Gloranthan Bestiary, Troll Gods***, and ***Trollpak.***

The Lunar Coders

Five masterful agents of the Lunar Empire appear in Pavis. They speak and act with the authority of the Emperor. Even those who hate the Empire acknowledge their skill and honor. Do they seek out leaders of the Sartar rebels? Or is corruption in the Lunar administration their target? This section develops the continuing conflict between Sartarite patriots and the Lunar occupation against the backdrop of Pavis politics.

Barran the Monster Killer

He serves the terrible King of the Seas, Magasta, Lord of the Waters. Does he bid monsters forth from the deeps to punish landsmen for their crimes? Does he hunt great beasts for Magasta's glory? Or is he cursed and pursued by the creature ordained as his doom? Barran is both a vehicle for glorious monster hunting and a portal to adventure on Glorantha's high seas.

Arlaten the Magus

A sorcerer from the West and his apprentice come to set up shop in Pavis. They hope to hire broad-minded natives to handle local affairs. The sorcerer has his eye on a lovely piece of real estate in the Rubble that'll do just fine as a wizard's tower. All he has to do is persuade the current occupants to vacate. Arlaten and his apprentice are models of the powerful sorcerers feared and loathed by the superstitious barbarians of Sartar and Prax.

How to Use This Supplement

Each section is organized around a group of foreigners visiting the River of Cradles. Each group functions as villain, ally, or patron according to your campaign needs. NPC profiles (i.e., stats) for the featured foreigners follow each section.

Adapting published scenarios to your current campaign's events and player character motivations and power levels is always a challenge. Since characters are more portable and adaptable than plotlines or specific settings, this supplement focuses on the major antagonists/protagonists. These individuals are also designed as models of high-powered ***RuneQuest*** characters. Arlaten in particular is both the first example of a Westerner and the first fully-developed Gloranthan sorcerer in print.

When used as allies or patrons, the characters function largely as vehicles for communication of the campaign's themes and narratives. Even when friendly, these foreigners must often resolve their conflicts with the adventurers through roleplaying encounters.

When used as antagonists, the foreigners may confront adventurers directly in combat. As such, be warned: the NPCs in this book are deliberately conceived as terrible opponents. Their abilities are complex and often unconventional; be sure you study and understand them before you attempt to challenge your campaign's player characters in combat. If they seem weak, adapt their abilities and resources to the scale of your campaign.

Each group of characters features several scenario hooks and a complete developed scenario. We expect individual gamemasters to invent their own scenarios for these featured NPCs, and hope to see such scenarios published in future professional and amateur Gloranthan publications.

The Lunar Coders

Imperial Agents Probe Into Pavis Politics

Introduction

The Lunar Coders are special agents of the Lunar Empire, dispatched by the Emperor on sensitive political missions in the Provinces. They directly serve the Provincial Overseer, Appius Luxius, and through him, the Red Emperor.

Appius Luxius has been Provincial Overseer for the last 35 years. Originally from Raibanth, Appius is a close relative of the Red Emperor himself, and is rumored to be one of his sons. Like many members of the highest Lunar nobility, he possesses a number of supra-mortal abilities. Appius Luxius coordinates and commands the Provincial Army, the Provincial Church and the Provincial bureaucracy from his capital at Mirin's Cross. He answers directly to the Red Emperor; thus the Lunar Coders exist to carry out the Emperor's will, as dictated to them by Appius Luxius. To defy the Coders is, in effect, to defy Appius Luxius and the Red Emperor.

The Lunar Empire maintains several internal security and spy networks, including The Emperor's Spoken Word. The Spoken Word is an internal security organization operating within the political and military spheres of the Lunar Empire. Inspired by the Emperor himself in around 3/17 (1372 ST), the Spoken Word aims to uncover insurrectionists, progressives, and subversives while encouraging the expression of patriotism and loyalty to the Empire through service as a political cadre.

Count Julan

Responsible for matters of provincial security and nominal chief of the Spoken Word in the Provinces, Appius perceived a need for a select group of special agents to take decisive, overt action on intelligence gathered by the Spoken Word (and other sources) affecting the security and stability of the Lunar Provinces and the Empire's new conquests in the South. Appius determined that such special agents must come from outside the Spoken Word, and should rank above them. Upon receiving his Emperor's blessing, Appius gathered together the Empire's finest as the agents known as The Coders.

The Coders are a model of decency and civilized behavior. They are not chaotics, and conscientiously avoid that aspect of the Lunar Way. The Coders always work in the open, and wear distinctive red cloaks announcing their status. Apart from the fact that they represent the Lunar Empire, the Coders' behavior does not give adventurers any cheap reasons to hate them.

The Lunar Coders

This select group of super-competent Lunar agents enjoys the complete confidence of Appius Luxius. Empowered to investigate the three departments under Appius' control (the Provincial Bureaucracy, the Provincial Army, and the Provincial Church), they rank above all but the highest members of these departments. Many Lunar officials rightly feel threatened by the extraordinary powers of the Coders.

The five members of the Lunar Coders come from disparate backgrounds across the breadth of the Empire. Despite differing personalities and outlooks, they operate as a cohesive group. Each contributes his or her particular skills and abilities to benefit the group as a whole. (See pp. 24-34 for complete backgrounds and profiles of individual Coders.)

Count Julan: Leader of the Lunar Coders and a Sword of Yanafal Tarnils, Julan is the ideal of Lunar manhood. Despite his aristocratic bearing, Julan is actually of obscure, mysterious birth.

Princess Anderida of Raibanth: A member of the highest Lunar nobility, Anderida turned her back on a life of privilege and luxury to serve in the Provinces. Famous for her beauty, tolerance and

The Code

The Coders embrace the principles of a self-imposed code of conduct, hence their name:

1. Uphold the Lunar way.
2. Maintain and promote peace in the Provinces.
3. Foster cordial relations with subject peoples.
4. Advocate the Lunar religion.
5. Encourage honest and effective government.
6. Pacify dissent.
7. Use persuasion before force.

These principles give the Coders a wide latitude, and lesser characters could certainly abuse them. However, besides being hypercompetent and preternaturally shrewd, the Coders strive hard to be moral, restrained, civilized, and virtuous in all their doings. Their treatment of individual citizens of subject territories inspires grudging respect, even from the most hardened Orlanthi warrior.

Each Coder receives an annual cash gratuity from the Emperor considered sufficient to keep them beyond the bounds of bribery.

compassion, she is a priestess of the Seven Mothers (Deezola aspect).

Nose Ring: Reformed through the trials and punishments of the Danfive Xaron cult, Nose Ring is a highly skilled swordsman sworn never to kill again. Considered a "Healed" initiate of Danfive Xaron, he is also one of the few initiates in his cult with his own allied spirit, a reward for his exemplary service.

Eslas the Tracker: A red-haired outcast from Pent, Eslas is an enthusiastic convert to the Lunar way. A prodigious tracker, her talent with the bow is remarkable. She is the most recent recruit into the Coder ranks, and is an initiate of the Seven Mothers.

Maculus The Monitor: An initiate of the Red Goddess and Irrippi Ontor, and a Nysalor illuminate, Maculus has considerable sorcerous powers. The most morally-neutral of the Coders, he has a draining sorcery regimen which keeps the Coders well protected.

Princess Anderida

Though privileged and powerful members of society now, each of the Coders has in some way experienced the grim aspects of Lunar society. Count Julan is an orphan, and his lack of family ties and wealth always hindered his advancement in society. Shortly after they married, Princess Anderida's husband was killed in one of the private wars waged among the Lunar high nobility. Maculus fell victim to an insidious Lunar cult, and was only saved after decades of self-delusion. Nose Ring grew up as a child of the streets in one of the Empire's large cities, and suffered horrible punishments for a life of crime. Because of her unusual hair-color, Eslas was destined to become one of the child-hostages sent by Pentian nomads to the Red Emperor each year. The misfortunes the individual Coders have suffered help them to understand and appreciate each other, and to empathize with others who have only experienced the negative side of Lunar life. But through their own experiences they know the spiritual freedom and liberation that comes to those who embrace the Lunar Way. Through their actions and example, they hope to demonstrate this to the as-yet unenlightened.

Past History

Since their formation over a decade ago, the Coders have played an important role in Lunar activities in the provinces. The original Coder group consisted of Anderida, Nose Ring, Maculus, and their leader, Prince Vorn Yanoriao. Julan joined several years after, and succeeded Vorn as the group's leader five years ago when the prince was compelled to take up the throne of the Doblian Satrapy, following the unexpected abdication (and subsequent apparently self-induced spontaneous combustion) of the Satrap, his quarter-brother Belim the Livid. Good Satrap Vorn remains a firm friend of the Coders, and all have visited him in Doblian City.

The Coders spent the last six years on active service in Dragon Pass. Arriving in Sartar shortly before Starbrow's Rebellion in 1613, they aided the pacification program that followed, when friendly rulers were appointed to rule over the tribes. The Coders also saw action in Tarsh during this time. While Tarsh's city population is quite Lunarized, the country folk worship Orlanth in a way similar to their cousins in Sartar. Appius Luxius feared the resistance in Sartar might spread over the Glowline and into Tarsh. Despite the best efforts of the Tarsh Exiles, the activities of the Coders helped ensure that this did not occur. In the future (if they survive in your campaign), they are instrumental in chasing down the Orlanthi rebels at Pairing Stone who aid the Cradle in its escape from Lunar control.

Against some advice, Appius judges the general situation in Sartar satisfactory at the moment, and has ordered the Coders to another potential trouble spot – Prax, and the ancient city Pavis.

Present Mission

The Provincial Overseer has been bothered by a recurring dream. In his dream, Appius stands on the walls of distant Pavis, a place he has never visited. He sees the Red Moon over the walls, spreading a crimson pall over the ancient city. However, a great

Coder Communication Procedures

The Coders must maintain reliable and secure communications with Appius Luxius, almost one thousand kilometers away at Mirin's Cross, and other Lunar commanders across the provinces. They use a number of methods:

The Imperial Courier Service

For merely routine information, where rapid or covert communication is not required, the Coders use the Imperial Courier Service along with the other Lunar arms of government. The Courier service joins regular merchant trains or military convoys for the dangerous journey down the Pavis Road across Prax, and then uses a series of riders at posting stations through Sartar, Tarsh and beyond. Using the Courier service, it takes about ten days to reach the eastern foothills of Sartar, another week to the Tarsh capital of Furthest and five days more to Mirin's Cross.

The Lunar Wyvern Riders

Normally a three-week journey on horseback, Wyvern Riders cover the distance in just over seven days, and this is the usual way the Coders send and receive information. The Wyvern Riders are the elite messengers of the Lunar Army.

Spoken Word Agents

Because couriers and Wyvern Riders must report to Sor-Eel when they arrive or depart from Pavis, the Coders use trusted Spoken Word agents to convey messages that are not necessary for the governor to know about. It infuriates Sor-Eel when the Coders sometimes seem to learn of important matters days before he does.

Taking the Message Themselves

If the Coders must get a message through at all costs, then one or more of them acts as the courier. Eslas has done this several times. She takes her own wyvern and one of the others, so they can take it in turns carrying her and therefore not tire as quickly. By pushing the wyverns hard, Eslas could get to the Sartar border in less than 24 hours, and be in Mirin's Cross in just over 3 days.

If in a desperate situation it is impossible for any of the Coders to get away, or if they do not have their wyverns with them, Maculus can send his mini-wyvern Seris to the nearest Lunar outpost with a message. Seris cannot fly as fast or as far as his bigger kin, but might be able to slip away. If such a situation arises, Maculus liberally protects Seris with defensive magic.

Return Messages

Once, when the Coders were still in Sartar, one of the famous Moon Boats arrived with important news, much to the wonderment of the local populace. Another time a spirit manifested before them, having made the dangerous journey from Mirin's Cross through the spirit world. Most of the time, though, the Coders receive their orders via the Wyvern Rider service. However, if the need is urgent enough, Appius pulls out all stops to get a message through.

dragon-shaped cloud floats towards the Moon, eventually obscuring it. The cloud then grows, spreading in all directions, but mainly west, back to the mountains of Sartar, and then on to the Empire proper.

The accuracy of the details of Pavis described in the dream persuaded Appius the vision was authentic. Troubled by the obscure threat to the Empire implied in this dream, Appius has sent his most trusted agents, the Coders, to seek for its source.

Although the Provincial Overseer does not doubt Sor-Eel's loyalty, he does harbor doubts about his ability to govern Prax and Pavis effectively. Appius wonders if he is the right man to deal with the unidentified menace to the Empire. The Coders arrive to help their master make up his mind.

Nose Ring

Introducing the Coders

The Coders should become known to the adventurers by reputation and rumor long before actually meeting them. This sequence describes their dramatic arrival in Pavis, showing that these favored agents of the Empire are not to be taken lightly.

A Glow on the Horizon

Waterday, day of the Dying Moon: Fear and panic reign in the streets of Pavis when a faint reddish glow appears from the distant mountains of Dragon Pass. Alarmists babble that the Reaching Moon comes from Dragon Pass to envelop Prax and make everyone slaves of chaos. Even the Lunar soldiers are disturbed, for the Crimson Bat radiates such a glow, and when the Bat comes to town, even loyal Lunar soldiers may feed its notorious hunger. Before Sor-Eel can seal the gates, many manage to flee the city, heading downriver in boats or west onto the plains. Citizens and soldiers alike jump clear when a band of furious Storm Bull cultists thunder down Parade Way and out the Old Gate just before it closes, loudly vowing to meet the invading moon-chaos head-on. In less than an hour the entire Sable Camp breaks up and heads off for parts unknown, much to the chagrin of the Lunar officers who nominally command them. Panic and confusion rules everywhere, not the least at Lunar Headquarters, where Sor-Eel has no idea what to do about the approaching glow.

The adventurers must decide on a course of action. Will they flee the city – can they get to the gates in time? If not, maybe they'll try another means of escape – scaling the walls, hiding in the Rubble, anything to avoid becoming Bat food! Reckless adventurers may join the Storm Bullies, united regardless of tribe or clan to face the invading menace.

Just before the general panic breaks into riot, a prodigious call for calm emanates from the steps of

the Pavis temple. A magical wave of peace spreads out across City Court as a powerful City Harmony spell pacifies the mob, and Daughter of Pavis and known Lunar-friend Cyrillius Harmonius speaks from the top of the Pavis Temple: "Good Citizens! There is no cause for alarm, by the Stones I swear this! Flying scouts report that Pavis will soon be honored by a visit of a fabulous flying Moon Boat. All must make ready to receive the important dignitaries such a vessel must bring!"

Moon Boat Rising

For the rest of the afternoon frenzied excitement replaces panic, as Sor-Eel prepares a suitable reception for the Moon Boat. Speculation abounds in the city about whom the passengers might be. Rumors on the street include:

- *A merchant, white with fear*: "It's Ivex Devouring Dog, I tell you, Ivex Devouring Dog the Imperial Tax Collector, come to audit the city's revenues. We'll all be ruined!"
- *A member of the Pavis Royal Guard, with a wicked grin on his face*: "A replacement for Sor-Eel, no doubt; he and his corrupt cronies are to be sent back to the Empire in disgrace."
- *A denizen of the Oldtown neighborhood, with a strong Sartarite accent*: "We Sartar folk best keep our heads down, for that boat's full of Lunar inquisitors, come to snatch the last Orlanthi from Pavis and hang them from the walls."
- *A mad beggar, running through the streets*: "It's lies, lies! That's no boat coming, it's the Bat I tell you, the Bat!" (The watch arrest him and drag him off, still screaming.)

Eslas the Tracker

Arrival

Despite the beggar's warning, it is a moon boat after all. It approaches quickly throughout the rest of the day, and as it draws near, the city populace stops to gape in wonder. The majestic vessel seems to ride on a beam of crimson moonlight, stretching back until it is but a minuscule sliver on the eastern horizon. The beam comes to rest just above the giant walls at the apex of the New Pavis temple, and bathes the whole area in its reddish light. The moon boat follows the shaft of moonlight, silently gliding over the city walls at a height of some 30 meters. Shaped like a gentle crescent, tapering to a fine point at the bows, the moon boat's hull glimmers with enchantments. Glittering soldiers line the bows; what other travelers the moon boat bears cannot be seen now that the craft is so high overhead.

The moon boat gently comes to rest as a crowd gathers at the foot of the temple, where Sor-Eel waits nervously with his entourage and an honor guard. Everyone watches with bated breath as a gangway lowers and several dozen splendidly armored soldiers march off the boat to line the temple steps.

A tall, strikingly handsome man clad in an iron breastplate strides forward first. He wears a flowing red cape, held round his shoulders by a large iron clasp. He escorts a radiant-looking woman with elaborately-dressed violet hair. Like her partner, she too wears a red cape, hers gorgeously embroidered with Lunar symbols. A stern look molds the man's expression, as if mildly displeased with his surroundings, but the woman looks around with an expression of calm equanimity.

In a strange contrast to this glorious couple, behind them come two unusual figures. One is exceptionally tall and exceptionally ugly; the other is short with a bald head gleaming in the sunlight. The tall one shows uncountable tattoos and scars; the shorter one's skin looks pearly and smooth. Both wear red cloaks like the pair in front and chat with each other amiably.

The last to come down is another woman, but she wears clothes of nomad fashion and carries a composite bow in a leather case. Her short-cropped ginger-colored hair is unusual in Pavis. Like the four in front, she also wears a cloak around her shoulders, but it is a weather-beaten black. A glimpse of red shows inside it, however.

The distinguished arrivals present themselves to the Governor and are introduced to the assembled city notables. Sor-Eel isn't clapped in chains, much to the disappointment of many on-lookers, nor do the new arrivals announce a tax crackdown or inquisition. Instead, after the introductions end, they head off down Parade Way towards Lunar headquarters, Sor-Eel and his staff scurrying after them. Their passage through the city becomes something of a procession, as curious onlookers follow the official party. Speculation continues, but after seeing the magnificent red-cloaked lord and his beautiful consort, the rumors lose their edge: most people think he is the new Governor, and Sor-Eel will be sent home in disgrace. However, no such announcement comes, and the Red Cloaks, as everyone begins to call them, disappear for the rest of the day.

Moon Boat Departs; The Red Cloaks Stay

The Moon Boat stays docked on the walls above Pavis throughout the next day, the day of the Black

Moon, unloading the Coders' effects. The adventurers may note that the red-haired woman supervises four wyverns being brought down from the boat. She tickles the largest one under the scales of its chin, and feeds them all tid-bits.

The Moon Boat departs very late that night, after the Moon turns from Black to Crescent. It lifts off silently and majestically, spreading a crimson pall over the city that rouses many from their beds. It heads off back to the east, and by morning seems little more than a pin-prick on the horizon.

In following days the Red Cloaks travel throughout Pavis, sometimes in company, sometimes individually. Some appearances are official in nature, as when visiting the city administrative buildings, the Count's palace, and several temples. Each of the five chooses separate quarters in various neighborhoods of Pavis, and the Red Cloaks are often seen examining the wares in the streets and markets and tasting of the entertainments and sights afforded visitors to the ancient city.

Maculus the Monitor

Every day the Coders meet in Anderida's sumptuous suite at the Silk 'n Plume. Her quarters are reasonably secure from listening ears, spacious, and quite comfortable. The Lunar authorities, obliged to provide the Coders with staff and facilities when required, have made persons and office space available at the Count's palace.

First Impressions

As the days pass, rumors come to the adventurers of the actions and reputation of the Coders. The most likely places for adventurers to hear accounts of the Coders are in the taverns, temples, and other meeting places of New Pavis. Two episodes featuring the Coders, each related by a different Pavis habitué, appear in a nearby box. Such stories could be related several times by various people; in keeping with such tales, change details from teller to teller. From these rumors adventurers should conclude that the Red Cloaks may be eccentric, but they are also very tough customers!

The Sour Storm Bull's Tale

The sullen young Storm Bull initiate Moravi Six-Feather slumped against the wall, his battered helmet at his side, brightens when you offer him a drink for his tale of woe. He tells how his proud warband, raiding under a Bison tribe Storm Khan, espied a clump of Lunar horsemen on the road.

"Easy pickins' – five against twenty, yes? Zebras against bison; great sport? Pah! We never get close, not even Hargo Khan. Red Cloaks pepper us with arrows. Arrows? Devil shafts! Some scream like thunderbirds, some whistle like stooping desert kites. We don't go twenty strides, and half our bison are down, mine too. Hargo's big bull hit square in the skull, one arrow, pffitt, split open like ripe dusk melon. Thirty strides more, now just four riders left.

"And this just two Lunar's work, while other three watch! One Lunar dress like us under cloak – funny, she dismounts to shoot, maybe hate zebras too. Other one wears iron, shoots crossbow from saddle. Looked like last three are cooking some powerful magic, so we give up. Long walk back to Pavis."

If questioned further, Moravi notes that the Lunars only aimed for the bison; no arrows were aimed at their riders. Also, the Lunars could have ridden down the unmounted nomads at their leisure. Instead, Eslas and Anderida approached on foot, no weapons in hand, and offered healing for one rider badly injured in his fall. "Who are these Red Cloaks? I don't know", says Moravi Two-Feather, "But I think the Khan steers clear of Lunars in Red Cloaks next time."

The Lucky Merchant's Tale

An Issaries merchant named Birrinarus stands the house for a round of drinks and tells how his caravan was beset by Gagarth bandits.

"My mule train was on its way to Moonbroth. We passed the fringes of the Dead Place, so I hired a mounted escort – Sable Riders, chummy with Lunars, and maybe a hook into the Etyries market at Moonbroth, I thought. We were only two day's ride into the Long Dry when the outriders spied a dust cloud coming out of the Dead Place: Gagarth bandits, just my luck! I promised the Sablemen an extra week's pay once they'd chased them away, and off they went, whooping war-cries. Then, half way to the bandits, they turned and headed for the horizon, still whooping it up.

"No use running, and no place to hide, so I knew that getting out of this one was going to be expensive. I stood there waiting, hoping I could bluff it out, maybe get off with handing out some cheap, gaudy trade goods. No such luck. The brutes laughed when I offered them the trinkets: I tried showing more expensive stuff, but the curs just went on killing my mules! They tied me to a skullbush trunk. Their leader, a lovely fellow with rotten teeth, dressed in reeking skins, leered at me and said that once he'd finished with his sport, he'd call forth one of his whirlvishes to scour my flesh and leave the bones to sun-dry.

"When I saw the figures in the sky, I just thought they were more Gagarth bandits – they ride the wind, I hear. But they weren't bandits at all, but wyverns, ridden by Red Cloaks. Sad enough, I can't tell you what happened thereafter. When the Cloaks called for surrender; the bandits summoned whirlvishes all around me! My eyes, nose and mouth filled up with the stinging grit, and I figured I was soon for the Other Side, and best say my prayers.

"To my great surprise, I come to lying in the care of a Red Cloak woman with the face of an angel, nursing my wounds with soothing healing herbs. The other Cloaks were standing around, their wyverns munching on the dead mounts and mules. The Gagarthi lay dead or senseless, I'm not sure which, but none of them were moving.

"And next these Red Cloak-terrors politely helped me gather my priciest goods, and one of them – this big fearsome type with a ring through his nose – flew me back to Pavis! What's more, I later heard the Cloaks got those damned treacherous Sables outlawed from the city, and banned from escort work! I've met some bad Lunars in my day – haven't we all – but if they were all like these Red Cloaks, then the Moon would stretch from here to sunrise."

Scenario Hooks

Having established the Coders as significant figures, it's time to introduce them to your adventurers through first-person encounters and scenarios. Below are three adventure plots featuring the Lunar Coders in different roles, By working these episodes into your campaign, your adventurers may observe the Coders from several different perspectives.

The Coders as Heroes: The Chaos Gaggle

On their travels through the wastes, the adventurers encounter an unspeakable chaos horror – a "Chaos Gaggle", a group of chaos creatures that co-exist together. Such a Chaos Gaggle is described in ***Elder Secrets***, "Secrets Book", pp. 31-32. If the adventurers are unwise enough to fight the Gaggle, they will soon learn that these creatures are out of their league; encourage them to withdraw to seek more potent aid. Alternatively, let the adventurers come across a party of Storm Bull cultists taking on the Gaggle, or hear the appalling tale of a mutilated lone survivor. Describe in lurid and graphic detail the fate of these nomads to impress the adventurers with the Gaggle's daunting prowess.

When the characters return to Pavis and relate the tale, it soon reaches the ears of Count Julan via the Spoken Word. The Coders see destroying the chaos horror as a sound means of earning the regard of the Praxian nomads, who regrettably often view "chaos" and "Lunar" as one and the same. Accordingly, the Coders use their Spoken Word contacts to track down the adventurers. Count Julan and Nose Ring later pay a visit. Julan asks to be guided to the last sighting of the Gaggle, so that The Coders may destroy them for the good of everyone. If the adventurers refuse, Count Julan appeals persuasively to their sense of responsibility: evil and destructive chaos must be eliminated, not allowed to walk the world; those who willfully permit it to do so are lacking in honor and decency. He adds that they will be amply rewarded for their troubles, and that he asks only to be led to the chaos, not for them to help him fight it (unless any of them want to). If the adventurers remain recalcitrant, Julan regretfully arrests one or all of them, and forces them to lead his Coders to the Chaos Gaggle.

When he has finally obtained the adventurers' cooperation, voluntarily or otherwise, they are taken to meet the rest of the Coders at Lunar headquarters. The adventurers are supplied with Lunar mounts if they have none, and may be interested to see that Governor Sor-Eel himself, looking somewhat smug, appears to see the Coders off on this, their most dangerous assignment. The Coders ride on horseback with the adventurer party, and their wyverns follow in the sky above.

Staging the Lunar Coders

Singly, each Coder is a daunting opponent for a moderately-powerful group of player adventurers; as a group, the Coders will challenge a party of rune levels.

Take time to study their combat resources. If an all-out encounter against the Coders is anticipated, take time to plan strategies and tactics. The Coders are shrewd and experienced, and unlikely to be caught by surprise. Don't hesitate to call time out and plan your next moves for each NPC, allied spirit, and familiar: the Coders have worked together for years, and you can only simulate their instinctive communication and combat drills by careful, deliberate planning.

Often a persuasive speech can deter an injudicious attack altogether. "Gifted and blessed as you are, we know you are forbidden Healing magic. What good is a Humakti with only one leg? Leave us be lest you find out!" If persuasion fails, the Coders concentrate first attacks on weak opponents, hoping to break morale with a quick disable or kill. Maculus often maintains Mystic Vision and Anderida casts Soul Sight to gauge the magical strength of their opponents, and can thus better judge if spells need to be boosted to get past defenses.

In essence, the Coders' main strategy is to overwhelm their opposition quickly: They do not indulge in elegant ruses and feints or witty banter once arms are drawn. Support for each other is unhesitating. Each Coder is prepared to use Divine Intervention to save a comrade and, as their status guarantees them the highest priority for healing and resurrection, they go to passionate lengths to retrieve their fallen.

Against a relatively weak group of PCs who fail to heed what they've heard about the Coders, the response to an attack is insultingly restrained. Anderida and Moonflower target successive adventurers with Befuddle and Mindblast spells; Maculus may Smother a suitable victim, or Palsy several if there are many opponents to disable. Meanwhile, Eslas shoots their mounts out from under them. If the intention is just to chase them off, Julan Demoralizes those who are left.

Against tougher opponents, the Coders are ruthless and intense. Here too the preferred tactic is to target key opponents and frighten lesser attackers into surrender or flight. If defending a fixed position, Maculus's first priority is to cast a high intensity Protective Circle spell (combined with Spell Resistance). The Coders often make use of the Mindlink (via Anderida) for communication and for sharing spells or magic points. Once the opposition is crushed, the Coders willingly Heal those who need it. Irredeemable chaos creatures and criminals are executed mercifully.

Anderida is an essential element in the Coders' effectiveness in combat, although she never engages in melee herself. The others do their utmost to protect her from physical and magical harm, for Anderida has both the reserve of magic points and the spells to heal and dispel when required. Already protected by her 12 AP enchanted cloak, Anderida augments this with the 13 point Damage Resistance from Maculus, and 10 points of Countermagic (often cast with Extension). In a high level combat she may even cast Reflection as well. Note that this makes it very difficult for one of the Coders to heal her, in the unlikely event she is injured and can't heal herself. However, her allied spirit, hairless dove Vectis, hides in her clothing and may be able to do so. If Vectis too is disabled, Julan knows to stack extra magic points behind his Heal spell to get through.

Although the Coders have never fought a Chaos Gaggle before, Maculus knows of the phenomenon. Quoting Parantablaum of Irenstos, Orgenos of Tyskander and other authorities at length, Maculus knows that eradicating a Chaos Gaggle is an extremely dangerous undertaking, even for heroes such as the Coders. Therefore, the greater the information about the Gaggle they can obtain from the adventurers, the better prepared they will be to fight. Adventurers with an anti-Lunar bent may attempt to give the Coders false information, or possibly even lead the Coders straight into the Gaggle's clutches. Julan however, is prepared for such treachery; his Sense Assassin skill may alert him to any scheme which threatens the Coders. If he suspects anything he may use his Detect Truth spell to compel honesty.

Accompanying the Coders on this mission lets the adventurers get to know and understand the Coders and their civilized Lunar ways a little better. Even if the adventurers are present against their will, Anderida still does her best to ensure they are satisfied with their treatment, and will engage in the pleasant small-talk common to all Lunar missionaries. Play the Coders as sympathetically as possible, so that when the combat with the Gaggle comes, the adventurers may feel some concern and affection for the Coders, and might even step in to help them if things go awry.

When the party returns to the site where the Gaggle was encountered, the chaos creatures may or may not be there. If they are not, Eslas the Tracker quickly picks up the trail. Once the Gaggle is found, the Coders wisely keep their distance, taking to the sky on their wyverns and using their magic and missile fire to destroy the chaos horrors.

The fight tests the Coders, but should give the adventurers a healthy respect for the Lunars' awesome combat abilities. If an adventurer wishes to join in, Anderida does her best to ensure sufficient magical protection. To destroy the Gaggle might push the Coders to the limits of their spells, powers and abilities, particularly if forced to take them on in melee. One or more of the Coders may even fall (and hopefully be resurrected with due haste: Julan would not hesitate to use his own Divine Intervention to save one of his comrades if they couldn't get back to Pavis in time for a resurrection attempt).

Additional complicating factors could include a mixed party of young, inexperienced, reckless and glory-hungry Praxians, led by a recently-inducted Khan of Waha. They ride in to slay the chaos-spawn for glory. The Coders diplomatically attempt to dissuade them from the suicidal endeavor. The Praxians haughtily disdain to listen to Lunars, but may heed the words of the adventurers. After the Coders kill the Gaggle, the opportunistic nomads may seize this moment to set upon the Coders while they are physically and magically weak: if such an incident occurs, whose side will the adventurers take, and what will the later consequences of their decision be?

If the characters willingly led the Coders to the Gaggle, and offered or actually took part in the slaying, then they earn the Coders' favor and possibly even their friendship. The Coders may even change their opinions of adventurers brought out under duress if they later acquit themselves honorably. Adventurers who fulfill the minimum obligation are well-paid on their return to Pavis, 100 silver imperials each. The greater a character's participation, or the greater impression an adventurer makes on an individual Coder, the greater that character's reward.

Naturally enough, if the Coders manage to slay the Gaggle, they are heroes to Lunar friends in Pavis, and grudgingly accepted as proven chaos fighters by the others. The adventurers get an opportunity to share in this fame if they desire, though it may result in them being identified as having Lunar sympathies.

The Coders as Pursuers: Johana's Birthday Present

The adventurers discover a leather scroll case lying in the ditch beside the Pavis road. It was inadvertently dropped there by a Lunar courier chased by nomad outlaws. The tube is marked with Lunar symbols, and its cover is sealed by wax. The wax has been stamped with an unusual signet ring, depicting the Red Goddess's victory at Castle Blue. Stamped around the lid is an address, "The Convent of the Binder Within, Mirin's Cross." Obviously the scroll case contains important Lunar correspondence: what course of action the adventurers take depends on their sympathies.

The scroll case is quite light, but shaking the case causes something to rattle around. Various detection magics may hint at its contents: Detect Magic, Detect Gold and Detect Gems [Opal] all register. Breaking any seal is a dishonest thing to do, and opening a Lunar seal is a criminal offense, with heavy punishments. However, those opposed to the Lunars may be intrigued by the scroll case's contents. Maybe it is something that can be used against the Empire?

Breaking the seal is easy, and the scroll case has no magical locks or traps. A roll of parchment curls around the case. Inside that sits a small leather bag, closed with a thin drawstring.

A small pendant inside the bag is made of gold in the shape of a squatting man, with a large blood-red

The Cipher

All communications between Appius Luxius and his agents are written in a special cipher. The cipher is a special numeric substitution code based on a passage of poetry, the first 49 stanzas of "Anchoritenus and the Grand Flagellation," an obscure work from the First Wane. If one does not have an exact copy of this work, translation of the cipher is virtually impossible. Even the Lhankor Mhy spell "Translate" is ineffective, for the cipher is not a true language and in any case is written using numerals. Appius Luxius, Julan, and (unknown to Appius) Anderida's daughter Johana own copies of the edition of "Anchoritenus"; Nose Ring also began to tattoo it on his thigh but made a mistake and stopped mid-way through the second line. Of the Coders, only Anderida is fluent in the cipher's use, and is in fact astonishingly fast with the cumbersome decoding process. She no longer needs a copy of the poem, having committed it to memory. Julan and Maculus both understand how the cipher works, but usually leave the task to Anderida.

opal set in the chest. A successful Evaluate indicates that the pendant is of Old Pavic origin, and worth 3000L or more; a Devise or appropriate Craft roll shows that the opal has been recently added to the item. Furthermore, it radiates magic! The opal is actually a magic crystal which stores 8 MP. It has no conditions on it, and could be used by anyone.

The parchment is marked with a series of numbers in a steady New Pelorian script. Literate characters may suspect the message is concealed with some sort of cipher. At the bottom of the letter appears a postscript written in the same hand, but hurriedly. Unlike the rest, it is in standard New Pelorian, and can be read without difficulty.

The post script reads: "Uncle A. promises to call on your b.day: tell Mother to expect him.

Shine my daughter, A."

The document is not official Lunar business at all; rather it is a personal letter from Anderida to her daughter Johana, who lives in a convent at Mirin's Cross. In fact, the letter wishes Johana a happy 17th birthday; the pendant is a typically generous present from her mother. The "Uncle A." of the postscript is none other than the Provincial Overseer Appius Luxius. The Mother referred to is one of the nuns of the convent, who presumably must make preparations for a visit by an important dignitary like Appius. "Shine" is a personal greeting popular in the Lunar Empire, a short form of "May the Unearthly Light of the Red Goddess Shine Upon You."

What do the adventurers do with this find?

Return the Tube to the Lunar Authorities: Sor-Eel resents the Coders' independent line of communication to his superiors, and he is curious about the contents of their reports. What a shame much of the letter is incomprehensible to him! He may discover that it is a private correspondence, and hope to have something to hold over the Coders: the Imperial Courier Service is meant to be reserved exclusively for official use, and although Sor-Eel himself has used the mails for his own purposes from time to time, such knowledge about the Coders might be useful one day. If the adventurers hand in the scroll case to the Lunar authorities unopened, they receive a cash reward of 125 silver imperials. If the case was opened first, they are instead questioned vigorously. If the Lunar interrogators believe their story, they receive 25L cash. Otherwise they are flogged and thrown out into the street.

(Sor-Eel is disappointed if he attempts to capitalize on his discovery. Appius Luxius is very indulgent of his niece, while Anderida explains that she only used the official cipher to train her daughter in its use, which is a long and difficult process to master. Anderida and Appius hope that one day Johana might succeed or join her as a priestess member of the Coders.)

Dispose of the Letter, but Keep the Pendant: Eventually Anderida learns her daughter never received her package and begins searching for the thief. First, she learns from the courier service that a scroll tube was lost during a fracas with bandits. Then, by casting successive divinations and alerting her Spoken Word operatives and the various Pavis magic dealers to keep a lookout for it, she begins to track down the whereabouts of the pendant. Characters with an ear in the criminal underground may learn that the pendant they found is "hot", and is sought after by a very powerful Lunar lady with connections. They may be able to off-load it in time, but no knowledgeable agent in Pavis will be willing to fence it.

Anderida is little concerned that the innocent message might be deciphered. "When I saw the pendant in 'Honest' Kolli's shop I knew I had to buy it for you" – combined with lots of motherly advice – "I hope you're listening to what the nuns tell you, and are studying hard." Even using the cipher, Anderida never discusses her activities in anything more than general terms. This is not necessarily because she is concerned about security (the cipher would take care of that); it's just that she prefers to relate the tales of her adventures in person, during the yearly visits that she cherishes.

Anderida views the theft of her daughter's pendant seriously, but is probably inclined to show mercy to thieves if it is returned undamaged. Count Julan, however, considers tampering with the Imperial mails a grave offense indeed. Always one to

make the punishment fit the crime, he might compel the offenders to swear an Oath (using his Yanafal Tarnil's cult spirit Verus) to deliver Johana's birthday present themselves, or die trying – that or suffer the usual punishment for such an offense, the loss of a hand. This is an obvious excuse for a nice hardship-rich overland journey to scenic Mirin's Cross.

Give the Document to Enemies of the Empire: The adventurers are lauded for their actions: the rebels can only conclude that a coded document such as this must contain vitally important information. Unfortunately, for all their efforts, even with the help of Lhankor Mhy, the message remains a mystery, and wide speculation abounds for a long time afterwards as to what the document really says.

Leave the Scroll Case Where They Found It: Of course, the adventurers may just leave the message tube where they found it. Commend them for their admirable restraint, and proceed to the next hook.

The Coders as Pursuers: Mani's Fort

The adventurers are on the run from the Lunar authorities, for crimes real or imagined. A trusted friend suggests they come with him out to Mani's Fort in the Rubble. They can hide there until the heat's off. The adventurers' friend has relatives in the Mani clan who value their independence and resent Lunar interference in their affairs.

As the adventurers head into the Rubble with their friend, the guards at the gate they just passed call for them to halt: they've just realized the adventurer are wanted fugitives. Moments later, the Lunar Coders ride out on horseback from People's Gate in pursuit.

It is assumed that the adventurers flee deeper into the Rubble. No matter what they do, it seems they can't shake the Coders off their trail. Every trick they try, the Red Cloaks seem to counter. The friend (who is not an outlaw and doesn't want to be one) suggests they split up and make their ways separately to Mani's Fort. If the friend goes off in one direction, the adventurers should note with respectful bewilderment that the Coders ignore the friend and keep after the adventurers. The combination of Eslas' exceptional tracking skills and Maculus' airborne familiar give them the edge in this game of hide-and-seek.

The adventurers should be chased right up to the gates of Mani's Fort, their only place of refuge in the Rubble. The guards open the gates in response to the password the friend has given them, and the gates are slammed shut on the approaching Coders. However, the adventurers soon discover that they have been boxed into a corner.

Despite the Mani clan's dislike of the Lunars, their chief Pallinu Vibi realizes the stakes involved in harboring the fugitives. The Coders simply wait at the fort's single gate (with Maculus' familiar flying about to make sure they don't scale one of the walls), patiently negotiating with Pallinu. Julan points out that he can simply send for reinforcements from Pavis, soldiers who would gladly slaughter every last person in the fort if they had to. What then for the glorious Mani clan? All for a small band of outlaws, who would soon be run to ground anyway. The adventurers must counter the Coders' arguments as best they can, while thinking of an escape route. Scaling the walls would be the quickest way out, but would surely lead to capture. Their friend knows of a better way – a secret passage (actually an old sewer) that runs from the fort's cisterns to the small quarry 250 meters away down the hill. Unfortunately, Chief Pallinu's men guard the entrance, so the adventurers must either convince him to let them escape, or must fight their way out. From there they'll have a head-start on the Coders, and with prudence may slip away unnoticed.

Additional Adventure Ideas

- The Coders offer amnesty for crimes against the Empire if the adventurers will use their connections to track down and root out a criminal and his gang who are using the anti-Lunar Sartar exile movement as a front to market hazia (the illegal narcotic grown in Sun County) to customers in the Empire. Though a Sartar patriot might welcome any influence which might add to the decadence and corruption of the Empire, the Coders argue persuasively that the human harm done by the sale of the drugs outweighs any dishonorable gain the Sartar patriots might achieve against the Lunar Empire.
- The Coders are very interested in anyone who has anything to say about Labrygon's Puzzle Canal, an obscure site in the Big Rubble. In particular, they wish to learn about the magic painting said to exist somewhere inside it. Legend says the painting predicts the future (but the Coders also know that it infallibly shows the viewer a clue about the nature and time of the viewer's death). Because the Coders came here to investigate Appius Luxius' premonition of a threat to the Empire, this painting could offer valuable clues. They pay rewards of up to 1000L for truthful accounts of the painting's image to adventurers who have seen it. They want to sponsor an expedition into the Puzzle Canal to view or even bring back the painting for further study. (The painting does indeed depict a similar vision to that which Appius Luxius has received).

One High Priest Too Many

This six-part adventure is designed for multiple sessions. Each part features one or more of the Lunar Coders, in a variety of adversarial roles.

This scenario is staged for adventurers who are opposed to the Lunar Empire and Sor-Eel's rule in Pavis. These adventurers belong to or are sympathetic with the Free Pavis faction, also known as the Frees. The two main groups within the Frees call themselves the Orlanth Allies and the Friends of the City. Alternately, the adventurers may be Lunar sympathizers, aiding the Coders to ferret out Orlanthi rebels. Put Lunar adventurers into the shoes of Krolor, Digby, the Ax Brothers at the temple door, and as part of the various search parties heading into the Rubble. They might even take part in the capture of Orvost at his secret hideaway.

The Orlanth Allies oppose the Lunars on religious grounds, angry and bitter at the repression of the Orlanth cult. The rune masters of the Orlanth cult are too important to local affairs to be easily removed or exiled, and so form a visible core of leadership for people staunchly loyal to their god. Krogar Wolfhelm, a Wind Lord-Storm Voice, leads this faction; another important figure is Wind Lord Garrath Sharpsword, a Sartar exile.

The Friends of the City consist of old landholders and their kin, robbed of their power and prestige in the city by the Lunar occupation. They are angry that the lands of their friends were seized and awarded to Lunar holders years ago, and they fear the same will happen to them.

The Lunars worry more about the Orlanth Allies, who have been strengthened by militant Sartar exiles and have less to lose than the landholders in the Friends of the City. (For more information on the political movements and intrigues in Pavis, see ***River of Cradles***, pp. 68-72.)

Ideally, one or more of the adventurers is an Orlanth cultist, and the others either belong to one of the associated Lightbringer cults (such as Issaries or Lhankor Mhy), are members of one of the disgruntled landholder families, or have some meaningful reason to hate Lunar rule in Pavis. Whatever the case they must be sympathetic to the Free Pavis cause, and trusted by its leadership.

Faltikus "the Good" and Orvost Tintalker

Two figures contest for the role of High Priest of Orlanth in Pavis. Faltikus "the Good" came with the Lunar Army and installed himself as the ranking priest of Orlanth in Pavis, but has never been accepted or trusted by many of his flock. The Lunar authorities allow a diluted form of air-worship to continue under his direction.

The Orlanth Allies gain strength and assurance from their High-Priest-in-exile, Orvost Tintalker, who hides out in the Rubble. Although few initiates can join him for worship, devoted initiates smuggle out messages of encouragement and forbearance from their outlawed leader. Orvost Tintalker was one of the followers of old Dornold Orvost, a descendant of Duke Dorasor and High Priest of Orlanth when the Lunars stormed Pavis. Old Dornold fled to the Rubble with some followers. When Lunar sendings killed Dornold during the purge of Dorasor relations, Orvost Tintalker assumed the mantle of High-Priest-in-exile, always moving from place to place in the Rubble to avoid Lunar patrols.

When Dornold Orvost fled into the Rubble from the invading Lunars, he left many precious things behind. But he managed to take the most important cult treasures of all – the official mantle and regalia of the high priest, relics brought from Sartar by Dorasor himself (see p. 22). Many indignantly say that Faltikus cannot be considered the true high priest until he is invested with them. The Lunar authorities smugly counter this by pointing out that Orvost Tintalker cannot truly call himself the High Priest of Pavis until he is proclaimed at the Air Temple.

Sor-Eel has always considered bringing the tame Orlanth high priest with him to Pavis as a masterstroke, but having an outlawed incumbent just beyond his grasp in the Rubble ever since galls him. Perceiving the instability that this situation causes, Sor-Eel has persuaded the Coders to do something about having one high priest too many in Pavis.

Part One: Whispers

Clayday Eve, Sea Season 1621: Although many Orlanthi and other air cultists shun the Pavis Air Temple where the usurper Faltikus presides over a shrinking congregation, the adventurers, drinking one Clayday eve at Gimpy's, get a message from one of their fellow "Frees": "Be at the service Windsday morning, Krogar says something big's coming down."

The informant doesn't know what the "big" thing might be, and asks that the adventurers pass the word on to fellow "Frees".

The Word Gets Around

Later that evening two characters approach the adventurers. Neither are known to the adventurers. They are both dressed in Sartar style, the common garb of the Orlanth Allies. One has what appears to

be a rash or skin infection on his face and lower arms, which he scratches distractedly; in the dark, however, the marks are scarcely visible. The other is short and swarthy, and lets the taller guy do all the talking. This pair are both Spoken Word agents. Krolor, the big one, is an Orlanthi turncoat, now suffering a plague of boils from the Impests, minor Orlanth spirits of reprisal. Digby, the short dark one, is a Lunar and new recruit to the Word, learning from Krolor how to imitate Orlanthi. He is not confident with his accent yet, so he lets Krolor speak.

Krolor sidles up to a likely adventurer and whispers in his ear, "Psst, hear there's something going on, something we 'Free" fellows should know about." In between general banter with the whole group, he continues asking individual adventurers until he elicits a response.

Krolor offers to buy the group a round of drinks and gestures to his buddy to pay the bar-keep. Suspicious characters may notice that Digby pays with freshly minted, shiny silver Imperials, Lunar Empire currency usually well-tarnished before it reaches the hands of ordinary citizens. Krolor notices his greenhorn companion's blunder, too, and suddenly announces they are late for an "important card game down at the Gold Bosom." They try to make a quick exit.

If the adventurers try to follow, the pair head out into Salt Street, arguing between clenched teeth in a low whisper. Special success Listen reveals they speak New Pelorian, if the adventurer knows the language. It is impossible to hear what is said, but Krolor chews Digby out for his blunder with the coins. When they get to the middle of the street, the tall one walks down a covered lane leading to the low-class hangout Loud Lilina's, also known as the Gold Bosom [0-29]. The short, dark-haired one walks across the street to the Salt Agency, where a figure steps out of the doorway. They have a hurried conference, and then separate. Digby goes off to join Krolor at Loud Lilina's; the other person heads off into the city court and down Parade Way. The adventurers notice that this figure wears a dark cloak. As she walks off, the wind flicks the cloak around revealing vivid red lining.

This is Eslas, and perceptive characters may remember one of the Coders always wears her red cloak inside-out. After receiving Digby's report she heads back to the other Coders, meeting in Anderida's suite at the Silk n' Plume. If the adventurers follow her, she has half her Listen chance at every turn of a corner to notice them. When she realizes she is being followed, Eslas simply turns around, stares at the adventurer desperately trying to look inconspicuous and smiles scornfully. She walks on, making no effort to lose them.

The two Spoken Word agents make the rounds of several taverns where likely Frees hang out, trying to learn useful information. The adventurers may manage to waylay them at some point, but there are other Spoken Word agents afoot tonight investigating the rumor too.

If they walk home past the Air Temple later that night, they notice the Lunars have posted a guard of watch-trollkin at the gate under the command of a Lunar officer.

If statistics for Krolor and Digby are required, use the Grunts in the Tarsh Gang, page 94.

Part Two: The Congregation Assembles

Windsday: Discuss what clothing, weapons or armor adventurers intend to have on them when they go to the worship service. Note that wearing metal armor inside Pavis (except helmets) is forbidden, and large offensive-looking weapons and missile weapons are forbidden. The characters may try to smuggle such items to the ceremony, but remind them that Lunar street patrols are very strict about these sort of things.

(See pp. 16-17 for a diagram and description of the Pavis Air Temple.) The worship ceremony begins two hours after dawn the following morning. The word must've spread around well last night, because a large crowd assembles for the service, curious to find out what is going to happen. Unless the adventurers took care of them the night before, they notice Krolor and Digby in the crowd. Krolor seems to be scratching himself even more than usual, and Digby looks around nervously, apparently out of his depth. About a dozen Lunar soldiers stand in a group outside the Seven Mothers temple across the square, looking on contemptuously.

The gates open and a chanter bids everyone enter. The congregation files in to stand in the open courtyard. Faltikus stands ahead of them in the sanctuary, wearing a crude approximation of the mantle and regalia taken into exile by Dornold. Faltikus is quite elderly, but is tall with a long, snowy-white beard, high forehead and piercing blue eyes. Even his detractors have to admit he looks the part. Krogar Wolfhelm flanks him.

Whispering Wind

The ceremony progresses for about half-an-hour, Faltikus overseeing the proceedings with officious efficiency. While this goes on, Krogar manages to

catch the eye of one of the adventurers, the most fanatical Orlanthi of the group. At the same time he puts his hand over his mouth, as if scratching his nose. This covers the Mindspeech message the adventurer hears: "After the blessing, you and your friends go to the door at the north-eastern corner. Don't let anyone get in until I say. Orlanth grant you fortune." If the adventurer observes Krogar, the gesture, and presumably the message, are directed at several other persons in the next few minutes.

Most of the congregation makes a single line to move forward and be blessed by either Faltikus or Krogar. There is quite a bit of jostling going on, as people try to get in a spot in line where the ushers will send them to Krogar instead of Faltikus, but every second person finds himself in front of the erstwhile high priest. Adventurers may notice that Krolor deliberately slots himself in to meet Faltikus, but Digby doesn't line up to be blessed.

If the adventurer who received the message is blessed by Krogar, he may be surprised to find that when the Wind Lord touches his brow he also casts Shield x3 on him! Krogar also casts a Shield x1 spell on any other adventurer who comes before him for blessing that he recognizes. The GM must determine what chance Krogar has of recognizing each adventurer as a devoted member of the Frees.

Once the Blessing is finished, the adventurers should move into position. They may notice similar groups of adventurer-types at the other doorways. While the adventurers wait expectantly, the service continues. Build the tension slowly, noting that the duration of divine spells is slowly ticking away. After five minutes, Krogar becomes apprehensive; after ten, he is so anxious he drops the incense censer he is carrying. Faltikus however, continues blithely, not noticing anything amiss.

Orvost Appears!

Finally Faltikus comes to the benediction, the closing part of the service. The adventurers' divine magic from Krogar has only two minutes remaining. People in the congregation begin to look at each other: is the promised "big event" not going to occur after all? Standing before the great statue of Orlanth, Faltikus spreads his arms to ask Orlanth's parting blessing upon the flock. At that instant, with a sudden crackle of energy, a blast of frigid air and the sharp smell of ozone, Faltikus is propelled through the air into the front row of the crowd. A shorter figure appears

Orvost Appears

where he was standing, clad in similar garb, less impressive in physique and appearance, but more authoritative, more glittering, more magical. It is Orvost Tintalker, High-Priest-in-exile, dressed in the true high priest's mantle and carrying the regalia! He has used Guided Teleport to appear in front of his congregation, and to denounce the impostor.

The temple erupts in sudden confusion. Tell your players to hold their statements of intent until you've described the following scenes of conflict and disorder.

- In the middle of the courtyard the air begins to swirl and eddy, as if following the spiral patterns of the bricks. A large sylph is forming here, which Orvost plans to use to fly away to safety after making his declaration.

- Over the turmoil, Orvost Tintalker loudly declares himself the true High Priest of Orlanth in Pavis. As if to prove his point, above him the clouds start to roil and froth, and thunder begins to boom over Pavis. He begins reciting the Stormtongue ceremony which formally invests him at the temple.

- Denouncing Orvost in a shrill squalk, Faltikus is helped to his feet by some members of the crowd, and pulled down by others. A scuffle breaks out around him between each claimants' supporters.

- A group in the midst of the congregation (including Krolor and Digby) suddenly thrusts aside their cloaks to brandish shortswords, broadswords, and scimitars! They rush toward the front, some yelling curses, others decrying treason and sacrilege. Yelling back Orlanthi war cries, others draw their weapons to confront them, and the whole courtyard seethes with a mass of brawling bodies, mixed with screaming old folk, women, and children trying to flee into the chapel and back into the assembly area.

- Led by Julan, half-a-dozen well-armed Lunar soldiers suddenly charge out of Faltikus' kitchen, shields raised, and begin pushing their way into the crowd towards Faltikus. The Coders wish to keep Faltikus alive at all costs; until the tame priest is safe, capturing Orvost is of secondary importance. It takes Julan and his men some time to separate Faltikus from the fracas and drag him back into the kitchen.

- Through all this Krogar remains on the dais, neither helping nor hindering Orvost. His standing in the city is too high for the Lunars to move against him without risk, but if he openly took sides now, it might give the Lunars an excuse to banish or imprison him.

Nose Ring Knocking!

Moments after the excitement begins, the adventurers hear a loud thumping at the door they guard. A harsh voice calls out, "In the name of the Red Emperor, open this door!" The characters have a count of three to comply before Nose Ring's axemen on the other side begin smashing it to pieces.

Nose Ring is accompanied by two of Sir Holburn's Ax Brothers, axe-wielding mercenaries in Lunar service. Unless the adventurers do something tricky like casting Protection on the door, the Ax Brothers smash through it in three or four melee rounds. Two adventurers can fight the two Ax Brothers hand-to-hand in the doorway. While this goes on, Nose Ring seems to be staring blankly through the doorway and beyond the adventurers, but his allied spirit is actually casting divine magic at Orvost through his eyes. Moonflower's first spell bounces off the Warding, her second spell breaks through but is beaten by Orvost's Shield. Adventurers standing on the steps up to the sanctuary benefit from the Warding x3 spell.

Around the temple, the adventurers see axemen smashing in the other doors, and other adventurers like themselves fighting off those that have broken through. Orvost continues his Stormtongue chant, but must start one part again when his concentration falters while dodging. The sylph in the center of the courtyard is now huge, and starts scattering dropped clothing and weapons, furniture, and the odd person.

If the adventurers disable the Ax Brothers, Nose Ring wades in. Behind them, the adventurers notice that Orvost finishes the ceremony and begins to make his way through the throng to the sylph, which is cutting its own path to him. Announce that if the adventurers can hold off their fearsome opponent for just three melee rounds, Orvost should get away. If Nose Ring can get past them, he's likely to kill the sylph with a slash or two from his scimitar, and then all would be lost. Remember that despite his formidable abilities, Nose Ring only attacks to disable. To further complicate the melee, a Lunar sympathizer could attack the adventurers from the rear.

For the Ax Brothers, adapt stats from Pharzeela Bloodwoman, page 93. For Lunar Sympathizers, adapt stats from Grunts or Rookies, page 94.

The Escape

To the cheer of his followers, Orvost leaps into his sylph and flies out of the open courtyard. If Nose Ring managed to cut through the adventurers, he makes a desperate lunge at the sylph as it rises up, but just misses. Julan races through the space Nose

Ring has cleared and out through the broken doorway (if the adventurers still block their doorway, he gets out through another). Moments later he launches into the sky on his wyvern in pursuit of Orvost Tintalker, who is heading over the Rubble. People in the streets pause to watch what promises to be an awesome magical battle.

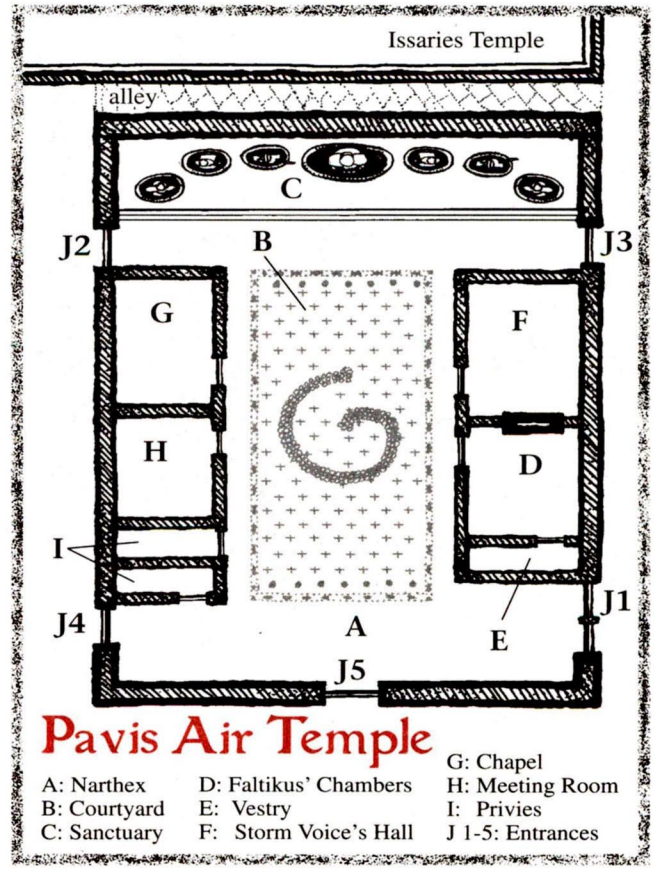
Meanwhile, many air worshippers inside the temple take the opportunity to flee through the temporarily unguarded main gate. The adventurers have a chance to escape through the door they guarded in the moments after Orvost's dramatic exit. After that, the alleyway outside begins to fill with Ax Brothers in no mood to let anyone escape. Other lines of retreat are soon blocked as more and more grim-visaged Lunar troops surround the Air Temple and force their way in. Many women, children and other noncombatants remain inside the temple, and as the troopers press forward, the crowd panics, fearing they are about to be massacred.

A huge crowd gathers outside the temple, sullenly looking in. Partisans of both factions angrily accuse one another of responsibility for this misfortune. Several hot-heads in the crowd pick up stones, or heft tools and weapons.

Ironically, it is Anderida who saves the day for the Orlanthi trapped inside the temple, thus preventing a large-scale riot between the pro and anti-Lunar elements. She appears and argues briefly with Radak the Iron Centurion, commander of the Lunar troops. The adventurers probably do not overhear this argument, which goes on at the main entrance to the temple (in New Pelorian), but it is repeated by many later people later. "With Faltikus still alive and Julan racing after the fleeing High Priest," she reasons, "a massacre would serve no purpose, especially as many of those inside the building are avowed Lunar friends or sympathizers. Such an atrocity could lead to a general uprising in the city, the last thing Sor-Eel wants. And any troublemakers can be rounded up quietly later anyway. The blood of the innocent inside and any consequences that follow will be on your hands, I promise you."

The hard-nosed Centurion reluctantly agrees, and accompanied by Maculus and Eslas, Anderida forces her way into the center of the courtyard. A figure of radiance and calm, she calls for everyone to lay down their arms. In addition to her full array of protective magic, she also casts her one-use Attract Attention spell. Krogar, who was on the brink of stepping in to save his people regardless of the consequences, breathes a sigh of relief. He orders everyone to listen to what the lady says. Anderida issues an ultimatum: the Orlanthi have five minutes to clear the temple and return to their homes. They must leave all their weapons behind, but can take their wounded. Anderida swears an oath on the Seven Mothers that the weapons will be held securely for later recovery, and after a pointed glance at Radak, the Centurion sourly nods an acknowledgement. Anyone left inside the temple after the amnesty expires, Anderida continues, will be arrested. Krogar bids everyone do as the good lady says, and ceremoniously lays down his iron broadsword and walks to the main gate, nodding to Anderida as he passes her. The grateful congregation drop their weapons and follow, scattering once they make it to the street. The adventurers should be astute enough to follow.

Lunar troops collect all weapons left in the temple, saying they may be reclaimed "at her Ladyship's convenience" at the Count's palace. Radak manages to stall return of the weapons for several days under administrative pretexts, and when the weapons are returned, the claimants must provide proof of ownership, and are noted for later surveillance. Prohibited polearms and missile weapons are also returned, but the claimant finds himself charged with a weapons violation.



Battle in the Skies

Adventurers who stay in the temple to the end miss the airborne battle between Julan and Orvost. The battle was quite short, as they hear tell in the pubs later – both traded spells in an awesome yet ineffectual display, spells bouncing off each others' protective magic. Finally, Julan's wyvern was knocked from the sky by an incredible blast of electrical energy, from Orvost. Everyone gasped (and some cheered) when Julan and the wyvern tumbled out of sight behind the Rubble Walls. An hour later Julan returned through the Temple Gate, looking somewhat the worse for the wear, but apparently unharmed. (Julan's Shield spell and magical belt buckle combined to save him from death from the fall, though not serious injury. His allied spirit healed Julan back to consciousness before he could drown in the muddy waters. The wyvern died instantly from the lightning).

With lightning flashing all around him, Orvost disappears into the Rubble near the Manside ruins. The rainless electrical storm blows itself out soon after.

Part Three: Under Arrest

Fireday: Although Anderida saved the Orlanthi congregation from death by the sword, Sor-Eel introduces a list of punitive measures later that day, and an atmosphere of repression pervades the streets for the following week. The governor orders the Air Temple closed indefinitely, and places Krogar under house arrest, along with other prominent Orlanthi and sympathetic landholders. A restrictive curfew is clamped on the Oldtown and Farmer's Quarter neighborhoods where many Sartar exiles and pro-Orlanthi live: nobody is allowed out between dusk and dawn, and the streets are patrolled by Lunar soldiers in addition to the Watch.

In the Hole

Lunars make a number of arrests that night; if the adventurers return to their usual hang-outs, one or more of them is targeted as a suspect, possibly finked on by Krolor. A heavily armed Lunar squad comes to take the character away "for questioning." Adventurers notorious for resisting arrest find the squad accompanied by one or more Coders who

The New Pavis Air Temple

Constructed from thick blocks of local stone, the Pavis Air temple is an unimpressive edifice from the street. Before the Lunar occupation its exterior walls displayed attractive frescoes depicting the Godtime feats of Orlanth, but these were painted over at the order of the governor. Built around a central paved courtyard, the temple has no windows. Most cult activities take place in the open air.

A. Narthex & Assembly Area: The congregation usually assembles here before proceeding into the courtyard. The floor is paved with bricks and is free of obstructions.

B. Courtyard: This courtyard, open to the air and exposed to the elements, is where the Orlanthi stand during worship ceremonies. The courtyard is paved with bricks, which are laid to form air-rune spirals.

C. Sanctuary: This is the domain of the priests and lords of the cult. It is protected by a Warding x3 spell, keyed to strike enemy cultists who pass through. Statues of the various storm deities line the end wall, all inclined slightly to face and pay homage to the central statue of Orlanth, which at 2 meters high is twice the size of the others. Most of the statues were damaged in some way during the Lunar sack of the city, and most are missing jewels in eye sockets, etc. Only the Orlanth statue in the center is unharmed, because it is protected by two Lightning x3 spells which crackle from the tips of the statue's hands.

D. Faltikus's Chamber: What was once the High Priest's audience chamber now also serves as Faltikus's living quarters. (Before the occupation, the High Priest had a house of his own in Oldtown [O-1], but it was confiscated by the Lunars.) The room is sparsely furnished, with a cot and nightstand in one corner, and a desk and chair in the other. The desk is littered with Faltikus's papers, some of which contain explicit references to Faltikus's friendship with the Lunars. The fireplace is huge, and opens out on the other side to the kitchen. A person up to SIZ 15 may crawl across without trouble (if the fire is out). A locked door by the cot leads to the Vestry.

E. Vestry: This small, dim room once stored the cult treasures. What Dornold Orvost didn't take with him into exile, the Lunars then looted. Faltikus keeps his own priestly regalia here when he isn't wearing it.

F. Storm Voice's Hall: The cult priests once met here, but Faltikus uses it as a kitchen. His maid, an elderly Sartarite woman he brought with him to Pavis, sleeps here. The doorway is cut across the middle, so that by opening the top half, light may enter the room.

G. Chapel: This room is used for private devotions, teaching of cult spirit magic, and the like. All of the furniture that was once in the Meeting Room has been stacked in here, making it uncomfortable to use.

H. Meeting Room: This room is kept securely locked at all times, but is empty. Sor-Eel has forbidden its use.

I. Latrines: Because of a cruel whim of the governor, the doors to the privies have been locked. This forces worshippers to leave the temple in search of a place to relieve themselves.

J. Entrances: The temple has four entrances. The original ceremonial gateway (J5) was bricked up by order of Sor-Eel. In defiance, Krogar Wolfhelm had another entrance enlarged; this now serves as the main entrance, even though it is not in the traditional place.The new main entry (J1) is in the south-eastern corner. These double doors are bolted shut except on holy days. Made of Heartland oak, the doors are extremely robust, with 40 AP. Two other doors (J2 & J3) open directly into the Sanctuary. These remain locked except on holy days and have 30 AP. The south-western door (J4) is used at all other times. It is less strong than the others, with only 25 AP. All internal doors have 15 AP.

recognized them from the temple fracas. Present the arrest as a relatively benign, routine matter; avoid provoking an all-out confrontation between adventurers and Coders at this stage of the campaign.

The arrested adventurer gets thrown into a communal cell with the rest of the accused. Most resemble the other fellows who held the Lunars at bay that morning, and the adventurer can swap tales with them. It is here that he might learn of how the beautiful priestess's intervention saved the people inside the temple from a bloody massacre; the Orlanthi shake their heads in wonder at this unaccustomed display of restraint. One or two of the prisoners claim they were not even present at the Air temple, and loudly protest their innocence. [One such particularly loud and profane prisoner with blond hair should be remembered later by the adventurers; see reference to "Snowy" below in Part Four.]

About midnight, the jailer comes with a squad of soldiers. Opening the door with his great set of jangling keys, he grins and says evilly, "Now, who likes to go early then?" The soldiers with him chuckle.

The adventurer should be canny enough to shrink into the darkest corner at this, but roll dice and say that some other poor sap gets pulled out and led away. This prisoner is going to be denied a trial and taken out to be crucified, as an example and warning to the populace. Sor-Eel has taken this action at Radak's behest and without the Coders' knowledge, and intends to present the executed felon to Anderida in the morning as a fait accompli. The piteous cries of their crucified comrade are faintly audible through the quiet Pavis night as the prisoners wait in the cold, cramped cell until morning.

Shortly after dawn the prisoners are dragged out of the cells and separated into two groups. All the adventurers find themselves in one group. The others are led off. The jailer spits contemptuously and grunts, "We're keepin' them to ask some questions," jerking his thumb in the direction of the prisoners shuffling dejectedly away, "But youse guys is lucky, you'll miss your turn on the rack today. 'Er Ladyship [Anderida, the adventurers may guess] wants everything kept legal-like, see, so you're goin' to court."

They are taken in as a group to Sor-Eel's presence chamber. Anderida is there, looking furious, but at Sor-Eel, not the prisoners (she's just heard about the execution). Sor-Eel has had his fun already, and knows he has another group of prisoners to "interview" that Anderida isn't aware of, so he can afford to look merciful in her eyes now. The trial is perfunctory and conducted entirely in New Pelorian. The charges are sedition and conspiracy, and the proceeding takes little more than a minute. The accused are not given a chance to speak. At the conclusion of the trial, Anderida appears satisfied with the outcome, and departs. The prisoners are then led out into the courtyard, individually flogged and beaten, then turned into the street. Once again, though they may not realize it, the adventurers have Anderida's intercession to thank for their lives: if she wasn't around, Sor-Eel would've just crucified the lot of them.

The Cat Speaks

The adventurers return to their lodgings to lick their wounds. A small, dark alynx lies on their hearth mat, licking itself clean while it waits for their return. Alynxes, or "shadow cats" as they are called in Pavis, are the cult animals of the Orlanthi. This one shows itself to be an awakened familiar, as it uses Mindspeech to speak to one of the characters (the same one Krogar sought out in the Air Temple).

"I am Aelios, spirit ally of Krogar. My master is being watched closely, and so cannot speak to you personally. He has told me to thank you for your efforts at the temple yesterday; it was a great victory for our cause. Faltikus the Impostor has been totally discredited. Our true High Priest hides at a secret shrine in the Rubble. Krogar asks that you join him there. Early tomorrow morning enter the Rubble via Gimpy's tunnel. Tell the Lunar sentry you're meeting the Gray Sage Ronar at the Zebra Pens to work as bodyguards while the Sage does some digging in the Manside Ruins. Whistle the tune to "Cold Wind Over Sartar" [a popular Orlanthi ballad banned by the Lunars as seditious] so he'll recognize you. Ronar will lead you to Tintalker."

The cat then leaps out of the window and into the street, disappearing into the crowd.

Part Four: Ruckus in the Rubble

Wildday, at the Zebra Pens: The characters should get through Gimpy's Gate without difficulty, and move on to the Zebra Pens. A nervous looking man of middle-age waits there, dressed in the garb of a Lhankor Mhy gray lord. When the adventurers start whistling the tune, he approaches and good-naturedly chides them for looking so conspicuous. "You can cut the whistlin' now, boys – subtle as a broo at the Bull's banquet!"

Ronar is a Lhankor Mhy initiate, but also a secret priest of Orlanth and devoted follower of Orvost Tintalker. He has told the zebra tenders that he's off to the Rubble to excavate near Kakstan's Art

Coder Interrogation Methods

The Coders frequently need to question those they have apprehended. While the Lunar Empire uses a combination of sophisticated interrogation techniques and, often as not, plain simple brutality, the Coders never torture their captives. Even if it is deemed that a prisoner must summarily die – some of the more incorrigible chaotics the Coders capture fall into this category – the execution is carried out quickly and as painlessly as possible, usually a single sword stroke to the neck by Julan or Eslas.

Julan and Anderida carry out questioning in tandem. Julan acts as the forceful, relentless interrogator while Anderida takes a friendlier role, attempting to gain the prisoners' confidence. Maculus sometimes takes notes, which he jots down in an idiosyncratic shorthand. This enables the Coders to catch any inconsistencies or lies, and serves as a transcript if needed.

While the Coders never use torture, they do use potent magical means if required. Julan's Detect Truth spell and Sense Assassin skill combine effectively with Maculus' spirit's Mind Read spell. They usually stack the spells with Extension, allowing for lengthy interrogation sessions. Few subjects can withhold their secrets under such intense scrutiny for long. Anderida's divinations also sometimes divulge critical details, though they are more effective inside the Glowline, under the Red Goddess' all-encompassing eye.

Museum with the adventurers for escorts. In reality, they are taking much needed supplies to Orvost and his men hiding at a temporary shrine to Orlanth in the Manside ruins near Real City. Ronar has three pack-zebra loaded with hard-tack food and other essentials.

Ronar says they must wait, for another Orlanthi is due to join them, a blonde haired fellow known to all as "Snowy." Although they wait an hour, he doesn't show up. However, an adventurer arrested by the Lunars yesterday can recall such a light-haired chap in the cell with him. Unfortunately, that fellow was one of those detained for questioning. A concerned Ronar determines to set off as quickly as possible.

Despite the news about his friend, Ronar is a cheerful companion who hoots with pleasure when the adventurers tell of the doings in the great Air Temple fracas. He says he was sorry he couldn't be there – "I was helpin' run things at the other end" – especially because he missed seeing the look on old Faltikus' face when Orvost appeared behind him and sent him flying!

The journey through the Rubble to the Manside ruins may be direct or complicated at the GM's discretion. However, unknown to the adventurers and Ronar, Eslas tracks them, for the Coders have been tipped off about Ronar's true identity.

The Coders obtained this information after Anderida discovered Sor-Eel had withheld some prisoners from the trial. The Coders sought these prisoners out and, using their own methods of questioning (so unlike the crude and brutal ones employed by Sor-Eel's interrogators), learned from Snowy of Ronar's true identity and put a tail on him.

Eslas' tracking and hiding abilities make it unlikely that the adventurers notice her following them. If the adventurers are being extremely cautious and Eslas fails a Hide/Sneak roll, they may suspect they are being followed.

The Secret Shrine

Orvost Tintalker hides out in a disused Type B ruin. He has seven devoted initiates with him, led by a dour old veteran of Grizzley Peak called Claymore. The High Priest greets each adventurer warmly, giving each of them Orlanth's blessing. Despite his heroic appearance yesterday, Orvost Tintalker looks little different from his followers today, clad in the same adventuring gear necessary for a life on the run in the Rubble. He even helps everyone stow the supplies in the building's cellar. He and Ronar remain in there for a discussion about the latest events. The adventurers can join the Orlanthi in a snack of hard-tack in the shade under the awning. It doesn't take the adventurers long to learn that Orvost's men are devoted to their master, and avowed Lunar-haters, each with their own reasons for their hostility.

The Signal

While the adventurers munch on their hard-tack, Eslas sends up her signal that she has located Orvost's hideout. From behind a large lump of masonry, she detonates a flare, sending a cloud of reddish smoke billowing into the sky.

A lookout notices this immediately. Anyone heading out of the building to investigate gets a volley of arrows shot at them by Eslas. One resident Orlanthi heads out first, and stumbles back moments later

Tintalker's Hideout

The building Orvost Tintalker and his men use as a hideout is little more than a burnt-out shell. Some other resident once cleared much of the rubble from inside the walls, leaving an open area approximately 10 meters square. A tarpaulin awning stretches across the north-eastern corner to provide shade and shelter for those above ground. The crumbling walls range from one to four meters in height, and have plenty of window spaces and holes to look or shoot through. A wooden hatch and the gaping opening next to it lead down into the large cellar, where Orvost and his men sleep. This area is also a sanctified Orlanth shrine. The High Priest's ceremonial items are stored in a small packing crate.

with three arrows in his chest. Anyone exposing himself at a window or opening also gets targeted, but Eslas won't deliberately shoot anyone trying to drag a wounded comrade back inside.

If none of the adventurers do it, one of the other Orlanthi crawls over to warn the priests in the cellar. They both come up, looking extremely concerned. The High Priest casts a number of wind-warping spells, to break up the flare's smoke, but is only partially successful.

About two minutes after the flare goes up, the adventurers hear loud screeching and a flapping of wings. Coming from the direction of Pavis are nine flying figures with men mounted on them – Lunar Wyvern Riders, homing in on the flare, led by Julan, riding Anderida's wyvern Reptus (since his was slain by Orvost).

Wyverns From On High

Julan's mission is quite simple. Apprehending Orvost Tintalker here is almost impossible – the Orlanth spell Guided Teleport provides him with an instant get-away to a predetermined specific spot. However, Anderida, Nose Ring, and Maculus are waiting in a certain tenement room in the Riverside slums with a slave-bracelet in hand, ready for Orvost Tintalker to teleport in. They learned of this special bolt-hole from the prisoner Snowy. Thus Julan plans to provoke Orvost into Teleporting away, giving the outlaw's men a solid thrashing in the process.

The wyverns land directly in and around the enclosure to combat the Orlanthi in melee. The riders fight alongside their wyverns, which lash about with their terrible stings. Eslas stays concealed at her lookout, but shoots at anyone trying to escape. Today is Wildday, the day of the full moon, so the Lunars are at the peak of their magical power.

At a dramatic moment (when the adventurers are overwhelmed by the stings, jaws, and spears of their opponents), Ronar appears at the top of the hatchway, holding a smoking stone in his hand that sparks and crackles. It is a Thunderstone, blessed by Orvost Tintalker. He lobs it at the wyvern fighting the most desperate adventurer. It explodes, blasting beast and rider backwards. The priest beckons the battered adventurer back into the cellar. Inside, Orvost gives orders to his devoted lieutenant Claymore, who then kneels before him to be blessed, and quickly rushes back up the ladder to the battle. Orvost then turns to the adventurer and says hurriedly:

"They're after me, son, not you. I'm going to get away while I can – Mastakos' Chariot will take me to my last refuge, a hideout in the city I prepared long ago. Ronar has a Guided Teleport, too: his takes him to another of our secret shrines over in the Oldtown ruins. I've entrusted him with the sacred mantle and regalia, which he'll hide there. Claymore and his lads will sell themselves as dearly as they can; it's the chance to strike back they've all been waiting for. Meanwhile, you and your friends must get away, and go back to Pavis to let Krogar know I've arrived. He knows my bolt-hole, and can find me. Ronar and I shall weave a cloak of Huraya's mist together; make your escape under its cover. Bless you, boy."

The two Wind Voices gesture together, chanting in Stormtongue. The cellar suddenly grows chill as wisps of grayish fog appear between them. Ronar then picks up the wooden box which contains the holy mantle and regalia, and calls for Mastakos's chariot to carry him away. He disappears in a blast of wind that sends the strands of mist scurrying. Orvost Tintalker repeats the command and vanishes likewise. The adventurer is left alone in a cellar rapidly filling with mist. Vapors pour through holes in the cellar roof to the area above, swirling around the legs of the struggling combatants. In five melee rounds it blankets the entire area, obscuring everyone's vision and reducing all attacks by 50% or more.

The adventurer must return to the fight above and warn his comrades. Claymore's Orlanthi push into the melee, shouting for the adventurers to escape while they can. The Mist Cloud provides excellent cover, but Eslas and her bow wait for careless stragglers. A safe route is to keep the mist between themselves and Eslas until they leave the area.

Improvise the details of an escape from the Rubble. The fight between the Lunars and the Orlanthi rages for quite a while, but as they escape, the adventurers can see a pair of wyverns circling above the mist. Two Orlanthi fly out of the mist after them, one using a Flight spell, the other on a sylph. They take on the Wyvern Riders, giving the adventurers their chance to get away.

It is little more than a kilometer back to the gates of New Pavis. The journey back should be free from danger, unless the adventurers tarry; once Julan is certain that Orvost has departed and the remaining Orlanthi are defeated, the Wyvern Riders fly back to the city (Eslas rides double with Julan). If they spot the adventurers on the ground below, Julan orders the Wyvern Riders to fly down to question them, to see if they are the fugitive Orlanthi. Meanwhile, he flies on with Eslas back to town, where he has a more important prisoner to see. The GM must decide how many Wyvern Riders survived the fight with Claymore's men; ideally, it should be a number the adventurers can defeat if challenged.

At Anderida's request, Maculus has cast an Amplified Protection 10 spell on Reptus the wyvern. It has been Prolonged to last 60 minutes, at a total cost of 22 magic points. Such magic can be wrought by Maculus on the day of the full moon.

For Wyvern Riders, adapt stats from Doekas Horseeater, page 93. Change Ride Horse to Ride Wyvern and main language to New Pelorian.

Part Five: The Race is On!

Wildday, and after... A Bitter Blow: A profound disappointment awaits the characters when they return to the city. As before, Krogar Wolfhelm's alynx Aelios waits for them when they return to their lodgings. Once again he speak using Mindspeech:

"My master Krogar once again regrets that he cannot meet with you personally; he is still under close observation. I have grave news. Somehow, the Lunars discovered the location of Orvost Tintalker's bolt-hole in Riverside [here the adventurers may think of the prisoner Snowy], and the Red Cloaks were lying in wait for him. The attack on the hideout was obviously just a ruse to get him to Teleport into ambush. The Cloaks snapped a slave bracelet on him the second he arrived, and took off to the governor's palace. Try as we have, we cannot get word to him. Sor-Eel's triumph is spoiled in one detail: Orvost did not have the High Priest's mantle and regalia with him. So even if he disposes of poor Tintalker, he still cannot dress his puppet in the sacred vestments."

The adventurers need to tell Aelios of Ronar's own departure with the holy items. Aelios is pleased to hear they are still safe, and says he must go to confer with his master and the other leaders. Bidding them to await his return, in case Krogar needs help immediately, Aelios leaps out the window.

Aelios is right. Sor-Eel is greatly vexed by not having the High Priest's treasures in his hands, and he berates the Coders for not including their recovery as part of their plans. The embarrassed Coders decide they must return to the Rubble to retrieve the mantle and regalia before they are liberated by any of the Orlanthi's surviving followers.

Back into the Rubble

The shadow cat returns just before dusk, and drops a parcel wrapped in a piece of parchment; when unwrapped, it is small lump of reddish crystal. The parchment has a roughly drawn map on it, showing the location of Ronar's hideout. Using Mindspeech, Aelios gives the characters a new mission.

The Red Cloaks entered the Rubble about an hour ago, Aelios tells them, mounted on zebras, obviously searching for Ronar and the high priest's treasures. Sor-Eel has ordered all gates and tunnels into the Rubble closed indefinitely, obviously to prevent other treasure-seekers going after the prize. Krogar wants them to return to the Rubble, find Ronar, and get the high priest's treasures safely away from Pavis until Orvost is rescued or a successor is chosen. The cat will summon a sylph to fly them over the walls. When they find Ronar, they must take up the box containing the holy items and join hands together. The person holding the crystal must then speak the words "Winds Blow" (in Stormtongue). Everyone linked will be teleported away from Pavis to safety. The crystal is actually a Truestone, of course, filled with multiple uses of Guided Teleport. Aelios urges them not to lose it!

Once darkness falls, Aelios guides the adventurers to an alleyway off Salt Street near Gimpy's, which leads to a quiet spot under the walls. They must dodge any street patrols to get there, as a curfew remains in force. While the adventurers hide, the shadow cat calls up a sylph. Fortunately it is a gusty night already, and line-of-sight to the sentries is blocked at this point. Their view is further obscured by a couple of well-placed Darkwall spells.

When the sylph is fully formed, Aelios bids them good luck. Riding on a sylph is an unusual experience; after pushing through the swirling wind, it is like sitting in the eye of a Storm. The sylph deposits them in the Rubble about 500 meters from the walls. From here they must walk.

A Race Through the Rubble

Although the Coders have a head start on the characters, the adventurers have a clear idea where they're going. All the Coders were able to learn from Snowy (and other informants) was that Orvost Tintalker once had a shrine set up in the Oldtown ruins, but none were sure of the location.

What results is a race between the adventurers and the Coders to get to the Orlanthi shrine first. The Coders know enough to comprehend that the Orlanthi may be seeking the treasures too, and rather than just pick through the Rubble themselves, they may scheme to track the adventurers straight to the prize, using Maculus' wyvern familiar and Eslas's tracking skills to keep on their trail.

The plot can be further complicated by introducing another group to the search. Perhaps a group of Lunar officers heard what was going on, and set off on a private expedition of their own to recover the items? The Lunar party led by the rune lord

Dalamides featured in ***Shadows on the Borderland*** would make an ideal, albeit formidable, group.

Ronar's Hideout

Ronar's hideout is in the remains of a semi-ruined (type B) stone dwelling. There's no sign of Ronar, but spatters of dried blood and an arrow like the ones fired by Eslas suggest he may have arrived, treated his wounds, and left. Where is the crate containing the regalia? What has happened to Ronar?

Ronar buried the treasures under the building's hearthstone and sealed the refuge with a magical Lock. Upon returning to Pavis, Ronar fell into Lunar hands, and is being held on sacred ground for interrogation. The adventurers were instructed to find Ronar and the treasures here. Now what should they do? Adventurers who consult Orlanth through Divination are advised: "Ronar is lost! The burden must pass."

If the adventurers search the building, a successful Scan or Craft: Masonry roll reveals that the hearthstone has been moved recently. A Detect Magic spell causes it to glow. The box is hidden in a cavity underneath; however, the hearthstone has been set into place by Ronar's Lock spell. It was keyed so that only he can move it. The Lock is the equivalent of a Glue 20 spell, and cannot be dispelled magically. It can be removed by brute force, but if the stone is put back, the Lock spell snaps back into place.

Just as the adventurers set to work removing the hearthstone, the Coders arrive. The adventurers must hold the Coders off until they can retrieve the box and teleport out. They are fortunate that the Coders, unaware the adventurers have a means of escape, are willing to negotiate first. The Coders are prepared to grant the adventurers their freedom if they hand over the high priest's regalia, but warn that if they have to come in to get it by force, anyone who survives has to rely on Sor-Eel's mercy.

If the adventurers don't respond, refuse to negotiate, or reveal that they have an escape route, the Coders attack immediately with all the resources at their disposal.

Winds Blow

The adventurers can escape the Coders using the Truestone. Everyone in physical contact when the character with the crystal says "Winds Blow" is teleported. Note that this could conceivably include one of the Coders, if the adventurers are trying to flee during a desperate combat!

The Guided Teleport brings the adventurers to the Pairing Stone, an Orlanthi holy site in the foothills of the mountains to the north of Pavis. The party appears between the two stones, each seven meters high, one blue, the other brown. Orlanthi cult lore relates that the first Wind Lord lived here, and, after he died the last time, was cremated here. Garrath Sharpsword waits to greet them. This Wind Lord and Sartar exile from Pavis leads a large number of other Orlanthi partisans.

Part Six: Rewards and Punishments

Sea Season and after... Rewards: If the adventurers successfully recovered the cult items and delivered them to the Pairing Stone, they become underground heroes (and, if identified, wanted criminals). Sor-Eel and the Coders have been thwarted. The Lunars might have captured the true high priest, but at least they haven't got the means to legitimize their own puppet. Each adventurer receives an appropriate reward, as deemed appropriate by the individual GM. Rewards might include the chance to learn new skills or magic, a fancy weapon or armor, or an increased chance of promotion in their cult.

If the party teleported out without the cult items, Garrath and his friends are bitterly disappointed.

The High Priest's Holy Treasures

The High Priest's regalia consists of a set of silver and orange robes cut in the archaic Pavic style, decorated with runic swirls and air runes. A mantle is worn over the shoulders which supports two silver panels on front and back; these depict the four aspects of Orlanth — Rex, Thunderous, Adventurous, and Lightbringer. The mantle's ENC is 7. It is a relic from Duke Dorasor's day, and one of the items Sor-Eel covets most. Each of the 4 panels has one or two divine magic spell matrices inscribed on it, usable by any full priest of Orlanth: Cloud Call x10 (Thunderous), Flight x8 (Adventurous), Mist Cloud x3 and Lock x1 (Lightbringer), Bless Thunderstone x9 (Rex). Most of these powers have been called upon over the last few days by Orvost and Ronar.

Anyone may use the famous Lightning Bands. These are two tin armbands adorned with jewels and air runes. When struck together, they project a blast of electrical energy of up to 10d6 damage similar in effect to the Lightning spell. It can project lesser blasts, but after releasing 10d6 worth of energy, the bands must be recharged. Recharging requires an electrical storm and the permanent sacrifice of a point of POW. Orvost used the bands to kill Julan's wyvern in the battle over Pavis, and quickly recharged them. Fully charged now, they can be used against the Coders if the adventurers must fight them.

There are a number of lesser items, including two thunderstones (which must be activated by a priest of Orlanth), a pot of 11 AP woad, rings, and bracelets. The rings and bracelets have magical properties (as determined by the GM), but can only be used by the legitimate high priest of Pavis. All told, the cult items have a total ENC of 12 and incalculable value to the Orlanth cult (and Sor-Eel).

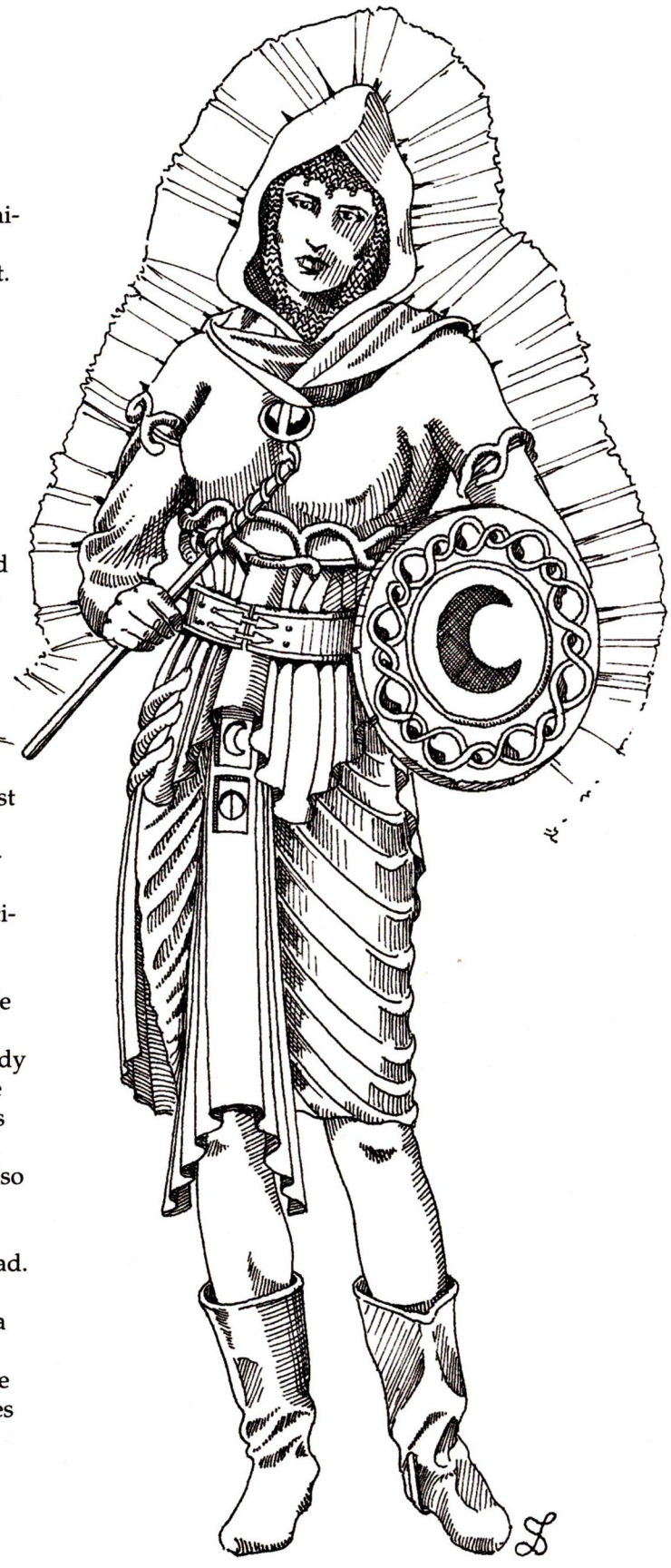
They have to hope that the Coders somehow miss them in their search of the hideout, an unlikely prospect if the captive Ronar is persuaded to talk. New plans must be made to recover them, but the adventurers' services will not be required.

If the adventurers left the cult relics behind for the Coders to discover, Faltikus is later invested with them in a grand ceremony which many prominent Orlanthi boycott. Spoken Word agents make lists of those who attended, and those who did not. Smug and self-satisfied, Sor-Eel attends the ceremony, but no Lunars participate. Although in the future Faltikus dresses himself in the high priest's regalia, he prudently never attempts to use any of the magical powers in public, lest they fail and reveal him as an impostor.

Executions

Regardless of whether or not the adventurers succeed, the Lunars offer Orvost Tintalker, Ronar, and other captives the chance to recant their rebellious ways or face execution. A few choose to embrace the Lunar way; the rest (including Tintalker and Ronar) receive the death sentence. The horrified people of Pavis see carpenters constructing a dozen crucifixes along the wall overlooking the city, and anti-Lunar sentiment rises. The Free Pavis faction plan a daring scheme to rescue Orvost Tintalker and as many of the other condemned as they can, involving massed sylphs and flying warriors swooping up onto the walls and plucking Orvost from his cross. The adventurers may participate in the planning of this risky enterprise.

However, the Coders veto Sor-Eel's plans for a mass crucifixion. They point out how much trouble such a provocative event would cause. Instead, Orvost Tintalker is quietly put to death and his body held inside Lunar headquarters for a week. On the day the public executions are due to take place, his body is delivered to the Air Temple for traditional funeral rites as a gesture of good-will. Anderida also forces the governor to remit the death sentences passed on the other captive Orlanthi, including Ronar; they are sent to the Rubble salt mines instead. Krogar Wolfhelm officiates at the funeral service, where the former high priest's body is burned on a pyre. Faltikus is prudently nowhere to be seen. Orvost Tintalker's martyred spirit rises up with the smoke to the other world, while rebellion continues to smolder in the hearts of many in Pavis.



Princess Auderida

The Lunar Coders: Background and Roleplaying Notes

Count Julan, Leader of the Coders

Left on the steps of a Foundling Home in Good Shore with a note bearing his name, Julan's upbringing as an orphan was made more comfortable by the large anonymous benefaction that came with his cradle. He received a nobleman's education and, more importantly, a solid grounding in Lunar virtues from the Teelo Norri sisters. Julan's benefactor, the nuns reasoned, must be someone of rank and privilege who might wish to claim his son again one day. The nuns did not want this mysterious person to find their child to have been brought up an illiterate oaf.

Nothing was heard from the benefactor again until Julan reached maturity, when a paid commission into the Heartlands Army was delivered to him. As a young tribune, Julan was one of the few Lunar soldiers to personally excel at the disastrous Building Wall Battle of 1605, and he went on to attain Sword status during the troubles of Starbrow's Rebellion in 1613. As a Sword of Yanafal Tarnils, Julan saw that he had probably risen as far as he could. Even an orphan can rise through the army ranks with enough ability, but Julan's further progression in Lunar circles was stymied because of his lack of family connections and wealth. Frustrated, he hung around the edges of Lunar high society for several years, until he caught the eye of Appius Luxius and was recruited into the Coders. Here Julan found an outlet for his ambitions and, his energy rekindled, he threw himself wholeheartedly into the job. His charisma and leadership qualities soon shone through, and he was promoted to lead the Coders.

Recently, Julan was made a Count of the Imperial Bath, merely a courtesy title, but one that has nevertheless assisted him in his dealings with high Lunar officials.

Julan is unaware of the identity of his mysterious benefactor, whose last overt act was to send him his iron scimitar, on the day of his induction as a Sword of Yanafal Tarnils.

Appearance: Tall, raven-haired and blue-eyed, Julan is the embodiment of Lunar manhood, so striking-looking that people turn their heads as he walks by. His simple taste in clothing accentuates his handsome appearance. In defiance of current fashion, Julan is clean-shaven and wears his hair short. Although receding at the temples, on Julan this simply looks like a virtue, rather than a flaw in his features.

Personality: Julan strives hard to fit the mold of the Yanafal Tarnils rune lord: just, chivalrous, brave and honorable. This has been at the expense of his sense of humor, although he is known to lighten up somewhat when off-duty and relaxed. Julan's unusual upbringing has given him many aristocratic virtues, but little of the snobbery or arrogance that sometimes comes with rank. He exhibits genuine friendliness to decent people of all classes, though he treats those he considers base or dishonorable with polite, icy disdain.

During idle years at the Lunar court, Julan developed a well-earned reputation among the jaded noblewomen, and he was involved in a number of scandals. To avoid such entanglements in the future, Julan has sworn an oath of continence, and now only consorts at the Uleria temple, where he becomes a respected and well-favored customer. Julan divides his leisure time between the Uleria temple and gambling, always in respectable establishments, and always with restraint. Noble pursuits like hunting or hawking bore him. He never drinks to excess in public; in private, he occasionally overindulges, and becomes quite maudlin.

Residence: Julan maintains a permanent room at the Moonlighter's Inn (O-19), a three-star establishment that caters to the Lunar officer class and their friends. Moonlighter's is also conveniently close to the Uleria temple and the gambling hall Silbar's Fancies, two places Julan spends much of his leisure time.

Julan's room has a well-made lock and is sparsely furnished. He rarely keeps anything of value there, except a small portrait of Anderida's daughter Johana on the bedside stand. Julan never entertains guests in his room.

Relationships with Other Coders: Julan and Anderida act like long-time buddies, and their friendship has never been any more than that. However, Julan once asked for Anderida's daughter's hand, something Anderida has said Johana can decide for herself when she is of age. To Eslas he is also very friendly, though he tends to keep her at arm's length, as the admiration he reads in her eyes goes further than just friendship. Julan shares a special empathy with Nose Ring, as they both grew up without parents. He finds Maculus' eccentricities often exasperating, but values his unique talents and tries to give him time off for research and study when practicable.

Princess Anderida of Raibanth

Anderida is a member of the highest Lunar nobility; her family are relatives by blood with the Red Emperor himself, and occupy high positions in the Empire. Anderida was brought up by her aunt, who is the reigning Satrap of Raibanth. The parents she has never seen since infancy serve the Red Goddess herself on the Moon; Anderida hopes to join them there after a lifetime of service to the Empire. Although a Lunar princess and a direct great-great-great granddaughter of the Red Emperor himself, Anderida believes in the egalitarian ideals of the Empire, and so rarely stands on her title.

Married young to the Satrap's second son Prince Joh, Anderida's husband was slain shortly afterwards in a "Dart Competition" (the private wars carried out between the noble families of the Empire for power and influence). Their daughter Johana was born after his death, and is now 17 years old. She studies incognito at a Deezola convent at Mirin's Cross. Anderida tries to see her daughter at least once a year.

Disgusted with the deadly intrigues of the aristocracy, Anderida left Raibanth, never to return (indeed, she has been disowned by the Satrap, and is forbidden to enter the city under pain of death). After gaining a private audience with the Provincial Overseer (her uncle Appius Luxius), she was duly recruited into the ranks of the Coders, and has served for nearly 15 years.

Appearance: House Raibanth's intimate association with the Red Emperor and his unearthly court has brought about a number of distinctive characteristics in the bloodline. Most notably, all are completely hairless, although Anderida disguises this family trait with wigs. She has found that the unsophisticated people of the provinces find the sight of a bald woman disconcerting.

Famous for her beauty in her youth (she was the model for a statue of the Red Goddess in the Forum of Raibanth), Anderida pays great attention to her appearance. She always insists on wearing makeup, even in the wilds. As she feels herself growing older, the makeup has become slowly thicker and more pronounced, although it has not yet reached the stage where it could be considered unduly excessive by Lunar standards. Anderida's wigs come in various shades and styles, which she changes according to mood.

The Lunar Cycle: Commingling with the gods has brought about heightened POW in the Raibanth line; Anderida's species maximum POW is 28, not 21 like most humans. Keeping her POW at the relatively low level of 20 gives Anderida a 40% chance to increase when she gets a POW gain check.

Anderida is particularly susceptible to the phases of the Red Moon. During the dying phase she appears weak, listless and pallid. She often sucks on small chips of moon rock at these times, to relieve the symptoms. During the Full Moon phase Anderida is positively radiant, full of energy and life. The Lunar cycle also affects her magical powers:

Day	*Effect*
Dark/Dying Moon	Spell casting ability and all magic skills are halved; e.g., chance to cast spirit magic drops from 100% to 50% (–ENC). Fatigue is also halved.
Crescent/Half Moon	Spell casting ability and all magic skills normal level. No effect on fatigue level.
Full Moon	Spell casting ability and all magic skills are increased by half again; e.g.. Ceremony is raised from 117% to 175%. Fatigue level is also increased by half.

Personality: Anderida has a way of making those she interacts with feel special. Her interest in other people is intense and sincere, and never consciously patronizing. A passionate and persuasive spokesperson for the civilized virtues of the Seven Mothers, she has won the Empire many friends and a number of converts (including, it is said, a Sartarite chieftain once a great enemy of the Lunars). It truly distresses her when she sees other Lunars not living up to her high ideals, particularly those of authority and status, who should know better.

Beyond the Glowline, Anderida's spirits wax and wane with the Lunar cycle. Nevertheless, she always remains an advocate of tolerance and compassion, even if her entreaties must be delivered in an unsteady whisper on dark moon days.

Anderida spends a good deal of her free time grooming herself, and giving Nose Ring his reading lessons. She also writes long, witty letters to her daughter (in what could be considered a deplorable lapse of protocol, she uses the special cipher normally reserved for communications with her superior).

Residence: Anderida is one of the few people in the city who can afford a permanent suite at the Silk 'n Plume (D-35), the finest accommodations in Pavis. Elegantly furnished in as close to current Heartlands style as the owners can manage, the suite has excellent locks on all doors and windows. Anderida's own Warding x2 spell also protects it. The wards for this spell rest in the corners, hidden under the sumptuous draperies.

The attentive staff of the Silk 'n Plume maintains the suite, and Anderida also employs a servant of her own. This elderly Sartarite widow has taken the Lunar name "Phryne." Anderida befriended her back in Sartar, and brought her to Pavis. Phryne attends to her mistress when she is in town. Phryne has her own room in the suite, and lives there even while her mistress is away. She watches the Silk 'n Plume servants with an eagle-eye when they come to service the room. Anderida's maidservant speaks New Pelorian very badly, and scrupulously avoids finding out about her mistress's activities with the Lunar Coders.

Relationships with Other Coders: Anderida forms the moral core of the Coders, and if they are confronted with an ethical problem, her opinion is greatly heeded. Julan could perhaps be described as her best friend, for they think alike about many things. She still sees Eslas as something of an innocent child, who must be directed towards the good aspects of the civilized world. Anderida looks on Nose Ring and Maculus with pity and compassion, for both have suffered from the evil elements of Lunar life. Nose Ring is more receptive to her kindness, but even Maculus seems to shed some of his affected dourness and reserve in her company.

Maculus the Monitor

Maculus' background is the most unusual of the Coders. He was born in Tarsh over 130 years ago, when the region first fell under Lunar sway. Although many in Tarsh resisted Lunar influence, Maculus found the preachings of the Lunar missionaries curiously attractive. But before he could take the plunge and join the Seven Mothers, he fell prey to another cult which had slunk into Tarsh riding on the tide of the Imperial missionary program. This cult was the Church of Immortality, an insidious false religion that claims to sell the secret of eternal life. The Church of Immortality is essentially a pyramid selling operation, where hapless converts transfer their youth and money to higher members, in exchange for greater standing in the cult. Maculus became an enthusiastic zealot, recruiting a huge number of converts to the banned cult. When Maculus finally reached the top of the pyramid, he discovered that the religion he had spent the last 85 years toiling for was an empty, hollow sham, and this prompted a complete nervous collapse.

Maculus' salvation came through the ministrations of the Deezola cult, who nursed him back to health and reacquainted him with the religious ideals of his youth. His spiritual renewal was further elevated when he achieved Illumination through Nysalor, and he has since felt spiritually content. Philosophical questions resolved, Maculus saw little point to living until his thirst for practical, mundane knowledge was awakened and filled the void in his life. He has since spent the last 30 years researching sorcery. Fifteen years ago he was arrested and charged in connection with his activities in the Church of Immortality, but the pragmatic Lunar authorities gave him a suspended sentence on the condition he serve the Coders for seven years. After his sentence expired, Maculus stayed on, even if he bemoans the lack of time he gets for study and research.

Appearance: Maculus is very tall, but round-shouldered. His skin has a pearly luster to it, and only a tiny filigree of wrinkles around his eyes and across the back of his neck give hints of his advanced age. Nevertheless he does not look young at all, merely "not old". Maculus shaves his head as a devotion to the Red Goddess. However, he maintains a small tuft of beard just below his lower lip, for he feels that this marks him as a scholar to fellow brothers of learning.

Long ago Maculus lost all his teeth, but had them replaced with a false pair made from fine white ivory. Maculus rarely removes this wondrous example of technology, except to awe and frighten the unsophisticated. Under his Coder cloak he wears a rough woolen habit, always black. On formal occasions he changes into a similar black habit, made of fine cotton. When at leisure, Maculus likes to go about barefooted (when it will be noticed, he paints his toenails purple).

Personality: Of all the Coders, Maculus is the least sympathetic. Convinced of his own salvation, Maculus sees himself as morally-neutral, although in practice his values are similar to the others in his party. More interested in soulless science and sorcerous high-tech than respecting the values and traditions of the conquered peoples of the provinces, Maculus leaves dealing with such folk to Julan and Anderida.

Maculus becomes nervous, self-conscious and excessively polite around women he finds attractive. This includes Anderida, when she speaks to him directly or they are alone together.

Maculus spends all of his free time studying, experimenting and testing his techniques. Because he needs less sleep than most people (often no more than two or three hours per night), he often stays up to all hours, reading or experimenting by the light of his Glow spell.

Residence: Maculus rents rooms above Hanafel's Magic Goods (R-57), the Riverside dealer in magical items. Although rather squalid, Maculus carries on his studies here undisturbed, and it is conveniently close to both the Lhankor Mhy temple and Homar's Fish Tavern where Maculus likes to buy his dinner. Hanafel is an old and garrulous retired sage, and he gets on with Maculus better than probably anyone else in the world. Maculus' rooms are on the first floor; Hanafel lives in the attic. Maculus has sealed all the windows to one of his rooms. This is to preserve his manuscripts from dust and damp, but some people whisper that he must be practicing some sort of dark and nefarious art in there!

Hanafel's Warding x4 spell protects the building. In addition, Maculus often leaves Sidus, his hellion, on guard when he is out.

Relationships with Other Coders: Maculus worships Anderida, although he is far too self-conscious to approach her about it. Julan he holds in high regard, although he is hopelessly ignorant when it comes to matters of high Magic. Maculus finds that he and Eslas have absolutely nothing in common to talk about, so their relationship is strictly professional. Curiously though, he and Nose Ring are great pals, though one would think they too would have little to talk about. Nose Ring often helps him out as a tester of his spells.

Seris and Canus, Maculus' Familiars: Maculus has two familiars. The first, Seris, is a miniature wyvern, specially bred with such a diminutive SIZ by the breeders at Graclodont in the Karasal Satrapy, where tiny animals and plants are fashionable. Unlike the larger species, these miniature wyverns are unintelligent (fixed INT) creatures. This, and their extremely long life span, make them ideal for conversion into familiars. Maculus created Seris when he first attained the status of Adept, over twenty years ago. Despite being raised to normal intelligence, Seris isn't too bright, and sometimes exasperates its master. It is, however, extremely keen-eyed and useful for scouting.

Maculus' created his second familiar, Canus, only a few years ago. He created it by placing a magic spirit into a binding enchantment within the metal body, then activating the body using various Create Familiar spells. Creating Canus drained Maculus physically, and his weakened personal characteristics reflect the sacrifices made to create artificial life.

Canus resembles a hound dog built of brass. Its outer shell has been sculpted to look like it has hair, and it barks, wags its tail, and, as a truly living being, even has to eat and excrete! Despite these life-like characteristics, it still looks like a mechanical dog and would fool no one. Canus is quite ungainly on its feet, and must roll its DEX x 5 or fall over if it tries to run any faster than movement rate 1.

Maculus' Sorcery Regimen: Every season, Maculus casts a Damage Resistance Intensity 13, Duration 13 spell on each of the other Coders except Julan, who has his own magical defenses. Each casting costs 23 magic points, so he spreads out the castings over a number of days. Sometimes Maculus forgets to renew the spells, and has to be reminded. He also usually casts the Damage Resistance on himself, too, if he is not too preoccupied with his studies.

Once a year he also casts a series of Damage Boosting Intensity 5 spells on arrows for Eslas, crossbow bolts for Julan and javelins for Nose Ring. He finds this kind of work mechanical and demeaning, and usually only does it until his patience wears thin.

Nose Ring

Nose Ring grew up the hard way in the back alleys of Torang. As he grew older, his criminal pursuits became increasingly callous and brutal. Lunar justice is pragmatic; when convicted of his crimes, Nose Ring had the choice of initiation in the Danfive Xaron cult or lifetime service on the Emperor's galleys. He chose Danfive Xaron and enlisted in the infamous Punishment Legions. Although a reticent convert at first, as the years passed Nose Ring became filled with self-disgust and loathing at his crimes, and began to diligently apply himself to the cult's teachings. After nearly two decades (during which he lost various body parts for various infractions, including a hand and an ear), he emerged a "Healed" member of the cult, and was free to return to society. Nose Ring's skills were not unnoticed, and he was quickly recruited into the Coders.

Nose Ring keeps little of his huge salary, instead sending it back to support the Blessed Torang No. 6 Foundling Home and Borstal, a Teelo Norri charitable institution set up to care for the unwanted children of the streets. He may also be moved to support similar worthy causes in the places through which he travels.

Nose Ring cannot read, and although Anderida has patiently taught him for over five years, he has made little headway beyond laboriously signing his own name.

The Truestone: Many years ago, Nose Ring recovered two pieces of blank Truestone on a secret mission. On his long return to civilized territory, he chewed off one of his own fingers in frustration while resisting the urge to cast the few points of divine magic he knew into them. He turned both pieces over to the grateful Lunar authorities. Although it remains property of the Empire, the authorities gave the smaller piece (a tiny splinter) to the Coders. Anderida took the truestone sliver in her hand and cast all of her divine magic into it before giving it back to Nose Ring.

Nose Ring now never sacrifices for divine magic of his own, lest, he says (holding up the stump of his right little finger), he "ever finds another piece of truestone." Instead, he ploughs his gained POW into enchantment tattoos. In recent years he also gave up using spirit magic.

Appearance: Nose Ring is tall and bulky, clean-shaven with long yellowish hair slicked back with oil and tied into a tight knot. Only Anderida knows that Nose Ring actually dyes his hair, due to sensitivity about going gray. She wonders why someone so hideous would be so vain about such a detail. Nose Ring's hair conceals his missing ear, but his severed hand has been replaced with a large bronze hook etched over with countless tiny runes. Nose Ring's entire body, including his face, bears an array of enchantment tattoos, in a variety of styles ranging from crude runic emblems to intricate pattern work. He also shows a multitude of scars, ranging from tiny nicks to great welts. These serve as reminders of penances and disciplinary procedures during his service in the Punishment Legions. Nose Ring heavily favors his right foot – another legacy of his time in the Danfive cult. Nose Ring's teeth fared little better; most of the teeth on the left side of his face are gone. His soft voice comes as a surprise for someone so brutal looking. In fact, he sings gentle hymns very well when the urge strikes him.

Personality: Nose Ring's nature is a testament to the powers of the Danfive Xaron cult. Where there was once cruelty and anger, now he knows compassion and inner peace. He might be described as reserved or even shy, and when he speaks it is slow and measured.

At leisure, Nose Ring typically may be seen adding yet another tattoo to his body, or at his reading lesson with Anderida. One of his many penances involved emasculation, and he is no longer attracted to women.

The unrelenting severity of his service in the Danfive Xaron Punishment legions has given Nose Ring great tolerance to pain. Double his CON rolls when incapacitated or attempting to be heroic.

Residence: Nose Ring stays at the Teelo Norri Poorhouse (R-94), where he can always find a bed for the night and potato bread, onions, and date mush in the morning. The other unfortunates and down-and-outs who stay there know better than to mess with any of Nose Ring's possessions, and newcomers quickly learn about him. Nose Ring does not seek any special attention from the Teelo Norri sisters, but they always give it to him anyway.

Anderida has tried putting Nose Ring in a variety of other accommodations, but he always gravitates back to the poorhouse.

Relationships with Other Coders: Nose Ring genuinely loves his fellow comrades (even Maculus) as they are the family he never had. He cherishes Anderida most deeply of all, and his self control would be momentarily lost if she was slain. Nose Ring might even check himself back into the Danfive legions if the actions he committed while in a rage were bad enough.

Moonflower: Nose Ring is one of the few initiates in the Lunar Empire to possess his own allied spirit. The Imperial Overlord himself awarded Moonflower to Nose Ring as a reward for past services, in particular his recovery of the Truestone.

Moonflower is bound into an enchantment tattoo on Nose Ring's thigh. As Nose Ring no longer uses magic himself, Moonflower casts it on his behalf. She has access to the Truestone's array of divine magic.

Eslas the Tracker

Eslas comes from Pent, the grasslands to the north whose nomad inhabitants are ancient enemies of the Lunar Empire. Born with red hair, she was destined to become a child hostage of the Lunars, as all red-haired Pentians must in their 13th year. But Eslas rebelled against such a fate, and fled into the trackless wastes. During that summer she honed her skills as a hunter and tracker, but as the weather turned, living off the land became harder and harder. As winter set in, she almost perished in the cold, but a passing caravan saved her from death. Eslas was surprised to find that many of these travelers had red hair like herself, for they too had once been sent as hostages to the Empire, and had grown up in its service.

Eslas was taken back to the Lunar Heartlands where, to her surprise, she didn't find herself fed to demons or ravished by the lecherous Emperor, despite the stories told to frighten the children around the campfire. Instead, she found friendship and compassion for the first time in her life, not the pity and superstitious apprehension all Pentians feel about their unfortunate red-haired offspring. Eslas became an enthusiastic convert, both to the liberating Lunar religion and the virtues of civilization. She has been in Lunar service ever since. Eslas was recruited into the ranks of the Coders about five years ago, after successfully hunting down a fugitive nobleman across the wastes of Eol.

Appearance: Despite her years of Lunar culture and training, Eslas still has the look of the Pentian steppes about her, and despite speaking the Lunar tongue fluently, she retains a strong Pentian accent. Short and lean, her features mix Wareran and Kralori traits. Her face and hands are weather-beaten, tanned a ruddy brown, yet her unexposed skin remains pale and sallow. Eslas has Kralori eyes, which she purses into the thinnest slits as she scans the horizon. Her reddish, copper-colored hair is worn closely cropped. Her leather travel gear follows the Pentian style, though made from better materials by Lunar crafters. At formal occasions, she prefer to just reverse her cloak and wear its fancy decorations on the outside. Anderida has other ideas though, and once even managed to get Eslas into a court-dress, much to her embarrassment. Despite Eslas' embarrassment, everyone remarked how attractive she looked when scrubbed up.

Personality: Eslas is the least talkative of the Coders. Even Nose Ring has more to say. Leisure time finds Eslas endlessly cleaning and maintaining her archery tackle, and she makes all of her own arrows, using the finest materials available.

Like all Pentians, Eslas is modest about her body. The leather thongs knotted around her thighs compound this coyness. They mark her as a nubile virgin of the Ogodei tribe. She does not know the magical formula to remove these bands, normally removed by tribal elders in a special ceremony. Despite the virtues of civilized hygiene, she avoids the public Baths for this reason.

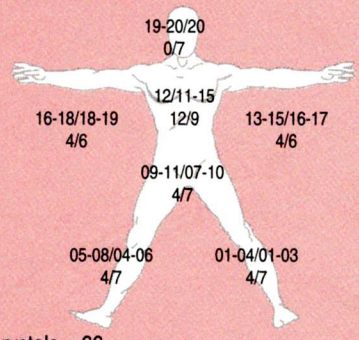
Residence: Eslas lives at Jareen's (O-14), a three-star inn staffed entirely by women and run by a retired adventuress. Jareen and Eslas are now great friends. Although her room has a very comfortable bed, Eslas sleeps rolled in her blanket on the floor, nomad style. This embarrasses her, so she always messes up the bed so it looks as though she slept in it before the servants come in the morning.

Relationships with the other Coders: Eslas secretly carries a torch for Julan, and always strives to win his respect, admiration and, one day, love. She looks toward Anderida as a sort of mother figure who can teach her the civilized Lunar way, and she sometimes feels a twang of jealousy when the older woman talks of her real daughter back in the Empire. She is less close to Nose Ring, and thinks that Maculus considers her an ignorant savage. Because of this, she always tries to prove just how "Civilized" she can be around him.

Count Julan

Human male. Age 34. Sword Rune Lord of Yanafal Tarnils.

STR	14
CON	23*
SIZ	16
INT	17
POW	18
DEX	20
APP	19



*27 vs poison & disease
Move: 3
Fatigue: 37
Hit points: 20
Magic points: 18+19 ally +29 crystals = 66
DEX SR: 1

Arms and Armor: Leather: Total Encumbrance = 36. Fatigue = 9 (29 - 20). Padded cuirbouilli limb and skirt, plate breastplate. Iron scimitar, iron target shield. Light crossbow and case containing 12 arrows stowed on horse.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Iron Scimitar*	4	144/99	1d6+2+1d4	1.5/15
Iron Target Shield	7	43/116	1d6+1d4	3/18
Scimitar& spells**	4	180/105	2d6+10+2d6	1.5/15
Tgt Shield&spells**	7	49/137	1d6+2d6	3/21
Lt Crossbow	4	102/35	1d6+2	3.5/6
Lance	2	92/47	1d10+1(+3d6)	3.5/10

* Note that weapon damage is doubled against humans, after armor, and doubled on all blows to the right arm, also after armor has been penetrated. Thus, if he hits the right arm of a human, subtract for armor, then quadruple any damage remaining.

** Bladesharp 6, Strength 4, Truesword x1, Parry 3 (on shield).

Spirit Magic (75% - ENC): Bladesharp 6, Demoralize (2), Heal 5, Detect Enemy (1), Parry 3 (known by allied spirit) Protection 6, Dispel Magic 6, Farsee 1, Repair 1, Endurance 1.

Divine Magic: Worship Yanafal Tarnils x1, Truesword x3, Shield x10, Extension x3, Detect Truth x3, Find Enemy x1, Turn Undead x1, Oath x1, Heal Wound x2, Spirit Block x2, Mindlink x3, Soul Sight x1, Divination x2.

Bonuses and Skills:

Communication +15: Fast Talk 83%, Orate 94%, Bargain 70%.
Agility +6: Boat 38%, Climb 70%, Dodge 86% (-ENC), Jump 75%, Ride Horse 91%, Ride Wyvern 101%, Swim 50%.
Manipulation +19: Conceal 104%, Devise 90%, Sleight 42%.
Knowledge +7: Animal Lore 43%, Battle 73%, Evaluate 64%, First Aid 79%, Human Lore 88%, World Lore 62%.
Perception +17: Listen 97%, Scan 106%, Search 73%, Sense Assassin 93%, Track 87%.
Stealth –4: Hide 80%, Sneak 61%.
Magic +20: Ceremony 76%, Enchant 66%, Summon 30%.

Languages: New Pelorian 85/65, Tarshite 50/30, Pavic 43/34, Carmanian 32/13, Firespeech (Dara Happan) 20/15, Praxian 17/—, Sartarite 17/—.

Gifts and Geases (bonuses figured into stats): Raised scimitar attack (+35%), +4 to effective CON against poison and disease, raised DEX (3 points), raised CON (5 points), Sense Assassin skill, recover magic points at double speed, scimitar is blessed to do double damage to the right arm after armor is penetrated; never use axes, hammers, tools, thrown weapons (except thrown dagger), flails, maces and mauls, or spears, never use poison, tithe 90% of income, never participate in an ambush, never refuse a challenge to one-on-one combat, wear no armor on head.

Wealth Carried and Ransom: Julan carries very little personal cash. 7,500L ransom from the Lunar government.

Special Items: Scimitar has matrix for Strength 4 inscribed on the hilt. It has the condition that only Truth-rune (e.g., Yanafal Tarnils, Humakt, etc.) cultists may use it. The Strength spell increases Julan's STR to 26, his damage modifier to +2d6, his fatigue by 12, and increases all of his manipulation and agility-based skills (including attack and parry) by 06%.

Two gems set into the pommel of Julan's scimitar are magic crystals that store 18 and 11 magic points respectively. The pommel also features a beautiful cameo of the Red Goddess carved in red jasper, worth 4000L.

A small ebony death rune contains a Yanafal Tarnils cult spirit called Verus (POW 30), who knows a reusable Oath spell. A condition of use is that a Divination is cast to Yanafal Tarnils each time an Oath is proposed, to gain the god's sanction of the Oath's veracity. In addition, the user must swear an Oath of his own, that he will not call upon Verus's powers capriciously or maliciously.

Julan wears iron armor but he derives greater protection from his **enchanted belt buckle.** Shaped from iron into an inverted Law rune, this unique matrix provides the wearer with effects similar to those of a Damage Resistance 21 spell. It has an impossibly long Duration, but this could expire at any time. Known as the Badge of Arir (after the pre-Lunar Pelorian general who wore it). Lunar researchers learned the item has a number of user conditions, but what they are has never been discovered. The enchantment is unique and apparently not reproducible. So far it has worked for everyone who has worn it.

Julan's scarlet Coder Cloak has no magical enchantments. He sometimes wears his magic belt buckle as a clasp for the cloak.

A small sheet of copper, stamped with the first 49 stanzas of an obscure Lunar poem "Anchoritenus and the Grand Flagellation". Scan reveals there are tiny numbers scratched above the letters of the first lines – these are keys Julan has written to help decode the unique cipher used in his communications with his superior, Appius Luxus. The copper sheet is usually kept rolled up and twisted around his wrist like a bracelet.

Allied Spirit: Armbreaker: Bound into iron scimitar. INT 15 POW 19
Spirit Magic (95%): see Julan above.
Divine Magic (all one-use): Heal Wound x2, Sever Spirit x1.
Gifts and Geases: Just as all mortal initiates of Yanafal Tarnils take gifts and geases, so do the spirit allies of the cult, though their gifts and geases reflect their special nature. Arm Breaker has the special blessing of double damage (once armor is penetrated) against humans. The corresponding geas for this gift is "Never use or memorize spirit magic Heal spells." Although Julan can keep his Heal 5 spell in mind, Arm Breaker will not use it. He can cast the divine spell Heal Wound on his master if needed.

Battle Tactics

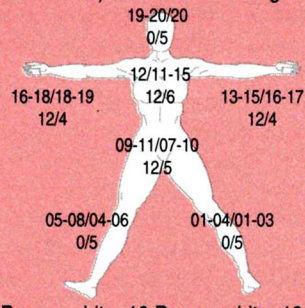
Julan takes combat very seriously, but prefers to exhaust the possibilities of a bloodless resolution before drawing his scimitar. He has taken Nose Ring's lead, attacking to disable foes rather than kill them outright. However, if killing is needed, he has no qualms about doing so.

Count Julan

Princess Anderida of Raibanth

Seven Mothers Priestess (Deezola subcult). Human female. Age 37

STR	11
CON	13
SIZ	13
INT	16
POW	20
DEX	15
APP	16



Move: 3
Fatigue: 24
Hit Points: 13
Magic Points: 20 + 22 ally + 21 Power spirit + 10 Power spirit + 13 Power spirit + 14 Power spirit = 100
DEX SR 3

Arms and Armor: Leather: Total Encumbrance = 6. Fatigue = 18 (24 - 6). Cloak protects body and arms, and can be drawn over to protect head. Iron target shield.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Iron Target Shield	8	36/89	1d6	3/18

Spirit Magic (94%): Countermagic 7, Dispel Magic 6, Befuddle (2), Light (1). Known by Vectis: Mobility 3, Demoralize (2), Glamour 3, Coordination 1, Mindspeech 1, Multimissile 4, Repair 1.
Intellect Spirit #1, INT 5: Protection 4, Detect Magic (1)
Intellect Spirit #2, INT 4: Shimmer 2, Silence 1, Vigor 1.
Matrices (95%): Heal 8; Endurance 1, Extinguish 1, Farsee 1, Glue 1, Slow 2.
Magic Spirit #1, POW 13 (100%): Second Sight (3), Visibility (2)
Magic Spirit #2, POW 17 (100%): Lightwall (4)
Divine Magic: Worship Seven Mothers x1, Sanctify x2, Spellteaching x1, Divination x8, Regrow Limb x2, Armoring Enchantment x1, Excommunication x1, Dismiss Magic x8, Extension x5, Heal Wound x5, Spirit Block x9, Strengthening Enchantment x1, Warding x2, Command Lune x1, Mind Link x10, Madness x4, Mind Blast x3, Reflection x4, Soul Sight x4, Resurrect x1 (one use).
One Use Divine Magic obtained through Spell Trading: Hie Wagon (Lokarnos) x1, Restore Health CON (Chalana Arroy) x1, Restore Health STR (Ernalda) x1, Float (Zola Fel) x1, Shield (Waha) x3, Summon Ancestor (Daka Fal) x1, Attract Attention x1 (Xiola Umbar).
Bonuses & Skills:

Agility -1: Boat 05%, Climb 58%, Dodge 74% (-ENC), Jump 66%, Ride Horse 80%, Ride Wyvern 59%, Swim 46%, Throw 55%.
Communication +11: Bargain 48%, Fast Talk 68%, Orate 59%, Sing 80%.
Knowledge +6: Animal Lore 49%, Evaluate 83%, First Aid 88%, Human Lore 79%, Mineral Lore 36%, Plant Lore 79%, World Lore 31%, Treat Disease 52%, Treat Poison 75%.
Manipulation +11: Conceal 38%, Devise 57%, Sleight 19%.
Perception +12: Listen 77%, Scan 67%, Search 75%, Track 21%.
Stealth -4 Hide 57%, Sneak 53%.
Magic +18: Ceremony 117%, Enchant 108%, Summon 85%.

Languages: New Pelorian 100/90, Tarshite 75/75, Sartarite 55/—, Pavic 51/51, Praxian 19/—.
Wealth Carried and Ransom: Anderida often carries upwards of 500L, in mixed coinage. 19,000L ransom from Lunar Government.
Special Items: 3 point Power Enhancing crystal, mounted on a silver brooch. This crystal doubles the effectiveness of Anderida's variable spells (e.g., Glamour 3 becomes Glamour 6, Multimissile 4 becomes Multimissile 7). This effect can be quite draining in magic points, and Anderida can decide not to use the crystal when casting spells. It does not work for the Heal spell.

Matrices for Endurance 1, Extinguish 1, Farsee 1, Glue 1, Slow 2 inscribed on a short iron wand worn at her belt. This item has the condition that only Anderida and her descendants may use it.

Heal 8 matrix inscribed on a gold ring is on loan from the great temple of Deezola in Raibanth. It has no conditions.

A fist-sized chunk of Moonrock contains a summoned Lune. When the rock is crumbled in the hand, the Lune manifests and is instructed using Command Lune. Anderida always augments her lunes with powerful protective magic.

Lune STR 40 (60) SIZ 8 cubic meters (12) POW 31 (47)
Hit Points: 28 (42) Move: 6

Note: Figures in brackets are stats on day of the Full Moon.

Two Intellect spirits, two Magic spirits and a huge Power spirit (POW 21) are bound into a series of **enchantment tattoos** on the inside of her left thigh. Several other Power spirits (POW 10, POW 13, and POW 14) are bound into a **gold ring.**

Anderida carries a **special satchel** containing a variety of healing herbs and plants she has collected and purchased. The amount, potency and variety depend on seasonal factors. She also carries a variety of brewed antidotes for such things as walktapi gas, spider venom, and various herbal and mineral poisons. Finally, Anderida keeps a number of **magical Healing salves and potions** (1d6 of each kind, of potency 1d6+5).

Her **Coder cloak** is enchanted with 12 points of armor protection.

Allied Spirit: Vectis - bound into mourning dove.

STR	01
CON	06
SIZ	01
INT	15
POW	22
DEX	09

location	*melee*	*missile*	*AP/hp*
Body	01-20	01-20	5/4

Move: 1 (walking only)
Fatigue: 7
Hit Points: 4
Magic Points: 22 + 20 Anderida + 21 Power spirit + 10 Power spirit +13 Power spirit + 14 Power spirit = 100
DEX SR 4 + SIZ SR 3 = 7

Spirit Magic (110%): See Anderida above
Divine Magic (one-use): Heal Wound x2
Skills: Dodge 84%, Scan 87%, Hide 109%, Sneak 117%.
Special: Attacks directed against Vectis are at -20% due to its tiny SIZ. Its pinkish skin has been tattooed all over with an armoring enchantment, giving 5 points of armor protection.

Notes: Breeding hairless animals is a House Raibanth speciality; Vectis is featherless and thus flightless. It lives in warm pockets in Anderida's clothing, but occasionally clambers out to perch awkwardly on her shoulder or scratch around in the dirt. It is really very ugly. Vectis does not share the same susceptibility to the Lunar cycle as its mistress, but its divine magic is, of course, subject to the phases of the Moon like all Lunars.

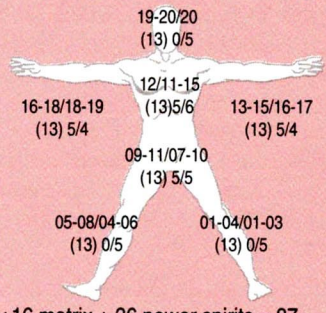
Battle Tactics

Once peaceful avenues have been explored and exhausted, Anderida's response to combat is swift, deliberate and overwhelming. She never engages in melee herself, preferring to draw upon her considerable reserves of magical power.

Maculus the Monitor

Red Goddess & Irrippi Ontor Initiate, Nysalor Illuminate. Human male. Age 132

STR	09
CON	08
SIZ	17
INT	18
POW	16
DEX	13
APP	09



Move: 3
Fatigue: 17
Hit Points: 13
Magic Points: 16 + 19 familiar +16 matrix + 36 power spirits = 87
Dex SR 3

Total Encumbrance = 5. Fatigue = 12 (17 - 5). No armor. Cloak protects body and arms, and can be drawn over to protect head.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Quarterstaff	5	42/59	1d8+1d4	1.5/8

Spirit Magic (75%): Intellect Spirit #1, INT 04: Demoralize (2), Disrupt (1), Light (1). Intellect Spirit #2, INT 03: Speedart (1), Heal 1, Countermagic 1, Dispel Magic 1, Farsee 1.

Matrices (80%): Glue 1, Mindspeech 1, Protection 1, Slow 1, Spirit Screen 1.

Sorcery (FREE INT 18): All in Matrices: Damage Resistance 112%, Damage Boosting 96%, Binding Enchantment 69%, Armoring Enchantment 89%, Dominate Hellion 53%, Dominate Spirit 67%, Glow 118%, Mystic Vision 103%, Homing Circle 85%, Teleport 90%, Protective Circle 121%, Skin of Life 100%, Smother 91%, Spell Resistance 105%, Spirit Resistance 111%.

Divine Magic (all one-use): Translate x1, Analyse Magic x1.

Bonuses & Skills:

Agility -6 : Climb 51%, Dodge 23%, Jump 31%, Ride Horse 65%, Ride Wyvern 41%.

Communication +9 : Bargain 37%, Fast Talk 108%*, Orate 50%.

Knowledge +8 : Animal Lore 66%, Evaluate 78%, Human Lore 79%, Mineral Lore 76%, Plant Lore 49%, World Lore 142%.

Manipulation +8: Conceal 33%, Devise 130%

Perception +8: Listen 43%, Scan 49%, Search 58%.

Stealth -7: Hide 39%, Sneak 26%.

Magic +15 :Ceremony 119%, Enchant 107%, Summon 103%, Intensity 121%, Duration 112%, Range 93%, Multispell 97%, Amplify 100%, Combine 69%, Distance 81%, Prolong 55%.

* Fast Talk is a hold-over from his days in the Church of Immortality. Maculus no longer Fast Talks people, but he uses his skill to resist other Fast Talkers and identify their tricks.

Languages: Tarshite 56/54, New Pelorian 46/46, Sartarite 25/—, Pavic 18/18.

Wealth Carried and Ransom: Maculus rarely carries any money at all. 12,000L ransom from the Lunar government.

Special Items: Maculus's **enchanted cloak** has 5 armor points.

POW 3 spell reinforcing crystal augments attacks spells cast by Maculus, increasing his chances of overcoming the defender's MP. If he had 16 MP when casting a spell, the crystal boosts this to 19. Part of a gold ring shaped like a coiled serpent.

Intensity 6, Duration 4 Protective Circle matrix inscribed on a large buckle, which Maculus wears on a belt under his robe. This item belongs to the Lunar College of Magic and has the condition that only those who know the Duration skill may use it.

Damage Resistance Intensity 4, Duration 2 matrix inscribed on a lead ring. Conditions limited by secret password (known by all Coders).

Matrices for Spell Resistance, Spirit Resistance, and Smother are tattooed on Maculus's right wrist, and matrices for Mystic Vision, Skin of Life, and Damage Boosting Intensity 3 are tattooed on his left wrist.

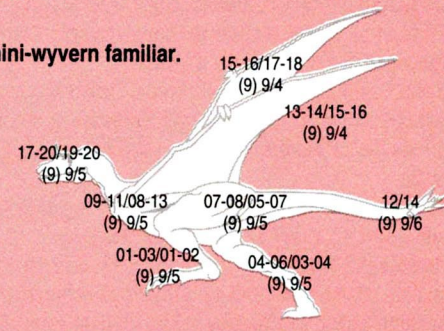
Matrices for Binding Enchantment, Armoring Enchantment, Dominate Hellion, Dominate Power Spirit, Glow, and Smother on a heavy bronze bracelet. Usable by Maculus or those he designates.

Spirit Bindings for 2 Intellect spirits and five Power spirits (POW 11, POW 03, POW 14, POW 02, POW 06) are bound into enchantment tattoos on the backs of his knees.

A small statue of Irrippi Ontor, carved out of moonrock, houses two special cult spell spirits. The first is called Eyes of the Brown Man and has POW 17. It knows the Irrippi Ontor divine spell Mind Read x1. The second spirit is called Lips of the Brown Man. It has POW 18 and knows the Irrippi Ontor spells Reconstruction x1 and Knowledge x1. Maculus has this item on loan from the Lunar College of Magic. It has an annoying user condition. Before the spirits will use their magic, its use must be sanctioned by a full priest of Irrippi Ontor.

SERIS, Maculus's mini-wyvern familiar.

STR	06
CON	23
SIZ	02
INT	07
POW	19
DEX	22



Move 1/12 flying
Fatigue: 29
Hit Points: 13
Magic Points: 19 + 16 master + 36 power spirits = 71
DEX SR 1

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	7	75/—	1d3+1	—/—
Sting	10	84/—	1d4-1d4+poison*	—/—

Note: Seris can bite and sting in the same round. The attacks take place 3 strike ranks apart.

* Poison is equal to half Seris's CON, rounded up. If stung, the victim must make a resistance roll. If the roll fails, the victim takes 12 points of general hit point damage. If the resistance roll succeeds only half damage is taken.

Spirit Magic (95%): In Matrix: Heal 4.

Sorcery (FREE INT 07): Intensity 85%, Duration 71%, Ceremony 55%. In Matrices: Skin of Life 63%, Damage Resistance 66%, Palsy 83%.

Skills: Scan 107%, Search 92%, Dodge 92%.

Languages: Understand Tarshite 30%, Understand New Pelorian 24%.

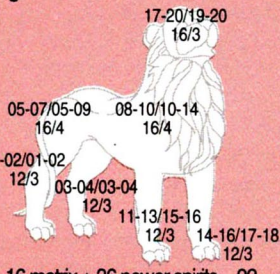
Special Items: Seris has an **armoring enchantment** over its whole body, adding 6 AP.

A gold loop around Seris's right leg is a **matrix for Heal 4**. It cannot be removed from the wyvern's leg without cutting either it or the leg.

Matrices for Skin of Life, Damage Resistance Intensity 2 and Palsy Intensity 3 tattooed on Seris's torso. Maculus can also access these matrices when Seris is in range.

Canus, Maculus's metal dog familiar.

STR	06
CON	10
SIZ	03
INT	18
POW	24
DEX	06
Move	2
Fatigue:	16
Hit Points	7



Magic Points: 24 + 16 master + 16 matrix + 36 power spirits = 92
DEX SR: 4

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	10	35/—	1d6+2	—/—

Spirit Magic (120%): Repair 3
Sorcery (Free INT 12): Intensity 45%, Duration 23%, Ceremony 35%; Skin of Life 43%, Magic Resistance 46%, Smother 30%.
Skills: Track by Smell 34%, Scan 52%, Search 52%, Dodge 20%.
Languages: Understand Tarshite 48%, Understand New Pelorian 24%.
Special Items: During construction, Canus had an **armoring enchantment** placed over his whole body, augmenting his metal shell by a further 6 armor points.

A **magic point storage matrix** (contained internally) stores 16 magic points. It is usable by both Canus and Maculus, when Maculus is within range (10 km).

Sidus, Maculus's bound hellion.

SIZ	01	Move: 20 flying
INT	16	Hit Points: 20
		Magic Points: 20
		DEX SR 1 + SIZ SR 3 = 4

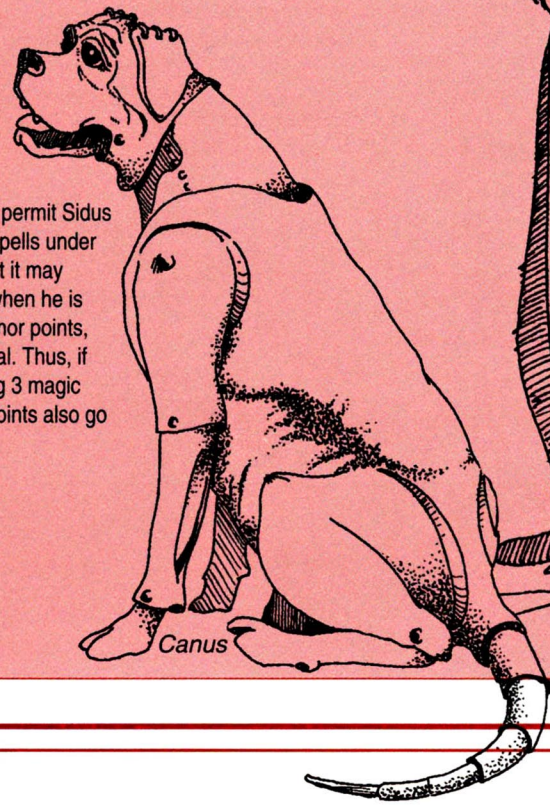
location	*melee*	*missile*	*AP/hp*
Body	01-20	01-20	20/20

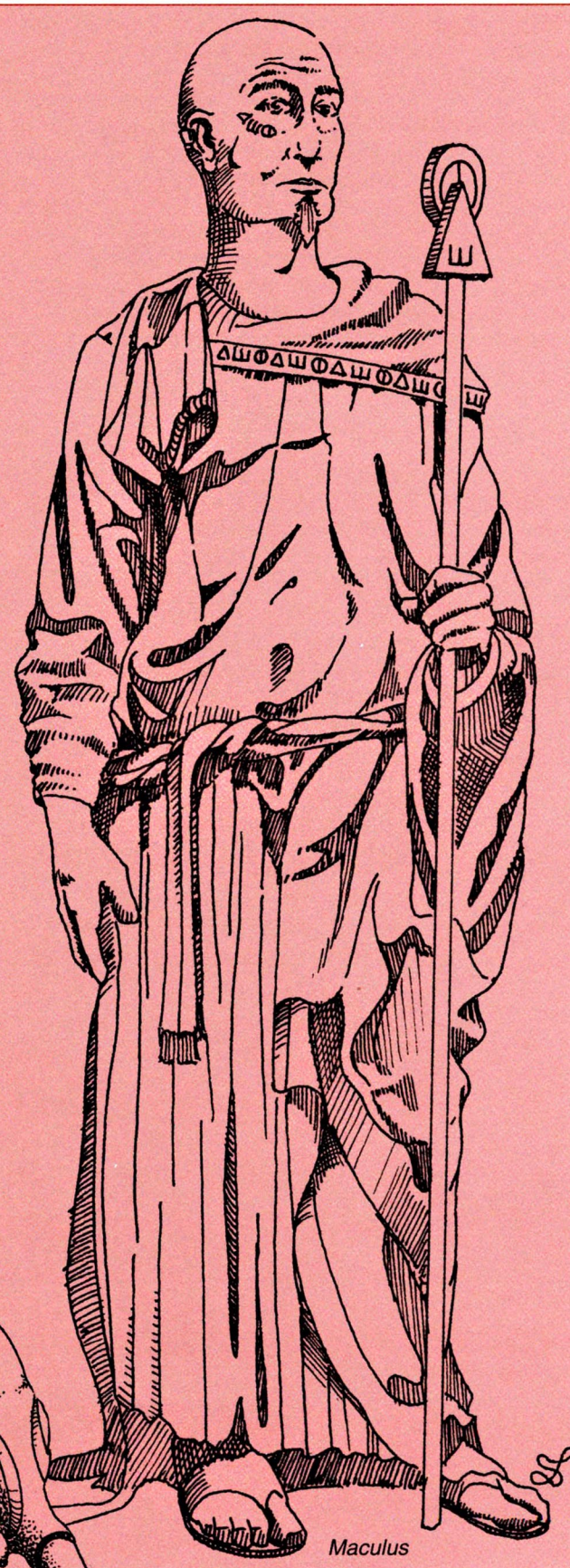
Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Entropic Energy	1	100/—	Fatigue drain*	—/—

* Each magic point expended drains 1d10 fatigue from the chosen victim; range 10 meters.

Sorcery (FREE INT 13): Ceremony 43%, Intensity 102%, Duration 54%, Range 81%, Cast Back 86%, Venom 83%, Tap POW 92%.

Notes: Maculus does not permit Sidus to use its Venom or Tap spells under normal circumstances, but it may defy its master's wishes when he is not around. Hit points, armor points, and magic points are equal. Thus, if Sidus casts a spell costing 3 magic points, its armor and hit points also go down three each.

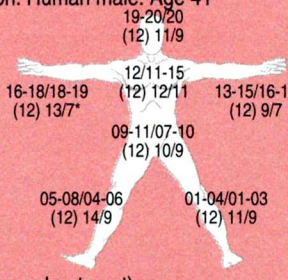




Nose Ring

"Healed" Initiate of Danfive Xaron. Human male. Age 41

STR	16
CON	20
SIZ	17
INT	12
POW	10
DEX	10
APP	04



Move 3
Fatigue: 36
Hit Points: 25 (raised 6 points by enchantment)
Magic Points: 10 +7 +14 (matrices) +21 (allied spirit) = 52
Dex SR: 3

Total Encumbrance = 2. Fatigue = 34 (36 - 2). Leather armor. Iron scimitar. 4 Javelins carried on zebra or wyvern.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Scimitar	6	158/103	1d6+2+1d6	1.5/15
Scimitar (aimed)	10	79/103	1d6+2+1d6	
LH Hook	7	102/116	1d6+1+1d6	1/9
Javelin*	4/10	89/—	1d8+1d3	0.5/7

* Nose Ring has at least 2 javelins with Damage Boosting Intensity 5 cast on them by Maculus. These do 1d8+1d3+5 damage.

Divine Magic (in Truestone): Worship Seven Mothers x1, Sanctify x1, Spellteaching x1, Divination x5, Armoring Enchantment x1, Excommunication x1, Dismiss Magic x6, Extension x4, Heal Wound x5, Spirit Block x2, Strengthening Enchantment x1, Warding x1, Command Lune x1, Mind Link x4, Madness x4, Mind Blast x1, Reflection x2, Soul Sight x4.

Bonuses & Skills:

Agility -4 : Climb 52%, Dodge 88% (-ENC), Jump 76%, Ride Horse 93%, Ride Wyvern 37%, Swim 66%, Throw 75%.

Communication -6: Sing 71%, Intimidate 43%.

Knowledge +2: Animal Lore 33%, Craft Tattoo 51%, Evaluate 33%, First Aid 84%, World Lore 21%.

Manipulation +5: Conceal 52%, Devise 19.

Perception +7: Listen 37%, Scan 87%, Search 81%, Track 51%.

Stealth -7: Hide 71%, Sneak 67%.

Magic +2: Ceremony 46%.

Languages: New Pelorian 46/07, Tarshite Sartarite 11/—, Pavic 15/—.

Wealth Carried and Ransom: Nose Ring typically carries about 10L, often in clacks. 8000L ransom from the Lunar government.

Special Items: Bronze hook has a **Bladesharp 8 matrix** with the condition that only "Healed" Initiates of Danfive Xaron may use it; Nose Ring no longer uses spirit magic, so the matrix goes unused. He may choose to give it to the next genuine "Healed" Danfive cultist he meets, especially if that initiate also lacks a hand.

Two **magic point storage matrices,** tattooed behind his knees — 14 points and 7 points.

A **tiny chip of Truestone,** mounted on a heavy silver medallion, worn around his neck on a thick chain.

Bronze nose ring piercing his septum is a Strength 3 matrix. It was once a finger ring of a very large dark troll.

Nose Ring's Coder cloak has no magical augmentation, but the **silver clasp** is a fine piece of work, shaped as a moon rune and etched with religious scenes. This gift from Anderida is worth 700L.

Moonflower - Nose Ring's Allied Spirit

INT 17 POW 21

Magic Points: 21 + 10 (nose ring) + 14 (storage matrix) + 7 (storage matrix) = 52

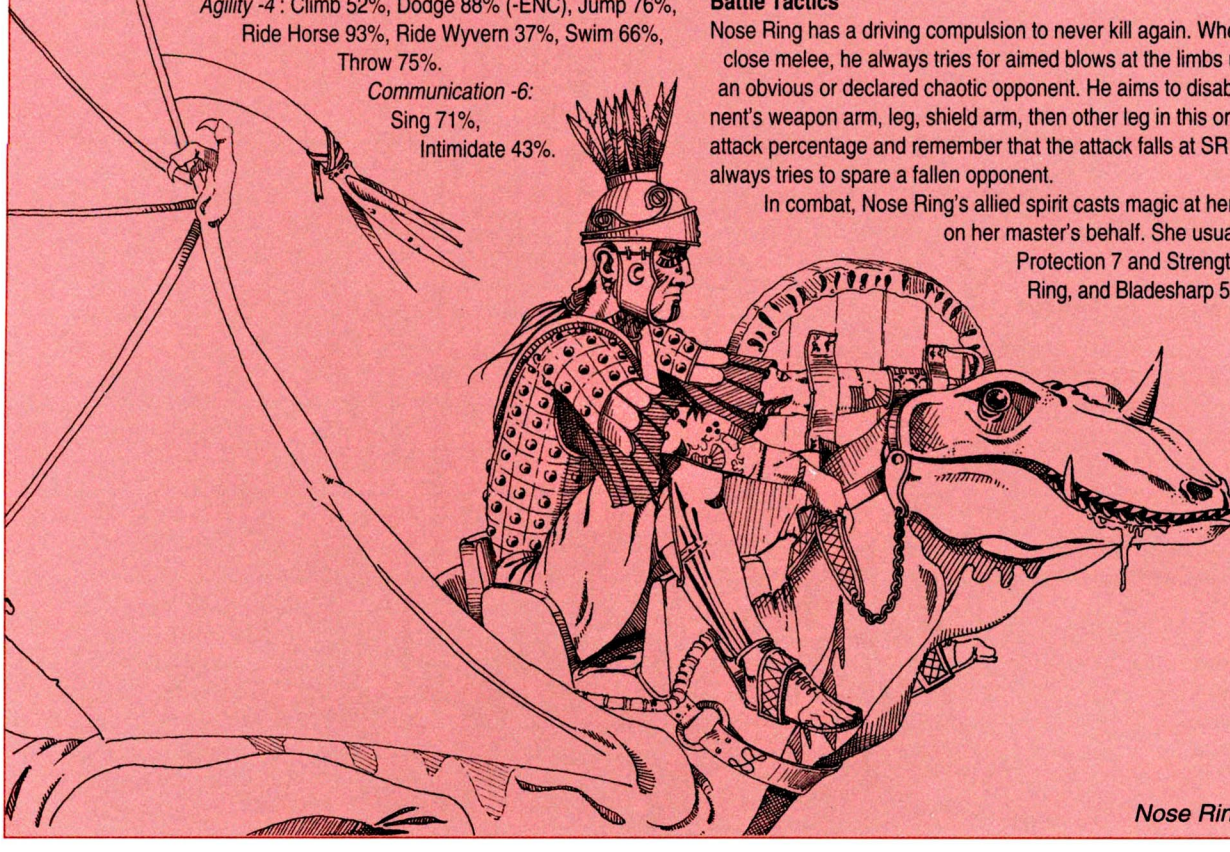
Spirit Magic (105%): Demoralize (2), Heal 1, Protection 7, Repair 1, Farsee 1, Bladesharp 5, Mindspeech 1.

Divine Magic (one-use): Heal Wound x1, Dismiss Magic x1.

Battle Tactics

Nose Ring has a driving compulsion to never kill again. When fighting in close melee, he always tries for aimed blows at the limbs unless facing an obvious or declared chaotic opponent. He aims to disable the opponent's weapon arm, leg, shield arm, then other leg in this order; halve attack percentage and remember that the attack falls at SR 10. Nose Ring always tries to spare a fallen opponent.

In combat, Nose Ring's allied spirit casts magic at her own discretion on her master's behalf. She usually casts Protection 7 and Strength 3 on Nose Ring, and Bladesharp 5 on his scimitar.



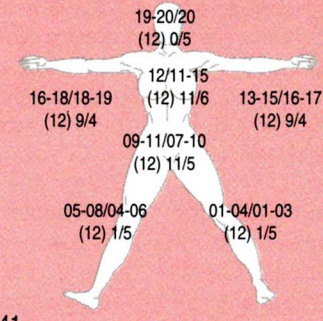
Nose Ring and Albus

Eslas the Tracker

Initiate of Seven Mothers. Inactive worshipper of Eiritha. Human female. Age 33.

STR	14
CON	15
SIZ	11
INT	14
POW	17
DEX	23
APP	13

Move: 3
Fatigue: 29
Hit Points: 13
Magic Points: 17 + 24 (crystal) = 41
DEX SR: 1



Travelling Gear: Total Encumbrance = 12. Fatigue = 17 (29 - 12). Soft leather armor on limbs, stiff leather on body. Cloak protects body and arms, and can be drawn over to protect head. Iron scimitar, iron target shield, composite bow and quiver containing 30 arrows, including a number of iron and silver-tipped arrows.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Composite Bow1	1/5/9	134/53	1d8+1*	0.5/7
Scimitar	5	87/60	1d6+2+1d4	1.5/10
Dagger	5	91/53	1d4+2+1d4	0.5/6
Iron Round Shield	5	43/75	1d6+1d4	0.5/15
Comp. Bow (Amplified Speedart)	1/5/9	174/53	1d8+11	
Comp. Bow (Arrowtrance)	1/5/9	268/53	1d8+1	
Comp. Bow (Arrowtrance & Amplified Speedart)	1/5/9	308/53	1d8+11	

Notes: When mounted on horseback, Eslas's Ride skill limits bow skill to 116%. May only cast bow magic (e.g., Speedart) when under Arrowtrance.
* Eslas has up to five arrows with Damage Boosting Intensity 5 cast on them by Maculus. These do 1d8+6 damage.

Spirit Magic (85%): Mobility 3, Slow 2, Heal 4, Silence 3, Farsee 1, Peaceful Cut (1).

Matrices (100%): Repair 2; Endurance 1; Speedart.

Divine Magic (one-use): Heal Wound x1, Spirit Block x1.

Bonuses & Skills:

Agility +14: Boat 19%, Climb 78%, Dodge 104% (-ENC), Jump 86%, Ride Horse 116%, Ride Wyvern 93%, Swim 29%, Throw 61%.
Communication +8: Fast Talk 15%, Orate 13%.
Knowledge +4: Animal Lore 89%, Evaluate 11%, First Aid 39%, Human Lore 19%, Mineral Lore 10%, Plant Lore 13%, World Lore 22%, Craft: Bowyer 78%, Craft: Fletcher 99%, Craft: Butchery 61%.
Manipulation +19: Conceal 42%, Devise 81%, Sleight 30%.
Perception +9: Listen 117%, Scan 126%, Search 113%, Track 139%.
Stealth +5: Hide 109%, Sneak 100%.
Magic +17: Ceremony 26%.

Languages: Ogodei Pentian 46/—, New Pelorian 34/25, Sartarite 22/—, Pavic 15/—, Praxian 14/—.

Wealth Carried and Ransom: Eslas usually carries less than 50L. 4000L ransom from the Lunar government.

Special Items: A **6-centimeter-long twig** is actually living and houses a spell spirit (INT 6 POW 11) which knows the Aldrya divine spells Find Enemy x1, Arrow Trance x2, Silence Sphere x1, and Spirit Block x1. Once cast, the spirit regains one spell per day. Lunars plundered this from the elves during the Skyburn, and it is on loan to Eslas. It has no user conditions, but the twig must stay alive and healthy. If the twig dies or breaks, the spirit escapes. Lunar mages enchanted this unique item with 9 AP.

Speedart Matrix, Amplified by 7 points (+40% to hit, +10 to damage). This silver thumb ring was created by the Lunar College of Magic, and only designated appointees may use it. It is linked to 24 MP storage crystal, set into the ring. The crystal however, can be used to power any spells, not just the Speedart.

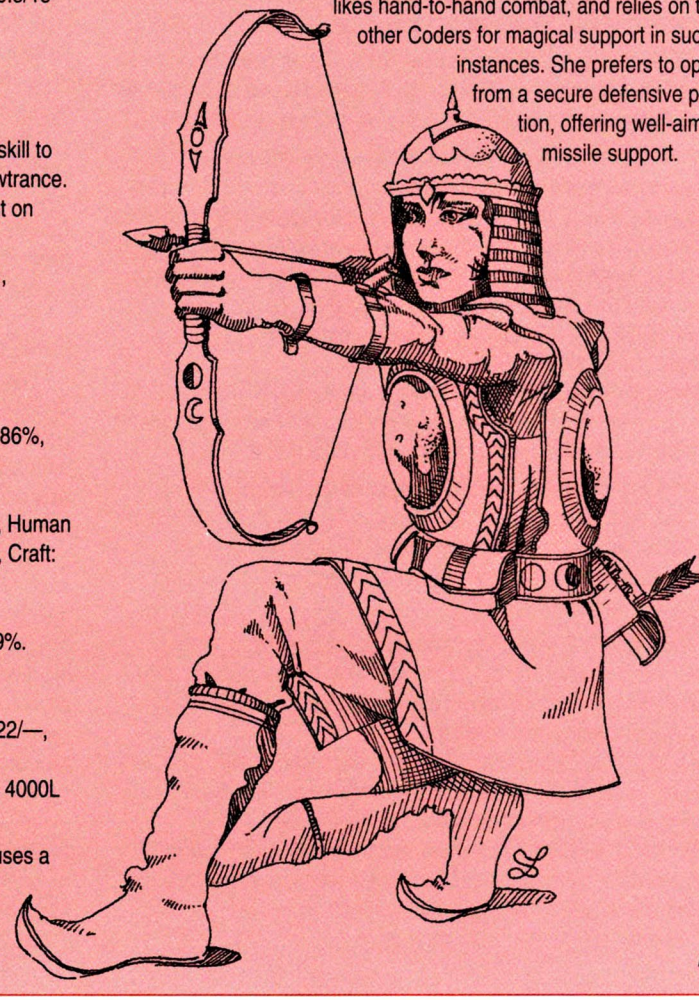
A **silver clasp with a Repair 2 Matrix.** This fits snugly around the grip of her composite bow. It has no user conditions.

A **piece of knotted leather cord** which Eslas wears around her ankle is an **Endurance 1 matrix.** Only members of the Ogodei tribe may use it. Only Ogodei people know how to untie it, so anyone else must cut it off her.

Eslas's **Coder Cloak** bears enchantments to protect the wearer with 8 AP. The cloak's vivid crimson imagery jars her nomad sensibilities when out on the plains. She usually wears it inside out (the lining is black), as she finds it less conspicuous this way.

Battle Tactics

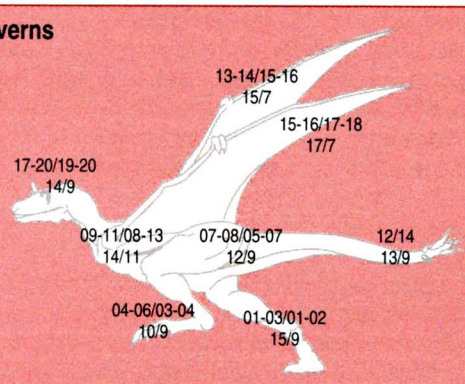
Eslas uses her skill with the bow to deadly effect in battle. Because her Amplified Speedarts are so costly to cast (8 MP), she chooses her targets carefully. Because of her vulnerability under the effect of her Arrow Trance, she never uses it without the foreknowledge of her comrades. Eslas dislikes hand-to-hand combat, and relies on the other Coders for magical support in such instances. She prefers to operate from a secure defensive position, offering well-aimed missile support.



Eslas

The Coders' Wyverns

STR	26
CON	23
SIZ	31
INT	07
POW	08
DEX	13
Move 2/8 flying	
Fatigue: 49	
Hit Points: 27	
Magic Points: 08	
Dex SR: 3	



Weapon	*SR*	*Attk/Par%*	*Damage*
Bite	6	65/—	1d10+3d6
Sting	9	86/—	1d6+3d6+POT 23 poison

Notes: Wyverns both bite and sting in the same round, against one or two opponents. The attacks take place 3 strike ranks apart. The sting attack injects a POT 23 poison. If the poison's POT overcomes the victim's hit points, he takes the POT in general hit point damage. If he resists the poison, he takes half its POT in damage.

Skills: Fly 98%, Aerial Dodge 45%, Ground Dodge 18%, Understand New Pelorian 18/—.
Spirit Magic (45%): Ironhand 1.

Notes on Individual Wyverns

Utor, Julan's Wyvern, Lay Worshipper of the Seven Mothers.
The youngest of the wyverns; it has brilliant emerald scales. In combat he chafes to swoop down and engage on ground with teeth and sting.

Reptus, Anderida's Wyvern, Initiate of the Seven Mothers
Oldest and wisest of the wyverns. The other wyverns defer to his experience. Reptus's love for his mistress is boundless, especially after Anderida helped him to become a full member of the Seven Mothers cult. He proudly wears a plaque denoting his initiate status and his freedom. Reptus's coloring has faded to a dull greenish-grey. His INT is 12.
Spirit Magic (85% - ENC): Mobility 2, Heal 4, Ironhand 6.
Languages: New Pelorian 24/—.
Enchantments: Reptus's entire body has been marked with multiple armoring enchantments adding 6AP to every location. Endurance 1 Matrix in a bronze plate riveted onto Reptus's chest, under his left wing.

Fugo, Maculus's Wyvern, Lay Worshipper of the Seven Mothers
Fugo is dull, slow, and lumbering, but Maculus needs a steady flier so his concentration holds while working his spells. A very placid beast.
Enchantments: Fugo's wings and head bear tattooed enchantments adding 5 AP in all three locations.

Albus, Nose Ring's Wyvern, Lay Worshipper of the Seven Mothers
An albino, with pink eyes and dull, off-white scales. Before shipping to the Heartlands, Albus's sting and venom glands were removed. Nose Ring replaced the sting with a barbed hook.

When flying in daylight, Albus wears a strange-looking pair of blinkers to shield his sensitive eyes. His snout and wings have been liberally covered in enchantment markings, inscribed by his master.
Spirit Magic (75% - ENC): Heal 5, Bladesharp 1 (cast on barbed tail)
Enchantments: Albus's wings and head have been inscribed with armoring enchantments adding 7 AP in those locations.

Ferox, Eslas's Wyvern, Lay Worshipper of the Seven Mothers
The largest of the wyverns, but a very agile flier; also the stupidest. Eslas treats him like a big pet, and often gives him special tid-bits (such as whole rabbits). Ferox has the disconcerting habit of loping after people he thinks are going to give him one of these treats, screeching to get their attention. Brilliant emerald coloring, like Utor. Ferox's wings have armoring enchantments giving 3 AP extra to his wings. Add 6 STR & SIZ for Ferox, increasing his Hit Points by 3.

Wyverns and Other Coder Mounts

Wyverns have been bred and trained by the Lunar Empire for centuries. Considered slaves of the Empire and property of the Lunar Army, they are used by the army as elite messengers, and are also trained to fight. A wyvern and its scarlet-cloaked rider winging across the sky between Alda-Chur and Pavis is not an uncommon sight.

Not long after the Coders arrive in Pavis, a fresh wyvern mount is sent up from Corflu for Julan, whose old mount died in action during his service in Dragon Pass. Replacement wyverns are hard to come by, even for Count Julan. The Coders do not consider their wyvern mounts expendable, and use the magical means at their disposal to keep them alive.

If the Coders lose a wyvern during the course of the campaign, they can requisition a replacement. Any replacement wyvern resembles Utor, with no armoring enchantments and no more than one spirit magic spell. It may take the Coders several days or even weeks to procure a new wyvern. NOTE: Julan's wyvern Utor dies during the aerial battle in the *One High Priest Too Many* scenario. The Wyvern Riders are in town during these events, but Julan uses Anderida's wyvern Reptus on the raid that follows. He then acquires one of the other wyverns in the Wyvern Rider squadron.

Wyverns are sentient beings (they do not have fixed INT), and can be taught spirit magic. A few, like Reptus, are truly intelligent. The other wyverns are not as bright, and idolize Reptus, usually following his lead. Despite their fearsome appearance and deadly stings, Lunar wyverns are generally quite docile when well-fed. Each wyvern eats a large herd animal once every couple of weeks, more if they've been especially active.

The Coders' wyverns stay at Pavis, in a special enclosure at the Lunar barracks. Food is brought to them, but the Coders exercise them regularly.

Wyvern saddles keep the rider strapped in to prevent falls. Ride Wyvern is a specialist skill, made easier by the fact that wyverns are at least semi-intelligent and can respond to verbal commands. If the wyvern wishes someone to ride on its back, Ride Wyvern skill is not really necessary if the rider doesn't mind being taken where the wyvern wants. All the rider need worry about is holding on!

Often circumstances do not warrant the use of the wyverns. Normally the Coders would use horses, but here in Prax they must use zebras. As agents of the Red Emperor, the Coders have the right to requisition mounts as required from any Lunar outpost, fort or settlement. For an extended journey into the wilds, the Coders prefer to take a spare mount each, if available. The Coders only requisition animals from private citizens reluctantly, but if they do so Julan always gives them a special chit for claiming compensation from the government.

In general, when encountered on zebra back, the Coders ride above-average quality cavalry mounts. They never take war zebras, as such beasts are too unruly and aggressive for their purposes. Nor do they ride exotic nomad beasts. As a Pentian, Eslas considers riding such beasts abominable, and barely tolerates the zebras.

Barran the Monster Killer

Encounters with a Maniacal Follower of Magasta

Confound the wise, slay the foolish, humble the haughty, ruin the wealthy, and reward the strong.
– Magasta, commanding his servants, the currents and creatures of the deep

Introduction

Barran, a mighty ship captain, challenges his listeners to venture forth upon the mysterious seas of Glorantha. On a vessel guided by such a captain, a man might hope to view distant, unimagined shores, explore foreign ports, hear the babble of unfamiliar tongues, savor exotic fruits – and learn the majesty and terror of Magasta, Lord of the Waters and Pride of the Seas.

The Lure and the Dread: The Open Sea

See the haze where the water and the sky become one? When Great-Grandfather Oskishe brought me here in my twelfth year, it was the end of the world. Now there, look, you can see the sails of an ocean ship in the distance. What is that ship bringing us from beyond the edge of the world? Humans the color of trolls? Boneless, bodiless walktapi from deep in the water? Strange sorcerers from lands where the trees grow upside down? We don't know. Every year, the people of Dormal bring new treasures and new terrors from across the edge of the world. I lived to see the beginning of these wonders. Some say you shall live to see the end.
— a Bison Rider to his grandson, looking to the Sea from Defender's Shore

Over six hundred years ago, a curse called the Closing swept across the seas, preventing travel out of sight of the land. A series of disasters at the same time made people fearful of the sea, and discouraged even coastal sailing. In Prax, only the river people used boats after this, and they never left the river and its delta. In the time of myth, the Agimori and Basmoli peoples came from across the sea. Like other Praxians, though, they have had nothing to do with sea travel in historical times.

Then, in 1580 (only about forty years ago), a hero named Dormal set sail from the Holy Country, reached Handra to the west and Three Step Islands to the south, and returned without incident — the first case of sailing on the open seas in centuries. He gave his secrets to people of the west, and in 1586 the Pharaoh sent the first formal expedition eastward. It bypassed Prax and made contact with the more civilized (and trade-worthy) lands to the east. By 1598, sailors had reached the last closed area of Glorantha and returned. Once again the seas were all navigable.

Like the Pharaonic fleet of 1586 before them, the sea-going merchants who brought together newfound treasures and newfound markets by and large ignored Prax. The Lunars, however, did not ignore the sea. In 1611 they founded Corflu so they would have access to the open sea, and, though it is nothing like the mighty, bustling port cities of Esrolia or Fonrit, it has at least put Prax on the sailors' map.

Those Men of the Sea, How Others See Them

You! Pretty, pretty gir-ul. You pretty. Come. You me sit, drink, [expletive deleted]
— A foreign sailor's come on

Many women alive today remember when the seas took their men. Before Dormal, sailors hugged the coasts or sailed inland seas. After Dormal taught them the magic of opening the seas, however, sons, husbands, and lovers set sail for distant lands, and the sea never brought back the same men. Some men were lost to pirates, sea monsters, and storms, leaving widows who waited in vain for their return. Those that survived returned changed. A sailor becomes a citizen of the sea, and a foreigner in his own home town. In the minds of many women who saw their men leave in their sailing ships, the sea is a monster that stole what was theirs.

Sailors from one's homeland seem somehow altered. They may show physical signs of their experiences, such as a tattoo gained after participating in the fertility ritual of an unknown goddess, or clothes modeled after foreign fashion. Foreign habits, such as smoking or reciting prayers in a foreign tongue, also set the sailor apart. Since the whole sailing industry depends on a sorcery spell (Open Seas), sailors do not share the typical fear of unusual magic. Many sailors learn strange magics, from parlor tricks to major spells, from the people they visit. Even the manner in which a sailor comports himself may be subtly different, reflecting time spent among people of other cultures. For the young, the sailors are a source of wonder and mystery. The old, however, may see them as a threat to tradition and order.

Sailors from foreign lands are even more threatening. Most obviously, they look different, in dress as well as physical features. Foreign sailors are also unfamiliar with the practices and mores of the ports they visit, even more so than overland merchants are. A merchant traveling from Tarsh to Prax would encounter people along the way from whom he could learn something of the local language, politics, and customs. By the time he reaches Pavis, he has learned something about that city and its people. But a sailing ship from the Eastern Isles can come into Corflu without meeting any Genertelans during the journey. While sailors may learn a few key words and take pains to find out what indiscretions can get them executed or imprisoned, they have too little exposure to the people to pick up their customs and fit in with the culture. (Sailors are notoriously ignorant of courting etiquette.) Furthermore, since the sailors know they will be weighing anchor soon enough, they do not concern themselves with preserving a reputation, finding a lifelong mate, making friends, or adapting to the milieu. They come, sell their exotic and valuable goods, take what they want, and go.

Sailors' strange ways (not to mention their drinking, brawling, whoring, cussing) would get them barred from most ports if it weren't for the simple profit to be made by having an ocean-going ship dock in one's harbor. Not only do the goods themselves bring a fine profit when purchased from or sold to a captain who is eager to set sail again and be off, but sailors unfamiliar with the local currency can often be sold goods and services at much higher rates than natives would pay. Any port town that became too strict about punishing sailors for their high-spirited crimes might risk being passed over in favor of another port nearby, thereby losing income to a competitor. Thus, the conflict between natives and sailors is often aggravated by the conflicting interets of virtuous moralists and profit-oriented merchants.

We Men of the Sea, How We See Ourselves

You ever sailed the open seas? No? Come back when you have; then we'll talk.
– A seasoned sailor

To men of the sea, the land is the mother they have left behind. Those who still suckle, the landed people, are children that favor the security of their mother's arms to the rewards and challenges of the sea.

Life on the sea cleanses, purifies, and maddens. What do political borders and coveted territories mean to the sailor who sees nothing but sea and sky in all directions? What do home and hearth mean to

The Horizon on a Flat World

The Gloranthan sea has no horizon, at least not the kind seen on earth. On earth, the horizon is clear and crisp because it is only many kilometers away. The curve of the earth puts distant water "over the edge" and out of sight. But Glorantha is flat, so it has no horizon. Between the sea and sky is only an indeterminate hazy band. (You can see something like this on earth by looking at the sky when the sun is setting. The sky near the sun is pink and the sky farther from the sun is blue. In between there is no clear line separating pink from blue; they blend gradually. The band between sea and sky on Glorantha is even more subtle because both the sea and sky are blue.)

The limit of sight on the Gloranthan sea is the haziness of distant things. On the plains of Prax, the distant Stormwalk Mountains look ephemeral, like blue clouds on the horizon. At sea, where one can see much greater distances, this "blue-out" effect is even more pronounced. No matter how great one's Farsee spell, one could never look south from Genertela and see Pamaltela. Only haze would be visible.

On earth, ships use crow's nests to increase the range of vision of a look-out. The higher one is, the greater a distance one can see "around" the curve of the earth. On Glorantha, height has absolutely no effect on how far one can see when on the open water. Many Gloranthan ships do have crow's nests, but they are put to different uses. First, a crow's nest allows one to see in all directions without the crew members, walls, and other things blocking the view of the sea. (A crow's nest part way up the mast suits this purpose fine.) A high crow's nest also allows one to judge distances slightly better, as one can look down on objects rather than look at them horizontally. The Haragalans of the East Isles use their famous "tall ships" to advantage in battle. By directing their spells from on high, the Haragalan "holies" gain a double advantage: enemy missiles have a hard time reaching them accurately, and their angle of vision allows them to get a better view of an enemy's deck, so they can select their targets with more care.

Even though there is no "horizon" at sea on Glorantha, there is no better English word for "the indistinct band where sea and sky become one," so use "horizon." Just be aware, and be sure your players are aware, that it is not a true horizon.

the sailor who never stays in the same place for more than a fortnight? What does tradition mean to the sailor who talks to people from across the world? What do prestige, fame, wealth, honor, and status mean when one is lashed to the tiller in a sea storm?

For a true sailor, the sea is the real world. At sea, out of sight from land, he is at home, free of constraints. The ports that he visits are petty in his eyes, and the people there are weak and silly. The sailor has seen, and probably worked with, people all across Glorantha, and has learned that they all have different views of right and wrong, beautiful and ugly, proper and improper, and true and false. Through this exposure, something that 99% of the land-bound population will never experience, he comes to see the beliefs of others as arbitrary and peculiar. Even his homeland's mores, fashions, and values become provincial in his eyes. And where the land is false, the sea is true. The land speaks of fashion, boundaries, history, and tradition. The sea speaks of death, of courage, and of strength.

When a man is at sea, he sees the band between sky and sea in all directions. It forms a perfect circle around him, the cosmic circle. And who is at the center? Who is the axis mundi? Who is the Spike? He is. This sight can fascinate, disturb, or terrify those who experience it, and most seamen have themselves gone through stages in which this position means different things to them. Luckily for their peace of mind, most sailors are too busy tending to the ship to worry about the subtle influence that this position has on them, and so the personal message brought by this vision creeps into the mind slowly.

Barran and Crew

Barran is a holy man. Forget the image of the naked, emaciated guy with the beard subsisting on one bean a day. Barran, according to Magasta's way of seeing the world, is holy, and his entire life is an active ritual honoring Magasta, Lord of Monsters. (See profiles of Barran and his sailors on pp. 59-61.)

Barran is the "adopted son" of Magasta, a land-creature born of woman that has become one of Magasta's foremost monsters. Because of his tiny size, his soft skin, and his need for air, Barran must work harder than any of Magasta's other children to prove himself. And work hard is what he's done. To a land-dweller (including most of the adventurers, no doubt), it seems paradoxical that Barran would consider slaying Magasta's creatures to be a way of honoring Magasta. Barran reasons that Magasta takes pride in his mighty creatures, and by proving himself mightier than those he slays, Barran gives Magasta reason to be very proud indeed.

To prove himself, Barran has slain over a dozen mighty sea monsters. His list currently includes the Star Crab, whose touch was death; the Embracer, a ship-crushing serpent; the Underdecker, which used to grind through the hulls of ships without even showing itself first; the Bronze Fish, which flew and numbered in the scores; the Geyser, which attacked with a stream of water; Kag-Man, who stole sailors from their berths at night; the Suckered One, which showed only its tentacles; the Okula Princess, who lured sailors to a rocky grave; the Maiden-Taker, a whirlpool that was said to seek out ships with women aboard; and others. Much to the dismay of many sea-based communities, Barran has no interest in slaying water-going chaos creatures. "They are of the Devil, not of Magasta," he says. He slays monsters to honor Magasta. The suggestion that he slay a monster to protect people would elicit a laugh from him if he were in a good mood, and a curt, emotionless refusal if he were not.

While most sailors seem strange and exotic to land-dwellers, Barran seems strange even to sailors. Most sailors worship Dormal, but the other deities of the sea pantheon have mostly mermen and other water-dwellers for worshipers. Humans rarely find their way into the cults of Wachaza or Magasta, and

The First Look

Where are the Eastern Isles? Where's Pamaltela? I can't see them. Maybe we should climb that hill and get a better view.

– Someone seeing the sea for the first time

When the adventurers first encounter the sea, consider whether any of them have seen it before. Natives of Prax, the Shadowlands, or Sartar have probably never seen the sea, and without photography to depict it, they'd have no idea what it looks like. Tapestries, paintings, and frescoes may represent the sea, but they usually feature land in the background to show where the scene takes place. The adventurers may be able to put together words like "a body of water whose other side one cannot see," but until they've seen such a thing, they can't accurately conceive it.

When the adventurers see the sea for the first time, remind the players that their characters are not prepared the way a modern person is. Let them decide how their adventurers react. Astonishment? Disbelief? Awe? Reverence? Fear? Building up the mystery of the sea helps build up Barran's character. A sailor may not be anything special to the players, but to most adventurers he is like an astronaut or dimension-traveler would be to us.

with good reason: both cults are terribly demanding, and cult support is hard to come by on the surface.

Barran's most striking feature is his left eye, an ivory globe inserted into an otherwise hollow socket. The left side of his face is terribly scarred, thanks to an encounter with a shark, and staring out of this mass of scarred flesh is an off-white circle, inscribed with various magical runes. This orb grants Barran several magical powers, and also has an unsettling effect on those that he wishes to intimidate.

Even without the ivory eye, Barran's appearance would unsettle many. He is a broad-shouldered, calloused, scarred, tanned, hairy mass of muscle and gristle. His brown hair is cut short and irregular, sprouting from his head in all directions, and his bushy beard is as long as his hair. On the left side of his face, in the scarred area, his beard is patchy. Lines run deep on his face, like cracks in stone. He usually wears shiny gray breeches and a shirt made of sea worm silk.

Barran is a native of Rhigos, in the Holy Country. He was a youth when Dormal sailed to Handra and Three Step Island and returned successfully. Almost overnight the thrill of newfound possibilities raced through the people, and Barran was one of many young people swept into sailing. In all of Glorantha, there are only a handful of people who have been sailing the open seas longer than he has.

To fund his forays against Magasta's other monsters, Barran has captained whalers and merchant ships. Currently he spends approximately one-fourth of his time shipping for wealth and three-fourths preparing for his next kill. (The creatures he goes after cannot be attacked lightly. Sometimes months of preparation go into a hunt.)

It is from whaling that Barran developed his ability with the harpoon, which is awkward as a general purpose weapon, but highly useful when used against huge creatures. The barbed harpoon is designed primarily to hold fast in the flesh of a whale, and only secondarily to wound it. The rope attached to the harpoon is also tied to a float, which might be a barrel or large hollow skin. This float slows the whale down, and over the course of hours, the whalers put more and more harpoons into the whale until it is too exhausted to defend itself. At that point, the whalers kill it with spear and axes.

Even when Barran is trying to kill a creature outright rather than wear it down, the harpoon has an advantage in that Barran throws it rather than hanging onto it. While throwing a weapon reduces the advantage of one's strength, it also protects Barran. Imagine what might happen to him if he were hanging onto a spear sticking out of a plesiosaur. The sheer strength of the beast could pull him out of his boat or ship, if it didn't break his wrists outright.

When the harpoon is not appropriate, Barran uses a maul and attempts to club his target senseless. A maul can't penetrate thick skin the way a spear can but, since it bounces off the target rather than sticking in, it reduces Barran's risk of being thrown or injured.

"The Churner" is Barran's custom-built merchant ship named after Magasta's spirit of retribution. (See page 40 for a diagram of the Churner.)

Amur An Zed, Priest of Dormal

In many ways, Amur can be seen as the opposite of Barran. Where Barran is burly and brutal, Amur is slim and reserved. Where Barran is wrapped up in his own quests and goals, Amur is aware of and involved in the lives of those around him. Where Barran tries to wrest glory and recognition from mighty Magasta, Amur is humble in the face of Magasta's power. (See Amur's profile on p. 60.)

Amur tends to Barran's practical needs. Caught up in his personal quest, Barran leaves such tasks as hiring crewmen, locating markets, handling sailor morale, and so forth to Amur. The adventurers are likely to deal with Amur at first. Indeed, they might deal with him exclusively and never see Barran.

Amur was a young man when, in 1585, sailors brought Dormal's ways to Fonrit and opened the seas. Unfortunately, these sailors were the immortal, warlike Vadeli, and they dominated Fonrit for nine

Language of the Sea

The men of the sea speak a mongrel mix of languages. Each seagoing people has contributed specific devices or techniques to life in the sea, and each is generally called by its original name despite the language of the speaker. (On earth, words like "catamaran" and "tattoo" are examples of this linguistic phenomenon.) In addition, different languages are better at expressing different aspects of life, and so vocabulary from these languages slips into the speech of sailors from other lands. Eastern Isles languages, for examples, have many words for different kinds of waves and islands that sailors often use without even knowing what language the words come from. All of these borrowed words, and the language itself, draw heavily from Seaspeech, the language of mermen and Waertagi, and Boatspeech, also called Riverspeech, the language of Gloranthan river cults. Subtleties of grammar are often lost in this pidgin sea language, making the sailors sometimes sound stupid, but Magasta does not let the stupid travel his sea and live.

The Esrolian word for "sailor" is used throughout Glorantha to mean "one who plies the open seas." In some cultures, the word means "initiate of Dormal," and in others it connotes "pirate" or "marauder." Sailors that travel merely along the coasts, among islands, or in inlands seas are called by the appropriate native term.

years before their fleet was destroyed at the Battle of Oenriko Rock.

With the fall of the Vadeli hegemony, the people of Fonrit took to the seas. Excited by the new possibilities, Amur joined Dormal's fledgling cult and went to sea. He was confident that he would be able to overcome whatever dangers awaited him. Within a year, however, Amur suffered a disaster. The ship he was on was caught in a storm and splintered like tinder, and Amur was left gripping flotsam for days before he was rescued. In those days, he spent some time thinking about the profiteering and wars that had resulted from Dormal's knowledge and wondered whether it was so grand after all. He also developed a healthy respect for the power of the sea. While he became an initiate of Magasta once, and then only temporarily, he holds the Sea Lord in awe.

While Amur seems humble, this humility comes only from his confrontation with the limitless and pitiless might of Magasta. He considers landed people weak and puny, and has nothing but contempt for their pride. He knows that the sea could break any and all of the kings and heroes of the land, if it had the chance.

Amur wears a turban, loose shirt, and baggy breeches, usually in subdued colors. His skin is dark brown, a rarity in most of Genertela.

Milnim Sharkblood, the Merman

On Barran's ship, hidden away near the captain's quarters, is a room dominated by a large, wooden tub of brine. Within this water rests Milnim Sharkblood, a ludoch merman and one of Barran's greatest assets. (See Milnim's profile on p. 60.)

Almost twenty years ago, as Barran hunted the Suckered One in the Togaro Ocean, he needed information and guidance from the local mermen. Milnim, a young adult at the time, was with the band of Wachaza initiates who tried to drive Barran and his men away. Barran slew several attacking mermen and captured Milnim, then explained to Milnim what he was after. Barran was the first open seas captain Milnim had ever seen, and his goal, skill, and audacity impressed him. Milnim pledged his support in the name of Wachaza to Barran, and the two have been faithful companions ever since. Milnim's knowledge of the seas and ability to maneuver underwater have proved invaluable to Barran's efforts.

The term "Sharkblood" is similar to the English term "Lionheart," except that it denotes a certain amount of bestial ferocity as well as courage. Milnim earned the name after proving himself fearless in defense of his tribe. Now he uses the same fearlessness in defending and aiding Barran. Milnim's courage arises from a deep fatalism and disregard for life, even his own. Surviving a fight is important to Milnim because it proves his mastery and ability, but he cares little for life itself.

As an initiate of Wachaza, Milnim is living out the father-son rivalry found between Magasta and Wachaza. Aiding Barran in his quests to slay creatures of the deep is Milnim's way of showing that Wachaza is a worthy son of Magasta.

Milnim's human torso is a shade darker and a bit yellower than the mermen common around Genertela. Following foreign fashion, his black hair is cut very short.

Tazo the Shipbuilder

Tazo is a taciturn shipbuilder from the Eastern Isles. Though quiet and reserved, he is passionately devoted to Barran. In the Eastern Isles he had been an initiate in a fisherman's cult. When Barran and his Esrolian crew made contact with Tazo's people, Tazo immediately forsook his old cult for that which would allow him to work with Barran, who was received in that area almost as a messenger from the gods. (See Tazo's profile on p. 60.)

"Tazo" is not his true name, but it is the nickname that his fellows have given him. He does not care what people call him.

If someone attempts to talk to Tazo and he does not want to respond (which is most of the time), he either stares blankly at them, or just walks away. Indeed, some people believe he is mute or even deaf when they first meet him.

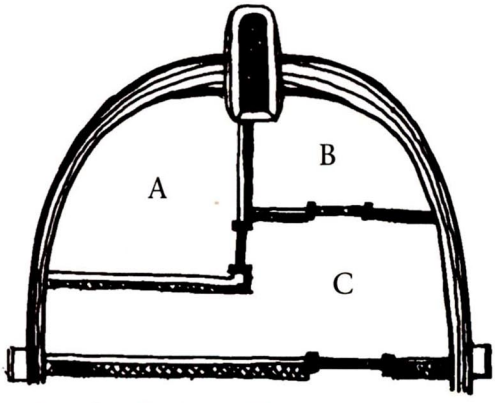
What Tazo does care about is shipbuilding. The fishing boats of his people are mere skiffs compared to the ship he has built for Barran, and the sight of his huge sailing vessel surrounded by the bobbing boats of his people lives on in his dreams. The main problem Tazo has in shipbuilding is that, in order to get anything done in a reasonable time, he needs to enlist the aid of others and tell them what to do. When he can, he does all the work himself. Tazo never uses written plans.

Short Adventure Ideas

These adventure sketches allow you to introduce Barran and his crew to the adventurers before sending them on the longer (and more dangerous) adventure, "Belly of the Eel." In addition, the adventurers may prove themselves competent and trustworthy, providing a good reason for Barran to hire them in "Belly of the Eel." Even if the adventurers are not powerful enough to undertake the "Belly of the Eel" adventure by themselves, they can still get involved with Barran's plans through these other adventures.

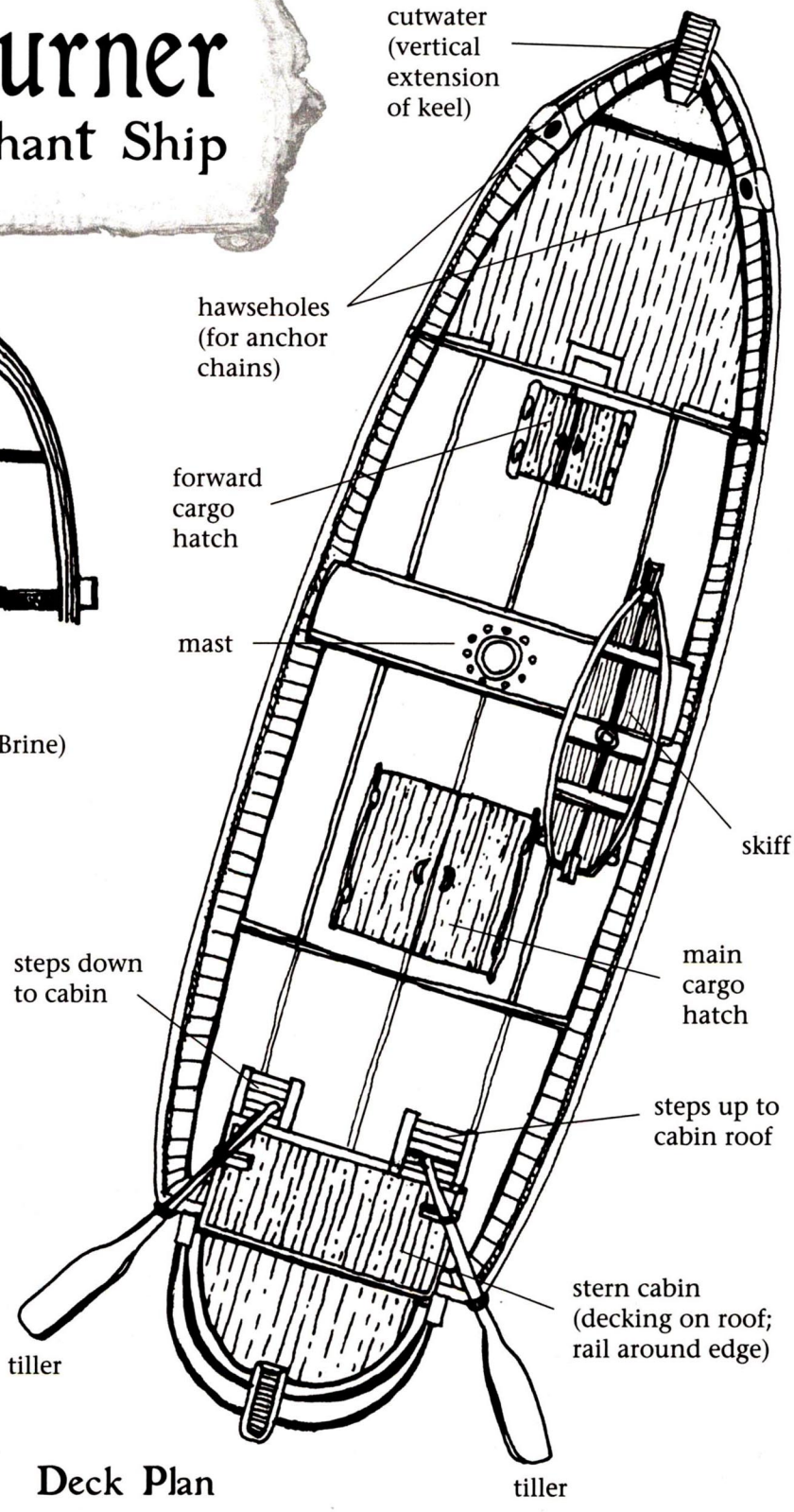
The Churner

Barran's Merchant Ship



Stern Cabin Plan

A. Barran's Cabin
B. Milnim's Quarters (tub with Brine)
C. Tazo and Amur's Quarters



Deck Plan

The Churner
Hull Type: Merchant
Seaworthiness Max: 22
Length: 25m
Freeboard: 2m
Crew: 10 officers and sailors.
Hull Quality: 10
Structure Points: 35
Beam: 8m
Capacity: 100 tons
Draft: 3m

The Churner is a small lateen-rigged merchant ship with one mast. To the stern are three chambers: one for Milnim, one for Tazo and Amur, and one for the captain. Stairs lead down from the main deck to the doors that lead to these quarters. Though the ceilings are two meters from the floor, the roofs of these quarters are only a meter higher than the main deck. Crew and passengers sleep on deck in good weather and in the cargo hold in foul weather.

Some of these adventures allow Barran to serve as a villain instead of a patron. If you use Barran in this manner, it may be hard to justify his hiring the adventurers for the Belly of the Eel, so if you intend to culminate the adventurers' dealings with Barran in that adventure, use Barran only as a patron.

The Harpoon

You speak the Tradetalk, yes? You know land and people here, yes? You have wise mouth that know when to close and not open? Good, very good. Then you want maybe some of this?

– Amur, approaching the adventurers and presenting them with pearls

In this adventure, Barran could be a distant patron or a distant enemy, depending on the political inclinations of the adventurers. In either case, the adventurers do not meet Barran directly. For this reason, it is a good device for building up suspense and mystery about the fanatic sea captain.

Through Amur, Barran sends several messages to Count Solanthos of Sun County, offering wealth and possibly foreign magic in exchange for either the famed weapon at Harpoon, or plans thereof, or at least a good, long look at it. Tazo has told Barran that he could build a ship stable enough to withstand the strain of launching 12-yard harpoons from its deck, provided Barran can obtain or construct a weapon to launch the harpoons in the first place. Though Amur offers precious ambergris, pearls, exotic slaves, and more, Count Solanthos refuses each offer. He is understandably loath to allow outsiders to learn the secrets of this "trump." Barran therefore decides to try to get the information illicitly. He has one advantage over the Lunars, who also want to get their hands on this military intelligence: if his plans are found out, he faces no long term political repercussions, whereas the Lunars would find Sun County a much less hospitable place should they steal the secrets of the weapon at Harpoon.

If the adventurers are friendly to Count Solanthos, he may hire them to keep an eye on Amur and to thwart any attempts on his part to get plans of the weapon. Amur makes inquiries in the underworld of Pavis to contact people who would be skilled and unscrupulous enough to take the job. Clever adventurers, especially ones with the right contacts, might be able to thwart Amur at this point by discovering his plans and exposing them to the authorities. Otherwise, the adventurers may have to fight off Amur's men as they try to sneak into the area where the weapon is kept.

If the adventurers are not Sun Domers and are not friendly to the Count, Amur may find them very useful. As locals, they know their way around better than Amur, and they may be able to help him hire the sneaks he wants or do the job themselves. Amur pays with pearls, which are much more valuable here in Prax than in the East Isles where he acquired them. Here in Prax they are worth about 300 L each (average mass: 5 grams). Amur is prepared to pay the characters one to five pearls each, depending on the services they provide. (Amur does not want to sell the pearls and pay the adventurers cash because selling so many pearls at once might attract attention. Besides, it is much easier to carry the adventurers' pay in his pocket in pearls than in coins.)

In either case, Amur is not so interested in the weapon that he wastes life wantonly. A few landbound men more or less in the world means little to him, but he does not want to spoil his or Barran's chances to be welcomed in Corflu in the future just to learn something about a weapon that he might not be able to replicate anyway. His men, therefore, are likely to back off if getting the information is only possible by risking a lethal fight.

To make matters more politically complicated, Lunar intelligence could detect Amur's intentions. Eager to get plans to the weapon themselves without having to force their way in and hurt relations with the Count, they could tacitly and covertly aid Amur in his goals. Help could include freeing a certain gifted thief from prison, refusing (or merely pretending) to investigate reports that Amur is hiring spies, and possibly warning Amur if his opposition is on to him. A spy for the Lunars might even arrange to be hired on so that he can report his news back to Sor-Eel. (See ***Sun County***, p. 56, and ***River of Cradles***, pp. 119-120, for more details of the device at Harpoon.)

The Ever-Burning Torches

Blood of an enemy, burn this enemy!Blood of a weakling, burn this weakling!

— Deathlord Kruuzig Ogg, using a Torch of Ever-Burning to light a ceremonial fire under a captive

Before Time began, Zorak Zoran ambushed Yelmalio and stole his fire powers. Zorak Zoran kept some of Yelmalio's burning blood and shared it with his followers. This ever-flaming divine blood proved useful many times before and since the Dawning.

Hundreds of years ago, Cragspider took some of this blood and enchanted it onto the ends of thirteen lead rods. These devices, which she traded away, are known as the Torches of Ever-Burning (or the

Torches of Blood, by Yelmalions). These torches have found their way into various hands over the centuries, though the Yelmalions have managed to capture and sacrifice five of them.

This adventure also allows Barran to serve either as a distant patron or enemy. In this case, however, the stakes are a little higher because Barran needs the ever-burning torches for his eventual battle with the Vomiter, whereas the design of the weapon at Harpoon is not necessary to his plans.

Barran needs the Torches of Ever-Burning to slay the Vomiter. To be sure that he accomplishes his task and that the loss of a torch or two does not ruin his plans, he wants three of the torches. Luckily for him, his contacts say that there are three to be had in Prax.

Long before the Belly of the Eel adventure, Amur contacts the adventurers and asks them to find the torches for him. He pays in pearls (300 L each), ten pearls per torch.

If the adventurers are Yelmalions, Amur may make a special deal with them. Amur tells them where to find the torches, and possibly provides some funds or magical items to help them in retrieving them. In return, the adventurers are to hand the torches over to Amur. Once Barran is through with them (and Amur cannot specify a time), he will return the torches to the adventurers. The adventurers may be able to negotiate a fee in addition to the information regarding the torches' location.

The torches are owned by Kruuzig Ogg, a great troll Death Lord of Zorak Zoran in the troll area of Pavis. They serve as a symbol of his power, since they result from the victory of his god over Yelmalio. Using force to overpower the troll and his allies would be suicidal, but trickery offers other options. Straightforward stealth is possible, but adventurers who do their homework may find out that Ogg displays the torches on Zorak Zoran holidays as a show of status. (He also gets a bit drunk on these days, making the torches even easier to swipe.) Truly resourceful adventurers may find other trolls that would help them get the torches, since their loss would cause a loss in Ogg's status, and allow rivals to get ahead of him in the troll community.

If you want an excuse to send the adventurers into other areas of Prax (or even beyond), then Ogg only has one or two torches, and the adventurers have to travel to find the others. (You may have to adjust pay for the torches if they are harder to find.)

If you prefer Barran as an antagonist, then the adventurers may be assigned or hired to guard a Lokarnos merchant as he brings three treasured Torches of Ever-Burning to the Sun Dome Temple to be sacrificed. Hired thugs and thieves threaten them on the trip, and Barran and his crew may even confront them as they ford the Zola Fel.

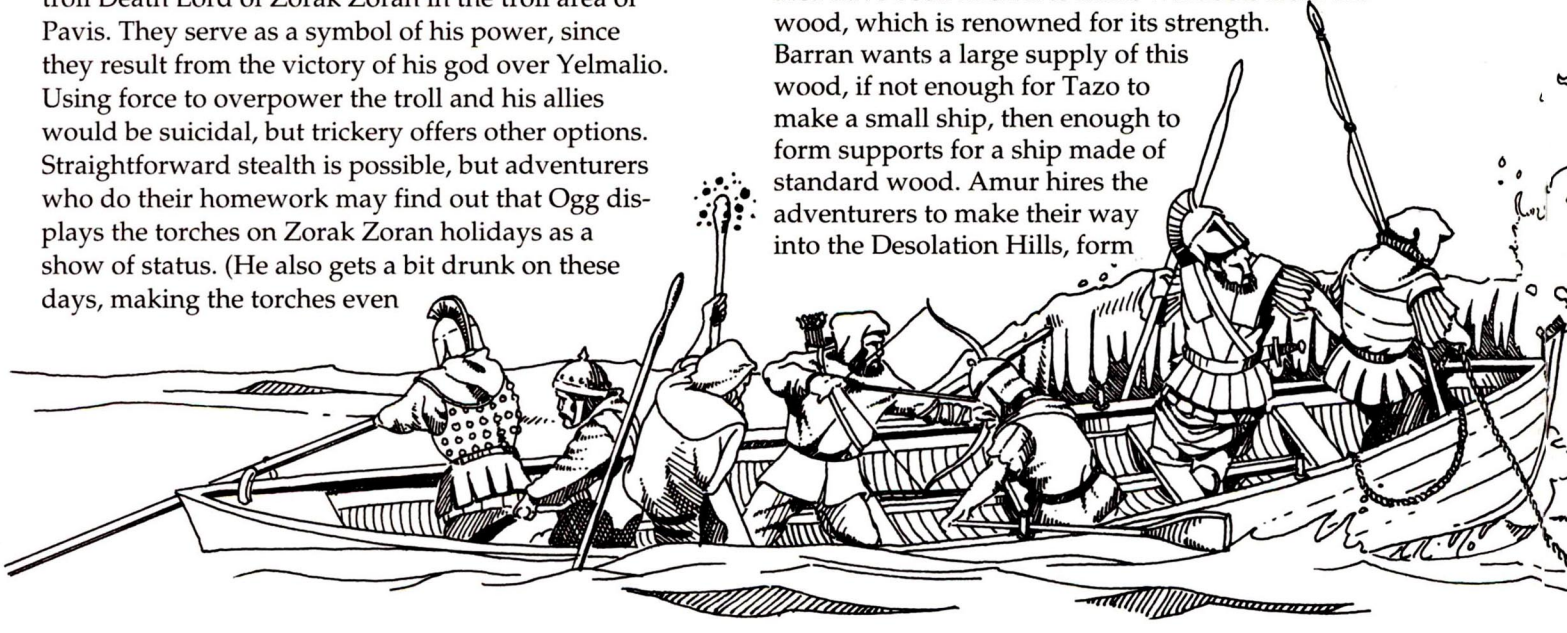
River Rafting

Giantboot trees? Yeah, I heard of 'em. But let me tell you, there's a reason *smart folks don't go into those hills cutting 'em down.*

— A Pavis local, expressing concern for the adventurers' well-being

This adventure again uses Barran as a distant patron. It is an opportunity for the adventurers to tour the length of the River of Cradles.

In the Desolation Hills north of Pavis grows the giantboot tree, so named because the giants in that area have been known to make warboots from the wood, which is renowned for its strength. Barran wants a large supply of this wood, if not enough for Tazo to make a small ship, then enough to form supports for a ship made of standard wood. Amur hires the adventurers to make their way into the Desolation Hills, form



Hunting the Spotted Shark

a raft out of the trunks, and float it down to Corflu. There the adventurers are paid for their trouble, and a business contact has the wood stored in a warehouse there. (Amur and the Churner have already left by that time, and it may be years before Barran returns and needs the wood.)

Friends and eavesdroppers may let the adventurers know in no uncertain terms that the Desolation Hills are quite a danger, but stout adventurers should be able to handle many trolls and a magical beast or two. The real challenge, it turns out, is getting that raft down to Corflu. When the adventurers get their wood out of the hills and they think the danger has passed, the fun has just begun.

All along the river the adventurers will have random encounters with ducks, dinosaurs, newtlings, nomads, bandits, and broos. Falls and fords present special obstacles. At one shallow ford, sandbar, or other trouble spot, the adventurers may have to hire some nearby nomads or baboons to help them get the raft into deep water. These hirelings take the opportunity for petty larceny, slipping valuables into their pockets or dumping them into the river to be retrieved later.

In addition to random encounters, various folks settled along the river can provide happy diversions or annoying difficulties. Tax-happy Lunars at Pavis, Chaotic raiders on Ogre island, troll children practicing with their slings from the Troll Stronglands, xenophobic Sun Domers, and Duke Raus's men provide a string of hassles and dangers. Since wood is a rarity in Prax, and giantboot wood even rarer (and more valuable), various authorities (and bandits) may attempt to intimidate or force the adventurers into giving up their raft. Lunars might confiscate the raft to pay some contrived "rafter's tax," river people might take at least some of it as "dues" required to let the adventurers use the river, the Sun Domers might confiscate it and explain that the characters are suspected of running hazia, and Duke Raus might have his men take it by force and pay the adventurers a nominal fee for "compensation."

If your players are good role-players, just the experience of being stuck on a large raft together with nothing to do may be enough to drive the characters crazy.

Traveling at about one knot (almost 2 km/hr) for 24 hours per day, the rafters can get from the Desolation Hills to Corflu in about eight days. Stops for food, rest, and obstacles will extend this time. At your option, you can count time that an adventurer spends poling or directing the raft as practice with the Boat skill. A little experience in this skill, and with Swim, may serve the adventurers well in later adventures with Barran.

Search for the Sea Princess

So you're the land-lovers that Amur has been telling me about. Hmph. What are you staring at?
— Barran, on meeting the adventurers

In this adventure, Barran is again a patron, but this time the adventurers actually meet him. It serves as a bridge from the previous adventures, in which he was more distant, to "Belly of the Eel," in which he works side-by-side with the adventurers.

Through intermediaries — which may be Amur An Zed, friends of the adventurers, street hustlers, or whoever is appropriate — Barran lets it be known that he is seeking brave people to explore a dangerous area for him. As the location is to the west in the Rozgali Sea, Barran will be providing the transportation. The adventurers must find their way to Corflu and wait for the Churner to come to port. (Barran cannot afford to have the ship sitting in port waiting for the adventurers, so he has been off on a trading or fishing expedition.)

Once on board, the characters first meet the sailors. Compared to the typical group of adventurers, the sailors are a motley group, representing ethnic and cultural groups that most Praxians have never encountered. Play up the foreign nature of the

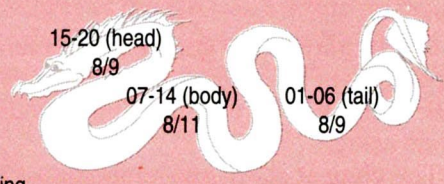
Churner's Skiff

Hull Type: Merchant **Hull Quality:** 10
Seaworthiness Max: 22 **Structure Points:** 15
Length: 5m **Beam:** 2m **Capacity:** .75 tons
Freeboard: .6m **Draft:** .3m
Crew: 4 rowers, 4 passengers.

The skiff is towed behind the Churner or stowed on deck in foul weather. It may be handled by one crewman, or rowed by up to four. Its broad beam makes it stable but slow. A sail and collapsible mast are stowed aboard and may be rigged for sailing.

Sea Serpent (10 Meters Long)

STR	29
CON	22
SIZ	29
INT	03
POW	15
DEX	09



Move: 3/5 swimming
Fatigue: 51
Hit points: 26
Magic points: 15

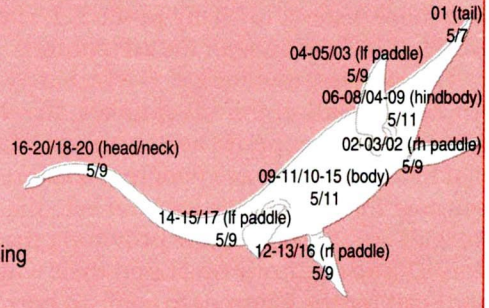
Weapon	*SR*	*Attk/Par%*	*Damage*
Bite	7	62/—	1D6+3D6
Constrict	10	42/—	3D6

Skill: No negative modifier due to SIZ. Climb 59.
Armor: 8-point skin
Note: A sea serpent can bite and then constrict 3 strike ranks later, in the same melee round. A successful constriction attack causes damage each round, and the adventurer's chest armor (only) protects until overcome. The adventurer can escape by overcoming the serpent's strength with his own.

The sea serpent may:1. bite oars and shatter them, 2. bump the skiff; test Boat skill or fall into the water, 3. Attack swimmers with bites or constriction, 4 climb aboard the skiff and attack crew with bites while constricting the skiff's hull.

Pleisosaur

STR	23
CON	16
SIZ	36
INT	03
POW	11
DEX	19



Move: 3 swimming
Fatigue: 39
Hit points: 26
Magic points: 11

Weapon	*SR*	*Attk/Par%*	*Damage*
Bite	2	79/—	1D8+3D3

Skills: Hide 42, Dodge 40 (head/neck only)
Armor: 5-point skin and blubber
Note: The pleisosaur may: 1. bite the skiff, damaging its hull, 2. bite and shatter oars, 3. bite crew; on a knockback, the victim is dragged into the water.

sailors as they and the adventurers size each other up. If asked about their captain, the sailors laugh and say something noncommittal, like "You meet him tonight, friend."

Indeed, Barran does not show himself until The Churner is out of port and the land is out of sight. Then he comes from his quarters and meets the adventurers. He asks them of their nautical experience, if any, and what manner of beast they have faced and defeated. Nothing they say seems to impress him.

After quizzing the characters a bit, Barran explains in more detail the task for which he has hired them. He explains the story of Serpent Harbor (see below) and says that they are to enter it, since neither he nor his men can. He provides them with a boat for the excursion. There they are to search for an alluring sea princess, a beautiful woman with pale skin, green hair, and a voice like a songbirds. She is, Barran tells them, on one of the islets. When they find her, they can, with kind words and welcoming gestures, persuade her to get in their boat and return her to the ship. Their pay is to be 1,000L each in pearls.

And if they happen to encounter a spotted shark with a head like a hammer, they are to get back to the Churner as fast as possible. It is an extremely dangerous beast that is known to roam this area. Hiding on an island is no solution, he says, because the Spotter Shark is relentless, and it will circle the island until the adventurers starve to death.

To protect them, Barran lets the adventurers use his anklet with the bound undine. He instructs them to Control the elemental, command it to push them back to the ship, and then cast Mobility on it to speed the escape. With a 35 STR, the undine can push up to 550 kg through the water at full speed.

Actually, there is no sea princess. The shark is what Barran is after, and the adventurers are bait. He expects them to boat around until the shark scares them away, and then they will lure the shark right to Barran's waiting harpoon.

After briefing the adventurers, Barran wordlessly returns to his quarters. For the remainder of the journey, he captains the ship without dealing with the characters. They rely on Amur or on friends made among the crew for more information or help.

The sailors may be interested in sharing stories with the adventurers. For the sailors' stories, make up whatever strikes your fancy. The sailors are likely making it up anyway.

When the Churner reaches Serpent Harbor, the sailors train the adventurers for a day in how to use the boat that Barran provides. (Ten hours of training

are likely to help only with low Boat scores, but they're the ones who most need the help anyhow.)

Serpent Harbor

When Dormal reached the Three Step Islands in 1580, the Underdecker confronted him and threatened to sink his ship unless he struck a deal. Knowing that his failure would mean great reluctance to try opening the seas again, Dormal listened to what the creature of Magasta had to say. The Underdecker, which was, until Barran killed it, one of the more foresightful of Magasta's creatures, realized that opened seas meant an end to the way the sea monster had lived for centuries. The seas would no longer be theirs alone. Hoping to preserve some refuge from the surface-travelers, the Underdecker made Dormal swear that neither he nor any who used his secrets would ever enter a cluster of small islets near the Three Step Islands. Dormal agreed, finished his voyage, and made history. Ever since then, however, the creatures of Magasta have known there is a place where they can go that no sailor can find them, and that cluster of islets has come to be known as Serpent Harbor.

Any initiate or priest of Dormal who enters Serpent Harbor loses the ability to Open Seas. The ability cannot be regained.

The "harbor" is actually a tight cluster of islands dotted with tide pools, underwater caverns, natural bridges, and other interesting features. Trees, shrubs, and grasses have gained hold on some islands, and sea birds are common here. When the tide lowers, new islands may appear, or two islands may become one as the rock between them breaks the surface, so mapping the harbor is practically impossible. Since the islands rise steeply out of the water, the water between them sometimes takes on the appearance of a canal. Altogether, the harbor is two kilometers across east to west and three kilometers across north to south.

When the Churner nears Serpent Harbor, the adventurers are placed in the skiff (see nearby box) and sent on their way alone; the Churner stays clear of the harbor. As they row into the harbor, the adventurers first encounter a sea serpent and/or pleisosaur. Sailors rarely visit the harbor, so these monsters may be curious, playful, or aggressive at the GM's discretion. If attacked, the monsters defend themselves, but do not fight to the death. The disturbance, however, attracts the attention of a nereid.

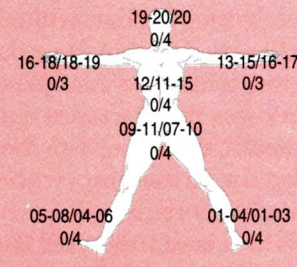
Ouwashilombiss

She is quite surprised to see the adventurers, as this area is considered a safe haven from sailors. She forms her body and comes out of the water to talk to them. While over-eager adventurers may mistake her for the "sea princess," she has long black hair and greenish skin (not matching Barran's description of the "princess").

If threatened, she slips away. If approached with respect, she may speak with the adventurers. She can tell them that there certainly is no sea princess around here that she's ever met. This news may lead

Ouwashilombiss, Nereid (Ocean Nymph)

STR	15
CON	09
SIZ	10
INT	19
POW	23
DEX	18
APP	15
Move:	3/9 swimming
Fatigue:	24
Hit points:	10
Magic points:	23



Total ENC = 1. Fatigue = 23.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Whip	2	45/—	1D4+1D2	1.0/6

Spirit Magic: (141-ENC) Binding 3, Detect Enemy, Disrupt, Heal 4, Extinguish 3, Shimmer 4, Coordination 2

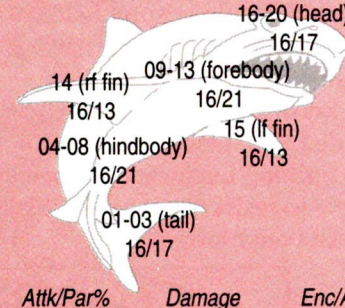
Divine Magic: (100-ENC) Float II, Breathe Air/Water, Shield II

Special Magic: May form body at will. Can transform herself into an undine (SIZ is 1 cubic meter per magic point expended). Can command one incomplete creature living in her waters at a cost of 1 magic point (no resistance, lasts one hour).

Skills: Dodge 101
Languages: Seaspeech 49/00, Tradetalk 22/00
Armor: None

The Spotted Shark, Creature of Magasta

STR	60
CON	42
SIZ	60
INT	09
POW	24
DEX	10
Move:	12
Fatigue:	102
Hit points:	51
Magic points:	24



Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	6	84/—	2D6+6D6	—
Fin Slash	9	50/—	6D3	—

Note: If a shark's bite misses or is dodged, a fin slash takes place 3 strike ranks later. If the bite hits or is parried, the shark does not slash.

Skills: Smell Blood 98
Languages: Sea Speech 36/00, Tradetalk 09/00
Armor: 16-point skin

the adventurers to head back to the Churner. If so, it is a fine bit of foreshadowing because the real reason for their presence appears: the Spotted Shark. If the adventurers have befriended the nereid, she may be with them when they meet the shark, and thus may be able to help them escape.

The Spotted Shark

Eventually the adventurers spot the black fin of a huge shark at some distance. Give them a moment to react before the Black Shark raises its head above the water and addresses them. If none of them speak Sea Speech, they hear an unintelligible garble, but the Shark says, "Barran, how dare you come in here. Barran, where are you? Who are you?" When the shark sees that Barran is not among the adventurers, it attacks, smashing into the boat and hoping to dislodge the adventurers who should, if they are wise, beat a hasty retreat.

Which is exactly what Barran wants them to do. When they retreat, the enraged shark comes after them and follows them out of the islands, whereupon Barran pounces on it and slays it.

The adventurers may be upset with Barran, but he refuses even to speak with them. They are beneath his notice once again, and his underlings deal with the adventurers, paying them, congratulating them, and trying to soothe them if they are (understandably) angry.

Legend has it that the Spotted Shark was once light gray, and that it appealed to Magasta to be made black as death. Magasta agreed that the color would be appropriate, but only after the shark proved itself. He granted the shark a special gift: that every time it killed a sentient being, it would develop a small black dot on its hide. The creature is now covered with large spots, each made up of smaller black blemishes, and it is hard at work completing its transformation.

It knows that Barran is after it, and it has so far avoided him. Once it sees its foe, however, especially if its fighting instincts have been aroused, it will be unable to resist the urge to attack, even if the attack is against better judgment.

Belly of the Eel

No, I don't know what he intends, either, but I think it would be best if you helped him in any way you can. I'm not telling you that you have *to help him, at least not yet.*

— Captain Flactus, pressuring an adventure into accompanying Barran

Barran confronts, the Vomiter, a monstrous, spiritual sea creature. Barran and the Vomiter are fated to meet in combat, which only one of them will survive.

Preparations

Barran, his followers, and the adventurers, come to Corflu before the arrival of their foe, the Vomiter.

Setting up the Adventurers

If you have the time and inclination, you can use one or two adventures of your own design to prepare the adventurers for their encounter with Barran. Doing so helps to make sure that the adventurers will be equipped to handle the encounter and the resulting adventure. The shorter adventure ideas listed earlier also help prepare the adventurers.

Getting Adventurers to Corflu

If the adventurers aren't already intending to head to Corflu, you can use any of several means to "encourage" them to head in that direction.

- The adventurers undertake either the "Rafting the River" or the "The Ever-Burning Torches" adventure and end up in Corflu, where the Vomiter has already begun to manifest itself.
- The adventurers commit some crime against Magasta and suffer a curse dooming them to face the Vomiter. Use this curse as a plot device to force the adventurers into cooperating with Barran when he attacks the Vomiter. You may, for instance, put the adventurers in a position that allows them to deride a priest of Magasta, desecrate the shrine to Magasta at Corflu, kill a creature sacred to Magasta, or so on.
- Cult signs or portents lure them to Corflu (or scare them out of their current habitation of choice). Veterans of the "Troubled Waters" campaign (see ***River of Cradles***, pp. 81-141), as friends of the Zola Fel and its Corflu priest, Reverend Sa'arrachmbro, may be summoned by obscure dreams or cult messengers asking for their help.
- Enemies, such as a Rhino Rider Kahn or the Sun Dome Templars, are after the adventurers. Going to Corflu (and from there possibly to just about any other place on Glorantha) may prove prudent.

• Sartar patriots may hear rumors of a naval expedition being planned in Corflu by the Lunars to invade Karse. One crackpot partisan plot to thwart this expedition may include persuading Magasta cultists to send monsters against the Lunar troop transports. Another scheme is to enlist the aid of the Wolf Pirates, promising rich spoils from easily-plundered, clumsily-crewed troop transports. Sartar rebels fleeing Lunar justice may also try to board a ship headed west, where they hope to assist in the defense of Whitehall and Heortland.

• Sailors in Pavis shanghai the adventurers and put them bound and gagged on a raft heading through Corflu and to a waiting Fonritian ship. The kidnapping would proceed as planned, but the confusion caused by the Vomiter in Corflu (see below) gives the adventurers an opportunity to escape into the port. You can combine this plot with the "curse" described above as follows: the adventurers escape from the slavers' ship into the water near Corflu and swim to the nearest light. The light, unfortunately, comes from Amur, who is worshiping at the altar to Magasta. The adventurers clamber onto shore in the darkness and cannot see where they are until Amur rushes at them cursing in Kareeshtan. After that, only aiding Barran will free the adventurers from Magasta's curse.

• Someone that an adventurer is madly in love with is going to Corflu. The afflicted adventurer follows his heart and convinces the other adventurers to accompany him. (At Corflu, the beloved might or might not be found, depending on what you think would make the better story.)

• The adventurers hear of strange visions and spiritual manifestations in Corflu and investigate, as heroic and terminally curious adventurers should. This option is the least dramatic but also the least intrusive possibility.

Depending on the lure to Corflu and on your judgment, the adventurers may arrive at any stage of the increasing manifestation of the Vomiter. The Vomiter is fully manifest during the Sacred Time, so the adventurers ought to arrive in Storm Season.

Barran at Corflu

In Stasis week of Storm Season, a Kralori trader comes to Corflu hauling behind it the broken remains of an Esrolian merchant ship. The broken ship is the Churner, showing the damage it suffered while Barran killed the Norican Giant, a gigantic merman. (Barran offers this news to no one, nor does he have any prize from the kill. Magasta knows who slew whom, and that is all that matters.) Barran and his followers are on the hulk. Barran's next target is the Vomiter, and he has come to Corflu to build a sturdy ship from the giantboot wood he has stored there.

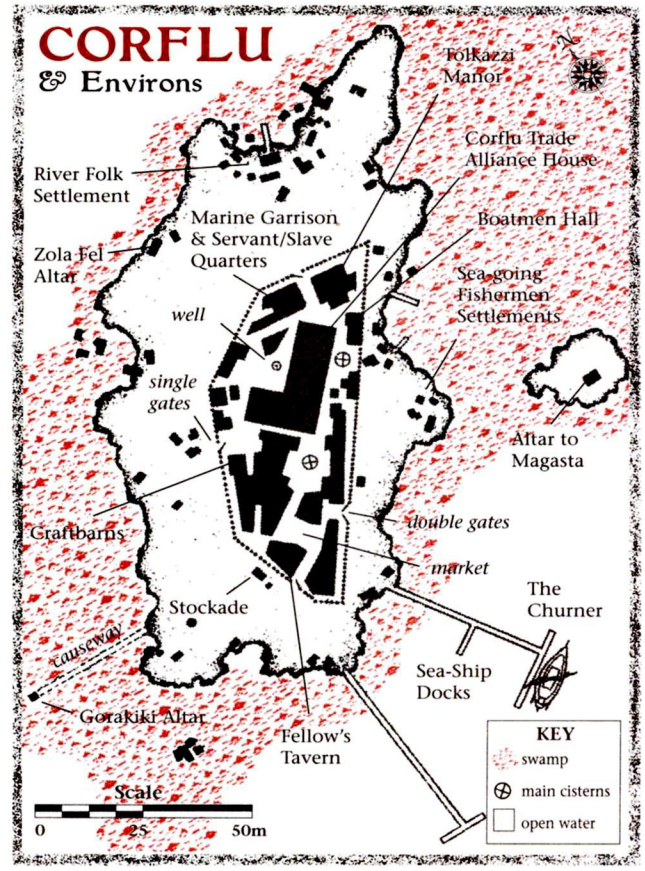
The Vomiter, impatient to resolve the conflict, finds him here. The Vomiter surrounds Corflu on the Spirit Plane and slowly begins to manifest itself physically (see below).

The Vomiter at Corflu

If you want to stretch this introduction out, then start Stage One on Waterday of Movement week in Storm Season. Stages Two and Three start on successive Waterdays, and Stage Four starts with the start of the Sacred Time. If the adventurers are in and around Corflu for other reasons, then stretching out the arrival of the Vomiter makes the eventual confrontation more dramatic (as the players realize that it's been building for weeks). If you want a quicker resolution, then Stage One starts on Waterday of Truth week in Storm Season, Stage Two on Windsday, Stage Three on Wildday, and Stage Four on the first day of the Sacred Time.

Stage One

The Vomiter has come and hovers on the Spirit Plane "adjacent" to Corflu. At this point, the only tangible



manifestations it causes are clamminess, mist, and frequent rain. Damp weather is nothing unusual in Corflu, but sometimes the rain tastes salty, as if it were seawater. Martris Gratifex (the centurion of the Lunar garrison) worries that the water in the cisterns may become too salty to drink, so he orders emergency cisterns erected. Water is dumped into the regular cisterns only after it is checked and found sweet.

If the adventurers are in Corflu during this time, describe the weather, but let them think it's just harmless background or local color. Occupy them with something else, such as guarding a quick Lunar expedition to determine whether some unearthed stone is part of the statue from which the Watchdog of Corflu has been made. Only when the adventurers realize that this rainy weather is hanging on mercilessly, and that some of the rain is actually salty, need they take interest in it.

Stage Two

During this period the Vomiter is getting "closer" or more ready to appear, and its presence begins to affect the minds of those in Corflu. The dismal weather worsens, and hallucinations trouble the populace. (None of these hallucinations occur more than 300 meters from the Magasta altar, but since this area includes all of Corflu, even the Gorakiki altar, only careful thought and experimentation can spot this pattern.) Hallucinations may include:

- Dreaming that one is drowning, and waking up once one is about to run out of breath.
- The dark air seems to get denser until one is looking at the scene as if underwater, with light refracting down from above.
- As above, but out of the corner of the eye, one sees fish or the peering faces of mermen.
- What one is drinking momentarily tastes like salt-water.
- The smell of dead fish (or of other things that have died and bloated in the seas) fills the air.

The adventurers may fall victim to these hallucinations, or they may just see others reacting to things that are not there. For a random way to determine whether an adventurer suffers an hallucination, roll POW vs. POW as if attacking the adventurer with a POW of 18. If the "attack" succeeds, the adventurer has an hallucination some time that day. Roll once per day. (This attack's "POW" is lower than the Vomiter's, but it is not causing these hallucinations directly. Rather, they are a side-effect of its presence.)

This stage should creep the adventurers out. Obviously, something is happening, but they may not know what. Sharp-eyed or well-connected adventurers may see Reverend Sa'ar, Martris Gratifex, and Captain Flactus meeting together, concerned expressions on their faces. These leaders, however, don't share information with the populace.

If the adventurers have no reason to stay in Corflu, you may invent a distraction, such as delivering a message to some compatriot somewhere nearby. Otherwise you may "trap" them in Corflu by having the ship they intend to sail on need some major repairs. The outbreak of hallucinations may be a unique opportunity for adventurers who are of a mind to assassinate some Lunar guards, steal some valuable trade goods, or spy on trading rivals. The unsettling circumstances puts some guards on alert, while making most guards less likely to notice stealthy adventurers.

Stage Three

In this stage, actual danger as well as fear takes hold. Not only do the hallucinations intensify, but actual watery spirits appear in Corflu. (Since the adventurers may be used to hallucinations by now, they may well ignore these manifestations, believing them to be figments. You can even encourage this mistake by describing a spiritual manifestation as if it were just another hallucination. "The hallucinations continue and get more realistic. For example, when you're checking with the captain, a school of fish seems to float out of the water toward the two of you." No need to tell the player that these fish are dangerous, not until the adventurer finds out for himself.)

Spiritual manifestations may include:

- Fonritian Sailors. These appear to be actual animated corpses of drowned sailors. Their once flashy pants and vests are tattered and waterlogged, their flesh swollen and puffy, and their eyes long since pecked out by opportunistic fish. Though these things are spirits, the Vomiter's presence is blurring the boundary between flesh and spirit, so they seem perfectly physical. Much to an attacker's surprise, however, these things attack with a form of spirit combat (see description). These things may attack the adventurers outright at any time, day or night, or the adventurers may see others being attacked by these things and have the opportunity to rescue them. (Perhaps Barran first becomes interested in the adventurers when he sees them fight these things.)
- Tentacles of the Deep. Tremendous, shadowy tentacles worm their way up out of the water and into Corflu. Stretching as far as they wish, the things snake through the island. Foods the tentacles touch

Semi-Corporeal Ghosts

Fonritian (Agimori) Males

SIZ 13
INT 10
POW 15
DEX 11
Move: 3
Magic points: 15

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Grapple	8	Special	1D3 mp	—

Notes: Fights with these creatures appear to be physical, but the outcome is determined using spirit combat.

The adventurers may attack the sailors, but only magical attacks succeed (e.g., a sword with Bladesharp on it, or Disruption). When an adventurer uses a magical attack of any kind, let the player roll magic points vs. magic points, just as in normal spirit combat. (You may wish to allow the player to roll for whatever attack he thinks he is making, and use that roll to determine whether he overcame the target's magic points. That way the players are not sure why certain attacks work so much better than others.) When the sailor ghost strikes back, it seems to make a physical attack, such as a grapple or punch, but the success and effects of this attack are determined by normal spirit combat rules.

The rules for spirit combat with these creatures is different from regular spirit combat in that:

1) More than one combatant can engage a single target.

2) Embodied spirits (e.g., adventurers) can initiate spirit combat.

An embodied spirit can only attack these ghostly manifestations with a magical attack of some kind.

Anyone whose magic points drop to 0 is overcome with a desire to leap into the water and drown. These "possessed" characters can be restrained, but while "possessed" by this urge, they have +3 to their effective STR and do not suffer the results of fatigue. Any magic directed at the "possessed" character must overcome the equivalent of 15 magic points.

become water-logged. They grab and constrict anyone they touch (POW roll vs. 15 allows one to dodge the tentacle). Those grabbed take 1D6 general damage per round for 1D4 rounds. Armor does not reduce the damage, though protective spells do. Fortunately it is relatively easy to keep out of the tentacles' paths, as they are slow and blind. Confused, the Watchdog of Corflu may try to step on the tentacles that reach onto the island, or on the supposed octopus or squid beneath the waves, but there is nothing physical to step on.

• Merman shaman. Actually travelling the Spirit Plane, this fellow has discovered the pseudo-spiritual area that the Vomiter has created. He is swimming lazily about in ghostly form, observing the strange and scary land-dwellers.

• School of Fish. A huge school of fish comprising scores of different species — including some deep-sea monstrosities that people in Corflu have never seen — "swims" through the air in Corflu. Each person in its path is struck by 3D6 fish, and each one attacks once in spirit combat as it "swims" through the victim. A fish's POW is only 10, so chances are the adventurers will be able to withstand the attack easily, but anyone who falls to 0 Magic Points or below falls unconscious and has terrifying nightmares of being eaten alive by hundreds of fish while sinking helplessly into the darkness of the deep, deep sea.

Spectral Fonritan Sailors

• The Vomiter Itself. At this point one can make out a band of darkness in the water about 50 meters across. It completely surrounds Corflu, forming a circle whose center is the altar to Magasta and whose radius is 300 meters. (It is only a few meters west of the Gorakiki altar, the part of Corflu that is farthest from the altar.) The circle's circumference is 2 kilometers. The darkness is intangible, and details cannot be made out, but this is the Vomiter, encircling Corflu and waiting to swallow Barran.

Stage Four

As dawn comes on the first day of the Sacred Time, the dark band surrounding Corflu takes form as the

Vomiter, a two-kilometer-long eel, 50 meters across, rising 10 to 30 meters out of the water, in a complete circle around Corflu. (The adventurers had better be in Corflu at this point, because otherwise getting there and meeting Barran is going to be a problem.)

At dawn, the alarm bugle of the Lunar marines wakes the adventurers (and everyone else in Corflu). Aware that something strange has been happening and alert for more problems, the people of Corflu are ready to respond to emergencies; when the alarm is sounded, they pour out of their homes and race around until they find out what is going on. (That's not hard to do, because no matter what direction they choose when they look away from Corflu, they see the Vomiter.)

The Watchdog, which spans the channel several hundred meters to the south, is outside the Vomiter's circle. The Lunars direct the thing to attack. The Watchdog, at 72 meters, is taller than the Vomiter, so those looking to the south can see the top of it over the Vomiter's back. The Watchdog launches itself against the thing's side and tries to bite it, but the curve of the Vomiter's side is so gradual that it's like trying to take a bite out of a wall. The Watchdog struggles in vain (with no response from the Vomiter) for about two minutes before giving up.

The Watchdog then backs up about one hundred meters, charges the Vomiter, and butts it with its head. This attack is enough for the Vomiter to notice. The eel rears its head, curves it back to the Watchdog, grabs the statue in its mouth, and flings it through the air. The Watchdog lands with a tremendous splash of water and mud, buried halfway in the silt and sand of the delta in five meters of water. (A crew of laborers and engineers will be needed to rescue the Watchdog, but as they are currently in Corflu, they will not be able to reach the Watchdog until the Vomiter is gone.)

When the Vomiter attacks the Watchdog, the resulting churning of the water throws huge waves against Corflu. The buildings on stilts are spared, but boats and floating piers smash into each other or against the island itself. Luckily, the Vomiter settles down, encircling the island and waiting.

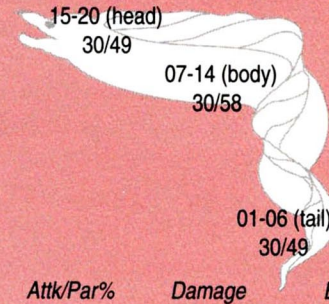
The officials may attempt other attacks on the Vomiter, all of which succeed only in bolstering the impression that the Vomiter is invulnerable. Any attacks successful enough to hurt the Vomiter cause it to thrash (churning up destructive waves again) and possibly menace Corflu directly. If the adventurers are riling the eel and putting Corflu in danger, Captain Flactus sends marines to apprehend them (or ask them please to stop, if they are powerful enough to make the official wary of them).

For its part, the Vomiter patiently waits for Barran. Occasionally it thrashes some in the water to keep its exposed back and its gills cool and moist, and these thrashes may do more damage to structures in or near the water, but mostly it just sits and waits.

In the centuries of the closed seas, the Vomiter came to be known by many names in different lands.

The Vomiter– Creature of Magasta, Gigantic Eel

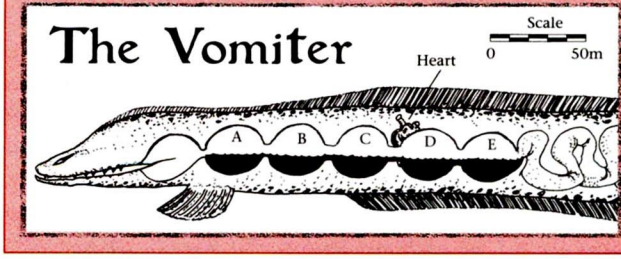
STR	150
CON	75
SIZ	615
INT	14
POW	50
DEX	10
Move:10	
Fatigue: 225	
Hit points: 345	
Magic points: 50	



Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	6	134/—	1D10+23D6*	—

* Since the Vomiter's jaws are 25 meters across, they do half their damage to a random location (use missile/spell hit location chart) and the other half applied to general hit points, with only the lowest armor rating of any hit location counting for that damage. Also, since the jaws are so large, one cannot parry them and the target can only roll to dodge if he gives up his attack that round and has space to run away when the jaw comes down. The Vomiter can bite several characters within 10 meters of the main target. The attack rolls against these targets are at 1/2 normal chance. The Vomiter can swallow any creature up to SIZ 50. It can also "hold back" and swallow targets without damaging them, provided they are size 40 or less. (For creatures SIZ 41 to SIZ 50, the Vomiter must do at least minimum damage as the creature strikes its teeth.)

Magic: see below
Skills: Scan 141, World Lore 18.
Languages: Seaspeech 34/00
Armor: 30-point scale and peripheral muscle
Other Features: The Vomiter's powerful spirit is able to shrug off minor magics just as its skin is able to shrug off most physical damage. The Vomiter has the equivalent of a permanent Countermagic 4. Since this feature is an innate part of the Vomiter's spiritual being, it is never "knocked down" when it is overcome.
Note: Only gigantic attackers (SIZ 51+) need roll for hit location. Smaller attackers can choose the location targeted.



Magasta is the Lord of Monsters, and this gigantic eel helps populate the seas with these creatures, so in the East Isles they called it the Midwife. In Pamaltela, they named it the Polisher, saying that it improves Magasta's treasures just as a gem-polisher improves Pamalt's treasures. In Esrolia, however, they named it for the unique way in which it brings forth new monsters. They call it the Vomiter.

The Vomiter is a monster of monsters. It swallows creatures of the sea and transforms them into monsters within its gullet. Inside the cavernous stomachs of the creature, those things it has swallowed fight each other. Those that slay other creatures grow in power and ferocity until the Vomiter regurgitates them into the sea. (The Norican Giant was an example of the Vomiter's handiwork, as were several other previous victims of Barran's quest.)

The Vomiter can take spiritual or physical form. It prefers the physical form, swimming through the world's deepest waters, swallowing whatever is large enough to attract its interest. In spiritual form, however, it can detect chosen prey at a distance. It took spiritual form so it could find Barran. (Barran had told Magasta in prayer that the Vomiter was his next target. Magasta let the Vomiter know, and it did not want to wait unduly for the encounter.)

In physical form, the Vomiter is two kilometers long and about 50m thick. It weighs in at over 3 million tons (SIZ 615). The head of the thing is fearsome, with a wide, curved, toothy jaw and huge eyes leering out from under bony brow ridges. Giant gills move like bellows on either side of the head. Behind the gills are two huge fins. A ventral and a dorsal fin each start about 100m from the tip of the snout and travel the rest of the length of the eel.

Preparing for the Attack

Stymied by the Vomiter, the Lunar authorities look helplessly about for ideas. Luckily, Barran is here and ready to launch his attack. He just needs some combat-worthy mercenaries to join his cause.

Allying with Barran

Barran has a plan. Before he killed the Norican Giant, he questioned it about the Vomiter's interior and learned what he needed to know. He plans to let his ship be swallowed, take it to the Vomiter's fourth stomach, cut through the wall of the stomach, and touch fire to its heart. This action will kill the Vomiter. The main problem is that monsters-in-the-making lurk in the alimentary canal, and he wants some warriors with him to protect him. He reveals as little of his plan as possible, fearing that those he hires would not be brave enough to agree to such a plan. (They are land-lubbers, after all.) If he can, he hires (or forces) the adventurers to accompany him without first telling them his plan. (This secretiveness is an opportunity for sneaky adventurers to wheedle information out of Amur or to get a look at Barran's notes and sketches while he isn't around. Maybe they can piece together the plan that way.)

The adventurers may agree to work with Barran in any of several possible ways, depending on what fits the needs of your campaign.

- Barran puts a large treasure of pearls, gems, precious shells, and exotic, foreign goods under the care of Gratifex. He says that this impressive cache (worth approximately 15,000 L) will belong to those who accompany him in his slaying of the Vomiter. (No one knows the exact value of the cache, and no one really will until it is sold.) In this option, he simply hires the adventurers. If they insist on knowing his plan, he may concede, or he may bluff them into accepting the plan. "Frightened o' me, er yeh? Well then, you'd lack the stomach fer deeds such as I need done. Can yeh tell me where I could find *real* men o' backbone in this town?")
- Shamans or other holy men determine that some of the people in Corflu are cursed and must be sacrificed to the creature in order to appease it. Everyone casts lots, and the adventurers lose. (An especially appropriate option if the adventurers have earned Magasta's wrath, as suggested above.)
- Barran announces that he will slay the beast if he has the aid of [insert the appropriate number] stout-hearted adventurers. (Note that he will not explain how he intends to kill the thing.) The adventurers may volunteer, or the Trade Alliance may raise funds to post a reward for those who undertake the mission. Alternatively, Captain Flactus drafts the adventurers into service and orders them to aid Barran.
- Barran has powerful sway over those who listen to him (like the mariner in the *Rime of the Ancient Mariner*), and the adventurers come across him in Fellow's Tavern. As he explains that he has been sailing the open seas almost as long as Dormal, he seems to the players like a character thrown in for color, but when he explains that he is fated to fight the Vomiter, the adventurers realize something is up. By this time, however, the force of his tale has grabbed each adventurer by the heart, and they are compelled to help him.
- Add a twist to the above, if the adventurers are low-power: On the way to Fellow's Tavern, the

adventurers see a mixed party of more powerful adventurers get assaulted by one of the Vomiter's manifestations. The group of NPCs is delayed, and the adventurers continue on. They meet Barran, as described above, and after they have heard his tale, the other adventurers enter. Barran had heard that a powerful party of adventurers was in Corflu, and assumed that the adventurers were they; he is disappointed that he has wasted his geas on the less powerful adventurers, but what's done is done, and he accepts the help of the adventurers.

• If the adventurers are low power, they may receive gifts from those gathered at Corflu. Barran may demand that Captain Flactus and Gratifex find valuable equipment for the adventurers to use, "a mighty small price to pay fer riddin' yersel's o' this beast." Have NPCs provide adventurers with items like power storing crystals, healing potions, and spell matrices. These items should fortify the adventurers without overshadowing their own abilities.

Preparing the Churner

Ever since Barran arrived at Corflu, Tazo has been working hard on the Churner. First, he repairs the damage that the Norican Giant caused. Meanwhile, Amur presents a document at a warehouse proving ownership of a supply of giantboot wood. He has also hired shipwrights to aid him, paying them with strangely minted gold and pearls.

Once Tazo repairs the hull, he cuts off the mast of the ship at one meter. When Tazo has finished, the result is a ship with no means of propulsion. The steering boards and sweeps remain for maneuvering, but that is all.

Amur buys some items and commissions others to equip the Churner, including the following items:

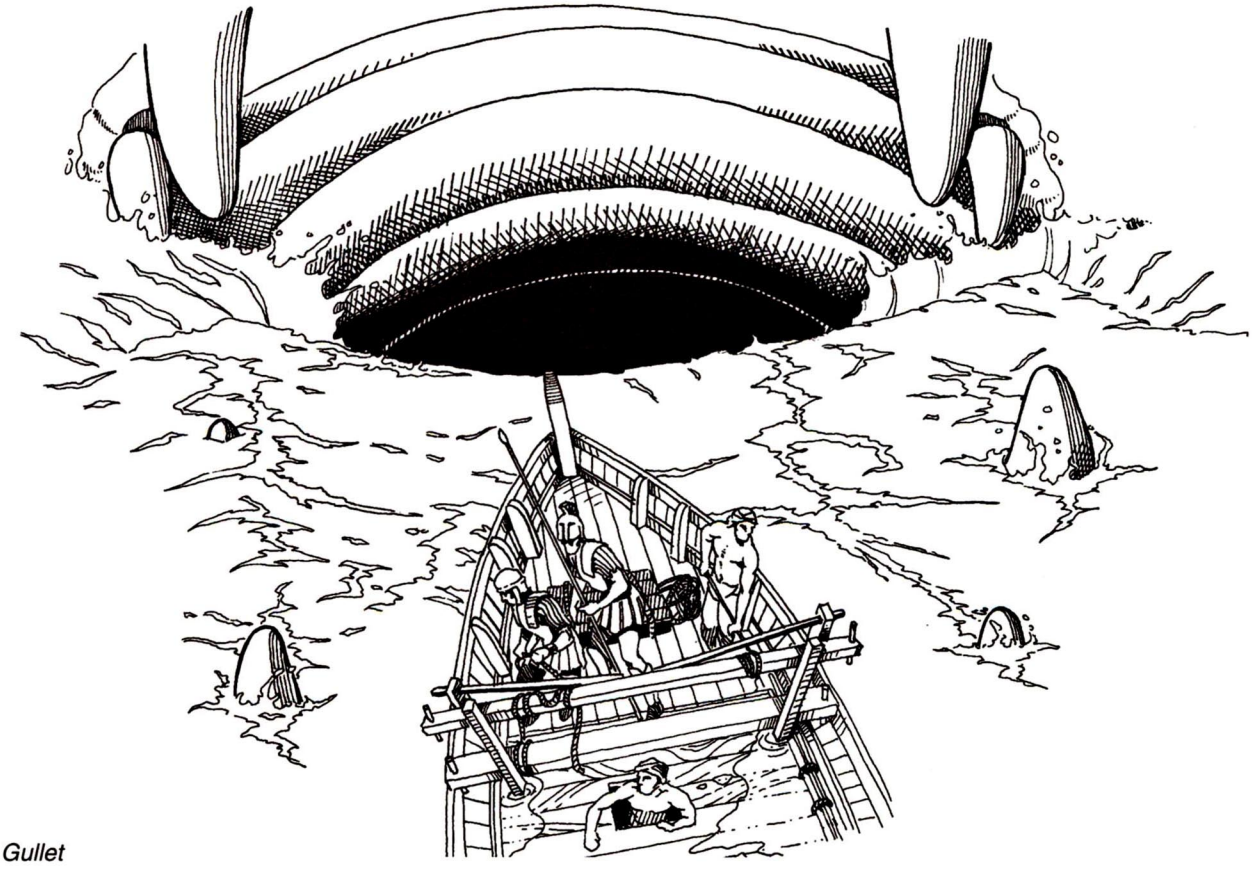
Hooked oars: At the end of twelve oars are three bronze hooks, each 25cm long, like claws. Amur refuses to explain the significance of these claws.

Food and Water: 5 liters (= 5 kg) of water per person entering the Vomiter, plus enough food for one day. While this is not much, and Barran doesn't think it will be necessary, he is loath to set sail without minimal provisions aboard. All these goods are securely lashed to the deck.

Boat: A simple rowboat with two normal oars, also lashed very securely to the deck.

Fishing Gear: Harpoons, rope, nets, line, hooks, and so on. Barran doesn't want to set sail without this gear aboard.

Pole Knife: A very sharp, double-edged blade on the end of a thick, 3m pole.



Into the Gullet

Into the Gullet

You must decide which of Barran's followers are going into the Vomiter with him. If the adventurers are weak, you may have all three accompany Barran in order to help the adventurers cope with the dangers present. (The regular sailors who survived the encounter with the Norican Giant are ordered not to accompany Barran. They are not good enough fighters, and martial skill is more important than sailing ability for this mission.) If the adventurers are rune level, then Barran may decide to say good-bye to his followers in Corflu and leave them behind rather than risk them. (This tactic keeps the adventuring party small and easy to handle, and keeps the NPCs from stealing the show.) If Barran's followers do not accompany him, Amur may explain to them (lying) that none of the followers are skilled warriors.

If a player or two does not have a character suited to the task at hand, let them run Barran's followers. (Letting a player run Barran would make him seem less superhuman, so don't do it unless you need to in order to keep a player in the game.) Players whose characters die in the eel can also assume use of Barran's followers, provided they have accompanied him in.

When staging fights between NPCs, don't necessarily detail them. The players don't know what the NPCs stats are, so if your adjudications differ from how the fight would actually turn out, your players will be none the wiser. With such powerful NPCs running the show, you must take care to keep attention focused on the adventurers, and fudging the fights they have helps do so.

The NPCs (Barran especially) may hold back against the mundane dangers in the Vomiter's gullet. They want to preserve their magic points and strength for later dangers. (Barran believes, rightly, that slaying the Vomiter may allow him to start a Heroquest, and he wants to be in top form in case that happens.) Conveniently, the reserve of the NPCs keeps them from outshining the adventurers.

Note that Barran does not need many crewmembers to run the ship, since they will be following the current of the Vomiter's alimentary canal, rather than sailing the open seas.

When Barran and those who will accompany him are ready, they board the Churner. At Barran's request, other sailors in boats push the ship toward the Vomiter's head. Remember that Barran has still not told the adventurers how he intends to take on the Vomiter.

As the Churner approaches the Vomiter, Barran calls for the crew to go below deck, and he follows them. At this point, in the dark, with the waves caused by the Vomiter's motions striking the hull, Barran says, "Men, grab holt o' so'thin' solid, 'cause wer a-goin' in." The adventurers have little time to protest or question, because the pounding of the waves gets mightier as the Vomiter moves to attack the ship. In predictable style, the Vomiter opens its mighty maw and swallows the ship.

The ride is anything but smooth, but as long as the adventurers are indeed holding on, they should suffer no ill effects. (Any loose items, however, go flying and caroming about the space, probably hitting at least one character.)

In the dark of the hold, Barran explains his plan. The only practical way to slay the Vomiter is to touch fire to its heart. It will vomit everything in its stomach out into the water and die. The Churner has to reach the fourth stomach, and there Barran will cut through the stomach wall and touch the heart with a Torch of Ever-Burning.

The Interior of the Vomiter

Within the Vomiter are four stomachs designed to transform things that the Vomiter swallows into horrors of the deep. Each stomach contains both air and water so that either air-breathers or water-breathers can survive inside. Magical light shines up through the brine, creating an ever-shifting pattern of light and dark on the grayish-yellow stomach wall. Glands beneath the surface of the stomachs continually excrete sea water, keeping the surfaces that are exposed to air moist. Rippling motions in the stomach surfaces keep the sea water moving along the alimentary canal.

Past the fourth stomach is a fifth stomach, where the Vomiter's regular alimentary canal begins. Glands here secrete digestive juices. Creatures killed in the earlier stomachs are digested here.

Debris litters the floors of the stomachs: stones, waterlogged boards from sunken ships, the corroding weapons of the fallen, silt, and so on.

The Vomiter's Creatures

In the Vomiter's gullet are creatures that it has swallowed and that have killed the Vomiter's other victims. As they have killed each other, those that prevailed have grown more monstrous under the magical power of the Vomiter. The intelligent ones have realized that killing things gives them their only chance to survive, and the unintelligent ones have grown incredibly ferocious.

If adventurers suggest that these things are Chaotic, Barran and companions argue fervently that

it's not the case. Magasta's power brings forth monsters, but not atrocities.

Monstrous Gifts

The Vomiter's monster-making ability affects the adventurers as well as the creatures already within the Vomiter. (The adventurers are no different from anything else that the Vomiter has swallowed. The Vomiter intends for Barran either to die or, better yet, to become a ferocious monster.) Whenever the text calls for a "gift," have the player roll 1D8 on the following chart. You may have the player write down the numbers rolled, or record the results yourself, but the player and the adventurer will not know what the gift is until it is discovered in practice.

Re-roll if a character gets gifts that overlap. Some gifts are cumulative. Instructions in brackets explain what to do if a single character rolls the same number two or more times.

For a more dramatic effect, if a player rolls a cumulative gift, then each succeeding gift is the same one again, rather than a random gift. In this way, that gift becomes much more potent and noticeable.

Roll	*Gift*
1	+25% Swim* [Cumulative]
2	Remain underwater three times as long as normal, i.e., make drowning rolls only once per three rounds. Does not affect holding breath in smoke or other asphyxiating agent. [Cumulative: Nine times as long on 2nd roll of this gift, then twenty-seven times, eighty-one times, etc.]
3	Understanding of the Seas: World Lore now counts for ocean knowledge, even if the adventurer has no previous experience with the ocean. If World Lore already counts for knowledge of the ocean, it gets a +10 bonus. [Re-roll]
4	Gain "berserking" ability; can put self in a rage (as per the spell Fanaticism) at the cost of 1 MP at any time. [Re-roll]
5	Immune to Fear, Demoralize, and similar attacks. [Re-roll]
6	STR +1, no limit. [Cumulative]
7	CON +1, no limit. [Cumulative]
8	1 innate armor point on every hit location. [Cumulative]

*Also adds to experience rolls with Swim.

A. First Stomach

When the Churner settles down enough for Barran and the adventurers to come up from the hold, they are in the first stomach. At its highest point, the ceiling rises 15m above the brine, and it curves down to all sides to create a 30m wide, roughly circular chamber. The walls are in constant motion, rippling in waves toward the back of the room, where a half-submerged circular passage 8m across leads to the second stomach.

Waiting patiently to feast on what enters the stomach are monstrous plesiosaurs. Choose a number of plesiosaurs that your adventurers can handle.

The tailward current is not particularly strong. It takes 20 rounds (4 minutes) for the Churner to reach the exit. Once there, Barran directs the adventurers to use the oars to guide their ship through the "tunnel" leading to the next stomach. The claws on the oar tips allow them to grip the wall and pull the ship along.

B. Second Stomach

This stomach looks much like the first, except that more flotsam litters the water surface. Lurking underneath this junk is a nereid named Othuglistikot and her octopus. The Vomiter swallowed the nereid years ago, and she adapted to this area, taking it as her home. The transition, however, damaged her disposition, so she can be cruel and unpredictable. Most likely, she simply attacks the adventurers. She spies on the Churner as she casts her defensive spells, then attacks when her spells are set. The octopus attacks the ship while Othuglistikot hangs back and casts spells at the adventurers.

Though it's a long-shot, adventurers who talk to her get her attention. After all, it's been years since someone has talked to her. If talked to, she calls off the octopus and parleys. Handle this encounter carefully. If the adventurers compliment her on her beauty (she has precious little, the ugliest naiad you'll ever see), they may have quite a friend. (Her friendship comes in handy when the Vomiter regurgitates them, as she may be able to rescue weapons, familiars, and other valuables from falling into the water and being lost. She may even save the adventurers from drowning.) If, however, the adventurers say something that Othuglistikot can take as an insult, she renews (or starts) the attack. After all, it's been years since she's been insulted, so her skin is thin.

It takes 30 melee rounds (six minutes) to traverse this stomach just following the current to the "tunnel" leading to the next chamber.

C. Third Stomach

Deep, slow, rhythmic pounding fills this stomach. Two seconds pass between the first and second beat and three seconds between the second beat and the first beat of the next cycle. As the adventurers near the tailward end of the chamber, the pounding seems louder. The water here contains various large fish, such as barracuda and sharks, but these creatures are harmless to people on the Churner. (If Milnim is in the brine, he quickly ascends to the ship rather than needlessly fight these things.)

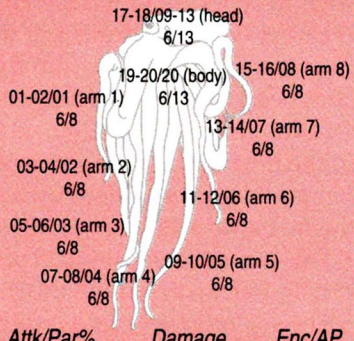
Unfortunately, several ludoch mermen died horrible deaths here, and their wraiths are waiting to

Monstrous Octopus

(12 meters from tentacle-tip to tentacle-tip)

STR	63
CON	20
SIZ	42
INT	03
POW	16
DEX	12

Move: 1/4 swimming
Fatigue: 83
Hit points: 31
Magic points: 16



Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Tentacle	6	65/—	3D6	—
Bite	9	45/—	6D6+venom	—

Skills: Hide 70, Search 48, Scan 48.

Armor: 6-point skin

Gifts: Only truly exceptional attacks on the octopus may earn an adventurer a gift.

Notes: The octopus can attack with eight arms simultaneously in the water or with four arms against targets outside of the water. (For every arm used outside of the water, the octopus must keep one in the water and out of combat, for balance and buoyancy.) When the octopus grabs a target, it hauls the target into the water if it can succeed in a SIZ vs. SIZ roll. (The octopus uses its SIZ instead of STR because in the "water" it relies as much on its own inertia as on its strength to pull something in. If it tried to pull a SIZ 60 [4800 kg] object into the water, it would just succeed in pulling itself up out of the water.) If the target resists by grabbing onto something, he can add his STR to his effective SIZ for this roll. If the character is tied or otherwise secured to the ship, the pull of the octopus can damage the character, generally 3D3 to 3D6 per round, depending on how the character is secured. For example, a single rope lashed around the waist is going to hurt a lot more than ropes connected to a harness of other device for distributing the force on the body.

Unless the attacker can reach the water, simply roll 1D8 to determine which arm is hit.

This octopus is large enough that hit location for its targets is irrelevant. When it hits, its tentacle wraps around more than one hit location. Its first hit on a target does no damage, but the octopus grabs the target. When a target has been grabbed twice, the octopus begins to constrict and wrench him, doing 3D6 each round. Roll hit location each round to see which part of the body is hurt. On any round that a hit location is being wrenched, the character cannot use that hit location. Start wrenching damage at SR 1 of the round after the second tentacle hits.

Armor only protects against these tentacles until it is overcome, so record accumulated damage to each hit location as the tentacles constrict tighter and tighter.

The octopus's venom has a potency of 13. If the bitten adventurer resists the poison, he still takes 1D6 damage. Otherwise he suffers the full 13 points.

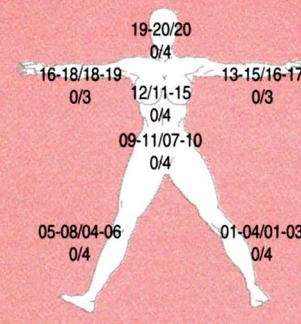
Successful melee hits against the octopus from characters on the Churner are always against tentacles.

Othuglistikots

Corrupted Nereid (Ocean Nymph)

STR	16
CON	09
SIZ	(10)
INT	15
POW	27
DEX	13
APP	11

Move: 3/9 swimming
Fatigue: 25
Hit points: 9
Magic points: 27



Gear: Total ENC = 1. Fatigue = 24 (25–1). Carries a whip.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Whip	3	36/—	1D4	1/6
Whip + Spells*	2	57/—	1D4+3	1/6

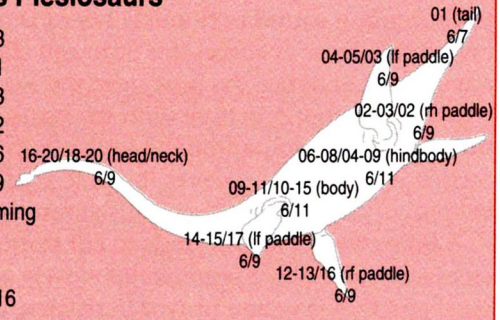
*Speedart and Coordination

Spirit Magic (135 – ENC): Coordination 3, Disrupt, Extinguish 3, Shimmer 4, Speedart, Slow 3.
Divine Magic: Drown x4
Other Magic: Can change into an undine (size 1 cubic meter per magic point expended). As an undine, she can only use her underwater "smashing" attack if she can smash the victim against the ship. In addition to her regular attacks, she does 1 point of damage per round to those that she envelops. If destroyed in this form, she is dispelled and must expend more magic points to appear in that form again. She can also control any one complete living creature in her waters for one hour at the cost of 1 magic point with no Resistance roll.
Skills: Dodge 96-ENC
Languages: Seaspeech 45/00, Tradetalk 12/00
Armor: None
Gifts: The adventurer who lands the killing blow on Othuglistikot earns a gift.

Monstrous Plesiosaurs

STR	33
CON	21
SIZ	33
INT	02
POW	16
DEX	09

Move: 3 swimming
Fatigue: 54
Hit points: 27
Magic points: 16



Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	4	71/—	1D8+3D3	—

Spirit Magic (80): Innate Demoralize ability (2 mp).
Skills: Hide 36, Dodge 46 (only applies to head and neck).
Armor: 6-point skin and blubber.
Gifts: Whoever fights the most effectively against the plesiosaurs (in your subjective opinion) gains a gift.
Note: If the adventurers are fighting these things such that the monsters' heads and necks are exposed but nothing else, then do not bother to roll on the above chart.

Ludoch Merman Wraiths

CON 33
INT 13
Move: 17
Hit points: 33
Magic points: 17
Special Attacks Only

Magic: INT attack: match the magic points of the wraith against the INT of the target. If the wraith succeeds, the target takes 1D6 damage in a random (spell/missile) hit location. The target has a mental image of being ripped to shreds by barracudas. This is considered to be a form of spirit combat, and spells such as Spirit Block or Spirit Screen reduce the wraith's success chance appropriately.
If the target is sleeping, unconscious, incapacitated, or reduced to 0 magic points, the wraith reduces the target's INT by 1D6 instead of doing physical damage. It gains 1 magic point for every INT point it steals.

The wraith can only be hit by magic. From enchanted weapons, it takes only the bonus damage provided by the enchantment.
Armor: None, but only affected by magic.

attack any who come here. They cannot leave this area, the place of their deaths. (See page 56 for profiles of the ludoch mermen wraiths.)

These horrific spirits were once ludoch mermen who were swallowed by the Vomiter. They look like hazy skeletal mermen with rotting flesh hanging on their bones, and they fly through the air as if swimming underwater. As they approach, the characters feel the touch of a clammy, stinking wind.

It takes 30 rounds to float through this stomach.

D. Fourth Stomach

This room is shaped like the previous chambers, but the pounding sound previously heard is quite oppressive here. A successful Scan roll allows an adventurer to notice the port side (the Vomiter's right) wall bulging in time with the beats. Barran tells the adventurers to paddle the Churner to the bulging section of the wall, retrieves the pole-knife, and begins cutting into the Vomiter's stomach wall.

It takes Barran four rounds to cut through the stomach wall (which regenerates slowly as Barran cuts) and then a round or two to reach a Torch of Ever-Burning through the bleeding wound to touch the heart. (If the ship is lurching because of a certain sea serpent, as described below, Barran may have a much harder time reaching the heart.)

Once Barran touches the heart with a torch, the Vomiter convulses and heaves the contents of its stomachs out into the sea (see below).

Should any of the adventurers try to attack the Vomiter by striking its heart, note that the protective sheath covering the Vomiter's heart, and the incredibly thick and tough muscle underneath, is more than enough to repel any but truly Heroic attacks. If an adventurer winds up touching the heart with fire, such as firing a Firearrow into the wound because the torches have been knocked into the "water," then that adventurer earns a gift.

In the meantime, a sea serpent has taken note of the ship and comes to destroy it. There are various ways the battle with the sea serpent can develop.

- The adventurers can deal with the serpent and then help Barran reach the heart.
- The sea monster can overwhelm the ship, forcing Barran and the adventurers to move to the rowboat to continue the mission. The sea monster crushes the Churner and ignores the tiny rowboat.
- The adventurers fight the serpent off, but it pushes them toward the exit, and the Churner is whisked into the next chamber. The adventurers then must fight upstream to get back to the heart.
- The sea serpent attacks the adventurers rather than the ship, if that's the kind of fight you prefer.
- The sea serpent is inevitably winning the fight, so some adventurers fight a holding action while the others help Barran complete his mission – the only way they can save themselves from the sea monster.

E. True Stomach

In this stomach, digestive juices attack organic matter to nourish the Vomiter. The liquid here does 1 general hit point of damage every round. It also reduces the Churner's seaworthiness by 1 point per round. By using the hooked oars, the adventurers may be able to pull the Churner back into the fourth stomach. Have each player whose character is attempting to do so make a STR X3% roll. Each round that at least two people make their rolls, they pull the ship closer to the fourth stomach. They need to succeed four times to force their way back into the fourth stomach.

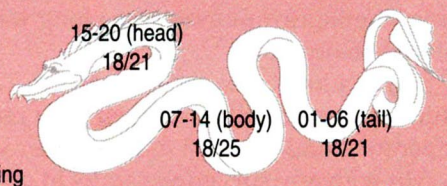
If the Churner's seaworthiness drops to 0, the digestive juices swamp the Churner, and the ship begins to sink. Characters may make Swim rolls to swim against the current; two rolls bring a character into the fourth stomach. If they get into the rowboat, three Boat rolls get the characters into the fourth stomach. Note that the sea serpent in the fourth stomach will not ignore the rowboat if there is no larger ship to distract it.

Out of the Gullet

When someone touches fire to the Vomiter's heart, it regurgitates the contents of its stomachs into the sea. The adventurers are swept out in a torrent that cap-

Monstrous Sea Serpent

STR	87
CON	63
SIZ	58
INT	02
POW	17
DEX	05



Move: 3/5 swimming
Fatigue: 150
Hit points: 61
Magic points: 17

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Bite	7	55/—	1D6+8D6	—
Constrict	10	35/—	8D6	—

Skills: Climb 55
Armor: 18-point skin
Gifts: Anyone who kills or drives off the sea monster earns a gift.
This creature is 20m long and about a meter thick at its thickest point. Covering its body are rough, interlocking scales.

This sea serpent simply tries to wrap itself around the ship and crush it. Those who get in its way may be bitten, but otherwise it pays no attention to the people on the Churner. Unless the adventurers can keep the thing from wrapping around the Churner, it has a good chance of crushing the ship. It takes the thing three Climb rolls to get all the way around the ship, and thereafter it begins to constrict.

sizes the Churner and smashes the rowboat. The first order of business, naturally, is saving oneself.

Since Barran has warned the adventurers of the upcoming upheaval, they can hold their breaths. They will not be able to breath for three rounds as they are pushed through the series of stomachs and plunged into the water. Due to the force of the torrent, however, they are not able to make their normal CON X10 rolls. Instead, they must make a CON X8 roll on the first round and CON X7 rolls on the second and third rounds. For each missed roll, the adventurer suffers 1D8 damage to total hit points.

Each adventurer can hang on to only two loose items (such as weapons), and must make a STR X5% roll to hang on to each. If an adventurer is hanging onto only one item, then he gets two STR rolls and hangs on if either one succeeds.

Once you have determined drowning damage, the adventurers find themselves floundering in water filled with debris and stink. Unknown to the adventurers, the Vomiter may well have moved in the time that they were in its gullet, discorporating from Corflu and appearing elsewhere, wherever you choose. Consider the following options.

Option One: Back in Corflu

The adventurers land in the water of the Zola Fel delta. They may land on sandbars or in shallow water, or in deep channels. Newtlings haul the adventurers onto reed boats and return them to Corflu. Any unconscious or drowning adventurers receive the help they need to survive. The adventurers may be quite beat up after the experience, but the people of Corflu gladly offer them succor until they have recovered. They are, after all, heroes.

Regurgitated with the adventurers are the Churner and Barran's followers (if they followed him in), but Barran himself has disappeared. As he had hoped, slaying the Vomiter opened the gate to the Hero Plane for him, and he is on his first Heroquest.

Any creatures left alive in the Vomiter's gullet spill out of its mouth and into the delta. Desperate for freedom, they swim out to sea rather than menace the adventurers or anyone else in the area. (Or perhaps they terrorize the Zola Fel delta, gobbling up riverfolk and newtlings like cherrries. Sea-savvy adventurers would be in great demand, yes?)

As to the Vomiter, you can make it easy on the long-suffering people of Corflu and have it discorporate, now that it is dead. A smellier option is for the three-million-ton eel that surrounds Corflu to sit and rot. The Watchdog (once it's rescued) may be able to carve it up with a specially made saw or hatchet, but even so, getting this much eel-flesh downstream and away from Corflu is a major task. (Eel will be a very cheap meal for a long time, and a thoroughly despised meal within two days.) Helping the cause is an endless supply of opportunistic sea birds, sharks, fish, and mermen that come to get choice bits before they putrefy. The adventurers may be able to sway local opinion as to what to do with the skull. Some want to tow it out to sea so as to be rid of the thing, but others want to clean and whitewash it to give Corflu a new, impressive landmark.

Option Two: Adrift

The adventurers are flushed through darkness and turmoil onto the high seas. Somehow it is night, even though they entered the Vomiter during the day. (When the Vomiter moved itself through the Spirit Plane, more time passed on the physical plane than in its gullet.) The adventurers must cling to flotsam to avoid drowning. Any adventurers knocked unconscious need to be saved by the others. (If you want to use this option, be sure that at least one adventurer remains conscious and that he can rescue the others; it would be a shame to have the adventurers die at this point. If Barran's followers were with him in the Vomiter, then at least one of them can be with the adventurers if they need saving.)

As it is night, the characters have no way to orient themselves except by the stars (World Lore rolls to determine the cardinal directions). As dawn breaks,

they can see that they are on an endless expanse of water, with no land in sight. Let them cook, starve, and dehydrate a while before anyone comes to save them. (A day or so before they are saved, they may even spot a sail in the distance, but unless they can think of a good way to announce their presence, it passes them by.)

And once they are saved, who is it pulling them out of the water? Fonritian sailors heading back to port? Sailors from the Eastern Isles? Chances are the adventurers find themselves largely at the mercy of people from a strange culture who speak a language they don't even recognize. Of course, if you don't want to put your adventurers through that, they could be found by Esrolian sailors near Genertela and possibly even returned to Corflu (eventually).

If you wish to be particularly merciful, the adventurers may be able to stay with the rowboat (and may not have lost all their possessions).

Option Three: Washed Ashore

The adventurers wash up onto a beach and come to as the tide rushes in and begins to splash them. They may find themselves just about anywhere: Pamaltela, Jrustela, Teleos, wherever you want them to be. As in the "Adrift" option above, the adventurers may find themselves at the mercy of very strange people who cannot communicate easily with them.

For a real trick, let the adventurers wash up separately. Each may think that all the others have drowned. One adventurer finds himself in a rugged, inhospitable land filled with savage beasts and hostile, primitive natives with poisonous darts. After a period battling dangerous creatures and people, eating grubs to survive, he stumbles into a village where the other adventurers are. This village, of course, is inhabited by universally good-looking, semi-naked natives who offer the newcomers all the blessings of their island or beach. (Imagine the haggard adventurer breaking through the brush to see his comrades lying in hammocks drinking coconut milk.)

Option Four: The Long Walk Home

The adventurers find themselves stranded on foreign but not-altogether-alien shores. They have only a fraction of the gear a typical character carries, so they must depend on their wits and daring, just as they did when they were beginning adventurers.

Adventurers stranded along the southern coast of Prax must contend with hot coastal marshes. They must either make their way along the coast through these marshes, or try to make contact with the Praxian nomads on the high plateau. Castaways on the coasts of Esrolia or Heortland may quickly encounter civilization of sorts, and people who speak their languages, but they face a long walk home with limited resources.

Barran's loyal companions (Amur, Tazo, and Milnim) knew that Barran might not return from this adventure, and planned to make their way back to Corflu with any surviving sailors to await either the return of their captain or a Divination that guides them to another destiny. If the adventurers travel with Barran's companions, they may find or build a boat. If no boat can be found, the sailors are like fish out of water on land, and will be most grateful for the companionship of landsmen on an overland journey.

Option Five: Prince Argrath

One possibility is to have the adventurers hook up with Argrath. In 1624, he returns to Corflu and liberates it from the Lunars, and the adventurers could be soldiers or sailors in his crew.

Other Tales of the Sea

Her lips were red, her looks were free,
Her locks were yellow as gold:
Her skin was white as leprosy,
The nightmare Life-in-Death was she,
Who thicks man's blood with cold.
– *The Rime of the Ancient Mariner*, Samuel Taylor Coleridge

Barran the Monster Killer may hypnotise player characters with his glittering eye in any seaport or river tavern in Glorantha. Magasta's monsters may also be found on land, and wherever they are found, Barran will pursue them.

Consider the following sources of inspiration for other appearances of Barran the Monster Killer.

He piled upon the whale's white hump the sum of all the general rage and hate felt by his whole race from Adam on down; and then, as if his chest had been a mortar, he burst his hot heart's shell upon it.
– *Moby Dick*, Herman Melville

One day, about noon, going towards my boat, I was exceedingly surprised with the print of a man's naked foot one the shore, which was very plain to be seen on the sand.
– *Robinson Crusoe*, Daniel Defoe

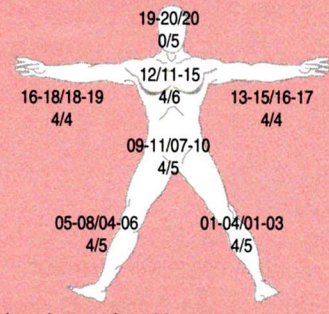
Consider also Jules Verne's *Mysterious Island* and *Twenty Thousand Leagues Under the Sea.*

For excellent scenarios, myths, cults, and lore of Glorantha's seas, check out **Tales of the Reaching Moon,** #10, Summer, 1993, the Sea Special. This 54-page issue contains cult descriptions for Dormal and Magasta, a survey of the gods of the sea, three ocean scenarios, an extensive essay with maps on Glorantha's oceans by Greg Stafford, an essay on the Wolf Pirates, and more. Available in the USA for $3.00 from David Gadbois, Box 49475, Austin, TX 78765 (checks payable to "David Gadbois"). Available in Britain for £2.00 plus 50p postage from David Hall, 21 Stephensen Court, Osborne Street, Slough, Berkshire, SL1 1TN.

Barran the Monster-Killer

Magasta Acolyte, Dormal Initiate; Human male, 43

STR	15
CON	15
SIZ	14
INT	14
POW	16
DEX	17
APP	07



Move: 3
Fatigue: 30
Hit points: 15
Magic points: 16 + 23 magic point matrix = 39

Gear: Total ENC = 4.95. Fatigue = 26. Clothes (2.25), harpoon, and knife.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Harpoon	2/7	109/—	1D8+1+1D2	2/10
Harpoon + spells*	1/5	135/—	1D8+1+1D3+3	2/10
Work Maul	6	83/21	2D6+2+1D4	4/12
Knife	7	71/11	1D3+1+1D4	.2/4
Fist	7	41/—	1D3+1D4	—

*Speedart, Strength 2, Coordination 4. If he has Seastrength cast, then his damage bonus is 2D3 and attack chance is 138%.

Spirit Magic (80 – ENC): Healing 2, Mobility 3, Protection 5, Speedart, Strength 2.

Sorcery (Free INT 0; Ceremony 81): Open Seas 93.

Divine Magic: Breathe Air/Water, Call Monster, Fear, Float II, Heal Wound (x3), Shield II, Worship Magasta (x2).

Skills: Boat 98, Climb 77, Dodge 36, Swim 96, Throw 55, Craft Wood 27, Human Lore 14, Shiphandling 103, World Lore 71, Devise 44, Scan 87

Languages: Esrolian 36/11, Tradetalk 25/00, Pidgin Kareeshtan 23/00, Pidgin Tanyen 19/00.

Special Items: **Ivory eye** in Barran's left socket is matrix for Second Sight (3), Demoralize (2), and Farsee 4. Bound into the eye is a magic spirit (INT 10, POW 15) with the following divine magic spells: Drown, Whirlpool 3, Submerge II. **Copper earring** in Barran's left ear stores 23 magic points. Sperm whale's **tooth** carved with a whaling scene serves as a matrix for Coordination 4. **Sharkskin belt** with a bound Magic spirit (INT 9, POW 18) with the spells Fang of Wachaza and Seastrength. **Clothes** woven from the "silk" of an underwater worm. They are shiny, and very resistant to damage (4 points of armor). **Bronze ring** containing an Intellect spirit with the spells Light and Heal 2. Barran gives this ring to whoever is on duty on the Churner. They often cast Light on the keel below the surface of the water to see hidden reefs better, or cast Light on a stone and toss it overboard to gauge depth. Sealskin **anklet** with matrices for Mobility 6 and Control Undine. It also contains a bound undine (STR 35, SIZ 5 cubic meters, POW 16, HP 48).

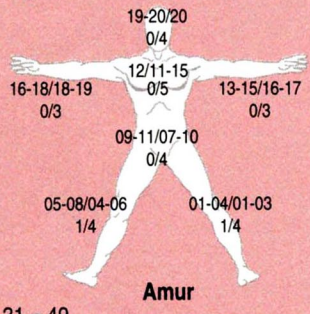
Harpoon: STR/DEX 9/13, Base % 05, Enc 2.5, Damage 1D8+1, AP 10, Range effect 10, Range Max 20, Rate of Fire 1/MR, P 200. The harpoon typically has a line attached to the butt.

Barran

Amur An Zed, Dormal Acolyte; Human (Agimori) male, 53

STR	11
CON	9
SIZ	12
INT	16
POW	18
DEX	12
APP	14

Move: 3
Fatigue: 20
Hit points: 11
Magic Points: 18 + pendant 31 = 49



Amur

Gear: Total ENC = 4.45. Fatigue = 16 with long spear & knife.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Long Spear	6	67/51	1D10+1	2/10
Knife	8	57/13	1D3+1	.2/4
Fist	8	44/-	1D3	-/-

Sorcery (Free INT 0, Ceremony 77): Open Seas 120

Spirit Magic (97 – ENC): Bladesharp 2, Coordination 3, Demoralize (2), Mobility 3, Protection 4, Strength 1

Divine Magic: Binding Enchantment, Decrease Wind II, Dismiss Magic II, Divination I, Float V, Heal Wound (x3), Predict Weather (x3), Soul Sight, Spirit Block III, Warding II, Worship Dormal (x4)

Skills: Boat 70, Netmaking 54, Craft Wood 69, Human Lore 47, Merman Lore 12, Shiphandling 26, World Lore 62, Swim 96, Summon 38, Enchant 56.

Languages: Kareeshtan 67/59, Trade 28/-, Esrolian 17/-, Pidgin Tanyen 13/-

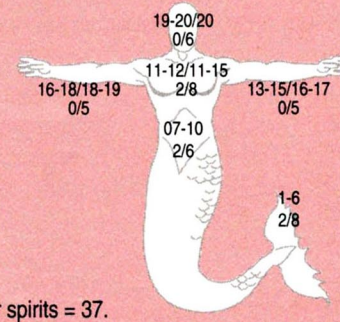
Armor: 1-point (magic) cloth pants.

Special Items: **Silver pearl** counteracts poison when placed in victim's mouth. It does not restore hit points already lost. **Aluminum pendant** is a Countermagic 2 matrix and stores 31 magic points.

Milnim Sharkblood, Wachaza Initiate, Ludoch Merman, 37

STR	14
CON	11
SIZ	17
INT	13
POW	17
DEX	16
APP	10

Move: 4
Fatigue: 25
Hit points: 14
Magic points: 17 + 20 Power spirits = 37.



Gear: Total ENC = 2.5. Fatigue = 23. Sharkskin vest (1.8), trident, knife.

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Trident	5	102/33	2D3+1D4	1.5/7
Trident* (T)	2	87/-	1D8+1D2	1/7
Knife	7	56/26	1D3+1+1D4	0.2/3
Tail Slap	7	50/-	1D4+1D4	-/-
Fist	7	43/-	1D3+1D4	-/-

* Cannot be thrown underwater.

Spirit Magic (91-ENC): Bladesharp 6, Demoralize (2), Heal 2, Mobility 2, Strength 1.

Divine Magic: (one-use) Drown (x2), Fear.

Skills: Dodge 27, Merman Lore 21, Listen 63, Scan 91

Languages: Cetoi 41/-, Trade 24/-, Pidgin Tanyen 20/-, Seaspeech 15/-.

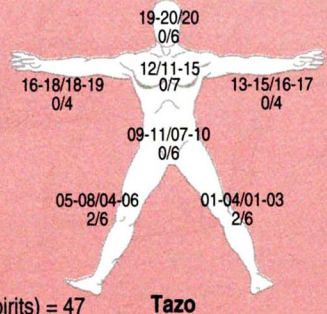
Armor: 2-point blubber on tail. Sharkskin (2-point) vest.

Special Items: **Blue pearl** from a giant clam serves as a Protection 4 matrix. **Magic crystal** on necklace worn tight around neck contains two 10 point Power spirits. **Leather bracelet** binds a Magic spirit with the divine spell Living Blade. Restoring this spell means returning to Vormain and going to a pirate temple, so Milnim uses it only when pressed.

Tazo the Shipbuilder, Dormal Initiate, Human (Kralori) male, 31

STR	16
CON	15
SIZ	17
INT	11
POW	13
DEX	12
APP	09

Move: 3
Fatigue: 31
Hit points: 16
Magic points: 13 + 34 (Power spirits) = 47



Tazo

Gear: Total ENC = 7.75. Fatigue = 23. Pants and sleeveless shirt (1.75), work maul (4), tool bag (2).

Weapon	*SR*	*Attk/Par%*	*Damage*	*Enc/AP*
Work Maul	6	64/47	2D6+2+1D6	4/12
Maul + Spells*	4	78/55	2D6+2+1D6	4/12

*Coordination 6, Strength 3

Sorcery (Free INT 0): Open Seas 11

Spirit Magic (67 – ENC): Coordination 6, Strength 3, Vigor 1

Divine Magic: Heal Wound I (one-use)

Skills: Boat 53, Swim 73, Craft Wood 65, Craft Shipbuilding 110, Animal Lore 13, First Aid 16, World Lore 56, Ceremony 52
Languages: Tanyen 39/00, Tradetalk 21/00, Esrolian 14/07

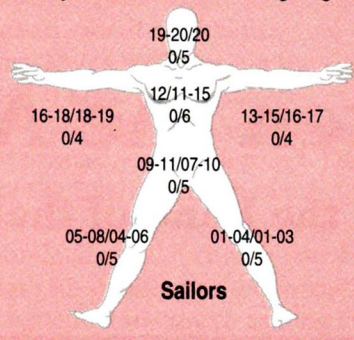
Armor: 2-point enchanted cloth on legs.

Special Items: Granite crab, a tiny but very strong magical crab (INT 2, POW 6) that Tazo keeps in a special pouch. It increases the duration of Strength and Vigor spells cast on Tazo to one hour. To use the crab, one must ally it by expending magic points and beating the crab's power on the resistance table using the magic points expended. These crabs are native to one island in the East Isles, and they are very rare. **Pants** (covering legs only) are enchanted to have 2 AP. **Nipple-ring** made of gold, contains three bound Power spirits (POW 14, 11, 9). It pierces his left nipple. **Nipple-ring** made of silver, contains an Intellect spirit (INT 3, POW 11) that knows the spell Comprehension 3. It pierces his right nipple.

Sailors, Dormal Initiates; mostly human males, average age 25

STR	14
CON	13
SIZ	15
INT	13
POW	11
DEX	14
APP	10

Move: 3
Fatigue: 27
Hit points: 14
Magic points: 11

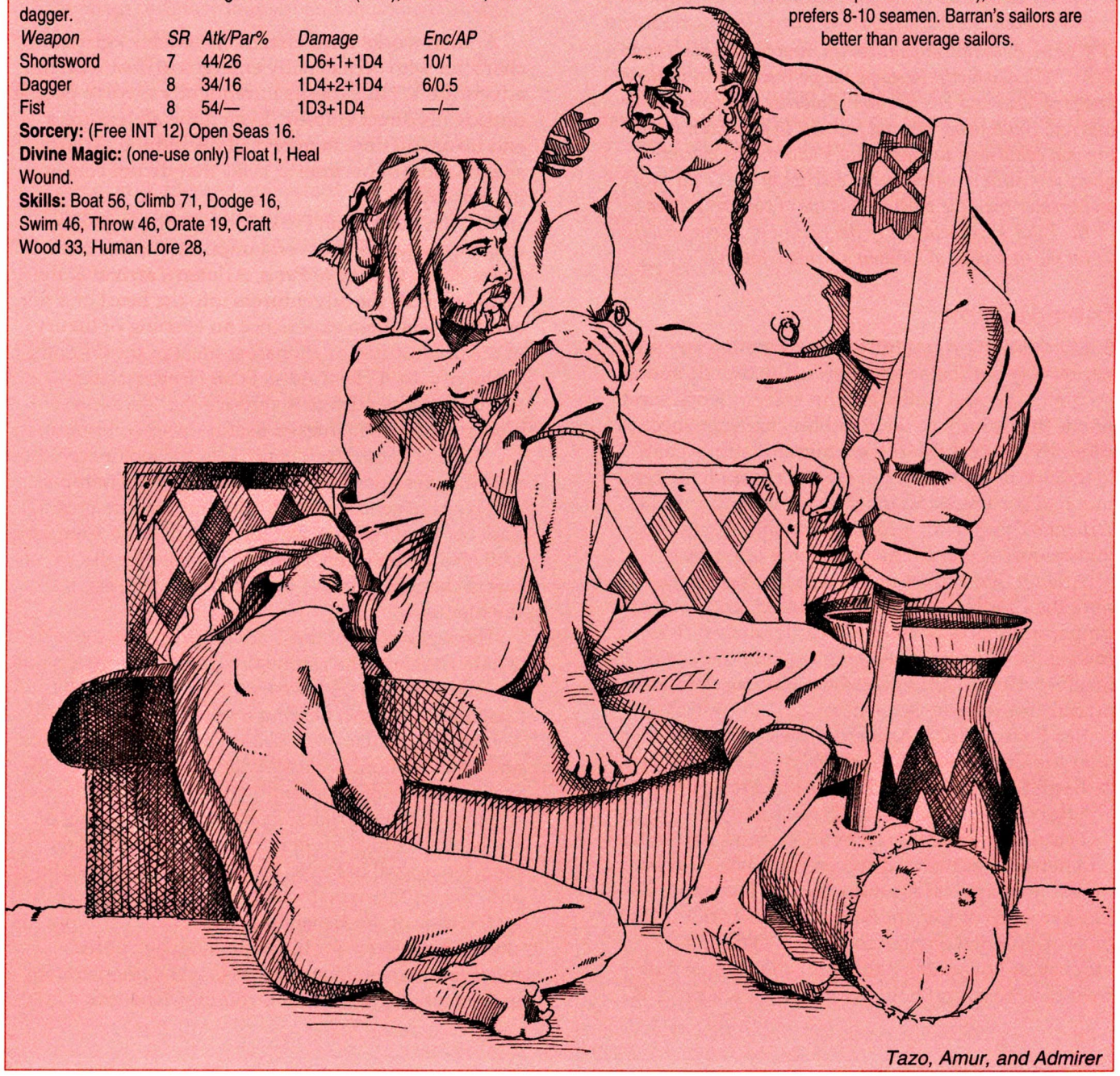


Sailors

Gear: Total ENC = 3.75. Fatigue = 23. Clothes (2.25), shortsword, and dagger.

Weapon	*SR*	*Atk/Par%*	*Damage*	*Enc/AP*
Shortsword	7	44/26	1D6+1+1D4	10/1
Dagger	8	34/16	1D4+2+1D4	6/0.5
Fist	8	54/—	1D3+1D4	—/—

Sorcery: (Free INT 12) Open Seas 16.
Divine Magic: (one-use only) Float I, Heal Wound.
Skills: Boat 56, Climb 71, Dodge 16, Swim 46, Throw 46, Orate 19, Craft Wood 33, Human Lore 28, Shiphandling 53, World Lore 33, Devise 34, Scan 51, Ceremony 21.
Languages: Native tongue (perhaps Kareeshtan, Tanyen, or Esrolian) 34/13, Pidgin tongue (varies) 15/00.
Armor: None
Special Items: Each sailor has at least one souvenir from his travels, such as a foreign fetish, a necklace of sharks' teeth, a piece of rosy coral, and so forth. The value of these items is highly subjective, and if sold could bring 50 to 500 L each. Some souvenirs may be enchanted.
Notes: These sailors are the hired crewmen on Barran's ship. They represent an average; individual sailors vary from these numbers. Each individual has some distinctive talent and fault; add +30 to a chosen skill (e.g., Craft Wood, Shiphandling) and subtract –20 from another skill (e.g., Swim, World Lore). The Churner requires a minimum crew of 6 seamen (in addition to the captain and officers), but Barran prefers 8-10 seamen. Barran's sailors are better than average sailors.



Tazo, Amur, and Admirer

Arlaten the Magus

A Western Wizard in the Land of the Barbarians

True Accomplishment comes from the Intellect and Will. Go forth! Reshape the polluted world in the image of Man and His Creator. Embrace the world as the cold and timid never do, and fear not to fail. Even in failure you come near to the Cup of Victory. The merest glimpse of such a marvel is the essence of the Great Work, and greater than the most joyous life of comfort and ease.

St. Talor's Exhortation to the Errant of Akem, inscribed on the first page of Arlaten's Private Journal

Introduction

Study this section carefully before running any scenarios. Pay particular attention to the description of Arlaten's magical tactics and his sorcery work sheet on the inside back cover. Read his character sheet carefully. Powerful sorcerers present unique challenges for the gamemaster. Do not cheapen the reputation of sorcerers and magi by presenting a weak Arlaten! Though not a combat specialist, his skills and resources make him a terrifying opponent.

Arlaten first arrives at Pavis in the short period after the Cradle descends the Zola Fel, and before the Emperor replaces Sor-Eel. An earlier arrival risks raising the question of Arlaten's role in the Cradle incident. Here is a suggested timeline for Arlaten's arrival and scenario sequence:

Sea Season, 1621: Arlaten arrives a few weeks after the Cradle events. *Guess Who's Coming to Pavis.*

Earth Season, 1621: *A Home Away From Home.*

Storm Season 1621 or 1622: *Black Magic.*

Because of the fear and revulsion most barbarians and nomads feel toward sorcerers, Arlaten works best as an employer for more civilized adventurers like Esrolians or Lunars. Sartarite adventurers may be open-minded enough to serve a wizard, but emphasize how much barbarian countrymen hate their new boss, and how unusual their tolerance is.

Arlaten works most effectively as a background character who occasionally emerges to deal with the adventurers. His projects infrequently involve people outside his direct employ. Even if the adventurers end up as full time members of his retinue, Arlaten spends most of his time at tasks that do not concern his employees.

Arlaten's arrival in Prax develops through three major episodes, and several important lesser ones. In *Guess Who's Coming to Pavis*, Arlaten's arrival at the Old Gate puts the adventurers into the heart of a riot, and then lets them experience an evening of luxury, at the modest cost of alienating most of the Orlanthi in the city. In *A Home Away From Home*, Arlaten enlists the adventurers to remove the "sots and blackguards" who infest a useful tower compound in the Rubble. *Black Magic* concludes the major scenarios with a series of encounters, assassination attempts, and magical sendings that culminate in a magical duel between Arlaten and the Queen of the Afengeng troll clan. In between, scenario hooks offer the adventurers chances to prove themselves in the services of the Magus.

Throughout all of these adventures, present Arlaten as someone essentially different from anyone else the adventurers have ever met. He treats all "pagans" the same, bearing no ill will toward Yelmalions, Lunars, or Orlanthi. Yet he reviles chaos and hates all nonhumans. Arlaten does not fit on the scale of behavior expected by most people in Prax.

Finally, show Arlaten's progress as a resident of Pavis by his quick mastery of the languages of the area. On arrival in Pavis, he speaks only Tradetalk, and that with peculiar word choice and syntax. But by the time of the *Home Away from Home* scenario, his skill in New Pavic (or the main language of his retainers) shows great progress, as is demonstrated in the monologues found throughout the text.

Background and History

Arlaten follows the Rokari sect of Malkionism, the dominant sect of Noloswal, his birthplace in the duchy of Nolos. Though trained by the Rokari college in Noloswal, and under some religious vows, Arlaten's station is not primarily one of a priest. His vows make him part of the "clerk" section of the clerical hierarchy of the Rokari church; such vows make him a layman nominally under church law. He may marry and maintain his own household and income independent of the Rokari church as long as he maintains the Law of Malkion. He owes a greater tithe than an ordinary layman and must provide his skills to the church as well.

Arlaten comes from a family of wizards in Nolos, though none of his living relatives have achieved his level of power and ability. His luck is in part due to Arlaten's inheritance of magical artifacts passed down through generations to the most deserving and talented male child. An Intensity Doubling Crystal and the Amulet of Law (containing the Wheel of Wrath) are the most important of these.

Arlaten in Prax

In the realm of True Things, where all that once was existed, a great garden belonged to the sorcerer Jeneer. When Jeneer fell from the Laws of Malkion, devils seized him, destroyed his garden, and infested what remained. Later the Remaining Law killed the Devil's body there. What was once Jeneer's Garden is now called Pracks by its savage residents.

– History of Mortal Sins, Nolos Cathedral of St. Talor

Arlaten left Noloswal on pilgrimage to the Holy City of Malkonwal. Intending to show his devotions to the various holy shrines in Malkonwal, he also hoped to purchase relics and artifacts. There he ran afoul of members of the Order of the Knights of Malkonwal and he had to leave in a hurry. The first ship out was heading east for Corflu.

Other rumors lured him to this Creator-forsaken land. Arlaten knows of ancient texts mentioning the glories and riches of Robcradle. Rumors speak of great beasts found here, ones perhaps marketable as familiars back in Nolos. Most importantly, no member of the Brotherhood has ever been known to travel further than Knight Fort, on the far southwestern border of Prax.

Arlaten's Evil Twin

The Doctrine of Indestructibility teaches us that the True Form of things cannot be altered. Things may only be Refined toward Purity, or Polluted away from It. As it is with the rebirth of souls, necessary for continued progress to a pure form across many lifetimes, it is actually a service to pagans to remove the accretion of impious experience within the world. Shorn of such pollution, their next incarnation may, at the Creator's whim, allow true progress along Malkion's path. Thus the tapping of pagans allows them faster return to their unpolluted form, and Union with Solace.

– Archbishop Korlossen the Unknown, Commentaries on the Book of Galvost, 1239 S.T.

"I do so like to watch them panic as I kill them, one by one, day by day, from six miles away."
Epitaph of Lord Yeetsin the Death Poet, Jrustelan Magus

Gamemasters may want a character who epitomizes the Evil Sorcerer. With slight revisions, Arlaten may be transformed from a pillar of the Noloswal community to a predatory vision of death and destruction.

If you choose to use Arlaten this way, a few changes to his background are necessary. First off, Arlaten is not a member of the Rokari Church. If he ever was a member, he has been excommunicated years ago.

The Evil Arlaten's personality can, if you choose, conform closely to the notes given above. Add to it only that the "relaxed and jovial manner" behind his aloof exterior is just another mask concealing his true self. In reality, the Evil Arlaten holds nothing and no one in regard, considering them all pawns, obstacles, or enemies.

Do not cheapen Arlaten's power and intellect by indulging in melodramatic touches. Arlaten does not explain his plans with a gloating sneer, like some Republic Pictures serial villain. His enemies receive no mercy, explanation, or second chances. Their only hope is to be more powerful than this sorcerer, or to have friends whom Arlaten fears.

Arlaten's unusual magical abilities make it a simple matter to commit crimes all across the plains. Using Sight Projection to case a mark, Fly to whisk things away, and Neutralize Magic to kill defensive magics makes for a powerful threat to a person's valuables.

If Arlaten turned to a life of theft, he would prey on individuals. From the safety of Pavis, he can filch things from parties out on the plains, or steal from people in the Rubble and Badside. A Fly spell cast through a Sight Projection spell can easily lift things straight up out of a campsite to disappear into the night sky. Arlaten can bring the stolen object down in some hidden spot, there to be picked up by accomplices at his convenience. This magical theft works especially well on successful but worn out, understrength Rubble adventurers trying to return to New Pavis.

Nailhead's unique abilities make it useful for theft or breaking and entering, something it might occasionally do on its own initiative, if it thinks it can pick up useful magic without making its master angry. Nailhead particularly likes Armoring and Strengthening enchantments it can add to its own body. These have to be made out of bronze, of course.

Religious Responsibilities

On Pain of Inquisition and Torture the Faithful are forbidden traffic with those Unholy Magics, Profane Spirits and Demons of the False Gods known to be a danger to those of the True Faith."

– The Bishop's Book of Rokar, Prohibitions Verse 12

In RuneQuest terms, this means that Arlaten must not accept nonsorcerous spells cast on him, including healing; he must not knowingly bind, summon, or use spirits possessing Spirit or Divine magic; and he may not bind, summon, or use demons, wraiths, the undead, ghosts, or disease spirits.

If conscious, Arlaten always resists any improper spells cast on him, even if necessary to save his life. Arlaten does not fear to go on to his reward in Solace.

As a Rokari, Arlaten loathes the forbidden spell of Tapping, and gladly follows his vows to destroy anyone knowing or using the spell.

Arlaten does not let dogma stifle his thought. A Magus must transcend his teaching, and Arlaten has done this. This shows in his choice of familiars, in his wide ranging travels, and in his willingness to deal with (and accept patronage from) pagans.

This open-mindedness also manifests in Arlaten's interests in sources outside of those approved of by the Rokari Council of Bishops and the Order of the Rod of Rokar. While maintaining faith in Rokari teachings, his mind remains flexible. He has considerable talent for rationalizing his methods (as do many player-character sorcerers). Even so, Arlaten follows the First Precept of St. Arkat: "No experimentation without humility and respect." This precept goes hand in hand with the Second Law of Malkion: "Love that which God has made."

Iron Will, Golden Intellect, Brass Personality

Blessing of Holy Rokar on you. Fear not, I wear the white robe of Malkion, and so I am sworn to abstain from evil magic. Be warned though, neither shall I stand idle while you work some mischief against me.

—Arlaten's greeting

Once done with his formal training, Arlaten's travels as an Adept did not lack for adventure and striving. When asked of his abilities, he steps beyond the strict Rokari ideal of modesty:

"Know you of the Magus? Perhaps that does not translate. I am a master of my magic, a fact proven on the idolaters of the Father Rat cult in the ancient city of Wolfblood. There the Count of Wolfblood declared pogrom against the worshippers of Father Rat, and of my own will and the Laws of Malkion, I proved my skill on their temple, their priest, and their champion. One fell, one died, and one begged for mercy."

Arlaten adopts an aloof pose as a matter of policy and station, though this is not his natural manner. He tends toward a relaxed and jovial manner with confidants and valued retainers, but in dealing with his peers (i.e., other Magi), he is strictly formal. Arlaten does not trust foreigners until many proofs have been made, but once satisfied, he warms considerably.

Despite his respect for tradition and humility before the Creator, Arlaten's freethinking attitudes caused trouble on his travels. The Wheel of Wrath and Nailhead are physical examples of his unorthodox attitudes, for they are very unusual magical objects. Most wizards would never consider embodying a spirit in a homunculus of bronze, nor do they care for the company of spirits. When dealing with foreigners in Malkonwal, Arlaten's peculiarity had much to do with his problems with the Brotherhood.

Relations with Mikos

Mikos, Arlaten's apprentice and traveling companion, acts as Arlaten's mouthpiece in many situations. This arrangement preserves the master's distance from the common folk, thereby increasing Arlaten's apparent status.

Arlaten casts Mikos in the same role the Magus sought for himself as an apprentice: the precocious, challenging, unorthodox freethinker. Mikos' intellect is fierce, but his personality does not lend itself toward questioning the status quo or the "nature of things." This disappoints Arlaten, who instead finds himself the necessary spur to Mikos' studies. Mikos' lack of interest in the philosophy behind the magic constantly irks his master.

Relations with Women

A strict upbringing gave Arlaten a profound distaste for the easy morals of Theyalan women. He dreams of pale skin, noble demeanor, and a deferential attitude. These things are rare in Pavis, particularly in combination. The rare western woman who comes to Pavis hardly comes from the wealthy merchant and noble classes. More often, they are sailor's doxies and slaves, unfit for Arlaten.

Arlaten is a chauvinist, moreso than the average Theyalan, though perhaps no more than an ordinary Yelmalion. As little as he trusts the locals, he respects men who live by their word and show results for their actions. His attitude toward women offers no such generosity. To him (and his culture), women have a few acceptable roles: wife, nun, and perhaps healer or crafter. Women do not fight or travel, they

The Western Sorcerer

Community oriented holy men comprise the majority of Western sorcerors. The common wizard oversees a small village shrine, guiding the spiritual development of his neighbors. Unlike them, he can reads, and he knows the modest secrets of his church's altar and a few magics learned at a church school.

More important wizard-priests attend a University or College associated with their sect to learn more of the magics taught by their church. Along with these sworn priests, another class of "clerks" also learn magics. These men, usually very talented, take lesser vows of obedience to the church, and focus more on magic than theology. While many full-time priests also become powerful magicians, "clerks" like Arlaten comprise the majority of sorcery users in the world at large.

Most sects discourage loners. Larger effects, more powerful churches and altars, and easier bindings are available to magicians who cooperate. Through this cooperation, the full time wizard-priests become capable of greater magics than their independent clerk brethren.

Barbarian and Nomad Attitudes Toward Sorcerers

Most folk from central Genertela have very limited experience with sorcerers. Historically, the last major incursion of them came with the Jrusteli. Ignorant theists simply consider all sorcerers morally equivalent to God Learners. Other central Genertelans may experience sorcery in encounters with trolls, which scarcely improves sorcery's reputation among humans.

Lunar mages hide their true occupation, and are often misidentified as practitioners of "strange Lunar magic." Casting styles are the most obvious method of telling what kind of magician someone is, and Lunar sorcerers cast their spells quite differently from Malkioni sorcerers, even if the result looks the same to magical perception.

In general, obvious sorcerers are considered just slightly more acceptable than people with chaos features. Their arrival in a town causes extreme concern, and usually results in a great deal of attention from the town authorities, religious figures, and members of the Lhankor Mhy cult in particular. Most doors are closed to a known sorcerer, and no one will shake hands with one, or allow themselves to be touched in any way.

Friction has existed between sorcerers and the Lhankor Mhy cult since post-God Learner conservatism became the norm. Lhankor Mhy is the Lord of All Knowledge, but in orthodox areas, Grey Sages may not learn sorcery. They must study the art from a distance. In areas where Malkionism and Lightbringer worship overlaps, the intellectual natures of both religions bring them into competition for positions and prestige.

Priests and temple functionaries in general view sorcerers with profound distrust. In most of their minds, the taint of God Learnerism hangs heavily on the shoulders of sorcerers.

Pavic Attitude Toward Sorcerers

Do not confuse the natures of people who live in Pavis with people who are Pavic. Most of the people who live in New Pavis actually come from Sartar, orat least descend from Sartarites. True Pavisites come from the Rubble. These Old Pavic peoples represent an entirely different culture than that of their more numerous neighbors.

Pavic culture shows a peculiar mix of pragmatism, fatalism, and cosmopolitan acceptance of unusual people. Ancient Pavic traditions, now mostly extinct, included the use of sorcery and the acceptance of sorcerers in important official positions, especially the post of City Magician.

For these reasons, people of Pavic extraction do not react with open hostility to sorcery users. Instead, they react to them as they do to all new things: with a sharp eye to their use and power, a cautious evaluation of their behavior, and a resigned conviction that such foreigners probably intend no good for the city's future.

Lunar Attitude toward Sorcerers

Since the Lunar Empire defeated the Carmanians and absorbed the territory of the City of 10,000 Magicians, sorcerers have become an important part of society. Metropolitan areas in the heartland support a thriving population of sorcerers, whose schools compete for patronage and prestige.

Orthodox Dara Happans and the primitives of Thrice Blessed still distrust sorcerers, but even a Dara Happan Satrap recognizes the importance of having an adept as a personal retainer. Dart Competitions depend heavily on the specialized work of sorcerers, and to stay alive, a nobleman needs the protection and active threat of a sorcerer in his retinue. Lunars consider Carmania the best place to get a sorcerer.

Dart Competitions, and the wealth and status derived from them, created a unique climate in the Empire. There, a magician may study nothing but the magics of death and destruction, the arts of murder at long range or in hand to hand combat. Malkionism still survives in the western regions of the Empire, and White Wizards can be found wandering throughout the central Empire. There is even a Cathedral in the outskirts of Glamour. Lunar Malkioni consider Arkat a tragic, deluded failure, and do not even hold St. Talor in high regard. They prefer Valkaro, Hrestol and Xemela.

Nevertheless, commoners of the Empire still fear sorcerers, especially in the outlying regions, where their reaction is scarcely different from that of a foreign barbarian. Many of the soldiers posted to Pavis come from areas like this, and show their unease whenever dealing with Arlaten.

Lunar Sorcerers in Prax

Sorcerers exist in Pelorian society, some more horrible than any Tapping Magus. However, all those in Prax fall into two categories: members of Sor-Eel's personal retinue, or freelance adventurers once attached to various mercenary units. The former have the protection of the Governor, the latter have the protection of anonymity. Neither of the groups contain a magus, though the Governor has a private adept.

By Imperial policy, all Lunar military sorcerers in barbarian lands keep their nature and profession to themselves, and those not attached to the government long ago learned the importance of keeping their heads down.

The huge majority of Pelorian sorcerers ascribe to some version of a Stygian heresy, acknowledging the existence of the Gods, and often seeking membership in Lunar cults. This affiliation may make a Lunar sorcerer a "puppet of chaos" in the minds of a barbarian, but at least he does not go so far as to deny the divine nature of the gods.

Sorcerers, Wizards and Evil Magicians

In this work, the term "sorcerer" means anyone who uses sorcerous magic. However, in the west, the terms "wizard" and "sorceror" have precise meanings not appreciated in Prax, where they have sinister connotations.

In Malkioni cultures, a Wizard is a religious functionary trained in one of the sects of Malkionism, bearing the white robes of the priesthood, and sworn to uphold the Law of Malkion. A Sorcerer practices the arts of sorcery and is outside the control or influence of any sect. Sorcerers are often villains, assumed to be involved in Tapping, and generally unwelcome. They often keep to themselves in towers or castles of their own.

Outside of the western culture, this distinction is not understood, and all users of sorcery are perceived as Evil Sorcerors, while the religious function of those with no proven contact with gods is not recognized.

Thus, most folk Arlaten meets in Prax call him a sorcerer, if only because most Praxian languages have only one word for what he is – a dangerous practitioner of ungodly magics. Old Pavic has a single word for a secular magician – "Paness" – but the term is morally neutral. The Praxian term "Jurasan" translates literally as "soul eaters." In its typical, oddly poetic way, the Sartarite term "meldek" translates literally as "Emptied," but this euphemism means "sorcerer" to a Sartarite.

do not participate in government, and they do not act magically except as healers (or renegades.)

As a result, Arlaten discriminates against woman adventurers. Given a chance, he does not hire them, and if he must deal with them, his interaction with them should madden the most patient High Healer. In group discussion Arlaten ignores women adventurers, always addressing the men in the group. When women make suggestions, he seems not to hear, and if the suggestion has any merit at all, he later suggests it himself.

Arlaten's bigotry gives you as the GM the opportunity to highlight the egalitarian nature of much of Pavic society. If women adventurers in your campaign have had an easy time of their relations with Pavic and Lunar authorities, you can use Arlaten's ingrained prejudice as a strong contrast.

Arlaten and Nonhumans

Arlaten's lifelong cultural training tells him that humans are superior to all other species, and that regardless of any "cunning" they might show, none of them deserve more respect or trust than a wild animal. Moreso than his treatment of women, Arlaten's intolerance for other species sets him apart from the norm of behavior in Prax. Most Praxians lean toward some particular hatred of one or another species of non-humans: Old Pavisites hate trolls, but show a favorable bias toward dwarfs and tolerance for elves, for example. Arlaten hates them all, and shows no wish to rely on them for anything.

Appearance

Tall and slim by Theyalan standards, Arlaten's pale skin would burn badly in the summer sun (if not for his Damage Resistance spell). Arlaten cultivates this pale look, it being a statement of piety, wealth, and nobility according to the fashions of the West. The Magus has no major visible scars, has all of his teeth (thanks to Regeneration), and lacks calluses on his hands. These traits differentiate him from most people in Pavis.

By Theyalan standards, Arlaten always seems freakishly clean. Soaps cost a great deal in Pavis, and most Pavic and Sartarite residents wash once a week at most, scraping themselves with a bit of sundried clay. Nomads only wash for ritual reasons.

Though willing to hide out in a pagan city, even to make his home there for years, Arlaten does not care to "go native." Throughout his time in Pavis, he wears the fashions of Nolos (reminiscent of the styles of 14th century Venice).

In Combat

Years of active magical experience allow Arlaten to remain calm under dire stress. Even so, his experience of the past ten years or so has been full of complex magical operations, handled at a distance from the action. In a situation where a real threat manifested before him, Arlaten's immediate reaction would be to use all possible resources to flee. He would do this calmly and without rush, but removing himself from the threat would come first.

Even so, Arlaten is willing to enter a fight. However, he does not want a fight to come to him. When anticipating a fight, he desires at least a week's preparation, including the casting of large Resist Damage spells, with powerful Damage Boosts cast on Nailhead and a large silver ring Arlaten wears.

Arlaten's inner beliefs about pagans form the core of his morals about killing. Though he masks his feelings when dealing with non-believers in hospitable circumstances, a decision to use lethal force will not be hindered by qualms about some supposed "innate value of human life." To Arlaten (as for much of Rokari society) pagans are essentially sub-human, classifiable as only slightly better than trolls and such filth. Therefore, if a captive has no ransom, and is not Malkioni, Arlaten must be pursuaded that his best interests are served by releasing him. Otherwise, the magus would as soon see captives hung as examples of his power.

Arlaten's Familiar "Nailhead"

Arlaten treats Nailhead like you or I might treat a very expensive car. He does not speak to it, (as some of us might to our car), but he lavishes it with spells and enchantments. Nailhead serves as Arlaten's staff of rank, though it is much more. As a familiar, Nailhead is a living being which manipulates its solid bronze body through magical spells, allowing it to assume virtually any shape.

Though it has been created in much the same manner as the Wheel of Wrath, Nailhead has been a familiar for less time than the Wheel has, and therefore Nailhead has more of its original personality remaining. That original personality shows considerable talent for trouble and a keen, slightly malicious sense of humor. In particular, Nailhead enjoys spooking simple, magically limited people. It does this by assuming some mundane shape – a jug, tripod, or small piece of statuary – in the person's presence. Then, whenever the person's back is turned, Nailhead slightly changes position or form, with the goal of scaring the victim with these inexplicable "haunted" changes.

Arlaten hates this kind of behavior, and tries to keep Nailhead too busy to engage in such mischief. Nevertheless, new associates of the Magus often get victimized by the familiar.

When not needed for other tasks, Nailhead must study sorcerous skills, by Arlaten's order. With its limited spare time, Nailhead has only about 5 hours per week to study. Since Nailhead uses Range more than Multispell, it studies that, even though it is not its lowest skill.

Through his permanent mental link to Nailhead, Arlaten can use the matrices on the body of the familiar even when he is not touching it.

Arlaten's Apprentice, Mikos the Short

Pleeze, no, no need afear. Peace at you. Oh yes, we foreign, but not bad strange , you trust, yes. I, Mikos, serve great Master Arlaten, brother of father. We travel, make friends, yes? You all right, make friends, yes?

—Mikos' greeting in Tradetalk

Arlaten's nephew shows much of the talent native to his family, though little of the seriousness. Lighthearted at the thought of traveling the world, Mikos bears little hostility to strangers just because they are pagans. His youth gives him a more open mind than his master. Mikos loves talking as much as Arlaten enjoys magic, so he usually takes the role of spokesman for his master.

Mikos strikes an extreme fashion statement even in his home town, including extremely long, pointed shoes, tight hose, bright colors and rich fabrics. Addicted to the latest fashions and the finest materials, once settled in Pavis he works through intermediaries (like the adventurers) to find tailors, weavers, silk and leather merchants, and anyone else who might supply him with raw materials or finished goods that further his passion for fashion. Any seamstress willing to deal directly with a sorcerer gets a huge amount of business.

Mikos loves his master, though he does not share Arlaten's love of obscure arcana. While Mikos lacks the drive to achieve greatness, if Arlaten died from foul play, his apprentice's hunger for revenge would drive Mikos to surpass Arlaten's abilities and haunt the lives of his master's murderers. Such revenge might take years, but Mikos would do it.

Using Arlaten in Your Campaign

If you intend to use Arlaten as the focus of a continuing campaign, use the following large scale adventures (*The Riot*, *A Home Away from Home*, *Black Magic*) in the order given. Mix other scenario hooks between these main adventures as you wish, giving Arlaten time to test the adventurers before proceeding to more important events. The scenario hooks appear in the approximate order of their occurrence. Hooks presented between *The Riot* and *A Home Away from Home* work best between those large adventures, and the "Meet the Neighbors" adventures work best after the capture of the Arm of Pavis and as a lead-in to the magical duel with the Queen of the Afengeng.

The Creation of Nailhead

The creation of a familiar is one of the great works that all adepts must complete on their journey toward mastery of magic. Sorcerers often spend years doing the research needed to decide on their course of action. Others organize hunting parties to find the most suitable creatures. The dangers of acquiring many creatures, like dryads and griffins, are obvious.

Arlaten chose to make a familiar from a spirit. His choice is unusual only in the way he chose to embody that spirit. Most spirit familiars are made with gaseous bodies of smoke or incense, but Arlaten chose to give his familiar a solid body of bronze.

Arlaten summoned many Magic Spirits before he found one powerful enough and knowledgeable enough to serve as a good familiar. Though he could teach the spirit the skills and spells it needs, the time involved in such training is daunting.

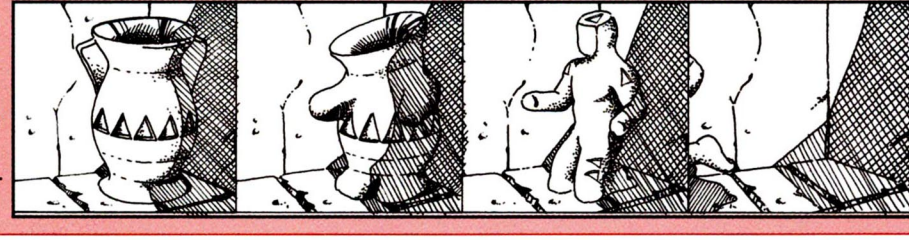
Once he found the right spirit, Arlaten forced it to enter a magic Spirit Binding object until he was ready to proceed with the Create Familiar rituals. Even if Arlaten lost the spirit, he could always summon it again, since he learned its True Name as soon as possible.

Knowing the intended form of the familiar-to-be, Arlaten chose to call the spirit Nailhead. This name has both humorous and cosmological meanings, referring on the one hand to its practical uses as a weapon and its humble material state, and on the other hand to its link to the Spike, the Cosmic Mountain of Law depicted in the Law Rune.

Nailhead's very limited physical stats have been boosted over the years by the addition of armoring enchantments, strengthening enchantments and Resist and Enhance spells. All of this follows the practical philosophy that it is better to spend POW on a problem than anything else.

While Arlaten prefers to have Nailhead appear as his Rokari Wizard's staff of rank, the familiar can do much more. With the constantly active Form/Set Bronze spell Nailhead keeps cast on itself, it may assume any (SIZ 2) form and move around. When necessary, it casts an Animate Bronze for much more energetic, controlled movement.

With its ability to constantly reform its shape, Nailhead makes a very versatile tool for Arlaten's use. His familiar can fit through a pinhole, extend itself over 2 meters, grow multiple hands or meter-long legs. Nailhead can appear as a jug, a picture frame, a lump of metal, a sword, or any other common object.



The Riot, or Guess Who's Coming to Pavis

More so than in my Carmanian postings, the people of Pavis incline toward violence to show their displeasure. They rioted at the closing of the Storm Bull Temple, at the closing of the Orlanth temple, and at the threatened closing of the Humakt temple. They rioted when news arrived of the Adari ale caravan hijack. They rioted when Starbrow rebelled. Their riots show understanding of the methods for control of riots, and always result in more damage to our interests than those of the townspeople. I conclude from their behavior that no small amount of the rioting takes its inspiration from Tricksters. If I could find them, I would crucify them and close their temple.

From an erroneous report by Radak the Iron Centurion, Sor-Eel's military advisor

Today the line at the Old Gate seems much shorter than usual, and considerably shorter than the lines elsewhere. Perhaps the short line itself encourages the adventurers to go to this gate. As they approach, half a dozen Sable nation braves trot up, start to dismount, pause, then back up their animals and quickly canter off, making signs against the evil eye while riding away.

As they join the line, people attempting Scan rolls notice a pair of oddly dressed men, one in white, the younger in white-trimmed gray. Anyone succeeding in a Scan roll may make a Human Lore roll. Human Lore success means the person recognizes the strangers as people from far western lands, where godless magicians come from. Failure means the person realizes that the strangers come from where evil sorcerers live. Critical or Special Human Lore lets the person recognize the white clothes, the staff, and the Law Rune amulet as the marks of a Malkioni Wizard. Fumbles identify the strangers as atheist sorcerers, able to kill from miles away and steal souls with a touch.

If the adventurers change their minds and head to another gate, Mikos might dart out of line to talk to them, or they can just get involved with the action from the point of view of the upset crowd.

If the adventurers join the line behind the strangers, Mikos tries to strike up a conversation with them, while Arlaten ignores them completely, keeping his eyes fixed on the gate. (The nervous-looking Pavic zebra breeder in line ahead has already refused to speak to them.) Mikos makes the Tradetalk sign for peaceful meeting, then bows toward the adventurers while making a triangle shape of his hands and holding them up to his forehead. If you like using accents, try a cocky, slick Italian one for Mikos. He nods his head a great deal while talking to the adventurers.

"Hallo. Is alright, no worry. Peace to you. You from this Pavis town? Yes, thank you. Please to say, you know of staying place, house? Need beds, Good beds. You help? Need work?" If the adventurers reply in any way affirmatively, Mikos continues, after a brief, whispered consultation with his master. Gauge his response appropriately; Mikos is a judge of character. "If you want work good, maybe work for mine master. He need good men. You guard, you protect? Strong arms man, guide?"

Mikos offers money, as best he can guess the right amount from the dress of the adventurers and their descriptions of their status. Smooth-talking, well-dressed types get a better rate than boorish Sartarites wearing last year's leather breeches. He aims high, though, since he knows that they need retainers right away. For a week's work, with no other commitment, Mikos offers a minimum of two Wheels, with one paid in advance. For really excellent guard types (no necks, SIZ 15 or more, speak Trade well, good manners, good armor), Mikos offers 7 Wheels, 3 in advance. In the unlikely chance that some adventurers are members of the Rokari sect, Arlaten speaks to them directly, seeking a permanent arrangement.

Arlaten

If the adventurers agree, Mikos again speaks with Arlaten, who finally addresses them directly. As Mikos holds out the agreed down payment, Arlaten looks at each of them squarely, his piercing gaze seeming to see deeply into each adventurer in turn. His voice carries an accent like Mikos', but where the young man is cagey, Arlaten's voice carries a note of stern authority. "You take this money, ya, so you serves me. Know I see you, ya, remember. Serve well, get me thanks and gratitude. Too soon quit me or make bad service, you life big regret it ends. I swear, ya you swear."

The deal complete, Arlaten turns back toward the gate as the zebra merchant clears the portcullis.

Rude or hostile adventurers earn a permanent place in Arlaten's memory as people to persecute and victimize at every useful opportunity. "You, all you, ware my eye, ware my attention, ya, you insults not forgot. Ware my eye!" says Arlaten in a cold voice.

The Dreaded Bureaucrat

As Arlaten's little group nears the gate, local adventurers notice that an unusual number of Lunar and Pavic guards man the portal today. The gates stand

open, and a dozen heavy spearmen stand along the

After Hours at the Silk 'n Plume

Welcome to the Silk 'n Plume, the finest Inn in the entire district. No no, pay no mind to these men at the door, their armor is ceremonial, and their purpose here is only to serve and protect our patrons. A suite of rooms? Of course!

—The greeting at the Silk 'n Plume

The adventurers may have a very mistaken idea of how their favorite innkeeper will react to a sorcerer trying to book a room. Unless one of the adventurers has some special favor owed to him, only a few innkeepers in the city will take Arlaten in. The Silk n' Plume or Erigio's open their (well guarded) doors to Arlaten, as will most other upscale places run by Lunar citizens.

Once rooms are secured, Arlaten asks the adventurers to stay and speak with him. Covered as they are with road dust, dried blood and less savory things, the adventurers probably hesitate to sit on the pristine red silk day couches in the private central room. One of the servants goes from person to person, offering wine and steaming towels, then a silver tray of newtling tail in aspic. While the sound of a lyre downstairs drifts through the floor, Arlaten speaks to the adventurers.

"Great thanks. You stand for me outside, this I no forget. You service no finish, ya, by deal us made. Place here [gestures with open arms] makes room to servants, you stay here now, one week." This said, Arlaten excuses himself from the central room. Mikos steps forward, continuing where his master left off:

"At end week, Master see, do you serve well? yes? Then he talk long service, you want, yes? Now, Master grateful, ask you eat with him, place here, later nighttime, yes?"

If the adventurers need to attend any pressing business, Mikos arranges time to do so before the meal. "Sure sure, make you ready, good. Make clean. We talk, break bread, Master hear you talk."

That evening, the adventurers savor the finest treats of the best Inn on Parade Way, for only the price of conversation. Arlaten remains quiet at first, listening to the discussion at the head of the table. Mikos carries most of the discussion, asking about homelands, what brought them to Pavis, past exploits and so on. Mikos offers a wildly embellished version of their trip here, leaving out the details of the Knights of Malkonwal. If asked how the pair of them got to Pavis from Corflu, Mikos answers matter of factly: "Oh! Simple. No boat. We make fly from Corflu. More clean, yes. Fly high over river, high over giant wall. Good trip."

Arlaten breaks in with pointed comments and questions, defending his faith if necessary, but not losing his temper. When addressed directly, he looks a bit hesitant, then replies, and Mikos winces a bit. (Successful Human Lore rolls allow attendees to realize that Arlaten considers it impolite for "servants" to speak to him unless they are spoken to first.)

Aftermath

Nice as the inn is, it cramps Arlaten's style, and the constant "diplomatic" visits attempted by the likes of Fleeter Nemm, Radak, members of Bor-Eel's guard, and other Lunars becomes a burden for a freelance Magus like Arlaten. Use the nature of the Silk 'n Plume or Erigio's to cause the adventurers all the discomfort possible. As employees of Arlaten, they may gain the right to come and go, but this does not mean that they don't get extra "polite curiosity" from people like Radak, Jotaran, and other Lunar officials while arriving to meet their boss!

Develop and run a few of the scenario hooks described below as Arlaten gets settled in Pavis. His arrival obviously attracted attention, making it certain that many people want to meet him, hire him, kill him, or befriend him. After the priesthood of Pavis has been reassured, after Bor-Eel's hiring attempts have been politely put off, after a few death threats have been dealt with (perhaps by the adventurers), Arlaten decides he needs a place of his own. At this point, proceed to *A Home Away from Home.*

Scenario Hooks

Well you served me. I ask you stay on as man to mine. I give food, shelter, and defense from our enemies. As you protect me, so I protect you. You take my pay of [1.5 x normal] coins a week, where so I get you loyal and obey?

—Arlaten's offer of long term employment

Arlaten tries to fit into Pavic society. Even if he takes up residence in the Rubble, his patrons, food, raw materials, and communication must come from New Pavis. With New Pavis full of Sartarite expatriates holding him in superstitious dread, Arlaten needs front men to work for him. He cannot go to the market himself, because few merchants will sell to him. Arlaten must find open-minded, capable, and trustworthy retainers to do his mundane tasks for him. Player character adventurers fit the bill nicely.

Arlaten needs people to act as liaisons with various important people in Pavis. For the first few weeks, he doesn't know the themes and major players of city politics. Therefore, he needs someone

to advise him about the people seeking audiences with him. How graciously will a bunch of rag-tag Sartarites tell Centurion Radak that Arlaten will not see him today?

Becoming Arlaten's "appointment secretary" offers great power to the perceptive and diplomatic adventurer. By controlling access to Arlaten, this person can assure Arlaten's association with whatever faction the adventurer prefers. Doing this entails some risk, however. Obviously, Lunars have more in common with the Magus than any other faction in the city. If Arlaten's front man delays or snubs Lunar entreaties, some Lunar agents may move to bypass the front man, or discourage him from his duties.

Hiring the Best

Arlaten cares little about what cult a person belongs to, or the mythic reasons why one person might dislike working for another. If he decides that a Seven Mothers acolyte makes the best choice for commander of the guard, that does not mean he refuses to hire a well spoken and talented Orlanthi as a guardsman. Arlaten does not know or care about the bickering of pagan gods and the squabbling of pagans; he wants the best people he can find, and he expects them to work together.

Arlaten can see the difference between Orlanthi, whom he will hire, and Tricksters, Gagarthi and chaotics, whom he will not.

No Morokanth Need Apply

Yes, I telled you find others make service to me. You think I want krajlk monsters? Did I say you to bring me dragons, vampires, or cannibals? Must I say you now not to recruit any? Bring me no baby-eaters like this thing, no plant men, no krajlki or walking dead. Nor will I hire base animals, though I think to have a jackass already in my service. Remove that krajlk night demon from my yard, before I kill it.

—Arlaten to a retainer presenting a troll as a potential guard

Regardless of his egalitarian views on cult membership, the Magus utterly refuses to hire nonhumans. To him they are all bestial at best, monsters at worst. Most Rokari bear deep prejudice against nonhumans, and the most prejudiced are the city-bred ones (like Arlaten) who have limited experience with them. Further, Rokari believe trolls control many members of the hated Stygian sect of Malkionism, as represented by the various members of the Henotheist Church in Ralios. Ralios borders on northern Nolos and relations between the Duchy and its neighbors are not good.

Jealous Scholars

Tell those you know that I can speak them of mysteries of magic things they have. To them I charge fee: One hundred and one silver coins. For you who serve me, I charge nothing, but do so at my convenience, not yours.

—Arlaten to his retainers

The Lhankor Mhy cult in Pavis quickly learns to hate Arlaten and the services he provides. Since Mystic Vision requires far less recovery time than Analyze Magic, Arlaten can cast a single spell to last half a day, then use the powerful investigative abilities of Mystic Vision to discover extensive information about any mysterious magic item brought his way.

Lacking the restrictions of a cult hierarchy, and able to set his own hours, Arlaten's service as a investigator of strange magics could drop the floor out of the Lhankor Mhy fee schedule for such services. The main resistance to Arlaten comes from barbarians who refuse to deal with sorcerers, but those same barbarians usually cannot afford Lhankor Mhy services anyway. Over 60% of the magic analysis business in Pavis comes from Lunars and associates who do not fear to deal with a professional sorcerer. Thus, the Lhankor Mhy/Irripi Ontor temple, normally crowded with people trying to get the attention of a scholar and his magics, could see a tremendous loss of business as Arlaten's lower fees (half of the Gray Sages' prices!) draw the clientele away.

A delegation of Sages tries to reach some accord (i.e., price fixing scheme) with Arlaten, but only the Reserved Collection interests him, and the Sages refuse to allow Arlaten access to it. Diplomacy having failed, the Sages call in favors owed by a variety of unusual characters who benefited from the Gray Lords' advice in the past. Virtually anyone might be convinced to go after Arlaten. The adventurers might be pointed in that direction, or they might be in the employ of the Magus, forced to deal with assaults by gangs of people every bit as strange as they are.

Wand for Hire

Arlaten entertains any offer of employment, although he will not take jobs unless they seem worthwhile. He charges 200 Wheels per day of service. In trade, he takes two full seasons of sworn service from warriors he considers fit to serve him, or two years and a day for those capable of less valorous duty.

Do not limit Arlaten's services to the adventurers. Have your adventurers made an enemy of someone who lacks magical or martial resources, but has money to spare? If so, Arlaten can make a world of trouble for the adventurers in a single day.

A Home Away from Home

Arlaten needs a suitable home for himself while in exile. He must have help to clear his chosen residence of its current squatters. That help best comes from the adventurers, but the action may be refitted several ways. The adventurers may be friends or allies of the Tarsh Gang, or could even have secured the Arm of Pavis for themselves. If the adventurers must pit themselves against Arlaten, rather than with him, use the Tarsh Gang as the paid help Arlaten gets to back his magical assault. Use the instructions for the adventurers as the battle plan for the Tarsh Gang.

For extra excitement, the adventurers might run into members of the gang in scenarios before Arlaten hires them. Such a vicious gang of scum could generate any number of scenarios themselves. Does Gusan raid their Rubble expedition? Does Doekas kill a friend in a Real City dive? Perhaps Pharzeela develops a romantic interest in one of the adventurers, or Fila uses her magical sendings to scare off pack animals, the better to steal them.

Every Wizard Needs a Tower

The environment of New Pavis hinders the kind of magic Arlaten prefers. If sent over the city walls or too near a temple, his Projection spell can trigger all kinds of unfriendly and dangerous reactions. On the other hand, conditions just over the wall in the Rubble offer more promise. There no patrolling cult spirits or powerful temples exist to ensnare the unknowing. Proper observations with Mystic Vision easily reveal this. Once he surveys the area, Arlaten naturally leans toward a set up in the Rubble.

The Arm of Pavis

After considerable magical research, trips into Manside, and consultation with experts ranging from Pavis priests to Treasure Trove Hurbi, Arlaten decides on his future residence. (Errands and expeditions in service of this research could be developed as roleplaying encounters and scenario hooks.) The old aerial defense tower known as the Arm of Pavis sits on a hill near Oldtown. Well-known in treasure-hunting circles as a "dry hole," the Arm was popular before the occupation as a place to get a good view of most of Manside, if you could climb well.

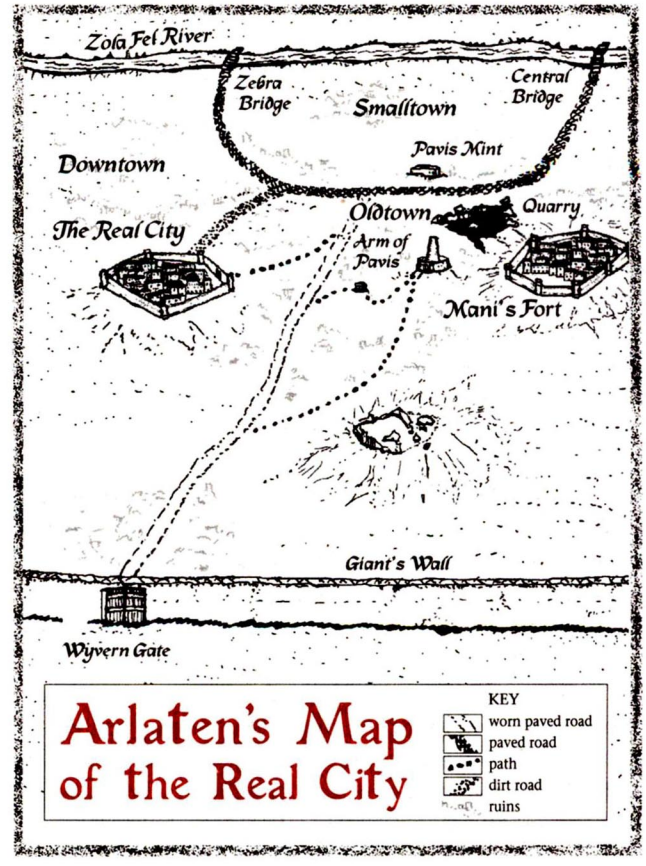
Sometime during the first days of Lunar occupation, a bandit gang moved in, and their reputation keeps casual visitors away. Slave labor rebuilt the interior of the tower and the gate. The tower and its yard now offer the gang protection from all but a determined, large party of raiders.

In ancient times, aerial defense towers of Old Pavis fell under the command of the City Magician. The exact nature of this office remains unclear even after 17th century research, but most scholars agree that the staff of the City Magician consisted mostly of sorcerers. Arlaten's researches confirm what the pundits of the Lhankor Mhy temple would say. He recognizes the Arm of Pavis as a structure designed by and for sorcerers, even if its present condition does not resemble a sorcerer's retreat.

Arlaten hopes to restore the tower to its previous usefulness. Of several towers in the Rubble, Arlaten chose the Arm of Pavis because it is the best combination of restorability, location and beatable, disenfranchised occupants. With his help, an affordable number of mercenaries can rid the Arm of the gang that stands in his way.

Arlaten's Plan

Present this plan with supreme confidence, as if Arlaten has no doubts about it at all. Remember, Arlaten is a certifiable genius, capable, magically powerful, and unwilling to sugar-coat his opinions. If the adventurers come up with any valid holes in the plan, he considers their information, but does not consult them for a solution or ask their opinion. He



does not ignore suggestions, and may incorporate them in his plan, but the idea here is to make the players squirm a bit before they make their suggestions. In any case, Arlaten's plan is a good one, with few possibilities for mistakes and a sound analysis of the tactical situation.

If asked about a specific assault plan, Arlaten says "Your concern, not mine. I have provided the grand strategy, and leave the tactics to you. Tell me what it is when you have studied these maps." Arlaten can expand on map and structural details, normal routine for the gang and approximate number of bandits. (He says 20 bandits, though "ten are pitiful excuses for warriors, not fit to keep watch on a sick dog.")

Some suggestions receive no support. He refuses to poison the wine, for example. "They may test it, yes? Maybe they test it on a captive gained in the taking of the casks? Do you like that idea? I thought not. I am a magician; when I kill, I kill with magic."

As GM, note that Arlaten now speaks to his retainers in some new language, either Pavic or New Pelorian, depending on the makeup of the group. His command of the language is impressive, considering his limited study time.

"I say there be three parts to the taking of my tower. These parts each require guile, courage, and superior thought and analysis."

As he speaks, Arlaten gestures at a map of the Old City, showing the route he suggests and the location of the Real City and the Arm of Pavis.

"In taking my tower from those who hold it, you will first go you to the Old City with several mule loads of wine casks, as if you intended to deliver them up to the Real City. But it is not your task to arrive there; rather it is your task to see that the casks fall into the hands of Gusan and his men. Do this without getting your selfs killed. Neither draw suspicion unto yourselves that your task is else but the delivery of the wine to the Real City.

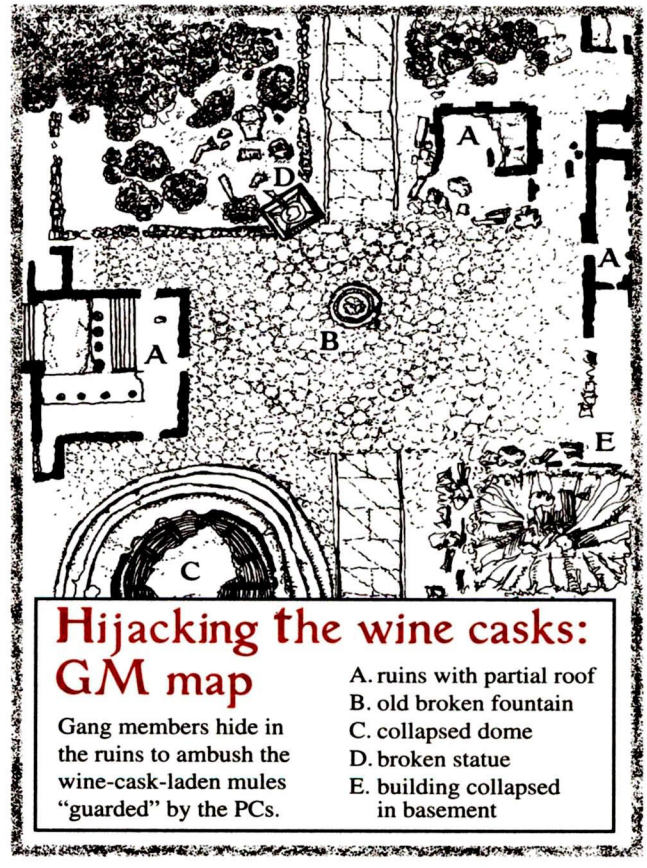
"These men are sots and blackguards. You may be imagine what occur when six casks come into their possession. After you have lost the casks to the gang, meet me at the main gate of the Real City, where from we shall progress to our posts near the Arm. I shall work my will upon the compound, and as the dawn nears, you enter over the walls and through the gate, which I shall open.

"If necessary, Mikos' distraction at the rear of the compound will split their attention. Be assured that what noises you hear from there, your attention will be better served by assaulting the tower. By my will and the secrets of the Creator, the door to the tower will not stand against you, no matter the gang's attempt to close it. Still, it best you enter the tower with all speed and secure the entrance.

"Further, I shall use the secrets of the Saints to keep Gusan, their chief, from leading the defense or joining in action against you. If you find him seemingly dead, unconscious or unresponsive, do nothing more than remove his weapons and magical trinkets, and bind and gag him. Do not wound or abuse any person who does not resist you, rather bind them up with care not to injure them.

"If your work goes poorly, I may be forced to enter into combat. If I do so because of your failures, I penalize you half of your remaining pay (for the job, or the season, depending on arrangements), and all captive ransoms.

"I tell you not to fire the tower or any outbuildings. Withhold your hand from any thing bearing the mark of Malkion's Law. (He holds up a Law Rune pendant to illustrate.) I claim right of review and first choice on all possessions of captives or the dead, but guarantee each of you an equal share in number of salvage. Most of their relics seem but trash to me, I assure you. Any rewards from government are mine, any ransoms are yours."



Hijacking the wine casks: GM map

Gang members hide in the ruins to ambush the wine-cask-laden mules "guarded" by the PCs.

A. ruins with partial roof
B. old broken fountain
C. collapsed dome
D. broken statue
E. building collapsed in basement

Delivering the Goods

Arlaten's associates face a delicate situation. They must enter the Rubble, avoid all other gangs, and successfully get "robbed" by the Tarsh Gang. Asking around among current Real City residents or knowledgeable Pavisites (like Treasure Trove Hurbi) might help give the wine guards a better idea of where the gang operates. Arlaten's information is good, however, and his description of the gang's normal range checks out as accurate. By entering the Rubble at the Wyvern Gate and heading along the main road through Manside and toward the Real City, the caravan passes by the Arm of Pavis and through the gang's territory.

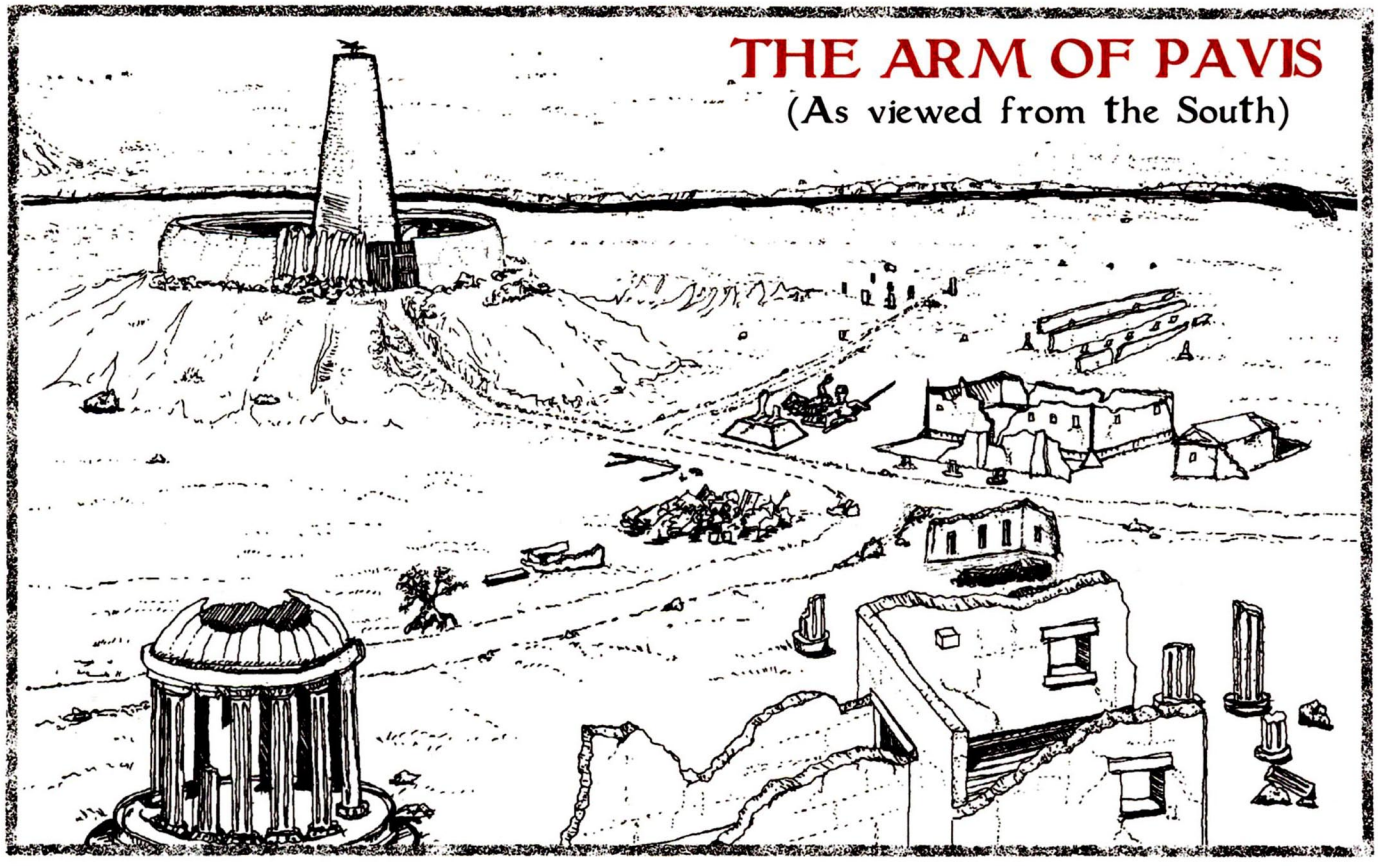
The adventurers must appear easy enough for the gang to knock over, without being so weak that another bunch of bandits take the bait. Let the adventurers figure their own plan for this, but unless they enter the Rubble as a group of 20 guards, or dress in a manner that obviously shows rune lord status, the gang will come out after them.

If you want to challenge the wine guards, make them deal with another bunch of Rubble bandits first. Defending themselves from bandits makes the arrival of the Tarsh Gang even more likely, since they would hope to knock off the wounded and tired victors, getting two sets of corpses to loot for the price of one.

The real challenge to the wine guards comes if a Lunar patrol decides to provide an escort for them. How can the guards get rid of the Lunars so the Tarsh Gang will be tempted to attack?

When Gusan does take the bait, he does not do so in half measures. Leaving Tarleti and a dozen other (mostly rookie) bandits at the Arm to guard the compound, he takes the rest after the mule train guarded by the adventurers. With 13 members of the gang along, Gusan feels confident he can take a small caravan with only 3 mules. Preferring to get something without a fight, he simply forms up a line of zebras and heads up the main road at a trot. He knows he can outrun a bunch of heavily loaded mules.

Once the gang does decide to attack, the smartest line of action is for the guards to just run off. This works best if they are mounted, since many members of the Tarsh Gang ride. If one of the wine guards looks too rich, some of the bandits might decide to go after him, but Gusan's orders are to get the mules and their cargo, and let anyone fleeing get away.



To the Real City

Getting to the rendezvous with Arlaten can be as easy or as hard as you want it to be. Fighting in the Rubble always attracts other riffraff anxious to scavenge the leavings. Impress those new to the Rubble with the odd sounds, the feeling of being watched, and the generally spooky atmosphere.

Arlaten stands outside the gate with Mikos. Dressed in traveling clothes, from a distance he might pass as a poor Yelmalion. Unless the adventurers have some special concern or problem, Arlaten wants to set off right away.

Several times along the way, Arlaten stops for a moment. Stepping onto some slight rise, he holds his staff up over his head. Then he lets it go, and it rises 30 or so meters into the air. This gives Nailhead a high vantage point to scan for ambushes or other hostiles. After looking around, Nailhead floats down. If the group would normally hit some random encounter, roll Nailhead's Scan to notice the possible confrontation. If he succeeds, Arlaten directs the party to avoid the encounter if possible. If all the timing goes right, the party arrives at the perimeter of the Arm just after twilight. Pointing out a shell of a building near the tower, he orders his hired swords to secure the area while he retires to the building's partially exposed basement to prepare his spells.

Night in the Rubble

Most of the Tarsh Gang gets very drunk that night. Pharzeela does not drink at all and Fila tries only a cup or two. The rest of them have no such compunctions, and Gusan especially goes deep into his cups.

With the exception of Pharzeela and Fila, all the gang members suffer Fatigue penalties the next morning. Reduce all their Fatigue by 50%, before any ENC penalties. Because of their initial poor state of mind, reduce all Perception skill rolls by half as well, until any alarm sounds.

While Arlaten and company wait near the Arm, they could draw the attention of any number of Rubble denizens. True, they camp out well hidden in Manside, but trollkin and less savory things wander everywhere at night. Some trollkin live in their own gangs, others hunt as slave scouts for their larger kin. Some broos see in the dark, or hunt by smell. Elves (with their keen night vision) also use the darkness to cover secret activities. For a good scare, one of the Seventeen Foes of Waha might appear, bringing phantasms of the past with him and speaking ghostly prophecies hundreds of years out of date.

Whatever the case, the adventurers cannot rely on Arlaten to warn them or help keep watch. Arlaten keeps busy with his magics all night long, and insists on privacy while working those magics. In the hours before dawn, he must work a number of spells on Nailhead, the Wheel of Wrath, and himself. He also prepares and executes the spells on the gate and the tower door.

Toward the end of this process, the adventurers might notice odd things coming out from Arlaten's hiding place. First, Nailhead, shaped like a ball of bronze, drifts up into the darkness and toward the tower. A few minutes later, a pair of long ropes snake off toward the walls and the top of the tower. All of these effects occur without any visible magical glow or aura, a profoundly unsettling detail for Theyalans used to the telltale glows and colors associated with spirit and Divine magics.

About a half hour before dawn, Arlaten prepares his final magic. He emerges from his hiding place and tells the assembled adventurers it is time for them to begin their assault. Mikos takes off into the Rubble on his own mission. Unless the members of the assault team have done something to rouse the gang, he briefly describes the gang's location within the compound: "All but a single guard are within the tower. By far, most of them lie in a stupor in the main room. The rest retired to their chambers on the second or third level. Most slaves are in the outbuildings. The guard is inattentive. Go now, and conquer."

A Vision at Twilight

Transitions are powerful moments in Glorantha, filled with magical significance. At sunset, the powers of Light and Life leave the world to journey in Darkness. As the Gates of Dusk open and the goddess Rausa cries her bloody tears again, visions may be granted to mortals. One vision in particular comes to many sighted mortals. At the moment when the Sun descends fully through the Gate of Dusk, invisible things become visible for a moment.

Everyone in Glorantha knows this. Many people think it bad luck to use this effect to seek spirits or otherwise poke around where they have no power. Some shamans caution that looking too hard for things at twilight leaves one open to attack by the spirits of Darkness arriving with Xentha's Cloak.

Citizens of the Rubble know the effect twilight has on the Old City. For a flickering moment, grandeurs of the past may flash into existence, or a spectral army of slain defenders might appear on the giant walls. This is the time when echoes of the Dragonewt Dream might be heard, and when the Seventeen Foes of Waha seek nomad prey.

Normally, the magics of sorcery and the Invisible God are, rightly enough, invisible. At the moment of twilight, however, Arlaten's power becomes evident for all to see. As Night begins to fall, anyone watching Arlaten sees him suddenly radiant in multi-layered sheets of soft white light. His eyes glow as if lanterns burned behind them, his staff courses like a brilliant column of light, the bronze of Nailhead's body nearly obscured. This vision is brief, come and gone in less time than it takes to draw a breath, but vivid and memorable.

Behold The Wheel of Wrath

As the adventurers deploy themselves for the attack, Arlaten begins his most dire magics. Departing members of the party may roll Scan if appropriate: those who make their roll may witness the Wheel of Wrath manifest out of Arlaten's amulet, hang over the Magus like some spectral ball of spikes, and then rise silently into the pre-Dawn sky. Those who see it manifest may track it as it rises hundreds of meters into the air, then settles down directly over the top of the Arm, disappearing inside. The sight is eerie and powerful, more than enough to send chills down the spines of hardened men, enough to make them wonder what it is they work for.

Description of the Compound

Of all the Arm's features, its proportions mean the most to a sorcerer. Designed for use with Protective Circle spells, the ratio of the tower's height to the compound wall's diameter provides an exceptionally efficient method of protecting the entire tower and the airspace above the compound. Matrices installed in the tower once helped the Arm's staff to cast and maintain these defensive spells. Unfortunately for Arlaten, all these enchantment have been stolen or destroyed since the Zorak Zorani sacked the tower.

The Wheel of Wrath, Arlaten's Spiritual Servant

Arlaten may refer to the Wheel many times before the adventurers ever see it. From the title, adventurers may assume the Wheel is some sort of machine. Of course, that **is** how Arlaten thinks of it.

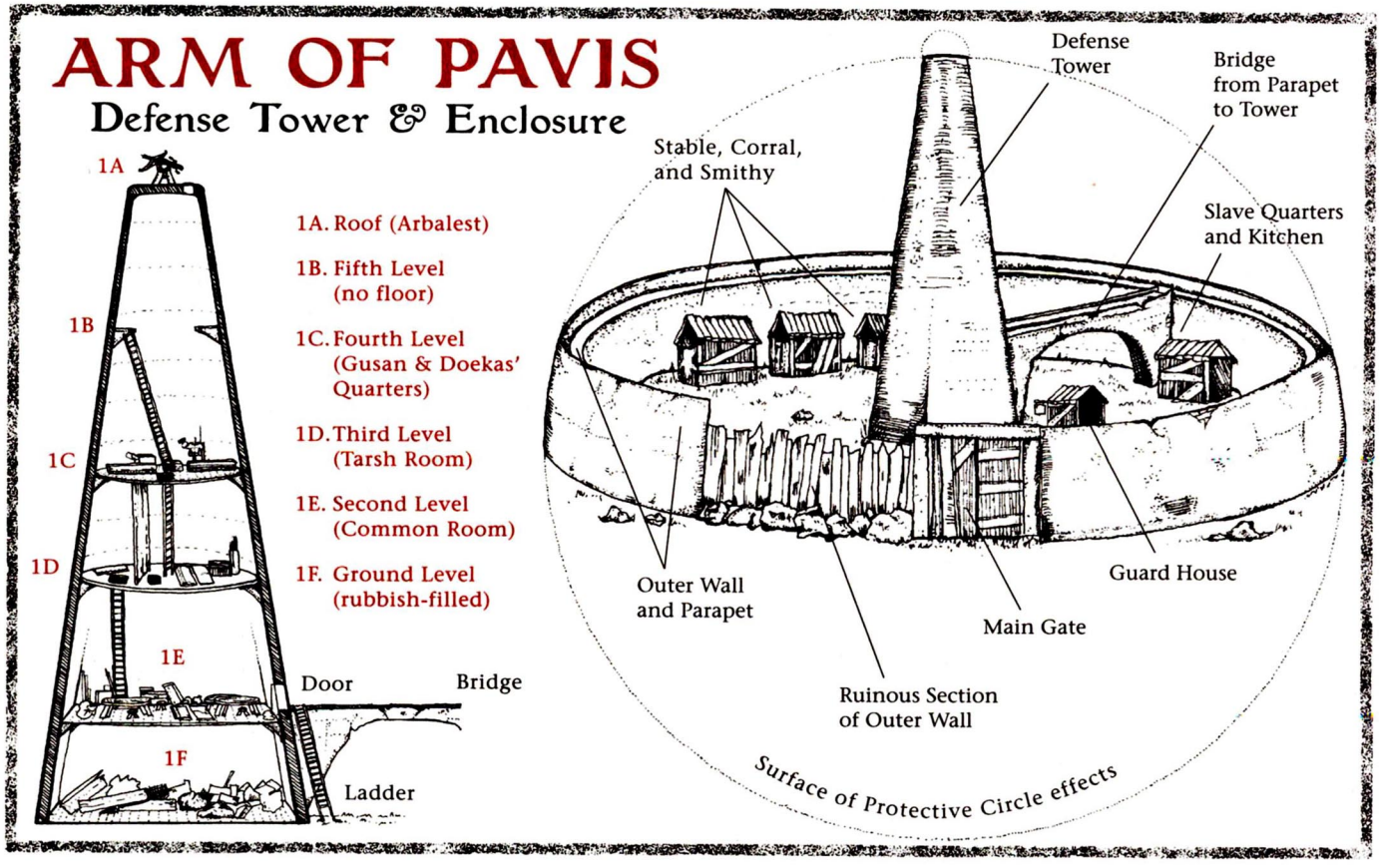
When the Wheel of Wrath first manifests before the adventurers, describe it as a spiky, whirling disk of energy, radiating a pinkish light. (The mere hint of red may disturb Lunar enemies.) Within it, a suggestion of other secondary whorls of power roil and eddy

Sorcerers recognize the Wheel of Wrath for what it is, and understand the meaning of the whorls within it. They are manifestations of the ability and force of the spirit, symbolic of the spells and skills it knows. Years of conditioning, sorcerous Domination, and the expectations of its masters have molded the spirit into what it is today.

Non-sorcerous adventurers with enhanced magical vision see more detail. Unlike other spirits they may have seen, the Wheel has only a hint of personality, though it clearly has POW and careful discernment may reveal its INT. However, in the experience of most theists and naturalists, spirits with INT usually take on some appearance that suggests their abilities and experience – plant spirits often look like flowers, ghosts look like tortured dead, etc. The Wheel of Wrath shows no such form.

Arlaten hopes to reconstruct the smashed Protective Circle matrix on the parapet level (see page 90 for Protective Circle errata).

Guard Shack: On the morning of the attack, one of the rookie bandits tends his little fire up here. He pays very little attention to the outside of the com-



pound. Test half his Listen skill (32%, normally 64%) every time a nearby character along the front of the compound uses a skill that makes noise.

Yard: Once paved with marble tiles in mosaic, decades of debris, ash, and filth cover the open expanse now. The gang does not keep it very clean either. Years of accumulation may have covered secondary entrances to tower basements or to cellars and tombs.

Stable and Corral: On the morning of the attack, Oneleg wakes early and starts work here just before dawn. He won't come out during the attack, preferring to watch and look for a chance to escape. If found by attackers during the battle, he tries to make a deal, offering his help for freedom and a little gear.

Slave Quarters and Kitchen: On the morning of the attack, all the slaves are here except for Oneleg (see above) and Nara, asleep in Doekas's quarters.

Tower Entrance: Any heavy combat probably takes place here. The attackers' advantage comes from their surprise ability to easily open the door, thanks to Arlaten's magicking of the hinges.

With the hinge pins removed, the tower door opens relatively easily, though not without effort. The door's weight makes it hard to move, the bolt secures one side, and it sits heavily on the unpinned hinges. To open the door, test the STR of anyone pushing against it vs. the door's resistance of 20. If someone runs against the door to throw his weight against it, test against the person's combined SIZ and STR. When the door loses, it falls to the floor of the common room with a tremendous bang, waking any sleeping bandits.

Common Room: All the grunts and rookie gang members sleep here, as does Kocho. This area also serves as the common mess hall.

First thing in the morning of the assault, all the gang members not listed as somewhere else are here. So are most of their weapons, though there are not enough spears to go around. About half of the bandits fell asleep while wearing some or all of their armor. The rest wear no armor as the attack begins. Unworn armor lies around the edges of the room.

Ground Level: Gusan's workmen and slaves treat this level as a dumping ground. After rescuing whatever materials they could, they built over this level without bothering to refit the floor or clear out fallen rubble from the fire. Perhaps the fallen flooring, bits of crossbeams, and other burned trash hide an entrance leading to a basement or old tunnel complex. If so, many hours of grueling labor would be necessary to reveal it. The workers did not even bother to install a trapdoor to this level. Any underground details are left to the individual gamemaster.

Tarsh Room: This room has trapdoors separating it from the areas above and below, though the lower door has no bolt.

Pharzeela, Tarleti, and Kocho divide this area among themselves. They use bits of fabric, bead curtains, and hides to break the room into private areas. All three keep their personal gear here.

Pharzeela's share of the floor is very spartan. A pile of furs, a couple of blankets, and a small chest sit next to a large weapon rack holding spears and axes. A copper shrine to Maran Gor graces one corner. It sits in a square basin and both it and the basin show dried blood residue. Aside from her weapons, armor, and shrine, Pharzeela never leaves anything of value in the room.

Kocho keeps his collection of cast off, broken, or found dragonewt weapons on the walls of his room. He sleeps on a straw mattress on the floor and keeps his stash of 123 Lunars hidden in a hollowed-out space in the ceiling beam.

Tarleti's area contains several medium to large nomad carpets and a good bed. It also holds a very heavy bronze bound trunk, fitted with an excellent lock and chained to the floor. Inside she keeps the largest share of her personal wealth, amassed over years of embezzlement, extortion, and theft. The chest has an interior shelf even with the open mouth of the trunk. The lid sits on top of all the valuable contents of the chest, listed below. Tarleti keeps one thing on top of this lid: a fist-sized ball of tied leather thongs. This ball of thong contains a magic spirit, described in the nearby boxed text.

The Trunk's Guardian

Magic Spirit "Flies Over Grass" INT 12 POW 20
Spirit Magic (100%): Demoralize, Disrupt, Glue 3, Second Sight, Visibility

The enchantment has the restriction that it may be used only by a full-blooded Pentian. Further, Flies Over Grass is extremely hostile toward any non-Pentian who touches it. Anyone touching the ball with bare skin makes the spirit aware of him. Flies Over Grass then casts Second Sight to sense the outside world. If still held by a non-Pentian, it looks for an opportunity to cast Glue 3 on some inanimate object it comes in contact with, like the side of a person's shirt or a ring on a character's hand. Once firmly attached (if possible) it casts Demoralize and Disrupt spells as it sees fit. It prefers to Glue itself to a person, to discourage people from attacking the leather ball with weapons. If possible, it prefers to kill a single individual with Disruption spells. Tarleti knowns what Flies Over Grass can do, and only handles it with gloves or tongs. Flies Over Grass once belonged to a Pentian warrior of high status, and would be worth many horses to a chief, shaman or warrior.

Underneath the lid bearing Flies Over Grass, the chest contains:

- 523 Lunars, 55 Wheels, 37 mixed garnets, topaz and sodalite gems and copper jewelry worth 23 Lunars each, 5 large matched lapis beads worth 252 Lunars as a set, 4 silver rings of dwarf make worth 155 Lunars each, and 6 ENC of raw iron.
- a lead ball enchanted as a Darkwall Matrix, usable only by an Argan Argar worshipper.
- an illustrated manuscript (in New Pelorian) detailing the flora and fauna of Doblian. Worth 1250 Lunars to scholars. Marked "Personal Property of the Vizier of Doblian."

Gusan's Quarters: The trapdoor to this floor can be locked from above. Gusan and his cousin Doekas share this floor and Doekas keeps Nara here most of the time. On the morning of the attack, all three of them are asleep here, at least until Arlaten, the Wheel, or Nailhead begin their magics on Gusan.

Both of the cousins keep their armor and weapons here when not in use. Gusan keeps most of his wealth in a large chest at the foot of the bed. The chest has a decent lock, but not as good as the one on Tarleti's trunk. Doekas also uses this trunk for his stash. Gusan keeps the key on a silver chain around his neck. Along with various uninteresting personal effects, the chest contains:

- one bolt of crimson Kralori silk, worth 1500 Lunars in the Pavis market.
- 3 ENC of hazia, worth 250 Lunars locally.
- 555 Lunars, 375 Wheels, 137 Clacks in bags.
- seven silver statuettes of the Seven Mothers, total 3 ENC of silver, worth twice their silver value to Lunar buyers.
- a total of 1/2 kilo of various spices and herbs, including 20 gm of agipith root.
- 5 matched pieces of Old Pavic style silver and gold jewelry, worth 100 Lunars each, or 700 as a set to the Pavis cult.

The Roof and the Siege Arbalest: Once the focal point of defense for the tower, the roof now features a more mundane defense. The gang has mounted a large siege arbalest here, which dominates the surrounding area.

A skilled siege engineer instantly recognizes several problems with the arbalest's installation. While it may traverse all 360° of the compound, it cannot rotate down low enough to fire into the yard; it can fire onto the parapet of the outside wall, though. However, the outside wall blocks the first 15 or so meters outside of the compound from the arbalest's line of fire. The former of these problems may be remedied with proper application of Craft (Siege Equipment), but the no-fire zone outside the perimeter cannot be reduced without raising the arbalest up another 30+ meters.

The Tarsh Gang

This callous and mean-spirited bunch epitomizes the "ugly adventurer." They respond best to money and power, and control their underlings with fear.

The gang's main membership falls into two categories: more experienced "grunts" with a strong stake in the gang and reasonable morale, and a dozen rookies, some of whom stay here only because they fear reprisals if they try to leave. The rookies have little morale, and would prefer to surrender rather than fight.

Gusan the Brand

Good day, stranger. By the look on your face, I see you recognize me. I am indeed Gusan the Brand, Gusan who killed 10 men in duels and uncounted more in war. It's as simple as this. You can give me what I want, or you can be dead.

—Gusan to a victim of the the gang

This refugee from the Tarsh Exiles at Wintertop lives a life that gives adventurers a bad name. Greedy, untrustworthy, and brutal, Gusan's life story runs red across the lives of whoever got in his way. Forced to leave his clan, a traitor to his Sartarite mercenary company, he serves himself first. This oath-breaker, murderer, and robber leads a gang of other human dregs, the sorts of people who make Manside a dangerous place.

Gusan's record in Pavis speaks of terrible fights and gory victories. Most of his fights occurred several years ago, or took place without critical, knowing witnesses. Because of this, his reputation exceeds his skill. Even so, he packs a mean ax and still presents a major threat in a fight.

The Lunar Government offers 777 Lunars reward for Gusan, alive.

Doekas Horseater

You messing with the wrong man, someone you think won't just kill your scrawny ass? Doekas here kill you so fast Gusan won't have time to get his sword out. Now shut your crack and hand over your armor, you busted stickpicker.

—Doekas, shouting into a captive's face.

As Gusan's second in command, Doekas works closely with the other members of the gang, and knows their talents. The bandits fear Doekas, but live in awe of Gusan. Doekas' wild temper would get him

killed without Gusan to restrain him. Gusan trusts Doekas because they are cousins. The Lunar Government offers a 450 Lunar reward for Doekas, alive or dead.

Fila Onehand, Witch

Ah, yes! Witch I am, and know many things about the spirits around you and me. Don't you put the jump on a witch like me, foreigner! This one has lunch with the Seventeen Foes, but you can feed them if this witch wants it so!

—Fila, threatening attackers

This lifelong Rubble resident carries forward an old peasant tradition as best she can. The child of Manside peasants. her youthful training prepared her to assume a shaman's role in her household. However, her mother (and mentor) died in a spirit world encounter, and Fila must make do with the skills and magics she puts together for herself. Never shown the techniques of summoning the Horned Man or awakening her fetch, she nevertheless has assembled a dangerous array of spirit magics in her years in the Rubble.

A Rubble broo cut off Fila's right hand years ago, and gave it to his shaman as a present. Fila worked her magics carefully and with power, and within a year and a day, she had her hand back, and the broos' heads in the bargain. Now she keeps her dried right hand in a bag around her neck.

Fila is in her late 40's, with weirdly braided hair, a thousand amulets and signs, and a black stripe of paint across her eyes. She always carries a short, cane-length wand carved all over with odd marks. If captured, she offers to summon a spirit for up to three of her captors in exchange for her freedom.

Pharzeela Bloodwoman

Honor is not the bright thing you think it is, warrior. Sometimes it comes gore-covered, dull as old copper, hidden in the earth. Like all things of value, honor runs deep inside. It is not the thin crust exposed to light.

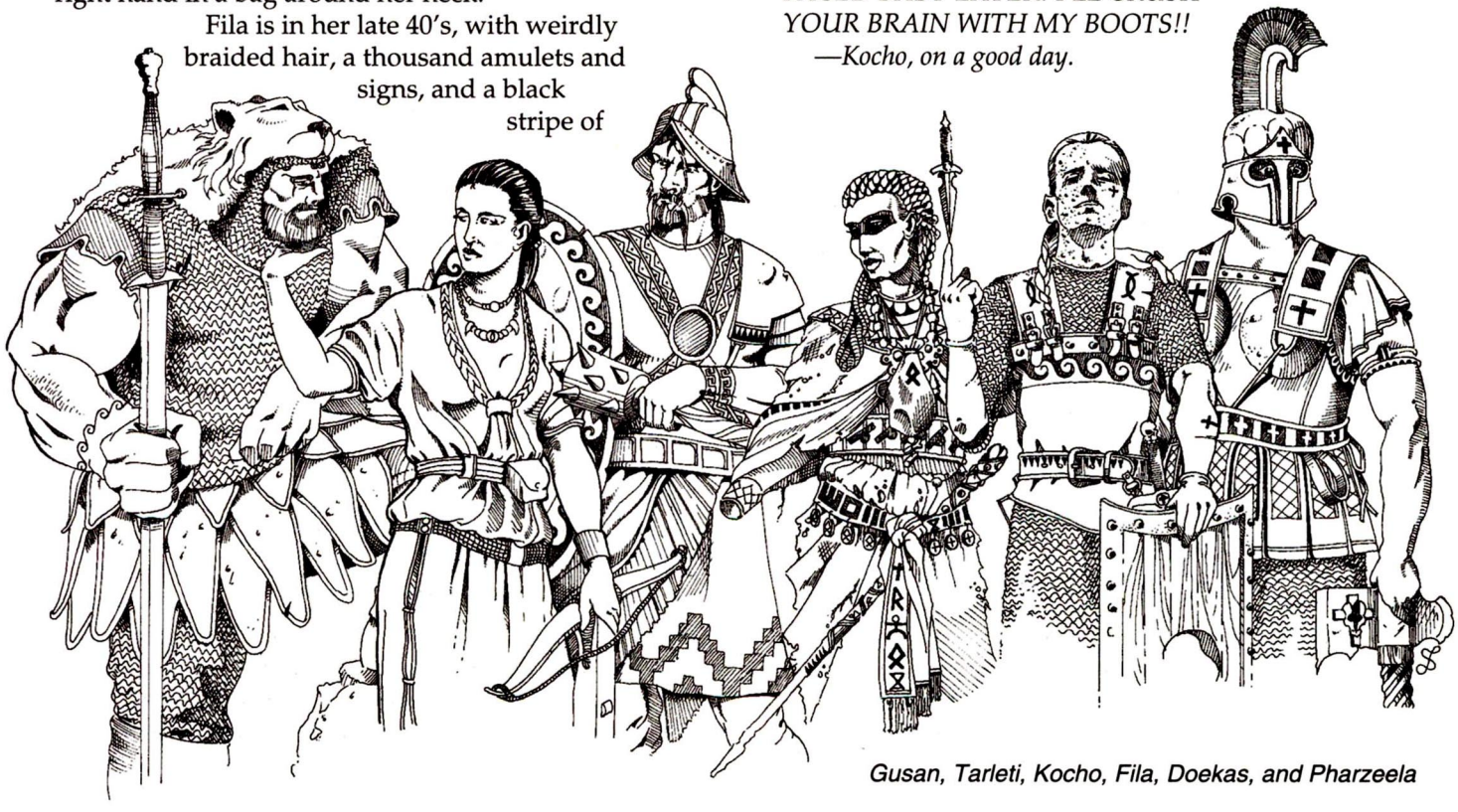
—Pharzeela to some polished Humakti pretty boy

Once a high ranking sacred executioner for the Tarsh Temple of the Earth Shaker, Pharzeela left the temple hierarchy when a new High Priestess came to power. She kept her feelings to herself in doing so, and so avoided excommunication. Even so, she cannot maintain her active status in the cult so far away from any cult center. Her five cow ransom can be collected from her family, who live near the Earth Shaker Temple in Dragon Pass.

Kocho Breaksword

Why am I whispering? It keeps me calm, like quiet air. Normal voice is too like a shout, I think. Shouting's like yelling, which always gets me upset. Upset people get to yelling, and I ALWAYS YELL WHEN I FIGHT! DO YOU WANT TO FIGHT WITH ME?!! YOU LIZARD-FACED BABY EATER! I'LL CRUSH YOUR BRAIN WITH MY BOOTS!!

—Kocho, on a good day.



Gusan, Tarleti, Kocho, Fila, Doekas, and Pharzeela

Kocho has never been right since childhood, when Dragonewts ate his family while he watched. Turned toward unwholesome thoughts and a fascination with death, Kocho joined Humakt's cult. Discovered as a morbid deviant, his excesses in the name of Death led to his excommunication. He now suffers the curse of all failed Humakti: any sword he wields immediately shatters, and of course all his Humakti gifts are cancelled. The Humakt temple in Wintertop has a 444 Guilder price on his head, and he has no ransom, so he fights until disabled or dead.

Tarleti Blackpouch

Whoa, whoa, whoa! I yield! Put that thing away! I have a large ransom! I'm sure we can make a deal. Just listen for a moment. Well worth your while, I assure you Sorry about your friend with the bolt through him, but that's the way these things go.

—Tarleti, once things get bad

This well traveled woman represents all the worst traits associated with the Issaries cult. Using the cult as a cover, Tarleti stole from everyone she met from Karse to Red Fish City. Her unethical dealings so far transgressed the bounds of acceptable behavior that a cheated Priest of Issaries excommunicated her.

Sometime after the habits of greed became deeply ingrained, Tarleti's poor choice of companions led to her illumination. This in no way improved her moral ambivalence, though she has managed to blackmail a few fellow Illuminants with threats to reveal their status. Now she follows no particular cult, listening instead to her purse for guidance. When necessary, she still feigns Issaries membership. She manages the slaves, stores, and support functions for the gang. Tarleti has a 1,000 Lunar ransom, payable on delivery of her to well-blackmailed associates in Adari.

Twelve Slaves

Most of these slaves come from various Nomad nations. Gusan has bought the cheapest slaves he can get work out of, so these Praxians include women past child bearing age, young boys, one-eyed men, and a strong but suicidally depressed crippled Rhino Rider called One-Leg. Nara, a young High Llama woman, is the only exception to this trend. Doekas bought her for her looks.

A few captives picked up on Rubble raids round out the slave population. They spend their time working on the compound, a task only the Rubble folk handle with native ability. The Praxians hate being forced to build. The Rhino Rider spends his days breaking rock for block and mortar. The women also tend the fire, cook, and (occasionally) clean.

Staging the Battle

If things go even moderately well, the attackers should find their first fight inside the Common Room, where they surprise the mostly still drunken and half asleep grunts and rookies of the gang. These barely armored goons won't have much fight in them if the attackers give them any kind of chance to escape with their lives and enough gear to survive.

Pharzeela and the rest of the toughs may put up a fight, depending on how outnumbered and cornered they are. Tarleti has more to lose than anyone here, and probably leads the argument for resistance, though if given a chance to grab her loot and desert her companions, she would do so in a heartbeat.

Arlaten's Contribution: The following details of Arlaten's magics may be changed by the suggestions of his retainers. At the very least, Arlaten's magics arranged several important things in and around the Arm of Pavis:

- a rope tied to the wall of the compound, even with the catwalk to the tower.
- a rope from the top of the Arm to the compound yard.
- broken hinges on the main gate, the tower door, and the roof trap door.
- some sort of magical attack on Gusan.

If your adventurers need a great deal of help, then Arlaten's actions have been very successful, and include the following:

- Gusan's death from Venom (see the Wheel of Wrath for this spell).
- Doekas' handicapping by 8 points of Venom.
- Sealing of the door between the Tarsh Room and the main quarters by Form/Setting the hinges into a solid mass, thereby keeping several toughs out of the main fight.
- Nailhead's Animation of the arbalest and control of it to fire by itself, though with little accuracy.

If the attackers do not need so much help, then use only a few of these options, or modify them. Nailhead might only jam the arbalest, for example.

Mikos' Mischief: Mikos waits for some sign that things are not going well. If everything goes smoothly, he holds himself in reserve. Mikos' plan involves casting a good duration Illusory Sound, designed for use as a distraction. With it, Mikos can make whatever sounds he thinks will cause the most fear and confusion – orders and counter orders, the sound of hammers or scaling ladders on a stone wall, Lunar signaling horns, the sound of galloping animals, or the cries of wounded.

Though his vantage point does not allow him to see into the compound, he can guess where the

ground is and place his sounds there if he thinks it will help. Be creative and extravagant, because Mikos certainly is.

The Slaves: Captives here appeal to any attacker of the same racial stock for help or release. One-Leg and his tremendous strength might be of some help, if he can be roused out of his horrible depression. All the Pavic captives try to escape to the Real City if they are left alone for any time at all, but the nomad types have nowhere to go except out into the dangers of the Rubble. None of the slaves take up for the Tarsh Gang, or seem pleased to have new masters.

After the Fight

Contrary to any impression Arlaten may have given before the fight, he does not care a bit about captive members of the gang. If they cannot be ransomed or turned over to the Imperial government for reward, he orders them killed by hanging unless one of his retainers intervenes for the captives. True to his word, if the adventurers did their job right, he gives any captives with ransoms over to them.

Here the adventurers have an opportunity to affect the long term political climate for Arlaten. If they treat their captives well, some of them may come to support Arlaten later, when he comes under pressure from the Afengeng. Most of the rookie bandits only want to return to their families in Manside, and if handled properly, could be very grateful to Arlaten and his men. Fila offers all kinds of deals to the adventurers to earn her freedom. Even though she has little money, her magical skill and Rubble knowledge might prove very useful in the future, especially when Afengeng spirits start manifesting.

None of the magical loot interests him (except for the broken Protective Circle matrix), and he gives them away too. He claims all the raw iron, the New Pelorian book, all the Wheels, both (empty) trunks, and the Kralori silk as his share.

Arlaten's Plan for Renovation

Once his attackers secure the tower, Arlaten gets right to work repairing the place. First the gates and doors need repair, but that takes little more time than it took to break them. Of course, he needs the adventurers to take over guard duties, and suggests that they improve on the guard shack. Any slaves remaining get put right back to work, though they get better food and treatment from Mikos than they got from Doekas and Tarleti.

Arlaten's agenda for the Arm of Pavis focuses on the broken Protective Circle matrix in the tower parapet. If reconstructed and re-enchanted (at the cost of 4 POW to Arlaten), the matrix regains its former abilities – Protective Circle Intensity 4, 21 points of Magic Point Storage, and the user restriction that it may only be used by defenders of the tower.

Along with the physical improvements, Arlaten wants to increase his staff. With the guidance of the adventurers, he tries to hire additional (non-player) guards and servants. This can be as difficult as the GM wants, but the presence of other guards makes it much easier for everyone to survive the coming attacks during Truth Week. This gives you an opportunity to adjust the difficulty of the next scenario. If the adventurers are tough and equal to Aziok's challenge, then just make sure no one wants to work for the Magus. If four shades would wipe out your group, provide them with some extra help, paid for by Arlaten.

Other repairs to the Arm and its compound come quickly. Since Arlaten seeks to get along with his neighbors, rather than to bushwack them, he can hire masons in the Real City to repair the wall and carpenters to install a real gate. With his fees from magic analysis and any loot from defeating the gang, he can pay for all of these repairs with hard cash or goods.

Other improvements to the compound could include a private shrine to Rokar, Damage Resistance and Spell Resistance spells on the gate and the tower door, and bronze facings for the tower door.

Meet the Neighbors

Arlaten's success with the assault on the Arm of Pavis makes other Rubble denizens notice him. The assault proves him a force to be reckoned with in the Old City, and the powers there rouse themselves to determine his right (and ability) to remain there.

The most serious example of this comes in the *Black Magic* scenario below. The new residents might have to face eruptions of disturbed ghosts from tombs beneath the Arm or harassing ambushes from the leftovers of the Tarsh Gang.

Political overtures about alliance and mutual self-defense may come from other "respectable" Rubble residents, including Benderri, Old Pavic noble houses, Ithas Resh (captain of the outlawed Pavis Survivors), and Mani's Clan.

Rubble peasants from Oldtown and the Small Quarry seek protection from Arlaten in return for service, and various adventurers seek advice, magical analysis, a place to hide, a refuge from whatever chases them, or suckers to work some sort of scam.

With a few of these encounter (emphasizing role play over combat), you can establish Arlaten and his retainers as citizens of the Old City. In this role

Arlaten may turn the Arm of Pavis into a new feature of the Rubble – a place where any (human) may come to get advice, help, or refuge in exchange for civil behavior and open-mindedness about sorcerers.

Make Arlaten's retainers recognize the importance of good relations with the neighbors. Arlaten shows little interest in this unless convinced, and that takes no small effort on the part of his retainers. Human Lore, World Lore, and Oratory may help convince him. First, the adventurers must realize that without the help and support of other people who live in the Rubble, Arlaten (and the adventurers) may face an extremely difficult and dangerous future. The Queen of the Afengeng has friends and allies – Arlaten needs friends too.

The Mark of the Afengeng Clan

Black Magic

Uz are the rightful rulers of Pavis. Uz have been the only Users-of-Arkat's-Secrets here for centuries. If others come, kill them with the Far-Away-Gray-Skin-Magic. They have no right to be here. If others come, steal their magic. They are food for the Law of Arkat. If others come, eat their dry and brittle spirits.

—Aziok Manylegs, Queen of the Afengeng Clan and Arkati Adept, to her followers

Introduction

Black Magic subjects the adventurers to a series of assaults by agents of the Afengeng troll clan, and, as such, its main theme is violent conflict. However, by considering the behavior of your adventuring group over the past sessions of "Meet the Neighbors," many roleplaying opportunities present themselves. Did members of the garrison of the Arm offer protection to a Yelmalion party fleeing from an ambush at Angle Fort? Did Arlaten's second-in-command plead with the Magus to intervene against a Zorak Zoran attack on Manside during Dark Season? Anything the residents of the Arm did in the recent past may come back to them with interest when they find themselves besieged by Aziok's minions. A counter-attack by a group of locals outside the walls might severely hamper an otherwise unstoppable attack.

Acceptance or refusal of the Magus' magic recurs as a secondary theme in this scenario. Pragmatic adventurers may easily be tempted into acceptance of Enhance, Boost, and Resist spells. Acceptance of Arlaten's magic has its price in the lowered opinion and raised suspicion others will have of them in the future. Of course, social pressure may be a minor concern when a Zorak Zoran attack seems imminent.

The main action takes place in Truth Week of Storm Season in 1621 or 1622, depending on the time you allow to pass between the *Home Away From Home* scenario and Queen Aziok's interest in Arlaten.

Of all the troll clans, the Afengeng clan has the most to lose from the arrival of a foreign sorcerer. Queen Aziok follows the way of Arkat, as do many of her daughters, and she keeps their abilities a secret from humans, but the Queen knows that a good sorcerer can sniff out the evidence of their magical activities. A free Magus in Pavis makes a tempting target and a large potential threat to troll interests.

The attacks by the Queen on Arlaten and the Arm of Pavis make up a microcosm of the grander plans going on in Old Pavis. The trolls actively seek to maintain the status quo, keeping human habitation in the Rubble weak, and subverting any attempt to restore the old magics of Pavis' glory. Arlaten (for his own ends) seeks to restore the Arm of Pavis to its former strength, and as he plans the restoration of the Protective Circle matrix for the Arm, Aziok strives to kill him. If Arlaten survives the Web of Seven Deaths, he begins the restoration of the matrix on the first day of Sacred Time.

Shadows of a Gathering Dark

In the weeks before Truth Week, Arlaten's retainers may spot things that hint at the danger approaching. Trolls do not usually come into Manside, with its many forts and proximity to the Pavis Temple. Nevertheless, in the weeks preceding the Afengeng's first attack, observant or tricky guards and patrols may see trollkin scouts, signs that trolls have passed through, or perhaps even sight troll parties at night.

Improvise these hints as you wish. All the troll and trollkin groups belong to the Afengeng tribe, often made up of members of the Queen's elite. They only scout at night. None of them come closer than 50 meters to the outer wall of the compound, but they might disturb other residents of Oldtown and the Small Quarry district. The trolls could well kill such residents to keep them from raising an alarm, or might flee if they do not believe they can kill them quickly. Any friends or allies they did make would come forward with whatever information Arlaten's retainers might have. Here are some examples:

- Fila Onehand comes to work off more of her duty to her former captives. "Witch think, you wanting some demon out of the dark for your slave, warrior? Witch saw, last few nights, these old eyes saw many in the night sky. Fila knows black sprites like

this don't much come around now, least most times. So, you want one, witch asks? Witch try to catch for you, then we even."

• Pharzeela Bloodwoman remembers the honor paid to her as an opponent, and the mercy extended as a captive. "I know infamy when it speaks with me. A man I took for a bug eater approached me, asking details of the Arm. From behind a mask he offered to pay, but I refused. He placed a sheathed dagger on the table, then said 'his kind' were not used to being told no. As he did so, he slid the dagger a bit out of its sheath, showing a black crust of poison on it. I told him 'my kind' were not used to talking with 'his kind' and that he was welcome to draw the dagger further, for all the profit or information it might get him. Perhaps this interests you, man?"

• Namul Pol, once an involuntary member of the Tarsh Gang, returned to live with his family in the nearby Oldtown ruins. Deep in grief, his one-armed father comes to report the family's horrible loss: "Namul had the watch. He made no alarm, but I woke shivering with a sudden chill. I found Namul just outside our door, leaning against the wall. When I went to him, I saw the look of terror on his face. I saw he did not move. He was cold as death to touch and collapsed frozen at my feet, dead as Genert. Black troll magic took my boy, the boy you spared."

Dark Times in Truth Week

Children. Sweet Ones prostrate before my feet. I summon you here to learn that soon I shall spin the Web of Seven Deaths on a new victim. Proud and he thinks himself strong, but he is soft and sweet. I shall spin the Web, he shall fall within it. My magic fangs will pierce his puny man-magics. With his blood and power for my own, I shall lead my sweet children to expand the clan's Web. Now! we will dance and sing the Song for New Food Soon. Begin!

—Aziok ,to her clan on Truth Week eve

Aziok begins a week-long magical ceremony to kill Arlaten. Each night, one of her "webs" entangles the Arm of Pavis, manifesting as some sort of attack against the defenders and the Magus.

The Web of Seven Deaths requires attacks that follow the magical energies of the days of the week. Thus, shades on Darkday, poison on Waterday, and (preferably) air-worshipping humans on Windsday.

Retainers who keep in contact with the Pavic rumor mill may hear gossip suggesting that something big is under way in the troll clans. Nothing more specific than that comes to their attention, unless they are contacted as mentioned above.

Without foreknowledge or allies, Arlaten must rely on his own power and the strength of his hired forces to withstand the Queen.

Once it becomes clear to Arlaten that the attacks are part of a series, he changes his tactics. By Fireday, Arlaten switches his tactics from direct support and magical attacks. Instead, he begins a long series of spells drawing only partially on his MP resources, spells to prepare himself for whatever big attack still to come. If possible, these preparations include the ensorcelling of a champion to fight for him.

As the attacks increase in severity, the stress on retainers and magus alike may break down old barriers. If Arlaten lacks a champion who readily accepts his magical aid, he approaches each of the adventurers between the attacks, trying to find someone who allows him to cast spells to aid in the fight. As explained in the introduction, most Theyalans would rather die than risk being touched by a sorcerer, and the decision to allow Arlaten to work alien magics on one of them should be a difficult one. A barbarian or nomad who allowed it might be shunned by his former friends forever afterward.

Darkday: Shades in the Night

Begone from the chamber, all enlo but the sacrifices! Scatter the Dust of Lead! Silence, silence but for the Song to Living Darkness! Open the Pit! Elders, now call forth the Dehori. Quiet now, You-Who-Will-Snare. Await the arrival of the Living Darkness. Begin the sacrifices, to which I add a cup of my own blood.

—Aziok, overseeing the summons and binding of shades

Darkday of Truth week comes cold and still, like some unwelcome hangover from Dark Season. Heavy clouds threaten, but no rain falls; instead they block the sun. Night falls like a leaden weight covering the Rubble, still, cold, and close.

Aziok and her best magicians prepare shades for a mission, using the best spells available. Some of her magicians use sorcerey, others use divine and spirit magic. Aziok Dominates all the shades, so if they survive, they must return to her, unless the dominations are broken. Each of them are dominated with only a single intensity of Domination. (See Shades on pp. 95.)

How Did He Do the Flying Dagger?

Multispelling of Fly and Damage Boost powers the dagger. Because he controls it at a distance, Arlaten must use Range on the Fly spell. A reasonable Damage Boost defines the Intensity, in this case doing 10 damage. That makes the Fly spell move at a sprightly 10 m/SR, since the dagger only needs 1 Intensity for its weight, and the other 9 go toward making it faster.

Shades lack intelligence, and Aziok cannot control them remotely. Therefore, her instructions must be simple. She cannot order them to attack specific people, though she can tell them how to attack. These were her instructions: Put out any fires or torches. Each of you attack every armed person in the compound as quickly as possible. Put out any fires or torches again. Attack armed people again, to freeze them. Return to me if you are badly injured or have extinguished everyone.

Note these instructions may cause some strange behavior. Unarmed people in the compound get left alone. People outside the walls do, too, even if they attack the shades with magic or missiles. Once all the armed people are dead or out of the compound, they attack unarmed ones.

The shades begin their attacks by swarming over the largest sources of light in the compound, extinguishing them. While defenders try to get lights going again, the shades start to envelope them. They do not pause in their attacks or try to use their freezing ability. Instead, they move as quickly as possible (Move 6!) from person to person, taking just long enough to attack with Fearshock. If possible, each shade tries to hit each defender. If a victim survives one shade's initial Fearshock, he becomes temporarily immune to it (see the description of shades in ***RQ Deluxe, Creatures Book***, p. 18), but he still suffers a full Fearshock attack when enveloped by another. If the defenders do not mess up the shades' plan, each of the defenders get hit by four different Fearshocks.

Arlaten expects his guards and retainers to deal with this threat, unless they are clearly outmatched. With his Mystic Vision, he can see the shades in the dark because of their protective spells. From the top of the tower, he observes the fight, trying to discover who controls the dark "demons," and making sure the defenders can manage. If necessary he might support the defenders with any number of spells:

- Directly attack the shades with a flying dagger (see boxed text below).
- Cast Neutralize Magic on the shades' defensive spells, or on the Dominate Shade spells controlling them (he can see these with Mystic Vision).

Waterday: The Afengeng Beast

Water, born of Deep Darkness, serve Us now! Water from within the Dark, turn black again! Black Water, carried by my magic within the Afengeng Beast of Lead, taint their blood with death, fill their guts with doom!

—Aziok, sending the Afengeng Beast toward the Arm of Pavis

Survival on Waterday depends on preventive measures from Arlaten's retinue. Many of them may be busy during the day, arranging healers or possibly even resurrections or necessary reinforcements.

Noticing the start of the attack presents the first challenge of the night. Waterday night falls windy and wet, with a fine misty rain typical of Storm Season. The Beast of Lead (see p. 95) approaches the compound slowly, making the most of available cover. With its small size, the darkness, and the misty rain, subtract 75% from all the guards' Scan rolls. The Beast moves with Aziok's Sneak skill of 87% and Hide skill (modified for the Beast's low SIZ) of 84%, and it must make three rolls to reach the outside of the compound without being noticed. Active guards on the compound wall also get three rolls to find it with Scan, modified as above. If guards patrol outside the walls, they all get a chance to Scan it, too, and may also make Listen rolls (reduced by the Beast's Sneak) to hear it passing through the Rubble.

Once it reaches the compound wall, the Beast gets easier to see, so reduce the Scan modifier to only –50%. Adjust this if guards rig extra lighting or can see in the dark somehow. The Beast must make three Climb rolls (with a skill of 69%) to reach the top of the wall. The Beast climbs very slowly, taking one minute (six MR) per roll. Missing the first roll makes the Beast move to a different section to try again. Missing the second roll causes it to delay for an extra minute on the wall, as it searches for proper holds. Missing the third roll leaves it exposed on the edge of the wall for a full minute as it struggles to get over. Fumbling any roll causes it to fall, alerting anyone along that quarter of the wall.

Once within the compound, the Beast tries to avoid being seen while heading as quickly as possible to the well. If Aziok thinks the Beast can make it to the well but would be seen while doing it, she makes the Beast go for it. Otherwise, she sneaks it around until she can get it into the well unseen. The Beast must make one Climb roll to get into the well, but then just drops into the water.

If discovered, the Beast fights defensively, attacking minimally while heading directly for the well by the shortest route. It dodges once per round with Aziok's SIZ-adjusted 67% dodge. (See the Afengeng Beast of Lead on 95 for other combat notes.)

If it gets into the well, the Beast simply opens itself up, mixing the water with enough poison to make the water in it a POT 8 Systemic Poison. Poison damage manifests as chills, failing vision, reduced mobility, and general Hit Point Damage. The water smells bad, and shows clear evidence of contamination.

The Trouble with Spiders

Though unlikely to kill anyone, the little spiders present a very real threat to the Arm's defenders. Just moving around and performing routine duties becomes very difficult if the guards must watch out for spiders at every turn.

All the spiders' venom has a POT of 4. If the POT overcomes the CON of the person bitten, the person breaks out in an allergic fever, gets a terrible itchy rash over his whole body, his FP drops to –45, and he falls into a stupor or coma for (24 – CON) hours. If the person fumbled his CON resistance roll to the poison, he dies at the end of that time. Any number of poison treatments or magics can prevent this death; healing spells have no effect.

If the spider's venom does not overcome the victim's CON then oppose the POT of the venom against the hit points of the location-bitten. If it overcomes the location's hit points, that location swells, stiffens, and becomes unusable for 1d4 days. Limbs simply become immobile; head or neck bites cause terrible facial swelling resulting in temporary blindness and breathing difficulty (treat as FP = -20). Chest bites reduce FP to 0 due to breathing trouble; abdomen bites make it impossible for the victim to stand or eat, with associated FP penalties for lack of food.

These spiders are the most common poisonous spiders in Pavis. The Chalana Arroy temple, the Real City Pavis temple, and the Deezola temple all know how to treat the bites. They also keep a stock of antidote to this kind of poison on hand. It reduces the swelling in a few (17-CON, minimum 1) hours, allowing use of the limb after that time.

Animals will not drink it. The poison gradually fades, losing its POT by two points per week.

The well is the sole source of water for the compound, and without it the Arm cannot last out the week without supplies. If guards must leave for water, they might run up against the Black Fang Assassin or Windsday's hired adventurers while out.

Earthday: A Rain of Spiders

Little cousins, prepare for your journey. Lovely dark little ones, prepare to cover the Earth. Seed them with your fangs, let them harvest pain and death!

—Aziok, about to send off the Black Ball

Surviving this attack poses no real problem, but avoiding a very annoying infestation of spiders requires keen observation, quick identification of a threat, and immediate reaction. Arlaten or some other powerful defender can take care of all the spiders at once, before their release, much easier than exterminating them all once they get loose.

Earthday's dawn comes clear and with a light breeze. By afternoon, the breeze carries a cloud of freshly hatched "normal" sized mosquitoes over the Old City, sending everyone indoors who can go. The pests make outside guard duty a living hell.

The attack comes at twilight. Guards on duty along the compound wall have a -50% penalty to notice the coming attack. Watchers atop the Arm itself have only a -25% penalty. Observers with some means of magical perception (Mystic Vision, Second Sight, etc.) get normal chances to see the thing coming toward the Arm. If the roll to spot the globe was a regular success, the defenders have four rounds to react before it drops its cargo; if a special spotted it, then they have seven rounds, and a critical gives the spotter 10 rounds warning before the globe inverts.

Aziok's attack comes floating toward the Arm from the direction of the Troll Huntlands. Observers see a one-meter-diameter black sphere trailing six long black streamers of some thin, silky material.

The sooner the defenders attack this thing, the better for them. Magical methods of detecting enemies do not make the approaching globe register, though spells to detect magic do. Before the globe releases, Firearrows, the siege arbalest, or other magics may all work to good effect.

If the defenders fail to destroy the globe before it reaches the compound, it pauses for a moment in the twilight dark, then inverts itself. The loose hinged lid of the globe falls open, and hundreds of small black objects begin to float down onto the compound. Where they strike the side of the Arm or a wall in the compound, they stick, then begin to scurry into cracks and crevices.

Fireday: Black Fang Assassin

Fireday dawns warmer and clear, with no trace of yesterday's high clouds. A dusty wind still blows, sending grit into the eyes of guards and making it difficult to be heard over the whipping breeze.

After three night attacks, the defenders of the Arm may be exhausted and off guard for a daytime attack. Though the Black Fang brotherhood prefers the night, they recognize the advantage of attacking when they are not expected and while most of the defenders will be resting. (See Halnas, the Black Fang initiate, on p. 95.)

If you wish, a previously established "trustworthy friend" may prove to be an agent of the Black Fang Brotherhood. Perhaps this friend has been a member all along, or maybe an unwilling acquaintance has been threatened or extorted to do this job. If you choose this option, the assassination attempt involves the friend getting close enough to Arlaten to attack him, preferably in private. Whoever the assassin is, he uses the dagger listed for the Black Fang Brother described here.

By its very nature, running the assassination attempt by a previously set up insider requires individual attention from the GM. How the traitor tries to

get in, how he or she avoids suspicion, the timing of the attack, and how the assassin intends to escape must be planned ahead based on the traitor's identity. A few things seem nearly universal, however. Any traitorous assassin wants to be alone with Arlaten, make sure Arlaten is distracted, and have a possibility of escape.

If the assassin has no traitorous method of getting in, he must rely on stealth and climbing. After three attacks, the Arm's garrison may be depleted, and a bit of study should reveal where to go over the wall. If the assassin and his brothers cannot find a weak point, they arrange a diversion by shooting flaming arrows at guards and the compound. They fire from cover along the front of the compound while the assassin goes over the wall in the back.

Once over the wall, the assassin must make it into the tower. This is the hardest thing to manage because the compound lacks any cover for sneaking to the tower's door. In a well-patrolled yard, the assassin's Stone Cloak might not be enough. To overcome this problem, the assassin might have to kill a few guards, if he can do this with a good chance of remaining undiscovered. Alternatively (or along with killing the guards), the assassin might set one or more of the outbuildings on fire. While the garrison tries to put out the fire, the assassin can try to sneak in to the tower. Once in the tower, the assassin seeks out the Magus.

Black Fang agents are not fanatic fight-to-the-death, take-a-couple-with-them fighters. They prefer to survive, and always try their best to escape. To manage this, the assassin might take a captive, threatening to kill him with a poisoned blade, or fight defensively while making his escape from the yard.

This is the first attack that aims directly at Arlaten and might just succeed in killing him off. If this occurs, the retainers face a difficult decision: Should they abandon their dead employer, or go against his often hinted dislike of divine magic and try to have him resurrected? Just getting him to a Chalana Arroy Healer involves some difficulty, with the possibility of Afengeng-arranged ambushes along the way, along with the normal dangers of the Rubble.

Windsday: Adventurers

The Storm Bull Winds toss around anything loose today – yet another miserable day to get stuck with guard duty. The wind blows cold, bearing the coppery smell of the deep wastes with it.

Pavis abounds with down-and-out adventurers who happily accept pay for dirty work – perhaps an agent of the Afengeng hires the adventurers themselves for the task if none of your players liked working for the Magus.

Use character sheets of old deceased or retired player characters, old enemies of the adventurers, the Lunar adventurer party from ***Shadows on the Borderlands***, the remains of the Tarsh Gang, or the pregenerated non-solar player characters from ***River of Cradles*** as the attackers brought in by Aziok.

Attackers from friendly cults might try to convince the retainers to desert Arlaten. Offers of guaranteed safe passage, shared pay, bribes, etc., provide an interesting chance for roleplaying. It also offers a chance to discover who hired the attackers in the first place, giving the adventurers a chance to take the fight back to the Afengeng, or even hire the attackers away from the troll queen. This is no small feat, however, since the hired attackers certainly know that crossing the Queen of the Afengeng can result in a radically shortened life.

To present a variety of challenges, consider some sort of refined tactics for these attackers. Save the crazed charge against the wall for later. If Arlaten's retainers are tough enough, you might consider attacking them with a group of flying Orlanthi or Gagarthi, to whom the walls pose no obstacle.

If the attackers have no past history with the defenders, they have little motivation for the assault except greed. If things go badly for them, their morale suffers. Once the defenders show their ability by seriously wounding a few opponents, the attacker falters and disperse like the winds.

Wildday: Zorak Zorani

Aziok arranges an attack by Zorak Zorani on the compound, asking them to kill off all the defenders there, but not to bother with attacking Arlaten. She wants that fight herself. Aziok actually believes that the crude troll berserks are no match for the subtlety of a sorcerer.

Use the Good Dark Troll Warrior statistics from ***Trollpak, Book of Uz,*** p. 45, as the attackers. Aziok's connections to the Pavic Death Lords are weak, so the favors she calls in to arrange this attack do not get her the best warriors the cult has available.

Troll activity does not begin until the last shades of twilight fall. How they attack depends on the state of the compound. If a particular section of the wall sustained heavy, unrepaired damage, they attack that, regardless of how heavily defended. If the compound defenses remain sound, they attack along the least-defended area of the wall. In either case, the gang runs forward as silently as possible and begins to scale *en masse* with ropes, poles, and other rough

scaling equipment. The biggest, toughest, most armored trolls take the lead. Once an alarm goes off, they begin their terrifying war cries, hustling up to the top of the wall as quickly as possible, attempting to secure a presence on the parapet to protect the climbers behind them. Once off the parapet, the arbalest cannot rotate down low enough to hit the trolls, unless the defenders have modified the mount.

If the trolls make it inside the compound, they have no real plan. They rush around, spreading fires in the interior buildings using flame from the hearths, killing animals, servants, and guards. They make no attempt to break into the tower unless the majority of the defenders successfully retreated there, depriving the gang of a good fight.

However, the trolls know some provocative ways to tempt the residents of the tower to sally out. If they catch any defenders alive, the troll gang arranges a special show for the tower defenders. That show provides many hours of amusement for the Zorak Zorani, and many hours of hideous pain for captives.

Godsday: The Queen's Magic

Aziok cannot take into account the difference between her ability and Arlaten's. As Queen and (until recently) the best Rubble sorcerer around, she expects Arlaten to fall before her magical onslaught. However, she lacks the spells and techniques necessary to stand against a Magus in a true test. After all, she is not a Mistress, let alone a Magus.

On the other hand, the six attacks previous to her arrival may have taken quite a toll on Arlaten and his allies. Infested with spiders, forced to care for catatonic shade victims, kept up all night by the possibility (and reality) of night attacks, the defenders cannot be in the best condition to repel the Queen.

Godsday night of Truth week in Storm Season holds connotations of "New Year's Eve" for many Gloranthans. However, those connotations may not always be positive. On the last day of the year, many old grudges, unresolved debts, and other unfinished business may come due. The magical energies of the Sacred Time lie just beyond the next dawn, and the world tenses for their arrival.

This Sacred Time Eve shows that tension. A dry thunderstorm howls out of the Wastes as the powers of Air show their strength on the last day of their season. The wind whips up to 35 or 40 knots, throwing Rubble trash and dust around. Clouds obscure the stars, and lightning lights up the Old City, throwing the ruins into stark relief.

For once, the attack comes forewarned. Arlaten calls his commander(s) to the top of the Arm, out into the howling storm. He stares toward the northeast as his retainers join him, then begins shouting above the storm. "Whatever comes our way is about to manifest. Black magic shows itself just over there, in that burned out warehouse. Its casters remain hidden to me, but I know it has begun and they are there. Take a team of (all player character warrior types, minus any enhanced "champion" Arlaten may have), then follow Mikos to the place. Obey his instructions as my own, for he will speak with my voice. Time is of high crown. Go now, and do not be seen."

Mikos waits for them, already prepared and carrying a short walking stick and a dagger. (He has a powerful Mystic Vision spell up, to help him determine what the enemy magicians are up to.) If the assault team tries to blithely leave by the main gate, Mikos stops them. "Master said not to be seen. Sure they (gesturing out of the compound) watch the gate. We go over wall." Mikos has a rope, so a simple Climb roll +25% gets each person down the wall without incident.

Even against troll hearing, sneaking poses no problem in the terrible windstorm, and it is difficult to hear anything quieter than a shout. Mikos provides direction toward the target, but does not interfere with any sort of tactical plan the assault team dreams up. Once they reach the building indicated by Arlaten, Mikos sneaks forward alone, crawling on his belly the last distance. If someone want to come along, he allows one person, but again uses Arlaten's authority to keep the rest back from engagement.

Mikos returns after a few minutes. Successful Human Lore tells other team members that whatever Mikos saw frightened him. Even so, he explains the situation to everyone, crouched in the lee of a shattered wall.

"There be an evil ritual there. A ring of six might demons stand working their magic on the troll thing in the middle. They make some big magic, too big for us at its heart. But we can chop at parts of it. Each of the six cursers has a servant or guard. We must stop as many of the six creatures as we can. Stay away from the middle troll, who has no guard: it does not need one, and we cannot harm it, I think. Many bad magics surround it. We just stop it from getting more. We must hurry."

Mikos correctly analyzed the situation. Aziok stands at the center of a "web" of her six best magicians, preparing for her assault on the Arm. Many powerful spells already surround her, and more are under preparation. The six magicians have minimal protection, however. These magicians all have an Extended Mind Link with Aziok, who intends to use

them as backup reserves of MP and spells during her assault. (See Aflam Banger, Azeer, Afen, Akilya, Aeetya, Ageng, and Aziok Manylegs on pp. 96.)

Aziok does not involve herself in the combat unless directly attacked and injured. She needs to finish casting several spells before some of the earlier spells start to expire. If she must defend herself, she attacks unmercifully.

As the assault team begins its attack, Aziok has almost finished her short ceremony for the casting of Enhance Strength. Even if her servants are under attack, she continues with her casting, going on to her Enhance Size ceremony. This takes six melee rounds, at the end of which she suddenly increases in SIZ by 10 points. After this, she casts her final set of spells: Spiderlimbs, Carapace, Spiderfangs, and Transform Self. That takes four rounds. When finished with this, she turns to face the Arm of Pavis and scuttles off toward it. She casually attacks any enemies directly in her way as she goes, and turns to face any attack that actually does her damage. Otherwise, she heads off to her showdown with Arlaten. The magicians and bodyguards still alive also try to leave, since they need to take up places around the Arm's compound, within 100 meters of their Queen.

Meanwhile, Arlaten's assault team must do its best to kill Aziok's magical support. The magicians cannot dip into their own MP for defense or attack (Aziok needs it), so they must rely on stored MP. Mostly, they do not react until actually attacked, relying on their bodyguards to protect them. The bodyguards do not usually work together, and the assault team may be able to take advantage of this by ganging up on one guard and one magician at a time. The guard trolls tend to hang back, protecting their specific magician, rather than forming a group to repel the attackers all at once. They may engage in missile fire from their place at the side of their ward. Guards and magicians fight to the death, and if needed the guards cast their limited divine magic without hesitation.

Use Good Dark Troll Warriors from ***Trollpak, Book of Uz,*** p. 45, for the bodyguards. Add 35% to all attacks and parries for the bodyguards, and give each a casting of the Divine spell True Maul.

The magical duel between Aziok and Arlaten is frightening to behold. Arlaten spent much of the past week preparing himself for this fight. He uses all his old tricks: flying daggers with so much Damage Boosting the air screams as they move through it; surgically-aimed Dispel Magics; bronze snakes that attempt to wrap around his enemy; Venom spells to poison her body. The transformed, semi-divine spider Aziok relies more on the direct approach; huge from her Enhanced Size and full of sorcerous Strength, she climbs toward Arlaten, scuttling up the Arm, sparks flying where her chitinous feet hit the stone. Her remaining magicians circle the compound; Nailhead hovers around, then descends to Arlaten's hand as the spider magician reaches the top of the tower. Mikos disappears – does he plan some sneak attack? If Arlaten has a champion, then Arlaten has that champion meet the spider at the top of the compound wall. Hand to hand combat ensues, with Arlaten providing support from atop the tower.

So, who wins the big fight between Arlaten and Aziok? You could fight it out, but running combat between two complicated non-player characters falls well within the category of As Fun As Doing Laundry. Many factors affect the outcome and some are variables dependent on how the action worked out in your campaign. The following tables abstract the resolution of the conflict with several die rolls,

Resolving the War Between Arlaten and Aziok

	Arlaten	*Aziok*
Starting score	75	50
Arlaten gets a champion	+35	—
champion highly (95%+) skilled	+10	
per Arlaten retainer killed/disabled	-2	—
Well poisoned	-20	
Successful spider infestation		+10
per previous attack routed		-10
per Afengeng magician killed	—	-10
Fila Onehand helps	+5	—
Arlaten killed (& resurrected)	-40	
Arlaten killed	-100	
Defenders never needed Arlaten	+15	
Defenders desert Arlaten		+30
Locals actively support Arlaten		-5

Total all applicable bonuses and add them to each combatant's starting score. Roll this percentage for each character and consult the following chart:

1d100 roll	*result*
Critical	opponent killed instantly
Special	*opponent killed after long fight*
normal	opponent injured & flees (Arlaten flies off, Aziok retreats)
Failure	raise opponent's success level one (maximum=critical)
Fumble	raise opponent's success level two (maximum=critical)

The two rolls interact. If Aziok criticals and Arlaten gets a normal success, the Queen need not retreat, though she may be seriously weakened. However, the two magicians might kill each other. Aziok will be resurrected the next night, and return to the Arm to salvage anything left. See the earlier section on Arlaten and resurrection, assuming Aziok does not eat the dead magus. If both magicians retreat, it is a draw. Arlaten stays at the tower and the Afengeng leave him alone, at least for the moment....

though the GM should adapt the result to fit the dramatic requirements of the campaign.

The End

Sacred Time provides a ritual focus for taking stock, thinking over the past, and making commitments to the future. These traditions even survive in Rokari belief, perhaps as adaptations of replaced pagan festivals. Whatever their ancient origins, Arlaten uses the opportunity of the season to honor those who stood by him during the past year.

Assuming Arlaten's survival, he calls them all to him on the first day of Sacred Time. Perhaps he lies abed, recovering from the fight, or strides the tower top, prideful in his power. Adjust the setting based on the result of the fight.

"Good servants, you served me well in dire circumstances." [Here he notes any particular acts of bravery or cunning.] "I need no further proof of your worth. Be assured you always have a place in my service. Soon, my great work on this tower shall be completed." [In a week, if he is well enough.] "After that point, no one will think to attack us as that demon bitch did. Your duty will become easier, I predict. At the same time, I may have various expeditions which require trustworthy and experienced men. I hope the idea interests you.

"I understand that this is traditionally a time of renewal and resolution in your lands. Therefore, at this time I offer you permanent employment and protection in my household. Those who take it shall be bound to me by oath, an oath that time cannot destroy. To those who do not wish it, I offer you continued employment on the terms agreed upon earlier, though my liegemen shall advance in rank above you. To those who wish to go their own way, I free you in two weeks with my deepest thanks and the assurance that you shall always be welcome here.

"To all of you, I offer a boon, if it be right, proper, and within my power. Use it now, or hold it for a time when you find my patronage more useful."

Arlaten will not work enchantments for the retainers (they are not within his power because he lacks ritual spells), nor will he involve himself in harebrained schemes guaranteed to get him killed. Those who work to the letter of his offer, while abusing the spirit of it, end up dealing with a less-than-eager mage.

The Arm of Pavis and its new residents offer an interesting option for a long term campaign. Any unused scenario hooks may be played out. Under Arlaten's leadership, effective defenses for his section of the Main Ruins might be worked out, finally making a part of the Rubble more reasonable to live in than downtown Beirut.

Protective Circle Errata

The original Protective Circle spell as written in ***RuneQuest*** is incorrect. Substitute the following description of the spell's effects.

This spell must be combined with one or more of the spells Spell Resistance, Damage Resistance, and Spirit Resistance in a Multispell to be effective. When completed, the Protective Circle encompasses an area equal to the radius of the spell's intensity in meters.

A Protective Circle must follow a predefined shape on the surface the spell is being cast on. Most casters use a circular shape, since this is the most efficient use of the spell, but the shape of the protected area may be any single form within the spell's radius, as defined by its intensity. The shape could be a square, a triangle, a pentagram, or an oval, for example, as long as the whole shape fits inside a circle of the correct radius.

The spell's shape is definable by the caster, based on the form drawn before casting the spell. Drawing the shape may be done by any method, from scratching in dirt or weaving in carpet to inscribing on metal, or anything in between. Breaking the inscribed line ends the spell, but the inscribed line is inside the Protective Circle, so any attempt to break the line from outside the Circle must overcome any appropriate Resist spells.

The walls of the spell arc from the furthest point toward the center of the spell, so walls near the outside of the radius are shorter than those near the center, where the top of any wall is as high as the radius. The floor of the protected area is defined by the plane of the inscribed surface, and is also affected by the spell's protective qualities. A circular Protective Circle forms a hemisphere with a base, and other shapes form "cut outs' of the maximum hemisphere.

When combined with Spell Resistance, all spells passing into the Circle must overcome the intensity of the Spell Resistance, or they have no effect. If the attacking spell overcomes the Spell Resistance, then it affects the target normally. Anyone within the Protective Circle can cast spells without interference.

When combined with Damage Resistance, all physical creatures must overcome the intensity of the spell with their STR to pass within the Circle. Otherwise, they cannot enter the Circle. All damage done by weapons wielded within the circle must also overcome the intensity of the Damage Resistance spell, or the blows have no effect. Missiles passing through the boundaries of the Circle must match their maximum possible damage against the intensity of the Damage Resistance. If successful they affect their target normally; otherwise they do not pass through the boundary

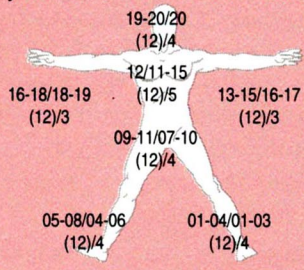
When combined with Spirit Resistance, all disembodied spirits attempting to pass into the Circle's area must overcome the intensity of the Resist Spirit spell with their Magic Points. Otherwise, they cannot enter the circle. Once within the Circle, they may attack normally.

Protective Circles may be combined with more than one of the Resist spells at once, though only a single Protective Circle spell may use a single inscribed line as its base. Multiple Circles require multiple inscribed forms.

Arlaten the White

Independent Rokari Magus, 51 years old, Son of a Rokari wizard-priest.

STR	10
CON	12
SIZ	11
DEX	15 [21]
INT	18
POW	21
APP	10
Move: 3	
Fatigue: 22	
Hit points: 12	



Arlaten

Magic points: 21 + 19 (Nailhead) +30 (POW spirits) = 68

DEX SR: 3 [1]

Note: Numbers in brackets represent the Enhance DEX spell.

Arms: Total encumbrance (w/ staff) = 2.5. Fatigue 20 (22–2). No armor, but he always has a Damage Resistance up.

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Magical Staff	7	60/64	1d8+11	2/14+D.R.
Fist (Ring)	9	59/24	1d3+11	-/D.R.

Sorcery (Free INT 18): Animate Bronze 91†, Cast Back 89**, Damage Boost 104 (Nailhead matrix, Intensity 4), Damage Resistance 109 (Nailhead matrix, Intensity 5), Dominate Horse 88**, Dominate Magic Spirit 112*, Dominate Sylph 96**, Enhance DEX 101 (Nailhead matrix, Intensity 2), Fly 92†, Form Set Bronze 114†, Form Set Wood 97**, Mystic Vision 121*, Neutralize Magic 114*, Neutralize Wounds 87*, Sense Magic 85**, Sight Projection 107*, Spell Resistance 88*, Spirit Resistance 89 (Wheel of Wrath matrix, Intensity 3), Stupefaction 120**

†Nailhead's mind * INT spirit 1 **INT Spirit 2

Bonuses and Skills:

Communication +14: Orate 71,.
Agility [+10]: Climb 52, Dodge 30, Throw 45.
Manipulation [+19]:
Knowledge +8: Animal Lore 19,Evaluate 69, First Aid 48, Human Lore 77, Mineral Lore 29, Plant Lore 32, World Lore 61.
Perception +15: Listen 56, Scan 70, Search 38.
Stealth [-1]: Hide 31, Sneak 34.
Magic [+25]: Ceremony 104, Enchant 97, Summon 58, Duration 119, Intensity 117, Multispell 91, Range 112

Languages: Trade 22/23, Seshnelan 92/104.

Spells normally active on Arlaten

Damage Boost (on Nailhead and ring), 11 Intensity, 1 month duration
Damage Resistance, 12 Intensity, half season duration
Enhance DEX, 6 Intensity, 2 season duration
Spell Resistanc,: 8 Intensity, 2 week duration
Spirit Resistance, 10 Intensity, half season duration

Magical Items: 1 point **Intensity Enhancing Crystal** in Staff. **2 POW spirits** in Staff (each POW 15), **INT Spirit 1** in bronze chain belt (INT 6), **INT Spirit 2** in silver necklace (INT 6)

Additions for the "Evil Arlaten"

Another matrix in secret dagger: Tap POW 94, Venom103

Nailhead, former Magic Spirit, now embodied bronze familiar for Arlaten the White. Normally shaped like a wizard's staff of rank.

STR	2
CON	2 (8)
SIZ	1
INT	17
POW	17
DEX	2 (8)

Nailhead

Hit points = 2 (10 with Strengthening Enchantments)

Armor: 9 AP from having a body made of bronze. 14 AP total, including armoring enchantments. Though it looks like an object and can be affected by Form/Set and Animate Bronze, Nailhead is alive and must be healed with Neutralize Wounds or other healing magic.

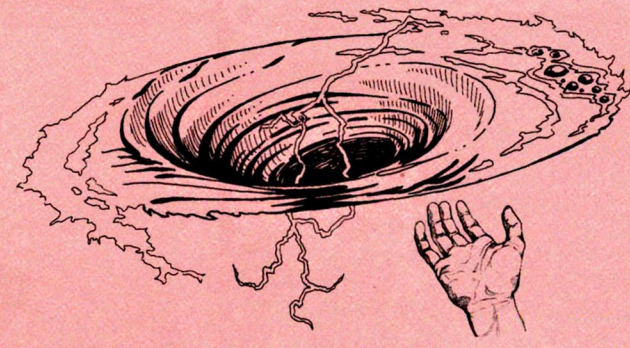
Notable Skills: All these skills assume that Nailhead has assumed its most efficient form for the task – multiple arms for climbing, legs for Jumping, etc. Nailhead swims by shaping itself into a boat or closed tube shape. In any case, it cannot drown, since it doesn't breathe. Climb 72, Devise 33, Hide 96, Jump 55. Listen 54, Read/Write Seshnelan 32, Scan 62, Search 79, Sneak 55, Swim 35, Ceremony 40, Enchant 15, Duration 80, Intensity 67, Range 47, Multispell 30.

Sorcery (Free INT 13, Magic Bonus +12): Animate Bronze 94, Damage Boost 45 (Intensity 4 Matrix), Enhance DEX 77 (Intensity 2 Matrix), Fly 56, Form Set Bronze 83, Mystic Vision 87, Resist Damage 49 (Intensity 5 matrix).

Spells normally active on Nailhead

Form Set Bronze, 1 Intensity, recast each season
Enhance DEX, 6 Intensity, recast each week

Nailhead usually does not bother with Damage Resist spells unless Arlaten expects trouble in a day or two. Then it casts a high Intensity, short (3-7 day) Duration spell. It has one of these active on it when arriving in Pavis, and during the attempt to take the Arm of Pavis



The Wheel of Wrath POW 20 INT 15 Magic Bonus 15%
Magic points: 20 + 17 (POW Spirit) = 37

The Wheel's Binding Amulet is usable only by Rokari of adept rank or better descended from Arlaten's great great grandfather.

Sorcery (Free INT 11) Resist Spirits 88, Palsy 78, Venom 85, Mystic Vision 98.

Skills: Ceremony 45, Duration 75, Intensity 119, Multispell 41% Range 65

Spells normally active on the Wheel of Wrath

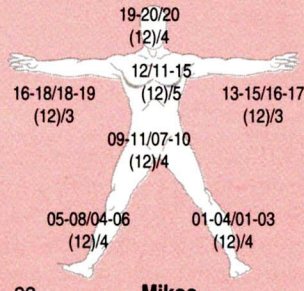
Dominate Magic Spirit, 1 Intensity, Duration 5+ years
Resist Spells, 7 Intensity on The Wheel of Wrath, multispelled with Resist Spells, 7 Intensity, on the Resist Spells spell. (This provides detection blanking. Detection spells must overcome the Multispelled 7 point Resist to detect The Wheel of Wrath or any spells on him.)
Resist Spirits, 6 Intensity, 1 season duration

The amulet holding the Wheel contains a 13 point POW spirit usable by the Wheel only.

Mikos the Short

Human male age 18, Apprentice Rokari Wizard

STR	13
CON	16
SIZ	09
DEX	16 [21]
INT	18
POW	14
APP	11
Move: 3	
Fatigue: 29	
Hit points: 13	



Mikos

Magic points: 14 + 8 (matrix) = 22.
DEX SR: 3 [1]

Note: Numbers in brackets represent the Enhance DEX spell.

Arms: Total encumbrance (w/ dagger) = 1.5. Fatigue 28 (29–1). No armor, but he always has a Damage Resistance up.

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Dagger	7	50/64	1d4+2+9	.5/6+Dam.Res.

Sorcery (Free INT 11): Animate Cloth 31, Clean Clothes 47, Illusory Sight 28, Illusory Sound 39, Neutralize Damage 35, Regrow Limb 14, Stupefaction 21.

Bonuses and Skills:

Communication +11: Fast Talk 37, Orate 24.
Agility [+14]: Climb 55, Dodge 30, Throw 35.
Manipulation +[22]: Sleight 34.
Knowledge +8: First Aid 38, Human Lore 17, World Lore21.
Perception +13: Listen 28, Scan 19, Search 18.
Stealth [+10]: Hide 39, Sneak 42.
Magic [+18:] Ceremony 31, Enchant 27, Duration 29, Intensity 27, Multispell 24, Range 22.

Languages: Trade 29/13, Seshnelan 42/44.

Notes on Spells. Clean Clothes forces dirt out of fabric. 1 intensity per garment. Also folds and de-wrinkles material. Animate Cloth allows Mikos to set up or break down a tent or pavilion in just a few minutes. Good for practical jokes on nomad tents and stuffed shirts, too. Arlaten made Mikos learn Illusory spells to provide some of the comforts of home, though Mikos can barely manage to make something opaque. Music of Nolos often plays for Arlaten, thanks to Mikos's spells

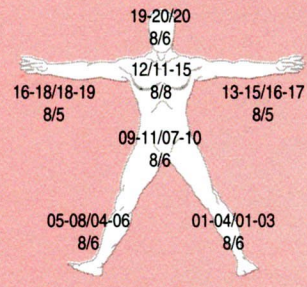
Special Item: One 8 MP Storage Matrix. Enchanted into a copper belt buckle. No user restrictions. He made it himself just last year.

Mikos and Arlaten

Gusan the Brand, Inactive Orlanth initiate, human male, 42

STR	17
CON	15
SIZ	18
INT	11
POW	15
DEX	11
APP	10

Move: 3
Fatigue: 32
Hit points: 17
Magic points: 15
DEX SR: 3



Gusan in Battle Gear

Arms and Armor: Total encumbrance (w/ sword & shield) = 33. Fatigue -1 (32 – 33). (AP 8/ENC 28).

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Bastard Sword	6	70/75	1d10+1+1d6	2/12
Target Shield	7	29/80	1d6+1d6	3/12
Great Axe	5	75/56	1d10+1+1d6	2/10

Spirit Magic (75–ENC): Bladesharp 3, Disrupt, Heal 3, Speedart, Countermagic 3.

Notable Skills: Fast Talk 47, Orate 62, Human Lore 47, Listen 68, Scan 49, Search 48, Ceremony 32.

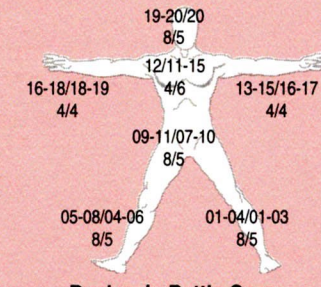
Languages: Tarshite 52/–, Pavic 32/–, Trade 31/–, Praxian 19/–.

Armor: Full Chain with linen padding all locations.

Doekas Horseeater, Inactive Orlanth initiate, human male, 40

STR	14
CON	15
SIZ	15
INT	11
POW	12
DEX	14
APP	08

Move: 3
Fatigue: 29
Hit points: 15
Magic points: 12
DEX SR: 3



Doekas in Battle Gear

Arms and Armor: Total encumbrance (w/sword & shield) =24 Fatigue 5 (29 – 24)..

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Broadsword	7	70/75	1d10+1+1d4	1.5/10
Hoplite Shield	8	39/60	1d6+1d4	7/18
Dagger	8	35/--	1d4+2+1d4	.5/6
Thrown dagger	3/9	82/-	1d4	.5/-

Spirit Magic (63–ENC): Heal 2, Multimissile 3, Protection 4, Speedart.

Notable Skills: Fast Talk 49, Climb 52, Listen 58, Scan 54, Search 58, Hide 54, Sneak 67.

Languages: Tarshite 32/–, Pavic 22/–, Trade 21/–.

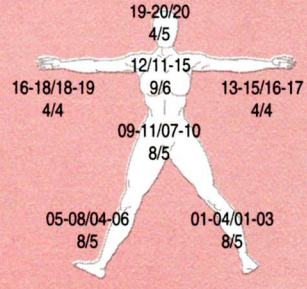
Armor: Padded cuirbouilli and chain skirt & coif, padding.

Pharzeela Bloodwoman

Inactive Maran Gor Acolyte and Ernalda initiate, human female, 29

STR	14
CON	16
SIZ	13
INT	15
POW	16
DEX	15
APP	09

Move: 3
Fatigue: 30
Hit points: 15
Magic points: 16
DEX SR: 3



Pharzeela in Battle Gear

Arms and Armor: Total encumbrance (w/ Axe & Shield) = 25. Fatigue 5 (30 – 25).

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
1-H Battle Axe	7	70/45	1d10+1+1d4	1/8
Lg. Square Shield	8	29/80	1d6+1d4	7/18
Poleaxe	5	79/-56-	2d6+2+1d4	2.5/10

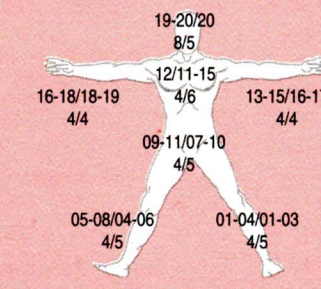
Spirit Magic (88 – ENC): Bladesharp 5, Heal 2, Fanaticism, Protection 4.
Notable Skills: Climb 52, Dodge 40, Throw 39.World Lore 46, Earthspeech 57/48.: Listen 78, Scan 59, Search 58: Hide 54, Sneak 47 Ceremony 41, Enchant 11.
Languages: Tarshite: 44/-, Pavic 19/-, Earthspeech 41/56, Trade 27/12, New Pelorian 21/-.
Armor: Plate cuirass, chain skirt and studded leather vambraces with closed helm, all padded.

Kocho Breaksword

Excommunicated Humakt initiate, human male, 26

STR	14
CON	13
SIZ	12
INT	12
POW	14
DEX	11
APP	12

Move: 3
Fatigue: 27
Hit points: 13
Magic points: 14
DEX SR: 3



Kocho in Battle Gear

Arms and Armor: Total encumbrance (w/ mace & shield) = 15.5 Fatigue 12 (27 – 15).

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Heavy Mace	7	70/34	1d10+1d4	2.5/10
Target Shield	8	19/50	1d6+1d4	3/12
War Maul	6	35/27-	1d10+2+1d4	2.5/12

Spirit Magic (73–ENC): Bludgeon 4, Heal 2.

Notable Skills: Climb 52, Dodge 45, Listen 28, Scan 33

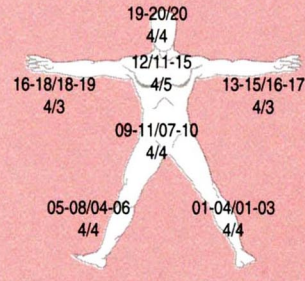
Languages: Tarshite: 34/-, Pavic 16/-, Trade 27/12

Armor: Cuirbouilli and open helm with padding in all locations.

Twelve Grunt Bandits from Tarsh, Orlanth initiates, human

STR	14
CON	13
SIZ	11
INT	12
POW	12
DEX	11
APP	10

Move: 3
Fatigue: 27
Hit points: 12
Magic points: 12
DEX SR: 3



Grunts

Arms and Armor: Total encumbrance = 9. Fatigue 18 (27 – 9).

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Battle Axe	7	50/15	1d8+2+1d4	1/8
Target Shield	8	09/43	1d6+1d4	3/12

Spirit Magic (63–ENC): Bladesharp 2, Disruption, Heal 2.

Notable Skills: Shirk Work 44, Climb 52, Dodge 40, Throw 39, First Aid 28, Bully 56, Listen 38, Scan 44, Hide 44, Sneak 47.

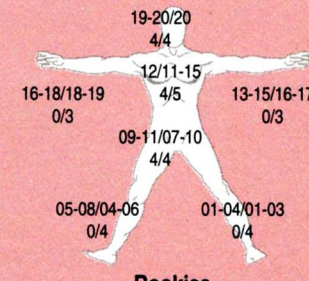
Languages: Tarshite: 34/-, Pavic 14/-, Earthspeech 11/-, Trade 17/-, New Pelorian 11/-.

Armor: Cuirbouilli & padding in all locations.

Ten Rookies, Unfortunate Conscripts From Pavis, human, age 19

STR	12
CON	13
SIZ	09
INT	11
POW	11
DEX	11
APP	11

Move: 3
Fatigue: 25
Hit points: 11
Magic points: 11
DEX SR: 3



Rookies

Arms and Armor: Total encumbrance (w/ Spear& shield) = 13. Fatigue 12 (25 - 13).

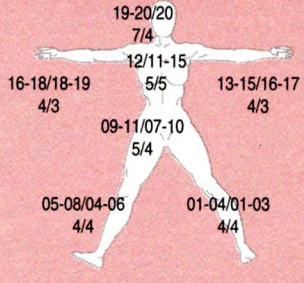
Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
1-H S. Spear	9	32/15	1d8+1	2/10
Large Shield	10	09/40	1d6	7/18
Self Bow	3/9	39/--	1d6+1	.5/5

Spirit Magic (55–ENC): Heal 2, Speedart.
Notable Skills: Avoid Superiors 22, Rubble Lore 21, Farming 26, Devise 22, Climb 62, Dodge 36, Throw 26, First Aid 38, Listen 38, Scan 34, Hide 49, Sneak 37.
Languages: Tarshite: 14/-, Pavic 34/12, Trade 17/-.
Armor: Cuirbouilli cuirass, cap and skirt with padding.

Tarleti Blackpouch
Excommunicated Issaries Trader, Illuminant, human female, 43

STR	09
CON	14
SIZ	09
INT	16
POW	16
DEX	11
APP	09

Move: 3
Fatigue: 23
Hit points: 12
Magic points: 16
DEX SR: 3



Tarleti in Battle Gear

Arms and Armor: Total encumbrance (w/crossbow) = 15. Fatigue 8 (23 -15) with armor and crossbow.

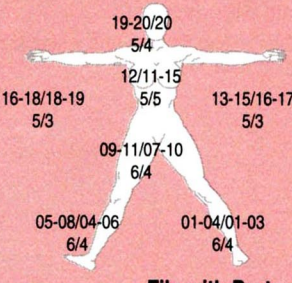
Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Dagger	9	40/45	1d4+2	.25/8
Hvy Crossbow	3 (1/3)	75/--	2d6+2	8/10
Ballista	3(1/5 min.)	50/-	10d6	NA

Spirit Magic (80–ENC): Demoralize, Detect Enemy, Detect Gold, Heal 3, Countermagic 3, Glamour 3, Multimissile 3.
Notable Skills: Conceal 56, Fast Talk 87, Orate 69, Human Lore 77, Listen 78, Scan 69, Search 78, Sleight 64, Ceremony 47.
Languages: Tarshite 52/–, Pavic 42/–, Trade 61/22, Praxian 39/–, New Pelorian 44/37.
Armor: Bezainted Cuirass, Cuirbouilli limbs, open helm, padding.

Fila Onehand, Witch, Pavis Initiate, human female, 39

STR	09
CON	13
SIZ	08
INT	15
POW	19
DEX	13
APP	08

Move: 3
Fatigue: 22
Hit points: 11
Magic points: 19 + 15 (POW spirit) = 34.
DEX SR: 3



Fila with Protection Cast

Arms and Armor: Total encumbrance = 2 Fatigue 20 (22 - 2).

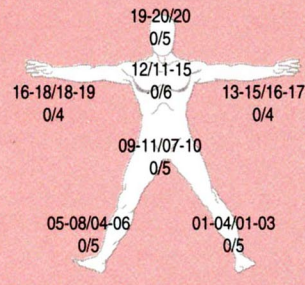
Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Dagger	9	50/55	1d4+2	.25/6
Sling	3	62/-	1d8	.25/-

Spirit Magic (95–ENC): Befuddle, Control Gnome, Control POW Spirit, Dispel Magic 3, Heal 2, Second Sight, Spirit Screen 3.
Notable Skills: Climb 62, Dodge 49, First Aid 69, Throw 39, Pavis Lore 46, Spirit Lore 32, Listen 88, Scan 79, Search 68, Hide 74, Sneak 77, Ceremony 69, Enchant 31, Summon 32.
Languages: Pavic 49/37, Trade 27/- Darktongue 21/-.
Armor: 1 pt. heavy belt on abdomen, 1 pt. tall leather boots.
Special Items: Enchanted copper dagger is matrix for **Bladesharp 4.** A wooden ring on her dried hand holds a **15 point POW spirit** and a **Protection 5 matrix**. A bracelet holds a medium gnome, STR 30, POW 16, SIZ 4 cubic meters, 42 HP.

Halnas, human male, age 27

Black Fang Initiate with a cover job as a stone mason

STR	15
CON	15
SIZ	11
INT	15
POW	16
DEX	16
APP	10
Move: 3	
Fatigue: 30	
Hit points: 13	
Magic points: 16	
DEX SR: 2	



Halnas with spells cast

Arms and Armor: Total ENC (w/ dagger) = .5. Fatigue 30

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Dagger	8	70/75	1d4+2+1d4 +poison	.5/9
Dagger + spells	8	130/38	1d4+7+1d4+poison	.5/9
Sling	2	65/--	1d8	-/-

Spirit Magic (80–ENC): Befuddle, Disruption, Heal 2, Shimmer 4. Silence 3.

Notable Skills: Craft (Mason) 44, Dodge 80, Fast Talk 59, Climb 72, Hide 74, Listen 78, Scan 69, Search 68, Sneak 87 Throw 66.

Languages: Pavic 42/–, Trade 31/–.

Armor: none.

Special Items: Iron Dagger holds a Magic Spirit INT 10, POW 10 knowing Bladesharp 5 & Fanaticism. 2 doses **POT 15 distilled spider poison** (part of the payment to Black Fang from Aziok).

Stone Cloak: not a magical artifact, the stone cloak is just a thick grey wool blanket with purposely ragged edges. Several small slits and holes allow the user to peer out if given a few moments to arrange the cloak before its use. Small rocks, dirt, sand and gravel are glued to one side of the cloak, providing a lumpy surface that approximately matches the average background color of most of the Rubble. The cloak provides no bonus to Hide versus a close-up Search, but offers a chance to use Hide at normal chances versus Scan in a ruined or built-up area otherwise lacking something to hide behind or in. The major disadvantage of the Stone cloak is its weight.

Shades

Shade 1: STR 39 SIZ 12 Cubic Meters POW 40 HP 44
Protected with Absorption III and 30 minute Extended Shield III. 24 minutes of the Shield and 11 minutes of Absorption remain at the onset of the attack.

Shade 2: STR 37 SIZ 10 Cubic Meters POW 33 HP 36
Protected with Resist Spells 5 for the next day and Protection 5 for the first minute (6 melee rounds) of the attack, then the spell expires.

Shade 3: STR 37 SIZ 9 Cubic Meters POW 32 HP 37
Protected with Protection 5 and Countermagic 4 for the first minute (6 melee rounds) of the attack, then the spells expire.

Shade 4: STR 31 SIZ 9 Cubic Meters POW 31 HP 40
Protected with Protection 4 and Countermagic 4 for the first minute (6 melee rounds) of the attack, then the spells expire.

The Afengeng Beast of Lead

Sorcerous construction of Queen Aziok Manylegs

STR	14
SIZ	4*
DEX	11
Move: 3	
Hit points: NA	
DEX SR: 3	
*weight equals SIZ 9	

01-08/01-14 Body	10 AP
09-10/15 LF Leg	10 AP
11-12/16 L Mid Leg	10 AP
13-14/17 LR Leg	10 AP
15-16/18 RF Leg	10 AP
17-18/19 R Mid Leg	10 AP
19-20/20 RR Leg	10 AP

The Beast of Lead

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Claw	8	73/51	1d8+6+poison	-/-
Grapple	9	81/54	1d6+6+poison	-/-
Body Check	9	71/-	1d8+6+poison	-/-

Notable Skills: Climb 69, Dodge 67, Hide 84, Sneak 87.

Notes: The Beast looks like a six-legged spider made of lead. Instead of a head, abdomen, and thorax, it has a single central ball that all six legs come out of. Sharp lead spines cover the body, and crusty black poison covers the spines.

Anyone grabbing the beast while it remains animate must face the automatic attack of its poisoned spines. Normal armor does not protect the palm of the hand, so armor counts only at GM discretion, usually 1 point for heavy gloves (if any). Magical spells like Protection have full effect. Each round an attacker grabs the beast, he is subjected to the automatic attack. If the spines penetrate armor, the poison affects the grabber.

Damage done to one of the Beast's locations after penetrating armor must equal double the location's hit points, or the Form/Set Lead spell simply reforms the injury the next round. Slashing the body in half makes all the poison spill out, and renders the Beast useless to Aziok. Smashing weapons (maces, mauls etc.) always do minimum rollable damage plus any magical damage (e.g., a 1d8+2 mace does 3 points of damage). Impaling weapons have no effect at all on the legs, though strikes to the body cause some poison to spill out if they impale. Impaled weapons must be freed from the lead by overcoming the lead's 10 AP without overcoming the weapon's AP. Overcoming both means the weapon breaks in the attempt to withdraw it. It is possible to hoist the Beast up by such an impaled weapon, but after a few (1d3) rounds of surprise, Aziok shifts the shape of the Beast around the shaft, causing it to drop to the ground.

Multispell Errata

RQ Deluxe, Magic Book, Page 42: Delete the entire description and replace it with:

"With this skill the sorcerer can cast multiple spells at a reduced cost in magic points. Each spell may be directed at a different target provided that all targets are within range and sight of the caster.

"Each point of Multispell permits one additional spell to be cast. First the sorcerer determines the amount of Intensity, Range, and Duration he will use, limited by his Free INT, and all spells are affected identically. However, Touch spells gain no range this way, and Instant spells gain no duration, even when combined with ranged or temporal spells.

"The cost of the spells in magic points is equal to the total points of manipulation, counting the Multispell. Ritual magic cannot be Multispelled.

"The time needed to cast the spells is equal to the total Free Int used, multiplied by the number of spells being cast. This is the major exception to the usual rule for time taken in spellcasting."

Aziok Manylegs, Queen of the Afengeng Troll Clan

Arkati Adept and Aranea Priestess, Dark Troll Female, 62

		location	*melee*	*missile*	*points*
STR	15 (22)	r leg 4	01	01	(13)6/4
CON	16 (22)	r leg 3	02	02	(13)6/4
SIZ	20 (30)	l leg 4	03	03	(13)6/4
INT	17	l leg 3	04	04	(13)6/4
POW	22	abdom	05-08	05-10	(13)6/11
DEX	16 (19)	r leg 2	09-10	11	(13)6/4
APP	12	r leg 1	11-12	12	(13)6/4
		l leg 2	13-14	13	(13)6/4
		l leg 1	15-16	14	(13)6/4
		head	17-20	15-20	(13)6/11

Move: 6

Fatigue: 31(44)

Hit points: 18 (26)

Queen Aziok after Transformation

Magic points: 22 + 32 (POW spirits) = 54

DEX SR: 2 (1)

Numbers in parentheses indicate stats after all spells are cast, including Enhance CON, STR, SIZ, and Coordination 3.

Arms and Armor: Unencumbered. 2 pt. skin, Damage Resist 13, Spirit Resist 8, Spell Resist 10 active. Using Mindlink, casts Protection 4 before combat. Fatigue 31 (44).

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Claw	7	73/31	1d8+2d6+10	-/-
Grapple	7	81/81	1d6+2d6+10	-/-
Bite	5	77/-	1d8+2d6+10+poison	-/-
Webbing	1/7	72/-	entangles STR 40	-/-

Note: Poison Potency equals the Queen's CON of 22.

Aziok may claw twice and bite each round, but may bite only after successfully grappling or against a passive target. Damage to Aziok's legs while in spider form does not affect total Hit Points.

Sorcery (Free INT 17): Damage Boost 67*, Damage Resistance 87*, Dominate Shade 84†, Enhance SIZ 55*, Fly 44*, Form/Set Darkness 85†, Mystic Darksense 76†, Spell Resistance 75*, Spirit Resistance 88*, Smother 91*, Venom 78*. Other spells not in mind but available at the clan altar or through Mindlink: Binding Enchantment 55, Dominate Hellion 51, Dominate Spider 96, Enhance STR 71, Summon Hellion 62, Summon Shade 76, Matrix Enchantment 52.

* in matrix † in INT spirits

Divine Magic: Carapace, Spiderlimbs, Spiderbite,Transform Self, Webbing, Worship Aranea, Worship Arkat.

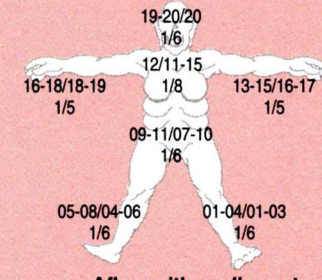
Notable Skills: Climb 69 (138 in spider form), Dodge 80, Listen 78, Darksense/Scan 69, Hide 74, Sneak 87, Ceremony 89, Enchant 61, Summon 86, Intensity 75, Duration 74, Multispell 56, Range 69, Darktongue 81/97.

Special Items: Two INT 4 INT Spirits bound in **lead clan amulets.** Each spirit knows 4 points of spells. The **Rod of Ebon Rule,** a small onyx wand with Matrices for Dominate Shade Intensity 3, Form/Set Darkness, Mystic Darksense and four POW Spirits, total POW 32. Usable only by Adepts or better. Aziok carries this tied into a black spidersilk sash while in spider form. **Ethereal Web of the Goddess,** a silver and lead amulet that is a matrix for Mindlink VI and Extension III. Aziok uses this to establish her Mindlink with the other magicians, or, in an emergency, to Extend the spells used to assume spider form.

Aflam Banger

Hombobobom Shaman, Aranea Initiate, Female Dark Troll, 52

STR	14
CON	15
SIZ	18
INT	15
POW	18
DEX	11
APP	9



Aflam with spells cast

Move: 3

Fatigue: 29

Hit points: 17

Magic points: 18 + 20 (fetch) + 20 (POW spirits) = 58.

DEX SR: 3

Arms and Armor: Total encumbrance (w/ drum) = 2. Fatigue 27.

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Drum Stick	6	85/55	1d6+1d4+6	.5/8
Fist	7	55/55	1d3+1d4	-/-
Bite	7	55/-	1d8+1+1d4	-/-

Spirit Magic (90–ENC): Bludgeon 6, Visibility, Heal 4, Coordination 3. In Fetch: Countermagic 4, Spirit Screen 4, Endurance 2.

Divine Magic: Drum Trance.

Notable Skills: Dodge 68, Drum 97, Orate 66, Troll Lore 67, Listen 68, Darksense/Scan 59, Ceremony 87, Summon 88.

Languages: Darktongue 52/44, Pavic 12/–.

Armor: 1 point skin.

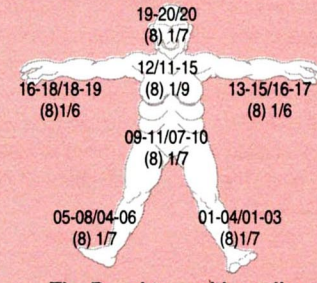
Fetch: INT 10, POW 20, manifests as a spider.

Special Items: Drum enchanted to bind 2 POW 10 spirits.

Azeer, Afen, Akilya, Aeetya, and Ageng

Dark Troll Daughters of Aziok, Arkati Sorceresses, Aranea Initiates

STR	14 (19)
CON	16 (21)
SIZ	18
INT	16
POW	18
DEX	15
APP	12



The Daughters with spells cast

Move: 3

Fatigue: 30 (40)

Hit points: 17 (20)

Magic points: 18 + 16 (POW spirits) = 34

DEX SR: 3

Arms and Armor: Total encumbrance (w/Lead Staff) = 2.5. Fatigue 28 (38). 1 pt. skin and each sister has a Damage Resist 8 active.

Weapon	*SR*	*Attk/Par%*	*Damage*	*ENC/AP*
Lead staff/maul	5	60/75	1d8+3+1d6	2.5/14

Sorcery (Free INT 13): Damage Resistance 47, Dominate Shade 44, Dominate Spider 56, Enhance STR or CON 41(varies by individual), Form/Set Darkness 55, Spell Resistance 55, Smother 61 .

Notable Skills: Dodge 40, Listen 48, Darksense/Scan 39, Hide 54, Sneak 47, Ceremony 59, Enchant 31, Summon 56, Intensity 55, Duration 44, Multispell 26, Range 39, Darktongue 61/67.

Special Items: One INT 4 **INT Spirit** per daughter, bound in lead clan amulets. Each spirit knows 4 points of spells.Two **POW Spirits,** total POW 16 for each daughter. These MP have been used at the start of any melee, leaving only their own 18 MP.

Arlaten's Magical Tactics

Sorcerers are most effective when they have a great deal of time to work on individual problems. Their greatest advantage is their ability to prepare spells in advance, and to work magics from great distances. In the time it takes a good sorcerer to cast a single spell capable of stopping an ordinary warrior, that warrior has a chance to deliver at least two blows. But as long as the sorcerer can keep 100.5 meters away from his opponents, (just out of divine magic range), he is all but guaranteed of winning.

To avoid being seen, sorcerors particularly favor the use of Sense Projection spells. Projected points of view have an additional advantage of allowing a magician to split up the range and intensity of spells into two castings. Only the most powerful mages with the greatest of enchantments to aid them have the ability to directly kill a man at any great range, but with just a little preparation, most Adepts can kill at dozens of kilometers when casting their Venom spell through a Sight Projection portal.

When running a powerful sorcerer as an adventurer or major nonplayer character, the details of the character's magic can be overwhelming. The worksheets printed on the front inside cover can help a GM or player keep track of what a magician is capable of, how fast he can do things, and what his best tactics are. A completed sheet for Arlaten at the time of Aziok's final attack is included below as an example.

Wizards and sorcerers prefer to cast spells on others and let them do the dirty work. This tradition holds strongly among the Rokari and Brithini, who abhor the mixing of fighting and magical skills. Some great knights and Holars have more than one wizard working for them, and some great wizards and Zzaburs enhance abilities for whole teams of servant warriors.

Simply put, there is no need for a combat-inept Mage to actually go on an adventure or to the front lines. Proper preparation allows him to stay at home and provide full magical support through a Sense Projection, to provide reconnaissance information and communication through Telepathy spells, and to back up the fighters with already cast Resists, Fly spells, Cast Backs, and Damage Boosts.

Sense Projection Spells

Sight (and other Sense) Projection spells are some of the most important spells for a sorcerer concerned with being active in the world. Such a spell allows the user to range far afield with relatively little risk to life and limb. Spells can be cast on a Projection point that make it even safer. When cast by another on the primary sorcerer, it also prevents the sorcerer from needing to worry so much about attacks back through the portal. Such attacks affect the caster, not the user of the spell.

Problems with Sense Projection spells make them less effective than they might otherwise be. Most cities have spirits associated with the City God's cult, and some of these spirits dislike the intrusion of magical spells within the city. (These spirits also account for most shamans' dislike of cities.) Temple defenses are usually strong enough to keep Projection spells out. In any case, the intrusion of a Projection into a warded area always sets off the alarm.

Arlaten's Favorite Spells

In most situations, Arlaten prefers to use his Stupefaction spell on primitives and theists. Since these types have no use for Free INT, Stupefaction often has a chance to succeed at a low Intensity. Stupefaction works at lower Intensities for powerful opponents than for ordinary ones, since important cult officials and rune lords usually have no Free INT at all. Of course, they often have defensive magic. It only takes him 2 SR to cast a 1 point Stupefaction. Arlaten can attempt to Stupefy five targets in a single melee round at 1 Intensity for 6 MP.

Spells Arlaten Lacks

Because of their availability in churches, western wizards rarely bother to learn normal ritual spells for enchantment, unless their church does not have a particular exotic spell they need.

Common Spell Combinations for Arlaten. Free INT 18. Total MP 65. Intensity 117% Duration 119% Range 112% Multispell 91 %

Spell	Intensity	Duration points/time	Range MP/M	Multispell MP	Total MP & SR to cast	Base Chance	Notes
Damage Boost	11	12/half season+	0	0	23	104	Normally on ring
Damage Boost	14	9/2+days	0	0	23	104	when expecting troublet
Damage Boost	23	0/10 min.	0	0	23	104	add to "long range dagger"
Damage Resist	12	12/half season	0	0	24	109	norma level (matrix)
Damage Resist	16	8/1 day+	0	0	24	109	before a fight (matrix
Enhance DEX	6	15/4 seasons+	0	0	21	101	normal level (matrix)
Fly	11 SIZ+6 move	2/20 min.	0	0	19	92	for speed total =7
Fly	11 SIZ+2 move	6/10 hours+	0	0	19	92	for long flights
Fly	1 SIZ +16 move	0/10 min.	0	0	17	92	1 dagger trick
Fly	1 SIZ +14 move	0/10 min.	0	4	19	91	5 dagger trick
Fly	1 SIZ +10 move	0/10 min.	8/2.56 km	0	19	92	Long range dagger
Form/Set Bronze	3(3 kg)	0/10 min.	3/80 m	0	6	114	seals a large plate helm
Form/Set Wood	4 (4kg)	0/10 min.	3/80 m	0	7	97	ties a pike in a knot
Neutralize Magic	19	0	0	0	19	114	Max possible
Neutralize Wounds	12	0	0	0	12	87	norm Intensity for 6 pt. wound
Sight Projection	1	3/80 min.	6/640m	3(w/all 3 Resists@6)	19	91	local recon
Sight Projection	1	0/10 min.	8/2.56 km	0	9	107	guides "long range dagger"
Stupefaction	6	0/10 min.	2	8	16	91	handle a gang of 9
Spell Resist/Cast Back	8	11/2 weeks+	0	0	19	88	normal level
Spirit Resist	10	12/half season+	0	0	22	89	normal level (matrix)

All Arlaten's spells make use of his Power Enhancing Crystal for +1 point of intensity free and to exceed his Free INT total by 1.

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