

RPG REVIEW

Issue #44, November 2019

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RuneQuest
Glorantha Down
Under IV Special
Issue!

*Jason Durall
Interview!*

*Remembering Greg
Stafford!*

*Selecti's
Recollections!*

*Metaphysical
Musings of the
Scholar Worm!*

*Bronze Age
Economics
Massive Multi-
System Scenario: for
RQ, HQ, Pendragon,
& 13th Age*

... And More!

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ADMINISTRIVIA

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EDITORIAL AND COOPERATIVE NEWS

I write these words in a bit of a mad panic, in the last days of preparation for RuneQuest Glorantha Con Down Under IV. Where are my tote bags? I ordered them two weeks ago! Will I have enough content for RPG Review to send it to the printers tonight? Will the final touches of the scenario be finished by this deadline? I'd better get the good for the auction together. And the food; I have fifty people to feed! Oh, and the room for the international guest of honour, is that up to scratch? What do you mean the 3D printer caught on fire? This, and similar events, are the joys that one confronts when organising RuneQuest Glorantha Con Down Under.

The first such event was held in 1996, the second in 1998 and then there was a twenty year gap until, clearly struck by a madness spirit, I decided to pick up the mantle and run with it for the the third in 2018 in Kryall Castle in Ballarat. Australia does have a castle, you know? That was, I have to say, quite an experience although with more than a little bit of sadness as the great spirit who first discovered the world, Greg Stafford, left the mortal plane in the midst of the Con being organised. Nevertheless, organising a convention hadn't knocked enough sense into me, so here I am putting the pieces together for the fourth RuneQuest Glorantha Con Down Under 2019.

This year the event is being held at the University of Melbourne, and we have the University Tabletop Roleplaying Society to thank for finding the room for us. This club of mostly young undergraduates have been very helpful indeed and hopefully one or two them at least will be bitten by the bug that is Glorantha, RuneQuest, and all such similar things and dedicate the building of the greatest fantasy world ever designed and some truly wonderful RPGs and boardgames. After all, RuneQuest Con Down Under in '98 was held at the University as well.

Another great contributor to the convention is, of course, Chaosium, the original publishers of all things Glorantha and RuneQuest. Apart from producing the games which inspire this convention, Chaosium are also very generous sponsors who shower us with glorious publications which we find good reason to give away to select attendees who win these prizes. Plus, they are excellent marketing people who have a sort of reach that this small volunteer outfit cannot possibly hope to match. But it is the quality of their games that inspires us to run such events.

I guess the RPG Review Cooperative should also thank itself for running the Con. I know, as president I'll thank the Cooperative I started. Whilst Chaosium, and with endorsement from Greg Stafford's family, did give me the inaugural Greg Stafford Memorial Award, I must take the opportunity to thank the committee and members of the Cooperative, who have assisted in keeping this little venture alive and well. Take a deep breath:

Special recognition must go out to those who contributed to RuneQuest Glorantha Con Down Under III; the fantastic badges produced by Daniel Tosello, the truly quality assistance in the "All the King's Ale" freeform by Andrew Bean and Brian P. There were those who stepped up and volunteered to be GMs - at this stage we couldn't even give them a free ticket - Hugh McVicker, Pete Tracy, Justin Akkerman, Martin Dick, Mark Morrison, and Garry Fay. David Cake and Darius West joined Michael O'Brien from Chaosium as panelists on the secrets of Glorantha and the design and development of RuneQuest. Co-developer of the Gloranthan board game Khan of Khans Susan O'Brien also joined in running that game. Michael Cole drove the shuttle bus to and from the venue to Ballarat train station. Erica Hoehn

carried out an incredible variety of support roles in transporting various goods about, organising rosters, staffing booths and so forth, along with helping with props for the game of Trollball, along with Andrew Daborn, who amazingly acquired genuine Holy Water for the Xiola Umbar priestess. Robbie Cameron helped us design the poor li'l trollkin ball with a detachable head. John Hughes provided advertising artwork both in A4 and also banner art; we also have an A4 banner by John for this convention as well!

And finally, the generous bid of Phil Hibbs on my donated copy of the first print of White Bear Red Moon has assured that we could run another Con. Also contributing to the fund that allows us to run this and future Cons was Mark Baldwin, who donated the original cover art of Tales of the Reaching Moon, Issue 8 (which was considered *verboten* in the US, see if you can guess why).

This special print edition for RPG Review is produced for the Convention, and as a result the articles are most certainly biased

exclusively for that event and the games associated with it. Our interview subject for this issue is Jason Durall, the creative director of the Chaosium's RuneQuest and Basic Role Playing lines, and also the international guest of honour for the convention. As a contributing author to over thirty RPG publications, the opportunity has been taken here to ask Jason about his experiences in the industry, the various work he has done, what he thinks the future of RPGs are, and what up-coming RuneQuest and Glorantha related publications we can expect in coming months from Chaosium.

Appropriately, the next article is a tribute and memorial to Greg Stafford by David Cake, a collection of his personal memories of his meetings and conversations . These provides insight not into his contributions to the RPG and boardgame hobby and Glorantha in particular, but also to his other interests, especially mythology and shamanism, which of course contributed heavily into the design and style of games that we play and the stories that we create in the world he discovered.

The next article is actually a review of the last Con by RPG Review Cooperative committee member, Andrew Daborn, his first Con in Australia. Apparently he enjoyed it, which makes any other conventions have a high bar to reach (he has since attended Arcanacon, which he also enjoyed, so mission accomplished).

Another important piece in this issue is Darius West's "The Recollections of Delecti", which outlines in wonderful prose form, one of the main characters from the freeform at RuneQuest Glorantha Con Down Under III. This article also serves as the first reprint that we've ever had for RPG Review; it was included in Issue 41, immediately after the last convention, but it is also truly deserving of making it to a print and official Con issue as well.

Also presented in prose form is a little piece by your editor, or more appropriately recorded by your editor, being a lecture given at the city of Karse and related to the convention. As many will know there is a scholar wyrm in Dragon Pass who is friendly towards the local Lhankor Mhy cult. This recording of its lecture engages in some metaphysical speculations on the nature of Glorantha and what the runes really are. At least, for one dragon's point of view.

There is also a review of the character generation system of Mythras, which started as RuneQuest 6th edition by Karl Brown. Whilst there is a lot of RPG Review, especially this issue, that tries to stay with the latest and greatest and especially in a convention special issue, we also try not to be exclusively so. Mythras does belong to the lineage of games that includes RuneQuest and Karl's article illustrates a different way of doing things that can still be ported, at least in part, to the current edition. As I remarked in the previous convention issue, "Your RuneQuest Will Vary".

There is also an amazing mostly generic article by James Haughton (which arrived right on the knocker) on Bronze Age Economics. Whilst it has the sub-title of applications of RuneQuest which, of course, the game has its default setting, this is a rich and academic treatise on how economies and trade in such times really worked. There is even an opportunity for a PhD subject for those who want to combine bronze-age archeology with input-output analysis in economics.

The major article for this issue is the multi-system Convention scenario, *Last Night with the Vigiles and a Branch of Evil*. Justin Akkerman is responsible for the core concept and original text of this scenario, with contributions from Hugh McVicker and Ken Miller providing various NPCs and timeline aspects. Yours truly grabbed the scenario in the last couple of weeks and bashed it into the version that you see today, along with providing the various NPC statistics for RuneQuest, HeroQuest, Pendragon, and 13th Age.

Finally, there is one other thing; gracing the cover of this issue and scattered throughout the publication are derived works from previous RuneQuest and Glorantha publications by Keith Neillist. Some of these are rather exotic interpretations and others take what was conceptually good, but not always as well executed prior art. Keith's new versions shows considerate tribute to the prior work, whilst adding his own creativity and technique.

Enjoy the convention and remember; "We are All Us"

Lev Lafayette, lev@rpgreview.net

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RUNEQUEST GLORANTHA DOWN UNDER CON IV

Saturday, November 23

10.00 Registration and Breakfast
10.30 Opening Speeches; Lev Lafayette, Michael O'Brien, Jason Durall
11.00 RuneQuest and Other Systems in Glorantha: Michael O'Brien, Jason Durall, Dave Cake, Darius West
12.00 RuneQuest Glorantha Auction

12.30 Lunch
13.00 RQG and Boardgames (RuneQuest, HeroQuest, Pendragon, 13th Age, Gods War, Khan of Khans)
17.00 Finish

Sunday, November 24

10.00 Registration and Breakfast
10.30 Writing for Chaosium with Jason Durall
11.00 Secrets of Glorantha with Dave Cake, Michael O'Brien, Darius West, and Lev Lafayette
12.00 RuneQuest Glorantha Auction
12.30 Lunch
13.00 RQG RPGS and Boardgames (RuneQuest, HeroQuest, Pendragon, 13th Age, Gods War, Khan of Khans, History of Peloria)
17.00 Finish

Code of Conduct (aka: “Be excellent to one another”)

1 Promote Role Playing Games. The reason for the societies existence is to encourage people to play, design, and produce roleplaying games. Those participating in the Cooperative’s activities should behave in a manner that supports this goal. The other principles support this first principle.

2 Be Welcoming. Welcome people to our activities. To best encourage people to participate in RPGs the cooperative insists that all participants accept diversity among other participants.

3 Look Out For Each Other. Once people are welcomed ensure they feel safe so they stay and grow the hobby. Abuse, physical, verbal, or other, will not be tolerated

4 Value Academic and Artistic Freedom. The RPG Review Cooperative supports academic and artistic freedom provided sincere efforts are made to inform participants in activities of controversial or possibly offensive material.

5 Be Accommodating. The RPG Review Cooperative as a whole is not a political entity, it exists to promote RPGs. Explanatory detail at: <http://rpgreview.net/codeofconduct>

If you believe that any participant is in breach of this code, please contact Lev Lafayette immediately (0432 255 208)



INTERVIEW WITH JASON DURALL

with Jason Durall

Jason Durall is the creative Director of RuneQuest and Basic Role Playing at Chaosium, and a co-author of over thirty RPGs and supplements, including The Laundry, Magic World, Basic RolePlaying ("the big gold book") and the latest edition of RuneQuest, Roleplaying in Glorantha, along with Shadow Knight for Amber Diceless Roleplaying, various supplements for Modiphius' Conan, and Cubicle 7's World War Cthulhu.



Welcome to RPG Review, Jason, for this special issue for RuneQuest Glorantha Con Down Under, where you are the International Guest of Honour.

Thank you and the rest of the convention staff for the invitation. It's an honor and an unexpected delight!

Q. For our first question, how did you get involved in RPGs? What were the first games you were involved in, and how did they contribute to your later game development?

I've been a gamer since 1978, after seeing my across-the-street neighbors playing D&D using their rock garden in their front lawn as a "dungeon" for their miniatures, then playing on a nearby table. I was exposed quite early to Chaosium games such as Stormbringer, Call of Cthulhu, Pendragon, etc. and really branched from there to that whole alternate world of games and playstyles.

I was living in Japan in the early 1990s and had a subscription to Dragon Magazine so I could at least keep in touch with the hobby. I saw an ad for Amber Diceless Role-Playing. That seemed amazing so I ordered a copy then immediately wanted to write for it. I sent a pitch for a dual sourcebook for Rebma and Tir-na Nog'th called As Above, So Below. It was accepted with the proviso that it would only cover the first of the two locations, as the publisher wanted to write the second book himself. I wrote it and the publisher, Erick Wujick, served as a mentor of sorts, teaching me the ropes in how to write and develop materials for roleplaying games.

Honestly, the early exposure to Amber and the Chaosium family of games helped strengthen my desire to always ask "Is this necessary? What is the goal here? How do the mechanics enforce the setting?" when developing roleplaying game systems and mechanics.

Q. There is a gap between your initial published credits for Shadow Knight in 1993 to the scenario Slaves of Fate in 2001. After that, however, it seems that you've been putting out a couple of publications per annum. At what point did you make the transition to working in the industry in a more-or-less full-time basis? What do you do, or were you doing, aside from RPG development? Have any of these affected your ideas about RPGs?

I was a desktop publisher, web developer, and editor for a medical management actuarial firm in Seattle for most of the late 1990s. I was doing a bit of magazine/fanzine writing during that period and devoted to the aforementioned Rebma sourcebook, which is now one of those Marie Celeste-style documents floating around on the internet. At least once every couple of months someone emails me asking if they can have a copy. (Sorry... I don't actually have the files any

more... they're on a hard drive in a storage unit in Texas, and I live in Berlin Germany now.)

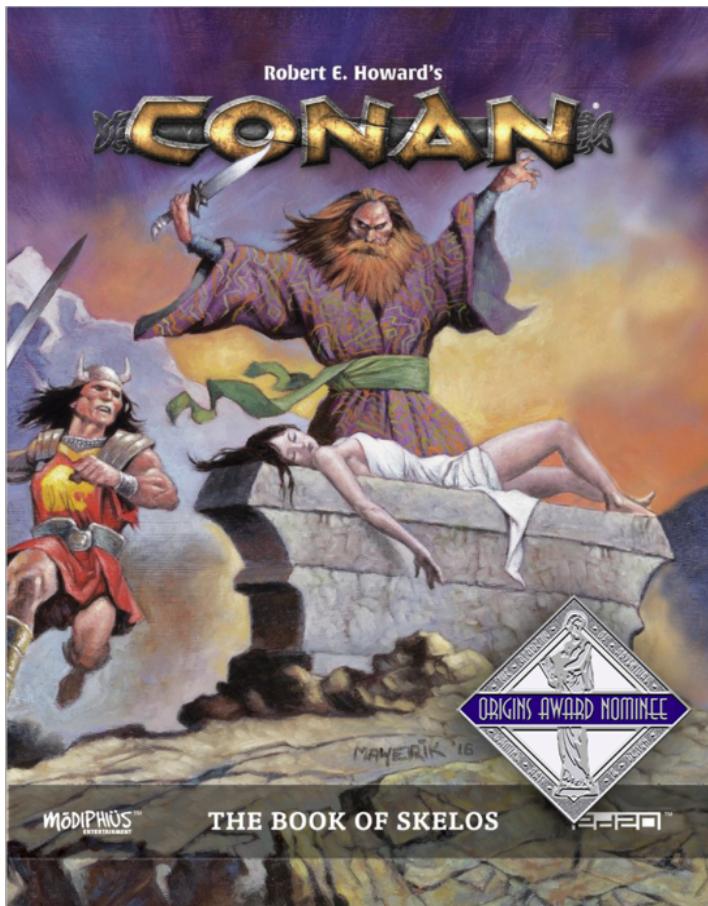
I worked on a few more books for Amber: a City Amber sourcebook, an adventure collection, a book about the five Roger Zelazny short stories, etc. and a few odd pieces of Amber fiction that could be brought into the canon, but nothing went very far. The publisher was having many real-life difficulties and the line became secondary to that.

It was in the mid-1990s that I wrote to Chaosium and pitched an Eternal Champion sourcebook, IIRC, but it didn't really go anywhere. I also did some playtesting for Elric! (and wrote a paragraph), did some bits for many, many fanzines, some articles for various magazines, and contributed small pieces to several other short-lived games and game lines. Then through the Amber community I met the folks at Guardians of Order, did some writing for them on various games such as Silver Age Sentinels, A Game of Thrones, etc.

Then in 2001, I moved to Texas to work on massively multiplayer computer games, working with and for people I'd met at Amber conventions. Shipping a soup-to-nuts MMORPG takes a lot of effort, so that was my focus for most of that period.

However, I did get a bit of free time and began playtesting and writing a bit for Decipher, Margaret Weiss Productions, Mongoose, Cubicle 7, Modiphius, etc. on a huge array of game lines.

I was a part-time freelancer until early 2017 when I went fulltime with it, working primarily with Chaosium and Modiphius. It was an easy transition but hopefully I've taken some of the lessons learned there in my process of game development.



Q: You also have a background in MMO development. Can you describe some of these and share your thoughts on how they relate to tabletop RPGs? Any thoughts on the possibility of a future RuneQuest Glorantha MMO?

My 17 years in the computer game industry taught me that everything comes with a cost... so one should ask constantly when developing RPGs if a system or piece of content is really worth what it costs in terms of development, testing, etc. "How will this present to the players?"

I favor games where the role of the gamemaster is maximized. Tabletop roleplaying game systems aren't computer programs, and designing them to be foolproof and mechanically covering every set of circumstances is a perfect way to write a dull, mechanistic system that minimizes creativity.

As for a RuneQuest MMO, I think that it's already had such a huge influence on the industry (Darklands, Elder Scrolls, etc.) that it'd be a natural, but I would caution any developers to pick a single focus and stick with it. Trying to encompass all Glorantha in a single game would be a fool's errand. If it were up to me, I'd go for a smaller and more confined area with a strong conflict, such as fighting the Lunars in Tarsh or exploring a locale like Barbarian Town, and go from there.

Q: You have a number of publications out from a variety of publishers, especially Guardian of Order's Silver Age Sentinels and Modiphius Entertainment's Conan 2d20. Could you explain the appeal that these particular games have

for you? Could the themes and experience be captured by other games? For example, a BRP Silver Age Sentinels or a RuneQuest Conan?

I choose work for a variety of reasons: love of the IP; excitement about the challenge of a particular project; sometimes just for the craft of it; helping out a publisher I've got a good relationship with; and sometimes just because I like the people I work with. Plus, getting paid is always good.

Silver Age Sentinels was a lot of fun, because it's interesting working in superhero universe that isn't tied to an established canon, but the biggest draw for me was working with the people on the team at Guardians of Order.

I suppose one could take the IP over to something BRP-based like Superworld, but I wonder to what end. The game's characters were defined by the Tri-Stat system, and I think there'd be little draw in seeing them transplanted into another system.

It's always a fun exercise to do "you got your chocolate in my peanut butter" style game design, taking one game's IP and transplanting it to another. I've done it many, many times, for example having once run Teenage Ninja Mutant Turtles using Feng Shui (surprisingly perfect a fit!).

As for bringing Conan over to RuneQuest or BRP... given that the game is still in active development with Modiphius... next question!

Q: The Deluxe Basic Role Playing book is a massive magnum opus in many ways, combining the design of many games previously published by Chaosium. Were there are many difficulties in combining some thirty year's worth of different implementations and editions of BRP-derived games? What parts of the system are you pleased with? Is there anything that you would change in hindsight?

Thanks, and yes, it was quite a challenge reconciling some of the crunchier aspects of the game lines, especially scaling skills, strike ranks, bits like MOV, etc.

I am proudest of the work with the powers... though they're not 100% compatible with one another I especially like the psychic powers and mutations. I also think that the gamemaster and campaign advice is some of my best work on the subject.

As for changes... as I get older and time for gaming gets more precious, I wish I'd streamlined the system a bit more, even presenting a "Even More Basic Roleplaying" that hewed a bit closer to the original BRP rules booklet.

I've also been quite open that I'm not a huge fan of strike ranks, and I wish I'd overhauled them completely, and integrated that hopefully less crunchy and more consistent system into RQ, given the chance.

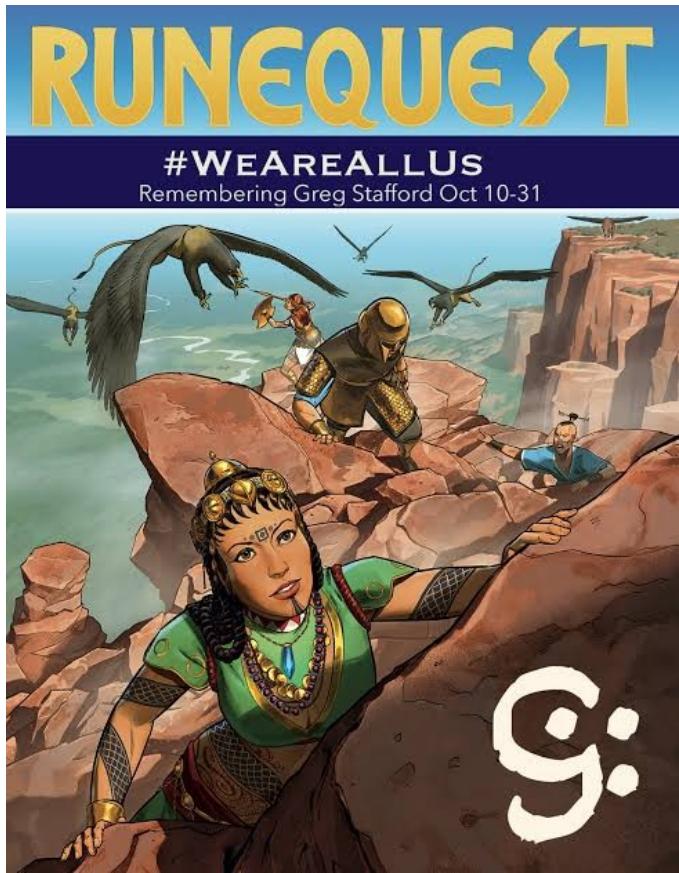
*Q: Most recently since Deluxe BRP you've taken on the role of creative director for both that game and the new RuneQuest Roleplaying in Glorantha. The two games have similar, but not the same, mechanics and the new RuneQuest has borrowed a great deal from Pendragon in the way that it treats Passions and the like. Is it still accurate to describe BRP as *The* Chaosium Roleplaying System as a result? Or are we looking at the possibility of a new edition of Deluxe BRP that includes some of the new features now in RuneQuest RPiG? Or will there be two continuing lines for the foreseeable future, and is this a viable?*

So many questions!

RuneQuest's use of Passions is straight from Greg Stafford, who designed them originally for RQ but for various reasons decided not to include them in RQ3. So it was Jeff's desire to get them back in there, one that I think the game has benefited immensely from.

I don't have a crystal ball, but my guess is that it will be a long, long time before Chaosium publishes anything like a Deluxe BRP. My personal preference is for bespoke versions of the system to suit specific settings. The Big Gold Book's genesis was, to be completely frank, just to get all those various rules into print again so gamemasters like me didn't have to carry their valuable copies of RingWorld, Superworld, ElfQuest, etc. around to run weird hybrid games.

We're working on other game lines that are not RQ or Call of Cthulhu, but are also based on BRP, and will have more news on those when they're further along.



Q: Because of the timing of this interview and its publication in a special issue of RPG Review for RuneQuest Glorantha Con Down Under, many readers will be very interested if they can receive any hints on planned publications in the near future for this game. Can you tell us what's on the publication agenda for RuneQuest?

The next handful of products are likely to be the following:

The Smoking Ruins – adventures and source material.

The Pegasus Plateau – more adventures, some small amount of source material. [*The Rattling Wind* (image left) is a preview chapter for this publication: see:

<https://www.chaosium.com/blog/weareallus-the-rattling-wind-a-preview-chapter-from-runequests-forthcoming-pegasus-plateau-will-be-released-in-honor-of-greg-stafford-on-oct-10/>]

RuneQuest Starter Set – equivalent to the Call of Cthulhu one.

Gamemaster's Sourcebook – everything you need to gamemaster and more.

The Elder Races – expanded character creation for non-humans.

Cults of Glorantha – Jeff's big two-volume guide to Gloranthan gods.

The Red Book of Magic – a compendium of all spirit magic and Rune magic from the core book and the two cults books.

Many, many more projects across the spectrum.

Q: Finally, a moment of pure informed speculation for you. What do you think is the future of the industry and the hobby? In particular, what do you think is the future of Chaosium, BRP, and RuneQuest? In your opinion, what will they look like in forty years' time?

With RPGs becoming increasingly mainstream and a huge influence behind the scenes already, I think we'll see even greater "exploitation" of RPG IP in films, television, and computer games. I expect more tie-in comics, etc. Lots more actual play videos. More boardgames and different angles covering the same material. That sort of thing.

I think that there will be more of a hybridization of games, with more mechanics cross-pollinating from board and card games, and at the same time, even more variety.

It's not much of a stretch to guess that Chaosium's existing and upcoming games will continue to catch the imagination of players and gamemasters, and we'll see even more growth and external development. Chaosium's owners are playing the long game, building these IPs with an eye to the future, and that eventually we'll see roleplaying games, or hybrids, carry on well into the future.

Thank you for your time at RPG Review, Jason!

AN APPRECIATION OF GREG STAFFORD

By David Cake

Everyone appreciates that Greg Stafford was a huge figure in the gaming industry. He founded one of the earliest gaming companies, Chaosium, starting with his first boardgame *White Bear Red Moon* (later editions retitled *Dragon Pass*). He was both a businessman who made a big difference to the early industry, and supported a lot of innovation from others (such as Sandy Peterson) and also a huge creative force in his own right, writing or co-writing a string of great games like *Prince Valiant*, *Ghostbusters*, and especially *Pendragon*. And he continued, even after he left Chaosium, to keep working on his Glorantha universe — the setting of his first game, the setting of *RuneQuest*, of several other games including *Hero Wars* and *HeroQuest*, computer games including the unique and influential *King of Dragon Pass* family of games, and of several works of fiction.

Chaosium was a hugely influential game company. In response to interest in using his Glorantha setting of *White Bear Red Moon* in early roleplaying games such as *Dungeons and Dragons*, he asked - after an earlier attempted by Dave Hargrave, author of the *Arduin Grimoire*, that Stafford rejected as too derivative of Dungeons and Dragons - a group of friends to create rules which became *RuneQuest*, a solid contender for the second most influential roleplaying game ever. *RuneQuest* is a game whose influence still lingers not just in the long history (culminating in a great new edition), but in dozens of games based on or influenced by it. Many of those games were produced by Chaosium, especially *Call of Cthulhu* by Sandy Petersen, which virtually invented the horror genre and helped create a huge renewal of interest in H.P. Lovecraft. The *RuneQuest* basic engine (simplified as *Basic Roleplaying*) has been used for superhero games, science fiction games, historical games in every era, horror games, espionage and of course numerous fantasy settings. From Chaosium alone has come *Call of Cthulhu* (Lovecratian horror), *Stormbringer*, *Elric!* (and *Corum* and *Hawkmoon*) (fantasy and science fantasy based on the works of Michael Moorcock), *Superworld* (superheroic, and eventually inspiration for the George R.R. Martin edited anthology series *Wild Cards*), *Ringworld* (a science fiction game based on the works of Larry Niven), *ElfQuest* (the comics of Wendy and Richard Pini), and many more.

Other companies have used variants of the engine - just currently in production are *Mythras* (formerly *RuneQuest* 6, from the Design Mechanism), *OpenQuest*, and several more specific variants. There is a whole cluster of games that descend from *Call of Cthulhu* - it has gone through seven editions and multiple offshoot settings with Chaosium, and multiple variants and offshoots from other companies, such as *The Laundry* (based on the Cthulhu/espionage cross over novels by Charles Stross), Delta Green (a Call of Cthulhu military conspiracy setting) and Clockwork/steampunk settings. Chaosium was founded on Greg's game design — but his encouragement and support of the creativity of others was a lot of what pushed Chaosium to being one of the most influential game companies in the early years of the industry.

Greg's creative voice flourished as Glorantha became the setting for *RuneQuest* supplements, many of which broke new ground for the industry, and helped make Glorantha not just the great creative achievement of Greg's life, but a vibrant example of creative collaboration. Supplements like *Cults of Prax* (character abilities coming not from simple stereotypes, but from spiritual paths deeply embedded in their society, and conflicts driven by different social values rather than simple ideas of good and evil), *Cults of Terror* (antagonists with their own rich background, and presenting a rich integrated history and mythology), *Pavis: Threshold to Danger* (a detailed city based campaign), *Griffin Mountain* (a huge sandbox campaign setting), *Trollpak* (the first deep exploration of a non-human race), and more. This eventually included products that went beyond direct game materials, and included material that discussed Glorantha beyond the constraints of the gaming genre, such as the book *King of Sartar*, the Stafford library series of unfinished works, culminating in the enormous Guide to Glorantha — two volumes making up over 800 pages and over 7kg of dense information detailing Glorantha to a level beyond any other gaming setting. Glorantha became the setting for novels, short stories, computer games, live action games, comics, and had its own creative fandom and community.

Besides his creative work with Glorantha and his leadership of Chaosium, his own game design skills were renowned.

Greg was a designer's designer. Kenneth Hite, a game designer of note himself, has talked about how he continually finds that Greg has invented a mechanic he thought was new decades before. Games like *Pendragon*, *Ghostbusters*, *Prince Valiant*, the computer game *King of Dragon Pass*, known for innovation and Greg's love of story and deep feel for genre.

Pendragon was Greg's other great creative project. One of the greatest achievements of Greg as game designer, one that was a bravura display of innovation of mechanical innovation that also redefined how games approach genre. *Pendragon* was laser focussed on the Arthurian genre, designed around playing a single sort of character, a knight striving for glory and chivalry, while allowing rich exploration of your characters internal nature, and there had been nothing quite like it before. It had multiple innovations in genre, like the multi-generational saga campaign, rules for internal personality conflicts, and elevating genre convention over realist simulationism. It also displayed Greg's deep understanding of Arthurian scholarship, taking multiple original sources (Thomas Mallory, Christian legend, French romances, Welsh tales, historical records and more) and skilfully blending them to build setting that synthesises all the essential elements of the genre and a campaign that played out the entire Arthurian saga from Arthur's fathers time through to his death at hands of his son Mordred 75 years later.

Greg's status as a game designer is evident in him being a winner of Diana Jones Award, the industries most prestigious award for excellence in gaming twice, for the *Guide to Glorantha* and for the *Great Pendragon Campaign*.

But that just tells you about the achievements of Greg, both as businessman and creator. He didn't just achieve these things, he did them in his own unique way. And some of that explains why he was much more than just a gaming industry figure to many. He was also a practicing shaman, someone for whom magical practice was not an abstract fantasy concept, but a very real part of life. Creative work was a magical act for him. His approach to creation was never shallow, never disrespectful, always a deep dive into the core of his sources of inspiration and an attempt to discover their truth.

Attempting to work with Greg creatively could be frustrating. The history of Glorantha is littered with issues like the nature of mysticism, or the inner mysteries of the Lunars, or the beliefs of the Western sorcerers, that took decades to truly be resolved, or never truly have been. The core of the frustration was that Greg was never happy until his level of understanding was deep and rich, so much so that it contained enough contradictions and layers as real life analogues. To Greg, the sources of inspiration deserved respect and should not be trivialised, and if that meant decades of deep exploration and creative work, then the work had to be done. To try to keep up Greg creatively is to strive to be an expert in mythology, ancient history and anthropology, to try to understand other religious and magical approaches to life — and then continually find you still aren't keeping up, Greg is way ahead of you.

My experience, like so many others, has been that working with Greg has been a glorious mixture of frustration and deep learning, that I started out wanting to make cool martial arts rules and more than two decades later I'm still working on it - but along the way have learnt about the yoga sutras of Patanjali, Hindu mythology, the Mahabarata, Taoism and more. The riddle of Gloranthan Illumination has turned out to be deeply entwined with the riddle of mysticism, the things that seem confusing and undefined about Glorantha are because they are confusing and undefined about spirituality, and to understand them really should be a personal work of years. I may be still working on those RuneQuest mechanics, but along the way the things I have learnt are off far greater value, enriching my life deeply, and I would not have learnt them without Greg.

It could also be frustrating for Greg. He creatively innovated through his life, but had difficulties with more traditional ones. His efforts to write conventional novels never quite reached publication, though he worked on them for decades. *King of Sartar* was published (and a second edition), but was in format more like a game setting book with no game, failing to get significantly interest from outside the hobby.

The greatest thing Greg brought to the gaming world was perhaps the insight that gaming was a perfectly valid way to explore many of the great themes of life. He showed us gaming was a creative form that had much of the same potential as literature or other arts. And for Greg, his great theme that he returned to again and again, especially through *Pendragon* and Glorantha, was our relationship with the divine. His understanding of the topic was profound, and it shone through in his work. Though he never forgot that a game was a game, but showed us it could be about the richness of spiritual wisdom. And so he showed us a creative approach that is deeply inspiring, that games can be teaching tools about the most profound issues of humanity.

A bit over a year ago, Greg died in his sweat lodge, still doing his spiritual work. At the time of his death, many of his great achievements had been brought together again — he was once again the chairman of Chaosium, which was once again the home of Glorantha, an acclaimed new edition of *RuneQuest*, *Pendragon*, *Call of Cthulu*, Lovecraftian and Glorantha fiction, and all this had a new generation of creative and business collaborators to continue his work. His legacy will live on. But the man himself does not, we can strive to continue his work but without his unique vision, and we shall not see his like again.

All of us who have played the games he wrote, who have read his fiction, who have enjoyed the work he inspired in others or been inspired ourselves, owe him a debt — and some of us owe him far far more. Let us express our gratitude to the great shaman of gaming.



RUNEQUEST GLORANTHA DOWN UNDER III

REVIEW

by Andrew Daborn

Last November I arrived with my family at Ballarat's Kryal Castle, then ten years rave free. This was my first con in Australia and so did not know what to expect. This was also my first time in an Australian castle, but got into the vibe quickly after seeing the huge dragon at reception and the wizard's tower looming over the parking lot. These noble castle denizens were not the type to let historical accuracy get in the way of a fun weekend! The weekend was full of adventure, and while this is not directly a review of Kryal Castle, if you are near Ballarat and haven't visited it is well worth a look. It is the kind of place that organisers of fun events pick as a backdrop. As I write this there is an international jousting competition and also a baroque horse festival both coming up in November. If you are not sure what a baroque horse festival is then think medieval rodeo.

The core of the day was the role-play games. RuneQuest sessions dominated, along with a couple of Pendragon, and 13th Age Glorantha games too. Now I have never played RuneQuest. I have read through some of the books, marvelled at the setting of Glorantha and listened endlessly as people have told me how great it is, but never played it. I assume it will happen at some point, perhaps in the next few weeks, but somehow I got through last year's convention dedicated to the game without sitting down for a session of it!

A big draw for me last year was the excellent Khan of Khans tournament. The Glorantha based tabletop card game was also recently released. I was looking forward to playing with one of the designers, Susan O'Brein. Unfortunately there was not enough time. I had overbooked myself with goodness and I could not take part in the yearly raids on Dragon Pass. I am excited to see though that Susan has brought the two time ENnie gold medal winning tournament back this year! I will make it a priority to take part. Who doesn't want more cows?

I did manage to squeeze two games in. With a band of fellow knights we quested in Pendragon – unaware that one of our companions was following the age old tradition of women dressing up as men to go to battle. Such fearsome rumours about them had been circulated that we were revealed that they never took their helmet off, unbeknownst to us to hide their identity. I had previously played a large chunk of the Great Pendragon Campaign, and thought I may have had my fill of destriers and Saxons by now. I was refreshed however by the snappy pace of a convention run game and had enormous fun. After the sad news of Greg Stafford's death I was pleased I had managed to play Pendragon over the weekend, one of the games he was famous for, as a memorial to his impact on gaming.

Having a long history of playing D&D I had been interested in Pelgrane Press's 13th Age when it came out in 2013 as it seemed to have interesting things to add to the conversation about D&D. I had not managed to get myself a copy or play a game up to that point, but was especially interested in the Glorantha edition that had come out shortly before the convention. Seeing a session available at the con's sign-up I put myself down for it in the hope it would be a fun introduction to Gloranthan lore in general and was not disappointed. Our band was hunting through the swamps, when ambushed by hideous nasties! I was a trickster with some kind of fish and, like the mythical Penelope, raised by ducks so totally at home in the murky waters. Even so the fighting was fierce and only judicious use of rune magic (using rather cool tokens!) got us through. Not knowing Glorantha or 13th Age well the two seemed to fit naturally together with play running smoothly. 13th Age gave many chances for the players to do cool Gloranthan flavoured things – certainly an indicator of a good game for me.

The convention auction was fascinating to watch. I had little nostalgic connection to the titles on offer as they seemed mostly and not surprisingly tied to RuneQuest. My knowledge of Glorantha was so small I could only guess as to what they were about, but the interest in the other participants was contagious and made the whole thing very entertaining and the proceeds went to fund future RuneQuest Down Under conventions.

It would not have been polite for us to attend Kryal Castle without going to the joust. Two willing adults covered in metal and charging at each other on horseback for the amusement of others. If they're going to that much effort we could only indulge them. There was much theatrics and fun without the body-crunching horror I was expecting. It was a little like medieval themed pro-wrestling. I was left wondering how one becomes a knight and why does one chose to do this on a weekend. One heavily armoured knight who we talked to, Lady Caroline of Sweden, said she had become a jouster after starting as an equestrian athlete and progressed into it, and she did some horse archery on the side. As you do. The castle was full of other distractions too, from calligraphy workshops and a blacksmith to archery and pony riding, not at the same time unfortunately. A full day could easily have been spent wandering around the site but I had a full timetable and higher priorities.

Later in the afternoon, before the dinner, there was time for all to relax. The day visitors were leaving, but the sun was hot and the tilting yard dusty. In that space the crowds witnessed an epic game of Trollball. Few on the pitch had played before but all got into the spirit swiftly, resulting in a considerable amount of violence, spell slinging, referee distracting, and at least one legitimate goal. The faeries and their healing-potion- filled-water-pistols seemed to have the most fun, distributing medical justice to all participants whether it was requested or not. As to the final score line it was so hotly contested I couldn't tell you who won. Our thoughts are with the troll-kin who was bravely volunteered as 'ball' that day!

The events of that day ended with a marvellous 'All The King's Ale' LARP with what must have been at least 40 participants. I have not participated in many live action games and was not prepared for the chaos that unfurled as it began! I hunkered down in my part and The parts that I understood clearly were that I was an apiarist who was making the honey that gave the clan's main export beer it's fine taste. Most importantly someone had sabotaged my bees! I believe there may have been some fighting and colonisation by the hated Lunars going on too, but that didn't seem too pressing. I was mostly focused however on repairing my hives and lobbying the chieftain against buying troll honey (nasty stuff) while my bees recovered. My poor bees...



After the aforementioned loss of Greg Stafford, Chaosium and the Stafford family chose last year's RuneQuest Down Under as the venue to unveil their Greg Stafford Memorial Award for Gloranthan Fandom. The inaugural winner of this was Lev Lafayette for his hard work in resurrecting RuneQuest Down Under after 20 years in limbo.

This being my first convention in Australia it set the bar high for other events. Certainly it was a great opportunity to make new friends and catch up with old ones whilst diving into the realm of Glorantha. I hope for even greater memories from this year.

THE RECOLLECTIONS OF DELECTI

by Darius West

Forgive that the Delecti is no good with the names, hundreds of years has made the names hard to remember, perhaps the Delecti is a little deaf now. At the time I had words and memory of zombie boy, and spoke as any Satyrite local, but it all fades now into hundreds of years. Here is what the Delecti recalls of those events. Everything went by so fast for the old Delecti...

The Delecti is in the zombified body of the Cashed-in Longbroo, nephew and heir to the Pornos Longbroo who is Chief of the Greyfrogs Clan of Is-mouldy Tribe. The Delecti's aim? To collapse the clan of course, as it produces the Intro-dummies Cult, who are flea bitten Humonkey death worshipers who think that dismembering the Delecti's zombies is a fun sport. Well, be fair, dismembering can be fun, but the Delecti digress. Bah, these Satyrites with their bad roads and their crummy cities, Bald-dome, Swinestown, All-the-Chairs, they think they are so great, when Delecti could train even baboon to make better ones. Lamentably parochial. The Delecti remembers back in the day when Delecti's mansion stood in the EWF capital, and Delecti's Zoo was the popular tourist attraction. Now the poor Delecti has to put up with rude bumpkins raiding Marsh and their ancestor "heroes" like the Intro-par Greyfrog being reborn in the bodies of his kin to cut at the poor Delecti with their dirty knives. Intro-par has cheek to spirit possess own sentient and corporeal descendants like some Doggy Foul Shaman and somehow that is A-okay. When the Delecti does something like that and the fools call the Delecti an evil necromancer, even though the Delecti is using this dead body with no spirit dwelling within. Hypocrisy! All the Delecti want is to liberate the people from the cycle of life and death, and make them immortal; to provide them with limitless pleasure more profound than any mere bonking like animal can produce, but they disdain the Delecti's gifts and attack the Delecti's supporters at every turn. Never mind. The Delecti has all eternity to play, while they are finite little things who worship the death that will take everything away from them. If the Delecti manages to remove Greyfrog Clan, the Delecti can extend Marsh quite a bit. If the Delecti learned anything from the EWF it is that real estate is where the money is. All that trouble to set up the Dragonkill, and what redevelopment plans the Delecti had for Dragon Pass! Then all the Poo Horse and their Filthy whore's Queen and Hen-drinking squatters show up. Bah!

This recent misadventure began in chambers with the Delecti's "dear Uncle" (remember, the cunning Delecti is pretending to be Cashed-in Longbroo). Now the Delecti has been studying the clan for some time, and the Delecti's sabotage attempt had gone well. The chief is diseased, and looking forwards to handing off the responsibilities of rule to Cashed-in who is the Delecti. Wonderful. All is well. On the other hand, the Mallia priestess who diseased the chief only had partial success in diseasing the crops, as they up and vanished. Vanished is not destroyed, and that meant that starvation wasn't inevitable. Then there was the whole issue that if the Delecti's lesser vehicle didn't look as if it was eating food, that it might compromise the Delecti's cover, but The Delecti will get to that. Who is this Cashed-in? Some idiot boy. So the Delecti must play the part, and consider, the more Greyfrog the Delecti is, the better the foolish living ones will like the Delecti.

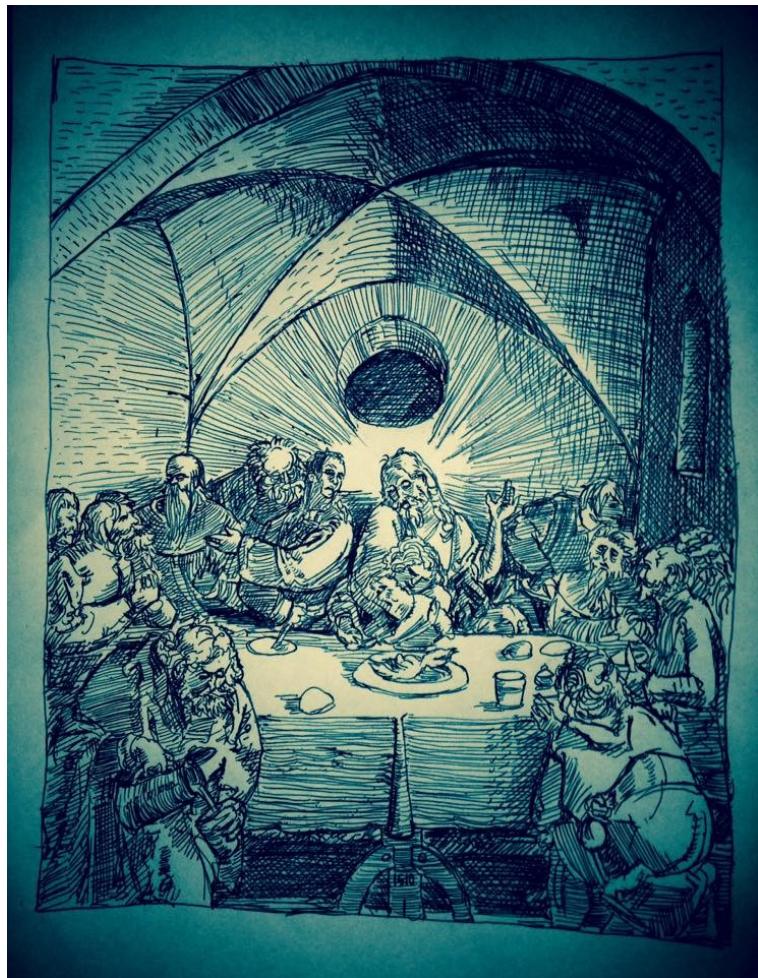
Consider poor old Pornos. He knows he is dying. He knows his clan is in mortal danger. What he doesn't know is that his wife has cuckolded him with his own bastard son. The Delecti found out later. Very humorous. Of course Pornos must live for the Delecti's plan to work, and we discussed strategy. We agreed that the food was very important, and the Delecti told the old Pornos that for the food to vanish, and the Pus Clan to raid, then the Lunar slop kitchen shows up with the Tax Collector, just when the clan needs its hops to make Beer was all too convenient. The Cashed-in Delecti then says very practical advice, that when there are too many mouths and not enough food, but many swords, it is time for war. The Delecti loves war, more bodies, so of course the Delecti counsels for war. Pornos cannot refute the

argument but will not agree, for he is old now, and sick (but not as old as the Delecti). So the Delecti spoke next to Carnard Deathduck (strange name for a human), and he loved the council of war. The Delecti spoke to other weapon thanes, and rattled the sword in its sheath, so to speak, but I could see they were suspicious. And so they should be, for they were my competitors, and all of us carrion birds around the golden torc of old Chief Pornos, pecking for the meat of Greydog. That one, bah, what was his name? Boredom Greatsnore. What an arrogant blustering imbecile! And then there was the sleazy one, Youngbum Baby, whose mummy is called Hit Ignoring, a witch, the poor Youngbum, for he suckled on the cold titty. Then there is the Corvid the Black person (not Agimori, very misleading). This Corvid is worst night watchman ever. The Delecti found out he is called "the Black" because he lost his wits and has the blackouts. Very humorous, so The Delecti tells everyone and they laugh.

It is good to be the funny man, and they laugh and laugh, and they love their funny Delecti. So we of the weaponthanes all agree that to war we must go. The Delecti goes raiding with the Weaponthanes a couple of times to help win their hearts, but all it does is litter the land with dead bodies, and the weapon thanes all hate the Cashed-in Longbroo Delecti still; dirty bumpkins, back in the Jrustelan Empire we would think nothing of flash frying their whole village in burning ice, but those days are behind the Delecti; no ice-fire for him. How I reminisce with dear young Pavis about those days.

So the Delecti is having trouble, as there are not many sheep and old Pornos Chief keeps asking for more food. So Delecti remembers that his beautiful Daughters of Darkness have been getting sheep for him from Starfire Ridge. So the Delecti gets some more sheep, and tells Pornos that he needs the sheep to catch the thing that kills them, and Pornos accepts that. All the same, with everyone eating all the sheep, the poor Delecti is struggle to find enough to make the Greydogs into zombies with ritual of "If Delecti kill this sheep and take blood, then Greydog become Zombie". The Delecti put the whammy on the Ovumstore the Trodden, and on Boredom Greatsnore but try a couple more. Hard to find time to do the rituals in the Delecti's busy schedule, and lazy Daughters of Darkness must be micromanaged or they just sit around comparing nails all night and talk about the boys they want to drink.

Then the Delecti remembers his Duck. Finkfiend it is called. The Delecti saw through the silly disguise of the Duck, for it had beak, and it walked like Duck, but tried hard not to quack like duck. The Delecti would not be fooled. So, the Delecti could blackmail the Duck, but you catch more flies with corpses than by swatting, so instead the Delecti is all sympathy for the poor poor Duck who is victim of racist Lunar's Duck Hunt. So very cruel,



so the Cashed-in Longbroo must help the Duck, and others who “cannot pay their bill”. Duck took to that like worms in a bog. It is good magic trick to make Duck sing like the little bird, no?

After that I meet trollop (not being rude, that is what girl troll is called) the Ugly Has-Cash, who says the Cashed-in Longbroo is stinky. The Delecti is ever polite and say that perhaps she smell the Mostali iron sword of Cashed-in, but she say we should separate the sword and me, so she could smell better. The Delecti say no, as don’t give sword to troll is just smart. The Delecti smiles and stays polite to Ugly Has-Cash, while he looks for big stick. Is diplomacy, no?

Soon the Delecti is talk to the Lunar foreign aid worker called “Gnat-in-a-mucus-pool”, very Dragonewt name, reminds the Delecti of EWF, so the Delecti like her. She talks to the Delecti about how the Lunars have schools to mind control the young, and aqua-dogs that carry water, and how she is here to make people into good Lunar stool pigeons like her. But the Delecti is a good spy and so the Delecti make wise arguments about how Greyfrogs don’t need these things. Then the Delecti tell her that the clan is onto her, and that first the crop is stolen, then the Chief is sick, then the Pus raid, then the Lunar shows up with food. Is no coincidence. She did not like that. So as noble Cashed-In, the Delecti swear to protect when the clan comes for her. Good Jrusteli chivalry, no?

Finkfiend is good agent for the Delecti, and knows it not, the poor poor Finkfiend. Yes, the Finkfiend makes the Delecti to meet with the Lonny the Beer-head, who is boss of Orlanthi rebels and is head of the Hobo-son Bloodline. And oh what a great fool that one was. The Delecti tell him that the Cashed-in is “unofficial liaison” with Chief who has great sympathy with rebels, and there is much talking about how war will be waged. Yes, thinks the Delecti, we can call down the Lunars onto Greyfrog. Very good. The Delecti plans to wipe out whole clan, but maybe not just yet...

Then up comes Forengelding the Hopeless, and Corvid Blackout, and they ask the Delecti if he is vampire. Of course the Delecti is no vampire! The Delecti is spirit of a necromancer in the body of zombie if you must know, but cunning Delecti says nothing, but is all shocked. But you see the Forengelding has the Humakt magic for seeing lies, and he thinks Delecti is a vampire, poor foolish Forengelding. Of course his magics fail, for the Delecti is not vampire, only the Daughters of Darkness are vampire, the Delecti is so much more! Then the Blackout says he has been dreaming of Cashed-in, and the Cashed-in says “Have you been attracted to me this whole time?” All very embarrassing for the Blackout, and inside the Delecti is laugh and laugh. The Cashed-in Delecti promise to investigate what is all about and to speak with the Trickster Pigprice who is also in dreams.

The Delecti is just talk to the Pigprice, and find out that it is he who stole the grain, for he knows where it is, but cannot get it. This is good thinks the Delecti, for trickster can be killed and blamed as thief of the food, and the clan gets no more. But no!

Then the election for Chief is starting. This is not good, for the Delecti still has too much work to do. Still not good when the Boredom Greatsnore is ahead in vote, then the Delecti has the zombies change their vote, and it is the Delecti who has won! Oh the poor Delecti, is like the girl chosen for Bride of Spring, and is all smiles and sparkles in sunlight like Edward Cullen, and waves at the crowd. The Delecti is think “Yesss! YESSS! The Delecti will boil this clan Greyfrog slowly! They will not notice their decline.” Then cruel GM wrecks everything, for the Delecti is proclaimed , after all the work of hiding in the Cashed-in Longbroo, and so the Delecti has to fight the Blackout. At first everything is neck on neck, then the Delecti realize that if the Delecti is revealed, there is no point, and so he lose the fight, and wake up on favorite bier in home in Marsh again and the Delecti’s Cashed-in zombie and plan are ruined. Ah well, such is unlife. Try again next Sacred Time, no?

METAPHYSICAL MUSINGS OF THE SCHOLAR WYRM

as channeled by Lev Lafayette

In Heartland there is an ancient, white-winged wyrm that has been friendly with local Lhankor Mhy temples, and plural is emphasized. It has long been a mystery which Lhankor Mhy temple Scholar Wyrm lives in, and the answer is, whichever damn one he wants to. After all, being a Scholar Wyrm, he tends to read all the books in one temple, and move to the next. And sometimes back again to cross-reference what he has read. The Lhankor Mhy quite like this arrangement, because if anyone causes them grief, there is a possibility that an ancient friendly wyrm will be present, who may object to having his reading interrupted. Scholar Wyrm is possibly the last true friend of the Empire of Wyrm's Friends, but given what happened there, nobody speaks of that.

The following is a recent lecture given by the Wyrm to Lylket (Karse), on the nature of reality.

Thanksss you for thisss great opportunity to discusss with you all, the nature of the reality that is Glorantha. Assss you all know, I, the Ssscholar Wyrm have ssstudied thissss and many other matterss for hundredsss of yearsss. I ssstared of coursssse with the knowledge that comes from being dragon kin. Asss you know, we wyrmsss ssseek a different path to dragonhood from the Dragonewtsss. My own choice iss that of knowledge. I have ssstudied the dragonsss, I have studied the humannss, and especially the Empire of Wyrmsss friendsss and even the God Learnersss [sound of spitting among the assembled]. I have done sso disspssionately, for my quessst hasss never been power or control, but rather underssstanding the reality in which we all live.

For many thisss is inconssequential. Yelm ssstill risses in the sssky, the rain mussst fall, the cropss must grow, the harvessst must be taken in, the cowsss milked and sssso on. Thisss much I have learned of the sssimple life of the my human friendss of Sssarter. [Spontaneous applause and cheers] But even in thisss practical, everyday exissstence, the farmer or herder sssometimesss hasss the opportunity to wonder what it iss all about. There work is long and hard however, and sssuch mussingss are resserved for ssscholarss.

Ssscholarss care about many thingsss, sssuch as the hissstory of landss, the ssstructure of language, the sssource of magicss. But in our world, nothing iss more important than the debate of the nature and rightnesss of the different Godsss and pantheonss, the protection of thisss world againsst Chaosss, and of courssse, Runesss.

The Runesss! Of which sso many many of heroic nature quessst for! Sssome claim they have integrated them into their very being, othersss claim mastery of them. All and sssundry invoke them in the cassting of magicss.

But what are they? Among the many ssscrolls and tomesss that I have read through the agesss, there are, broadly sspeaking, two ssschoolss of thought on thisss matter.

The firssst holdss that the Runesss are the building blocksss of Glorantha, the actual matter and energy of the world. It hasss been sssaid [c.f., Michael O'Brien, RuneQuest Glorantha Con Down Under III] that if the Mossstal build a

machine that can look sssmaller and sssmaller into the lumpsss of dirt then they will dissscover that that they are made up of Runesss. Mosst probably Earth Runesss, I sssuspect, if they are looking at dirt [laughter among the scholars]. Thisss empirical approach has itsss logical equivalent with the God Learnerssss [sound of spitting among the assembled] with there ability of RuneQuessst Sssight, which allowed them to sssee, without wisssdom I mussst alwaysss add, the underlying patternsss and ssstructures of our world. Thisss is esssentially an objective view of our world.

The sssecond point of view is that the Runesss are ideal Formsss, archetypesss, from which our empirical experiencesss receive a partial exosssure. Thisss is an argument put by many ssspiritual leadersss, from the sssimple sshaman of the countrysside to the priesssts of Godsss in the mightiesst templesss. Thisss argument pointsss to the use of magical power that can be experienced through asssssociation to the Runesss, that prayersss and offeringss to the mighty beingsss that own thesse Runesss can offer magicsss in return. Because these idealsss are held by individualsss, from low ssspirits, to mighty godsss, and even mortalsss in-between, this is a sssubjective view of our world.

But tonight assembled ssscholars, I offer you a third interpretation, and one that hasss come from my many yearsss of ssstudy. And I mussst warn you, that the hypothesssisss I have iss truly disssturbing. It beginsss with a deep meditation upon the famouss chant of Ouroborosss, which even you human ssscholars know the wordsss and the meaningsss. I feel that I mussst expressss them now.

Sssilence. The infinite. The ssstillnessss. The unhatched egg.

- O Zzzero. The exclamtion. The first movementss within. A ssstruggle. A peaccce.
- OU The cry of pain. The ego. First underssstanding of all that lies before. The Awe.
- OUR Collectivenessss. Plurality. Underssstanding that you are not, and never sshall be, alone.
- OURO Collective Emptinessss. Understanding that you are alone within many. A ssingle ssscale.
- OUROB Creation. Life. The crack of the sshell beneath the egg-tooth.
- OUROBO Closed infinity. Beyond the egg. Being. Exisssting. Moving and waking in the World.
- OUROBOR Birth. Moving from sshell to nest. The feeling of the sssun and the rain and the ssstirring.
- OUROBORO Nothing. The emptiness. What is left behind and before. The ephemera.
- OUROBOROS 'SSS'. The Voiccce. The sssound that ssstarts and endsss in one breath but echoesss infinitely.

If we look at thesse with new eyes (ssorry, that'ss a dragon joke) we can sssee how Ouroborosss growsss in consciousnesss from an exclamtion of pain, to the realissation of othersss, to the development of a voiccce and language. Many philosophersss of Ouroborosss believe that it iss from thisss egg-conssconsciousness that reality iss formed. But I wisssh to take a different view.

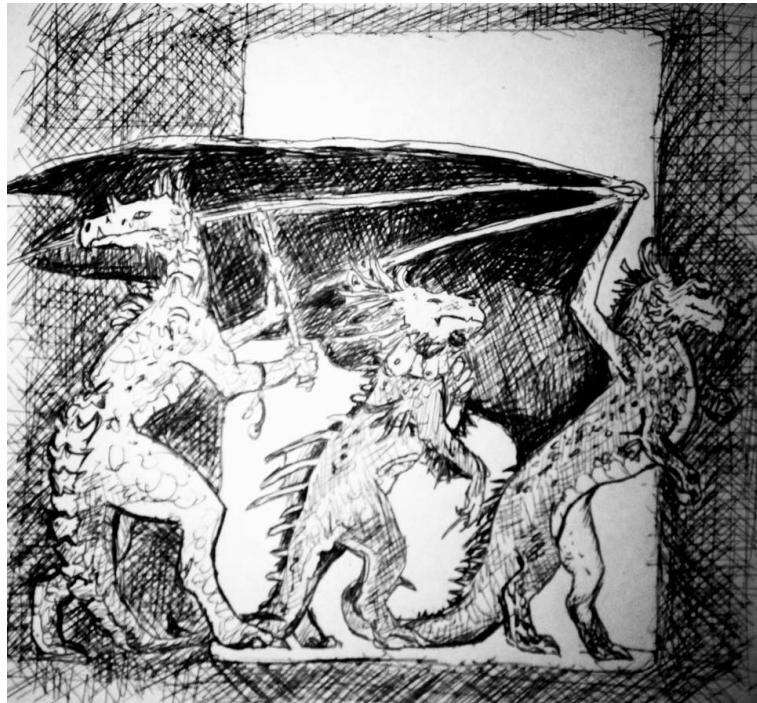
Our reality iss not founded on the dry objective runesss, sssuch ass through by the Mossstali and other materialissstsss. Nor iss it founded on the thoughtsss of mighty spiritsss or godsss, which is believed by many. I wisshto proposse that insstead that the runesss are sssymbols, and that thesse sssymbolsss are the foundation of our reality. A great ssspirit may be able to manipulate thisss reality, but have we not noticed that many people acting in a ccceremonial conccert can achieve much more? Our reality is a conssensuss between all the active participantss. Thisss I believe iss a sssecret of HeroQuesssting, it iss the knowledge that the God Learnersss [sound of spitting

among the assembled] abusssed, and, I dare sssugesst the cccynical appeal of thosse who call themsselves "Illuminated". In both casess they ssseek to manipulate and change the meaningsss of sssymbols for their own benefit, rejecting and abussing the carefully conssstructed conssensssusss that we have all built for a ssstable world.

It hasss been reported that I oncce claimed* that the Kralori priestss and magicianss who practissed Dragon Magic could not be, "because the Kralorelanss are humanss." I now mussst revissse that claim on account of my new ssspeculationss. If all are part of the consciousssnesss of Ouroborosss, then even humanss could acquire sssome of thiiss magic, although they would obviousssly need to be of a very great ssspirit, indeed. Mosst I sussspect would fail, and become like the dinosaurss.

[* See: Page 22 <http://etyries.albionsoft.com/etyries.com/rants/page22.html>]

Thisss givesss us much inssight; mosst people are utterly and completely unable to break the many yearss of sssocialisation that they have experiencccated. They cannot think that all of reality can be manipulated by the manipulation of the sssymbols that make up that reality. Asss a ressult, thankfully, mosst will fail. The cosssensssus built by communitiess is more ssstable, and an a tried and trusssted path that workss while a community existss. Losse faith in your Godss and your storieess then the very reality that holdss them together will dissipitate. Asss much ass I have sspoken of the potential to manipulate reality, I urge all pressent that your old wayss are almosst alwaysss the besst if you want to sssurvive.



In conclusion however, I wisssh to ssspeak of a new and further resssearch project. Asss we all know from studiess in language, sssymbols are created where they have ssshared and mutual underssstanding between sssubjects. Two of children raisssed in issolation together will develop their own language. One raisssed by itssself will not and will be impaired for life. Asss our reality existss, and it hasss been created by the mighty thought of Ouroborosss who was born of the egg out of Chaos itssself, the quessstion mussst be assked, who did Ouroborosss develop language with, and what reality do they now inhabit? Thisss could be the sssubject of my next contemplationss..

BRONZE AGE ECONOMICS

by James Haughten



Zeus the Father made a third generation of mortal men, a brazen race, sprung from ash-trees; and it was in no way equal to the silver age, but was terrible and strong. They loved the lamentable works of Ares and deeds of violence; they ate no bread, but were hard of heart like adamant, fearful men. Great was their strength and unconquerable the arms which grew from their shoulders on their strong limbs. Their armour was of bronze, and their houses of bronze, and of bronze were their implements: there was no black iron. These were destroyed by their own hands and passed to the dank house of chill Hades, and left no name: terrible though they were, black Death seized them, and they left the bright light of the sun.

Rise of the Bronze Age

The oldest folktale in any Indo-European language, according to folklorists, concerns the discovery of bronze. Specifically, it is about the smith who stole the secret of joining two things into one thing, thus creating the first alloy, from a Devil. The smith, let's call him Prometheus, valued the secret of joining so highly that he offered the devil his soul in exchange for it. When the devil later arrived to collect his due, the smith promptly used the secret of joining to weld the devil together with his anvil, and has been hammering Old Nick, and putting his fire to useful work, ever since. So awed were Daedalus' neighbours that they, and we, have been telling the story for the last 6,000 years.

There were other smiths before Prometheus who paid the Devil's price. Before the discovery that copper could be hardened into bronze by alloying it with 7-10% tin, an earlier generation of smiths made arsenical bronze, hardened copper smelted with ores that naturally or deliberately included a high level of arsenic, which produces a hardness comparable to, sometimes exceeding, tin bronze. Arsenic poisoning of an expert work-force became such a concern that one of the earliest known medical texts, the Ebers Papyrus (c. 1500 BC) describes its symptoms and treatment in detail. It is to the skin, nerve and brain-damaging effects of arsenic poisoning we owe our limping, angry, twisted smith-gods and spirits, from Hephaestus in the Mediterranean to Wayland Smith and the shrunken, thick skinned smith-dwarfs of Anglo-Saxon and Scandinavian myth.

Archaeology tells us that arsenical bronzes were replaced by true tin-bronzes within a few hundred years as Prometheus' innovation spread, kicking off the classical Bronze Age. Bronze implements could be produced not just by cold-working and hammering into shape but by casting of the molten metal in molds, enabling the production of items both standardised, such as the ubiquitous bronze age 'leaf sword', and beautiful, as the 'lost wax' method of casting enabled bronze idols, statues and ornaments of previously unparalleled complexity. So awed were the poets of the Bronze Age by the smith's ability that they speculated smith-gods could even create artificial life. The earliest use of the word 'automata' occurs in Homer, to describe the metal serving tripods and forge-helpers made by Hephaestus. Myths recorded in vases and icons depict Prometheus the titan assembling the first humans in a smith's workshop. The red-hot bronze giant Talos, guardian of Crete, who could only be killed when the vein in his foot was tapped to allow

the divine ichor to run out, also recalls the production of statues through the lost-wax technique.

For the would-be rulers of the proto-states of the Bronze Age, bronze's artistic importance, though great, pales compared to its strategic importance. Bronze weapons and armour made warriors fearsome to behold, great of strength and unconquerable in arms. Hesiod with reason connects the men who discovered bronze with the love of Ares, deeds of violence and the construction of bronze palaces. So valued was bronze that it was recycled whenever possible; isotopic analysis tells us that most bronzes preserved in the archaeological record are themselves made of re-melted bronzes from many different sources across the breadth of Eurasia. For any kinglet in the western ancient world, your supply of bronze determined whether you were the conqueror or the conquered. How to get more of the stuff was a matter of supreme importance.

This was particularly a problem for the would-be heroes of the Mediterranean basin, an area rich in copper, particularly the great island of Cyprus (in fact, Cyprus' Greek name Kupros is also the root of the English word 'copper') but almost entirely lacking in tin. There are a few tin deposits in Anatolia, and some apparently flowed by circuitous trade routes all the way from China; but the bulk of Mediterranean bronze is now known to have been created with tin from Cornwall, at the end of a long and perilous voyage to a remote, cold island infested with wolves, druids and sheep. While there was undoubtedly a flow of bronze through indirect trade as items were swapped and reforged across the length of Europe, ample supplies could only be obtained by 'cutting out the middlemen'. Either outfitting trading voyages or engaging the seafaring nations, like the Phoenicians, to trade Cyprus copper for Cornwall tin would require capital; but without access to bronze weapons and armour in the first place, how could capital be accumulated to conduct such voyages, in an age when "Not yet had the pine-tree, felled on its native mountains, descended thence into the watery plain to visit other lands; men knew no shores except their own"?

Moreover, the very concept of accumulated wealth was largely foreign to pre-state peoples. In all likelihood, like other previous or modern non-state or uncolonised peoples across the world the ancient Mediterranean populations operated gift or embedded economies, in which material exchange, while not lacking vibrancy, was subordinate to social relationships of kinship, marriage, reciprocity and redistribution, and thus one's accumulation of material possessions largely represented the sum of one's social debts. In the emerging heroic society, while the new technologies of war had increased inequality, debts of gift-friendship and honour overrode all material considerations. So far did societies later move from this attitude that, even by Homer's time, the Greeks considered it mad: "When they had thus spoken, the twain leapt down from their chariots and clasped each other's hands and pledged their faith. And then from Glaucus did Zeus, son of Cronos, take away his wit, seeing he made exchange of armour with Diomedes, son of Tydeus, giving golden for bronze, the worth of an hundred oxen for the worth of nine." Converting a gift economy into a tributary one, which could lay the basis for long distance trade, demanded not just swords but a revolution in social relations.

The High Bronze Age

Anthropological theory suggests that this shift owed less to bronze's warlike properties than its decorative ones. Work by Chris Gregory and David Graeber, among others, suggests that the root of capital accumulation in gift economies is the emergence of concepts of gods and spirits which are not immanent, present in the world and so enmeshed in social relations, but transcendent, above the world. Whether in Heaven or on Mount Olympus, a transcendent being can owe no debt but merely their fickle goodwill to humanity, and is thus capable of receiving sacrifices and tribute without owing an equivalent to the giver. An intermediate stage of this transition can be traced in the potlatch-like custom, seemingly present across proto-bronze-age Europe, of flinging the bronze weapons and armour of defeated enemies (which would have had incalculable material value, as gifts or commodities) into lakes or bogs near the site of great battles, presumably as a sacrifice to the gods which, being transcendent, could grant such great changes. Some indication of the interrelationship between metallic wealth and bronze-age gods may be preserved in the classical

alchemical relationship between tin, the scarce component of bronze, and Jupiter/Zeus. One measure of tin suffices to convert 10 to 12 measures of copper, the commoner metal associated with goddesses, into bronze, and so too did Zeus couple with many goddesses to produce the monsters and heroes of the Bronze Age.

At some point, perhaps some enterprising Promethean priest delicately suggested that such treasures, instead of being sunk in a bog, could honour the gods even more if they were laid up in a shrine, maybe melted into a tripod or brazen idol. Not long after, it seems to have occurred to the representatives of the gods that all this accumulated metal could be put to use rather than being purely ornamental. And thus were born the first great religious/commercial enterprises of the ancient world, the trading temples of Mesopotamia and Egypt, followed by the brazen Moloch-worshipping Phoenicians and Tyrians, the idolatrous Canaanites and the integrated temple/palace/factory complexes of ancient Greece and Crete. It is no coincidence that the surviving records of the Mycenaeans and Minoans are not heroic epics but accounting records. Enough of these records survive that it would be possible to construct input-output matrices of a Bronze age palace economy and then, that holy grail of all roleplaying systems, an internally consistent price list. Any archaeology students who may be reading this while looking for a thesis topic, now's your chance.

As summarised in Graeber's *Debt*: the first 5000 years, these temple/palace/storehouses, supported by populations compelled by both religion and force, could track balances, fund trade, extend credit, make loans, certify the quality of goods, calculate interest and return on investment, and generally perform all the functions of a merchant bank. In turn, the wealth they generated supported the aristocratic warrior-priest-kings and the retinues, armouries and chariots which defended and extend their rule. This enabled them to enslave their populations in ways that would have been inconceivable to the earlier "golden" and "silver" eras of humankind which knew neither capital accumulation, long distance trade nor transcendent gods. Hesiod notes that these earlier eras gave rise to the spirits of place and the underworld, the pre-transcendent religious entities displaced by the Men of Bronze because "nor would they serve the immortals, nor sacrifice on the holy altars of the blessed ones as it is right for men to do wherever they dwell".

These religious/trading enterprises arose in many other civilisations across the world. In iron-age Angkor and Imperial China, for example, Buddhist temples played a key role in banking and trade. Hindu/Buddhist theology was always comfortable with concepts of infinites, eternals and transcenders and these found their commercial expression in "perpetual treasures". Those who could afford it would make lavish donations to temples on the understanding that these donations formed a principle of an investment, to remain untouched. The interest earned on the principle, gained by the temple loaning money or investing in trading ventures, was to be used to perform meritorious works (such as supporting monks, or saying prayers) dedicated to the deceased, ensuring a perpetual flow of merit to ease their ongoing journey through the Wheel. Monasteries often invested their share of the proceeds in slaves or in money-lending to surrounding peasant communities, enabling the monks to live luxuriously on the work of others. These systems endured until ended by rival schools of thought backing rival military powers, the Mahayanist Buddhist Thai armies in the case of Angkor and the "land to the tiller" confiscations of Maoism respectively.

The evolution of the whole Bronze Age religious/military/commercial trading complex is recapitulated and eulogised in the Old Testament's Book of Kings, chapters 6-10, in the story of the rise of King Solomon. In rough order, Solomon sets out to build a house/temple of precious metals for God (the scribe is careful to stipulate the weight and value of all the components of the temple, while at the same time claiming that the wealth is uncountable) to replace what had previously been a tent. He presides over the religious rites (taking the role of the former separate priest class), proclaims that God is transcendent and cannot truly be said to live in the Temple, enslaves a large part of the population to labour on the temple and his palace, cuts a deal with Hiram of Tyre to send great trading missions to Tarshish (most probably Tartossa in Spain, a natural half-way point between Cyprus and Cornwall and a source of other precious metals like silver and mercury in its own right), becomes fabulously wealthy, enters trade relationships (mediated by intermarriage) with other potentates, and uses his wealth to buy horses and chariots, further cementing his military

dominance. This is the period where warlike Bronze age kingdoms could equip great champions richly and mount overseas expeditions such as the Siege of Troy, the voyage of the Golden Fleece (which mythologises trading voyages from Greece to the gold-mines of the Caucasus) and the other heroic myths which give us our cultural background of gods and heroes.

It is worth noting that this entire economic apparatus arose without coinage. Temple-palaces appear to have used moneys of account as an accounting device to measure the value of their holdings, and long-distance trade appears to have used agreed-upon or market-determined values measured in talents or shekels of precious metals, but no actual coins were used. The common people and intra-community trading relationships still appear to have run on credit, trust and gift networks, while their obligations to rulers and priests were delivered in kind, to be turned into precious goods.

Fall of the Bronze Age

The Bible attributes the downfall of this system to the worship of other gods. It seems more likely that a combination of natural disasters, climate change and the introduction of iron destroyed the high Bronze Age culture. The eruption of Thera is the most well known disaster, but many Bronze Age palaces of the Mediterranean appear to have been damaged by earthquakes (Poseidon's Horses) about the same period. A wave of droughts may have caused famine and undermined both the religious and practical ability of temple-palaces, as storehouses of grain and other goods, to provide for their populations. Finally, the discovery of iron smelting created an entire new methodology of arming and funding armies.

Previously, iron in smithable form had only been encountered as meteorites; the ancient Egyptian and Sumerian terms for iron are literally “sky metal”. As meteorites of almost pure metal, its heavenly origins, rarity and natural hardness (unlike the soft, naturally occurring nuggets of copper and gold produced by the earth) associated it with lightning and warrior gods such as Thor and Ares/Mars, and probably contributed to the mythological belief that iron was peculiarly effective against supernatural beings. It was so valuable that Tutankhamen was buried with an iron dagger and Homer's Achaeans gave a lump of iron as the highest prize at a funeral games, while Sumerian temple accounts place the value of iron as equal to silver.

All this changed once the technology of smelting iron by producing higher heat with bellows or primitive blast furnaces was discovered. Unlike bronze, iron required no long-distance trade routes; anyone with access to the earth's widespread supplies of iron ore could produce a sword, or a hundred spear points. Contrary to some beliefs, iron is not particularly harder, sharper or lighter than bronze for weapons or armour, it is simply far, far cheaper. Where bronze had always been reserved for military and religious uses, iron was also plentiful enough that it could be used for agricultural tools and ploughs, raising the productivity of common farmers and weakening their dependence on palace/temple redistribution systems.

In the early stages of the Iron Age, existing social structures may have preserved the status of bronze and the aristocrats who wielded it. For example, a Chinese text from ~650 BC, at the birth of their own Iron Age, says that “the lovely metal [bronze] is used for casting swords and pikes, in company of dogs and horses [that is, noble pursuits]; the ugly metal [iron] is used for casting hoes and axes, upon the fruitful earth”. But such social restraints could not last. It is surely no coincidence that the birth of the Iron Age in the Mediterranean also saw the rise of the Sea Peoples, “sackers of cities”, roving, plundering armies which sacked ports and cities from Mycenaean Greece to Anatolia to Egypt. The Bronze Age's small warrior elite simply could not overcome early mass armies equipped with iron spear- and arrow-heads. One of the last known inscriptions of the Mycenaean period, from sandy Pylos, contains orders that a bronze statue of the Lady (a patron goddess) be melted down for arrow-heads. It is a fitting epitaph for the age.

The disruptions of the age saw the old cities abandoned, their palace-temples looted and their idols melted down. With the increased availability of both iron weapons and precious metals from the wreckage, new mass and mercenary armies sprung up, using disciplined infantry tactics to overcome the old heroic cavalry and chariot model. The militarised Iron Age saw the invention of coinage by Croesus, the heir of Midas, 'hard currency' for a hard age without the Bronze age's networks of trade and credit, when warriors and the kings who hired them only valued coin. Slavery to work in gold and silver mines became the fate of those captured in war, providing the coins to hire the soldiers to capture the next slaves. Graeber suggests that the invention of money further drove the rise of transcendent religion and philosophy. Coin's ability to reduce all things, even violence and life, to a monetary value fueled thoughts of an underlying substance; water, fire, atoms; to which all things could be reduced.



Applications for Runequest

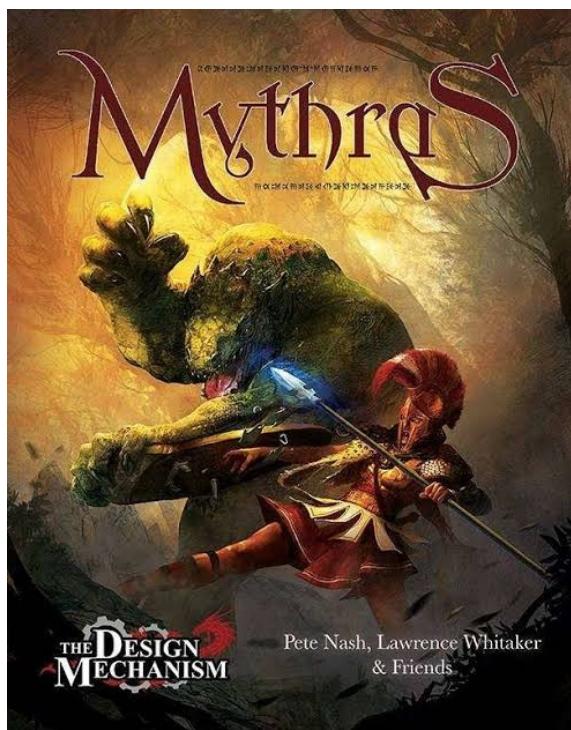
Runequest has long encompassed the different "stages of civilisation" which Hesiod and Ovid called the ages of man. Runequest's "primitive" and "nomad" correspond to the pre-palatial gift economies with limited metal resources, which draw upon immanent beings (spirits) rather than transcendent beings (divine) or universal principles (sorcery) for their magic. The 'Barbarians' of Runequest are the independent freebooters and smallholders of the early iron age, carving a place for themselves "sword in hand, thieves, reavers and slayers", or conversely might correspond to the bronze age warrior-elite; while the "civilised" characters might hail from the great trading cities and palaces of the Bronze Age or the calculating urban demos of the Iron. These characters will differ not just in background and magical philosophies but in how they understand social roles, exchange, the nature of the universe, the value of life and many other aspects. The clash between the world views of different cultures should provide fertile ground for roleplaying.

The third age of Glorantha, despite the presence of "bronze" (not an alloy in Glorantha), is an iron age. Coin (and weaponry) is everywhere, lives are measured in it, and the drive to expand, enslave and grow upon the blood of slaves (admittedly, via Crimson Bat rather than silver mine) while propagating novel

philosophies and new orders of thought motivates the great Lunar empire. Glorantha's Third Age is built upon the ruins of the earlier Second Age in which trade under god (and of gods) motivated one great power, the God Learner/Jrustela Empire, while devotion to transcendence through dragon religion motivated another. The fallen temples and treasures of these earlier eras bronze age provide the target for many a band of reaving adventurers seeking to turn old idols into new coin.

ASKAR THE WIZARD OF ATLANTIS

by Karl Brown



This is a review of *Mythras* character generation. *Mythras* began life as *RuneQuest* 6th edition but has changed branding and continues to be supported by a number of intriguing supplements. *Mythras* is a setting neutral iteration of the percentile dice based system that powers *RuneQuest*, *Call of Cthulhu*, *Basic Roleplaying* (the ‘big gold book’) and other games in this design family.

Askar, though notionally ‘of Atlantis’ and residing in a fantasy Antipodean colony, is a fairly generic wizard who with a few cosmetic changes could be used in many fantasy worlds or even in other *RuneQuest* editions. This setting has not been fleshed out, only the details needed to describe Askar were invented during character creation.

Characteristics

Mythras has seven characteristics familiar to those with experience with related games. The inclusion of size as a core characteristic and a non-linear scale open ended scale for characteristics enables the system to assign realistic values to a wide variety of species. One quirk is SIZ is determined by $2d6+6$ (or within that range by point buy). This corresponds to

an average mass of 88 kg for humans, the real world average mass for a human is 62 kg. This quirk is inherited from previous editions of *Runequest* and I suspect the original designers in the 70’s assumed a Caucasian male. Based on this real world average $3d4+2$ SIZ (average 10 range 4-18) is more realistic. The combining of manual dexterity and agility into a single DEX characteristic is somewhat limiting. POW represents not just magical power but also will, presence, and confidence making it useful to non-spellcasting characters.

STR 8, CON 9, SIZ 10, DEX 9, INT 15, POW 15, CHA 9

Askar is built with the standard 75 points of *Mythras*. This is fine for telling the tale of young adults of average prowess, I personally would use 80 points for competent but not overly heroic human PCs. This change would also place humans at less of a disadvantage compared to other species detailed for PC use in the book.

Askar is quite scrawny and just a little clumsy and to arrogant to be likable. However, this appearance hides a keen intellect and potent magical power.

Attributes

In Mythras all the other numbers describing your character are derived from your characteristics either by consulting tables or simple arithmetic. While individually each of these determinations is simple by the end of character generation it feels like you have just completed a primary school arithmetic test. This might be a problem for those pathologically allergic to math.

Action points 2, Damage mod -1d2, Experience Modifier 0, Healing rate 2, Height 165 cm, Mass 48 kg (lithe), Initiative 12, Luck 3, Magic points 10 (was 15 before creating his two wands).

Hit points by location: L Leg 4, R Leg 4, Abdomen 5, Chest 6, L Arm 3, R Arm 3, Head 4.

An aside. I can see how to determine hit points by location for humanoids of and size but I can't see the method for determining hit points by location for non-humanoids.

Standard Skills

Skills all have a base value of the sum of two characteristics. Simple enough except in some cases characteristics can change during play or even during character generation (for aged characters) and this changes skill values. The Design Mechanism now have a worksheet to help track skills during character generation (this is not in the core book). Fiddly but not a major issue.

Further points are added for culture and career. While Mythras does not use classes skill choices are constrained in a way that reflects the new PCs emerging back-story. Mythras does not assume a particular focus for play, you could easily play political intrigue as monster fighting. However, this flexibility means that it is quite possible to assign characteristics and skills in a way that makes a puny character, in a typical combative fantasy game this would mean a rapid death. Players need to be thinking about how they are going to survive combat as they make choices in character generation. Askar for example has a means of keeping enemies at a distance so he can blast them and wears some armour under his wizard robes.

On a related note, Mythras characters won't be perfectly balanced in relation to each other. This is especially true if the referee allows older characters or non-human characters. Another oddity is that if the referee allows old characters sticking to rules as written it is possible for old characters to die during character generation. An issue easily house-ruled around if it ever happens.

Tasks are performed by rolling under skill on a d100, fairly intuitive. However, rules for grades of difficulty and degrees of success do complicate matters somewhat.

Athletics 17, Boating 17, Brawn 18, Conceal 39, Customs (Atlantis) 70, Dance 18, Deceit 39, Drive 24, Endurance 18, Evade 33, First Aid 24, Influence 48, Insight 60, Locale (Atlantis) 30, Native Tongue (Atlantian) 64, Perception 30, Ride 24, Sing 24, Stealth 24, Swim 17, Unarmed 17, Willpower 60, Combat Style Court knife (knife, dagger, short sword, unarmed prowess) 27.

It's worth discussing combat style skills. Each Mythras combat skill is for a collection of weapons. Which weapons and how many is up to the referee. Usually, combat styles represent the fighting traditions of a culture, social class, or profession. Each also starts with a special ability. This is a really powerful tool to help referees describe cultures and

organizations and tie them to game rules and PCs. Great stuff.

Professional Skills

Folk magic 39 (2 spells) Invocation 60 (3 spells) Shaping 60 Literacy 45

Note how skill level determines starting spells. This is simple and enables differentiation between dabblers and professional spell-casters.

Passions

Rather than an alignment system, Mythras characters have known feelings on a few relationships important to them. The broad kinds of passion you have are determined by culture but the player and referee work together to provide the specifics. In play the use of passions is based on the same d100 mechanic as skill rolls. A nice bit of design consistency.

Loyalty to Valtas the City of Wonders 60

Love for my brother Tarus 56 (Tarus has 13 both POW and CON)

Hate of Havtra the so-called City of Splendors 60

Background

Character generation also provides a skeleton of a backstory including family, contacts, allies, rivals, and one or more background events. Mythras intends that the characters are embedded in their communities and that the referee include these relationships in play. Mythras IS a roleplaying game. I fleshed out Askar's story as follows:

Askar was born into the Civilised culture of Atlantis. As a child the great wizard Zalskus the Enflamer paid a visit to their humble home for reasons his parents have kept secret from him. Ever since Zalskus often appears in Askar's dreams. Askar believes he is destined to meet the great wizard again. Fascinated by the magic Zalskus wrought the young Askar decided to become a wizard and after years of apprenticeship is now a Fellow of the Order of Atlantian Wizards (a rank 2 'dedicated' member of the cult).

Now of age Askar is a full Citizen of Valtas (a freeman in Mythras terms) but it is the Atlantian Age of Sail (Renaissance (R) milieu) and Valtas has decided to seek his fortune in the new world of the Antipodes. At age 22 he now rents a comfortable cottage in the colony of Skorus Town and works as court wizard for the governor. He hope his position will help him attract a wife from an influential family. His own family has a sound reputation but there are some secrets that polite society would not accept, unless ties by marriage to a powerful could convince people to overlook these past indiscretions. One issue is Askar's rival Veleria who is a secret bastard daughter of Askar's father and jealous of his position in the family and the advantages it has given him, including his current position in the court of the governor. Family is well connected in the community and is known to those commanding local power, the governor (who is a Contact). Askar's closeness to the governor has made him a target for Pjimarin, an honorable indigenous warrior opposed to the Atlantian settling in the area. Pjimarin rightly sees that if a conflict occurs Askar's magic makes him a powerful weapon for the governor.

Askar's family for the most part remains in Valtas, his parents, aunt, four cousins and two of his siblings. However, his brother Tarus has just arrived in Skorus Town.

Gear

Starting equipment is determined by a combination of items assigned by culture and social class and an allotment of starting coins to spend. Unlike a lot of other fantasy games, PCs begin with furnished accommodation, a mode of transport and other items a living breathing person should have in addition to weapons, armour and adventuring gear. This is another way Mythras defines characters as members of communities and not murder hobos.

Tools of his trade (books of arcana, paper, writing materials, small oddities ENC on road for basics 1),

Dagger damage 1d4+1, size S, reach S, Bleed/Impale, ENC 0, AP/HP 6/8

Two sets of clothes (undecorated grey scholar's robes, pointy hats, and simple shoes).

In dangerous situations he wears a cured leather breastplate and right sleeve under his robes (Armour 1pt on 2 locations ENC total 8 but worn so 4).

A Grimoire (ENC 1) containing two Folk Magic spells (Breath, Extinguish) and three Sorcery spells (Portal, Enchant (wand), and Wrack (lightening)).

Total ENC 6 if armor worn. (Burdened at 16, Overloaded at 24, p77)

Ken the ornthek (an oversized domesticated cassowary used like a mule) with pack saddle.

On Ken : Trail rations for 7 days (reasonable), Seed cakes for Ken 10 days (10 ENC)

2-wheeled cart

If not in danger armour is on cart.

Money

Mythras uses a historically more likely silver coin default but encourages referees to detail currency, or lack of it, for their setting. Extensive rules are provided for barter and haggling. A nice bit of simulation but one that should probably be ignored for routine purchases to avoid tedium.

The coins of Atlantis are modeled after sorcerous talismans. While most do not have magical properties they can in fact be charged with spells by Atlantian Wizards with appropriate training. Most of Askar's coins are not magical but he is not above pretending otherwise.

1 golden circle (not enchanted, he has another see below), 396 silver sail talismans, 10 copper herring hooks

Magic Items

Yes, PC sorcerers can make magic items but the metaphysical cost of doing so means that you wont end up with magic item factories. Magic items would be rare in most Mythras Worlds.

Wand of Forked Lightning of carved and shaped wood worth 4sp before Enchantment (Wrack Lightning): Intensity 6, Duration 15 minutes, Magnitude 1, Range 75m Targets 4, 1d6 damage worn armour does not protect. With Combine, the wand's skill is 40%.

Golden Circle: A gold coin stamped with a magic circles and glyphs. Intensity 6, Duration 15 minutes, Magnitude 1, Range 1500m. Creatures or objects of up to SIZ 18 can pass through. Note the portal spell requires the GM to adjudicate several parameters which make this wand much less useful. For Atlantian wizards portals can be in any location even unfamiliar ones but there must be a circle and glyphs in both locations. Sometimes a circle is drawn

or carved but simply placing a non-enchanted golden circle coin on a floor can satisfy this requirement. Atlantian portals are circles of dancing blue light on a floor or other rigid surface, you cannot look through them. With Combine, the talisman's skill is 40%.

The Order of Atlantian Wizards

Mythras' rules for organisations provide yet another tool to help the referee build his world in ways meaningful to players and gameplay.

Cult details: Standard skills Insight Willpower, Professional skills invocation shaping literacy, Spells Sorcery: Portal, Enchant (wand), wrack (lightning), Draw (Fish), animate (air). 2 Folk Magic: Breath. Extinguish.

The Enchant spell can be used to charge Atlantian coins. Golden circles can act as magic circles anchoring portals, silver sail talismans can hold animate air, and copper herring hooks can function as fish-hooks with Draw Fish. To be recognised as a 'fellow' a wizard must create a wand of forked lightning, seen as integral to the Wizard's Oath to defend Atlantis.

Summary

When generating Mythras characters you must make some choices with an eye to survival. It is possible to make characters that cannot survive combat. Mythras character generation creates PCs with skills reflecting a back-story. PCs have a place in their communities and relationships with NPCs that are intended to be meaningful during play. The rules are generic providing numerous tools for referees to detail their world including cultures, combat styles, cults, and organisations. However, does mean that a referee must do a fair bit of preparation to define the world before character generation or creative players and the referee must be willing to collaborate during character generation to create these details. That said, The Design Mechanism has produced a number of supplements detailing settings to play in. Considering all this Mythras is best suited to a serious campaign where referee and players are dedicated to telling a story with depth. Those wanting a beer and pretzels romp would be better served by other games.



LAST NIGHT WITH THE VIGILES AND A BRANCH OF EVIL

by *Justin Akkerman, Lev Lafayette, Hugh McVicker, and Ken Miller*

GMed by: Justin Akkermann (RuneQuest), Hugh McVicker (RuneQuest), Geoff Kelly (RuneQuest), Pete Tracey (RuneQuest), Lev Lafayette (HeroQuest), Dave Cake (13th Age), Garry Fay (Pendragon)

Development

Justin Akkermann provided the original plot idea, concept, design, and original RQG statistics. Scenario development and game-system statistics was carried out by Lev Lafayette as well as the parallel Pendragon setting information. Hugh McVicker provided NPC and timeline information and Ken Miller provided extensive further plot elements and NPCs, whilst Pete Tracey provided a review.

Setting

This scenario is set in Glorantha's Rhis on Safelster's Castle Coast for RuneQuest, HeroQuest, and 13th Age and Menevia in Estregales for Pendragon. In both cases, these locations are outside the standard focus of Orlanthi vs Lunars in Dragon Pass (Glorantha) or Britons vs Saxons (Pendragon), which will provide a touch of the exotic and extraordinary for the two independent sessions that follow. There are also the similarities that both locations provide for a small group of relatively isolated scholars, but with the background of a supposedly powerful local ruler (the Wizard Akgarbash, in the case of Rhis, and the Abbot, Father Dewi, the fighting cleric, in the case of Menevia).

Both settings are located on a western coast with a sizeable local community of several thousand individuals clustered around a river, living mainly in good quality wooden houses with stone foundations. As a result of the relatively low population, the player-characters will know, at least by name, every character encountered, which makes descriptions a lot easier. Whatever secrets exist among the non-player characters will be explicitly stated. Also in both settings, there is evidence of past disaster which lays heavily on the psyche of the individuals. For Rhis' case it was the Luathan Quake which destroyed the God Learner community of nearby Laurmal (on the south side of the river) and for Menevia it is the desolation (also on the south side of the river) caused by a mighty battle between Prince Uther and the Irish King Gillomanius some twenty years ago.

In Glorantha, the community is run on the surface by the Wizard. In reality, it is ruled by a Stygian Council, seven who meet in secret in all senses of the word, concealing even their identities from one another. They represent the cults of Arkat in all his different aspects and are also his Somatophylakes, they intimate band of heroes who went with Arkat, shared in his deeds and ruled the Autarchy after he was gone. Just as Freemasons wear white gloves to conceal the calluses of their professions when they met in the Masonic Hall, the council dresses all in full-body and wear snouted Uz masks that distort their voices when they meet.

In Pendragon, the community is run on the surface by the Abbot, a fighting-cleric who has been to the Holy Lands. In reality, it is ruled by a Christian-Hellenic Mystery Cult, seven who meet in secret in all senses of the word, concealing even their identities from one another. They represent the Seven Virtues, albeit with a radical neo-Platonic and indeed positively heretical outlook, and will refer to each other by the names of the Virtues. It is worth noting that Mystery

Cults, following Justin Martyr, are considered as "demonic imitations" of the true faith. The cult members wear full-body black robes and Hellenic actors' masks, through which their virtuous *persona* may express itself.

Of note is the climate; in both cases the Castle Coast or Norgales has a temperate oceanic climate, ranging from an average high of 8 degrees C in winter to 18 in summer, and with rainfall throughout the year, ranging from over 100mm in late autumn to 60 in early spring. The setting of this scenario is, of course, early spring, and during the period of the adventure there is no significant natural rainfall.

Style

In previous editions of RuneQuest the regions of the west, including Safelster, were semi-medieval in terms of structure and certainly the artwork. In the most recent edition, there is a move to make them more like the Hellenic city-states prior to the Athenian hegemony. Instead of jousts, think Olympic games. For the logic of thought processes don't think of Boethius and the Apple, but rather Aristotle and the Singing of the Spheres.

Arkat is most analogous to Alexander of Macedon more than anyone else. He conquered people and then took on their ways. This was often to the dismay of those who had just helped him execute the conquest. There were members of his army and inner band who followed him to the ends of the earth as well. Safelster is like the remnants after the Diadochi - Seluchis, Ptolemy, Lysimachus, and Cassander - have passed into history.

The Salfestrans secret societies are characterised by payback killings and philosophical differences as to the nature of Arkat a la the Nicene Christian debates of homo substantial, para substantial and hetero substantial relationship between Christ and the Father (see the excellent card game "Credo" by Chaosium for a further elaboration on such differences. Each cult wants to bring back Arkat who is their version of the original deal before he was snatched away by the damned God Learners.

In the Pendragon setting, the time is the Anarchy Period (496-509) which matches the historical post-Roman Briton dark ages, so there is no problem there. What is particularly suitable is that the case of Menevia is that the Abbot is deeply influenced by neo-Platonic philosophy and has promoted such ideas among members of the community. Again, see "Credo" for more information. In addition, like the Safelster city-states, this British Christian religious community is thoroughly independent even for the standards for Arthurian feudalism.

Keep The Action Moving

*This is a fast-paced adventure. In the first session, whilst the initial scene is of a slower pace as soon as the fires start burning, keep the pressure up on the players constantly. They are likely to go to a location, explore and investigate, just receive sufficient information, and then hear the calls and cries that there is yet *another* fire that needs attending. The locations are separated a distance from each other that the likely process will be put out remains of fire, investigate site, gather information, and make their way to the next location. Naturally enough, as they are travelling between fire sites (at the rate of their cart and mule) the characters will have the opportunity to discuss with each other the information they have gleaned from the preceding sites, plus any strategy they have in mind to determine who is starting all these fires and how to capture them.*

The second session is, in many ways, a running battle both tactically and strategically. The characters will receive periodic updates of how the battle is going in other places, but the news will always be mixed and faulty at best. In a

reverse of the gradual introduction to in the first scenario, the second scenario will be faced with a complex conclusion of how to deal with the MacGuffin, The Branch of Evil.

Theme

The presence of "Dvoeverie" or "double faith". Characters have their public side, public worship, and public loyalties, and their hidden worship and loyalties that would be forbidden to carry out in public. This theme is also included in the role of the Branch, which is very different to what it is publicly portrayed.

An additional theme is the conflicts between duty, loyalty, and justice. The player-characters will find themselves in a situation where the demands of the job, and the chain of command, will put them in direct conflict with what is the most moral outcome.

Player-characters

In the Glorantha setting, the player-characters are all members in a cult of Arkat and are *Vigiles* which is primarily to act as a night watch and also as the fire department, under command of an equestrian praefectus vigilum, Felix Rhis. Their duties are concerned with making sure that people keep a watch on their fires and don't let them get out of control. They do this by patrolling the streets at night. As a result, they catch burglars as they go about their business in the dead of night. They catch slaves who are trying to escape the city at night. They have access to mule-drawn pumps on carts. Buckets made from rope sealed with pitch, hooks for pulling down walls, picks and mattocks, axes, and ballistae.

In the Pendragon setting, the player-characters are all extended family members and part of the Pelagian heresy (advocates free will, asceticism, denies original sin) and are *mercenary knights* who primarily to act as a night watch and also as the fire department, under the command of a knight vassal, Sir Felix of Estregales. Their duties and equipment are identical to the Gloranthan vigiles.

In both cases the firefighters have the ability to put out one large fire from the cart and equipment that they have, enough for ten rooms' worth. After all, how many fires would they have to attend to in one night?

In Glorantha, the player-characters can also meet Stygian cultists going to their dark hour's meetings. In Pendragon, the same applies to the Hellenic-Christian Mystery Cult.

During the course of the chapters, it is possible that the players will lose a character. To allow the player to continue participating, they make take up the role of their brave young apprentice or squire. If they carelessly lose that character as well, then they can take one of the other



character's apprentices or squires - although they will have to take orders from the lead character. There has to some disadvantage for being so careless.

Whilst the two chapters can, in theory, be run independently, in the second session players will normally inherit the same characters and their situation from the first. This can apply even if they change game systems or settings, for example, if the players change from a HeroQuest Glorantha session to a Pendragon session.

The first session is very much an investigative adventure with a race against time and the possibility of one major conflict, and is more heavy on descriptive text and social interaction. The second session is primarily a physical and tactical conflict with an logical and spiritual problem at the end, and is more heavy on game-statistical text and martial interaction.

Narrative

The narrative consists of two main sequential chapters, each representing a three-hour gaming session. The first chapter is a combination of action and investigation, as the player-characters attempt to solve and prevent murders, put out fires, and reveal who is behind the fire-murders as they are occurring. The final scene they are confronted with the possibility that the murders are justified, albeit from a source that is less than honourable in its own right.

The second chapter, following the identification of the murderer in the first, involves accumulating forces, and finally confronting and defeating the not-insubstantial forces on the other side, whomever that might be. The conclusion deals with having to defeat the source of evil in the town.

Chapter One: The Last Night of the Vigiles

Chapter One, Act One. Exposition

Scene One: Location One on Map

In the Glorantha and Pendragon settings, the player-characters start at the large and mainly wooden riverside home of their liege in mid-afternoon, Prefect Felix of Rhis or Sir Felix of Estregales, respectively. The home has suffered a major fire and the burnt corpses of Felix and Erastus the Physician are present. The character's apprentices (Glorantha) or squires (Pendragon) had heard news of the pre-dawn fires and had woken the player-characters, who had been resting after their nightwatch activities. The fire must have occurred just as the player-characters were retiring from their duty, which technically means a failure on their part.

Prior to reaching entering the abode of where the fire has taken place, the player characters will encounter the body collection team. It has a moment of an a deceptive early comic presentation, in a Monty Python style ("bring out your dead"). The team consists of three NPCs wait at the cart for the player-characters to give the all-clear. The body collection team consists of Euyronous, Eryne, and Minos. These three commoners are known to, and by, the player-characters and are generally considered of very low status, given their work. Euyronous is the driver and team leader. The chatty one who will tease the player-characters for not preventing the fire. He is protective of his team, so when things are called into question during the investigation will back up his people's stories. Eryne, is the junior body carrier, a simple skinny kid who gets the going into wells, up chimneys, etc. as part of the job. Finally, Minos is the older body carrier, a big guy who lifts heavy things. He doesn't say much, but is quite persuasive when he does. Due to

the uncanny nature of narrative requirements these NPCs will appear at every opportunity when there is a corpse to be collected.

The fire has devastated the sitting and dining room, and to a lesser degree, the kitchen. A good portion of the second bedroom, reserved for Phoebe, Felix's wife, has also been damaged. The main bedroom and the quarters for the steward and the servants were relatively unscathed. A search of the premises will reveal, apart from the thoroughly burnt corpses of the unfortunates, a house-key and a smaller key on the corpse of Erastus. Of note, the fire seems to have traveled from the kitchen to the sitting and dining room, based on burn marks along the floor, walls, and ceiling. Given that fires do not normally move in such a directed manner, it seems probable that it was carried in some fashion. The main bedroom will have the usual personal effects Felix, many of which the player-characters will recognise. One item however which does stand out is a long black robe, which is unfamiliar. The robe is thrown lackadaisically over the bed.

Questioning Phoebe and the Steward, Rhian, may receive additional information. Phoebe will be in a highly emotional state, devastated and tearful. She is, of course, also concerned about her own future, and will attempt to capture the attention of the male player-character with the highest APP or CHA score. Rhian, an elderly man who, in complete juxtaposition, displays very little emotion. Waiting until Phoebe has left the room, Rhian explains how the robe belonged to Erastus. In an extremely cautious manner, he explains how he doesn't want to damage his master's reputation (even after death) or cause undue stress to Phoebe, but also wishes to capture whoever caused this, as he also noticed the traversal of the burn marks. Looking pointedly at the robe on the bed, Rhian will explain how Felix "never sired a child" and how Felix and Erastus "shared a great bond", "had a special friendship", and, in Pendragon, "were like David and Jonathan". Rhian will grow increasingly frustrated if the players do not pick up the hint.



Scene Two: Location Two on Map

Presumably following this very big hint the player-characters should go to the home of Erastus the Physician, a relatively small but very solid two-story stone building. Unlike Felix, Erastus is unmarried but also has a housekeeper-keeper, Dillena, a middle-aged woman of some girth and strength, as will be immediately obvious as she is hauling a large crate of surgeon's tools about. She is aware of Erastus' death and is making preparations for the inevitable clearing of the house that will follow, as well as getting her own personal goods together, as she will almost certainly need to get a new job. If the player-characters make themselves known as legal authorities (which vigiles or knights certainly can), she will let them in to question her and search the building without trouble.

Dillena, knows about that Felix and Erastus were good friends and that Erastus would often visit him, but will scowl at any suggestion that their relationship was anything but brotherly. If the robes are mentioned Dillena will remark that Erastus would wear them once a month, "when the moon was new" (Freezeday of Truth Week, for New Moon for Glorantha) and that he told her that they were for

attendance at his "council meeting". She does not know what this council was, or who were other members, and knew her place well enough not to inquire, "although he would take a small sack with him". As it was the appropriate lunar phase, last night he did leave his home to attend the meeting, but had returned well after midnight briefly before heading out again.

Searching through Erastus' belongings will reveal the expected effects of a physician; various herbs and potions, bandages, curatives and the like. Fortunately, most of the bottles are carefully marked, in Seshnegi (Glorantha) or Vulgate Latin (Pendragon) and consist of: a stimulant-sedative healing potion (3 doses, automatically successful first aid), a poison, and an antidote. There is a large book which acts as a medical journal dating back for almost two decades which describes the various medical issues of many members of the wealthy and powerful in town, including a recent painful stomach complaint afflicting the Wizard Akgarbash (Glorantha) or the Abbot, Father Dewi (Pendragon). Erastus' journal notes that he had received a special gift from the Wizard or Abbot as a result of his curatives, and describes in some detail how this living wood talks to him of a previous age and of the great magics.

A more careful search of the room will reveal a loose floorboard underneath the desk. Underneath this floorboard is a small sack that contains a snouted Uz mask (Glorantha) or a Hellenic actor's mask (Pendragon). Wrapped in a black cloth is a large leather-bound book with a locked clasp, which can be forced to open some ease if the player-characters do not have the key. The content of the book is written in a combination of New Pelorian and Darktongue (Glorantha) or Greek and Hebrew (Pendragon), and outlines how Erastus joined the secret society after being initiated by his now-dead predecessor, how they are actually the real power in running the community, speculations on who else are members (other senior figures of the community), details of his relationship with Felix, and most recently, how he has received an artifact from the Wizard Akgarbash (Glorantha) or the Abbot, Father Dewi (Pendragon) for his healing services. In Glorantha, Erastus went under the name of Saviour in the secret society and, in Pendragon, under the name of the virtue Compassion. A single page, from the back of the book, has been torn out and cannot be located (this page will reveal how the

Sidebar: The MacGuffin

In both cases the artifact is described as a piece of living wood kept in a small oak box. For Glorantha is a living piece of an Aldryami forest of Greenwood from the Dawn Time. For Pendragon is a piece of the True Cross that has miraculously grown to the length of a forearm and is covered in leaves, thus having the same appearance as the Gloranthan piece. In reality, the living wood is close to what it says, but not quite; it's either Chaotic (Glorantha) or diabolical (Pendragon). It is either a piece of Aldryami wood from Rist which survived the Mooburn and became infected by Chaos or a piece of the cross from Gestas, the impenitent thief, who challenged Jesus at the crucifixion. Either way, it's a very, very bad piece of wood. Touching it will initiate a spiritual attack and success will end in a sort of possession, where the character will return the gift to the Wizard or Abbot, who will pass it on to the next victim. Once the wood believes that it has a sufficient number of powerful entities under its control, it will initiate a particularly unsubtle orgy of violence, sacrifice, and destruction, accumulating additional magic power in the process.

An isolated small city like this will add greatly to its Power. In Glorantha it was a poison pill, provided by Gbaji-like Railos trader who knew its chaotic potential and thought it would good to wreck



havoc in a part of Seshnela. In Pendragon, a rather fervent and thoroughly unorthodox person of a Jewish background, having lost family to pogroms over "blood libel" and the like and now motivated by vengeance, sought to a challenge a distant Christian community.

If, for some reason the character search the window sill and shutters, they will notice a recent heavy mark in the sill, as if a large heavy dagger or similar was used there is some manner. This is actually the hook of Aristera, the burglar hired to break into the place. He can introduced at a random location in scene three, just as a by-stander. Aristera is an allegedly reformed ex-thief who had his right hand cut off as punishment for his crimes. He now claims that he is just a humble fisherman, eking out a living on the waterside and that his shady life is behind him now, having learned his lesson. In reality, this small and wiry character has actually found the hook to his advantage in various second-story jobs and can be hired at a premium.

It is possible in this early stage, that the players will suggest that seeing the wizard or abbot. This would not be appropriate, given that they still have a job to do and it's the middle of the night, as their apprentices or squires will remind them. If they insist, the murderer will have a free run of the city which will end up with quite a fire running from building to building. At best they'll could send out an apprentice to inform the wizard or abbot of the events and they may be able to make an appointment for the following morning.

Chapter One, Act Two. Rising Action

Scene Three

Dealing with the Felix and Erastus households should easily take the rest of the day until sunset. At their evening meal, whilst discussing their accumulated evidence, their apprentices (Glorantha) or squires (Pendragon) may ask, or subtly suggest, that they still have their job to do as members of the night watch. If they return home rather than go on the watch they will be woken at 9pm as the first of a series of fires for the evening begins. Roughly every hour, from 9pm to 1pm, there will be a new outbreak of fire somewhere in the city, at the following homes, as members of the secret society are being killed, one by one. As the locations are marked on the city map it should be evident that the only way to catch the firey murderer is by splitting up the party and engaging in a process of triangulation. If this is done, there is a possibility that some of the marked victims below will be saved, prior to their encounter with a fiery doom. The challenge for the player-characters will be how to plan the triangulation or communicate it as they narrow down the area of their target. If they do not do this, they will simply be left to ending existing fires, all too late, and sifting through the ashes for clues. Note that investigating each site takes approximately one hour, and each fire is lit one hour apart. There is an onus on GMs to keep track of time very carefully as a result, and to emphasize through the scenario a sense of speedy action; don't slow down and make every minute count!

Ambrose The Mason (Location Three on Map). Also known as Arkat the Great (Glorantha), or Virtue Humility (Pendragon). The large solid stone mansion is untouched, but Ambrose is caught in a conflagration in his wooden stables. His household includes his wife, Clio, their three children, and four servants and a steward, Gelert (the servants have rescued the horses and are currently tending them). Ambrose is quite wealthy, not that helps a burned-out corpse (keys to the private room will be found on the corpse). If the player-characters have sufficient time to investigate his house, they will be informed that Ambrose had a "private space" on the top floor of their house. Once this room is broken into, past the heavy locks, a robe and mask will be discovered, indicating his membership to the society. Ambrose too kept a shorter journal on his membership to the society and its activities but was more interested in the conspiratorial activities and financial benefits, rather than speculations on membership. Although he too received (and returned) the box of living wood from the Wizard or Abbot, it is not mentioned as such, for his work on repairs to the wizard's keep. Note that if the player-characters do this, by the time they finish their search the second fire would have started.

Adonis The Sculptor (Location Four on Map). Also known as Arkat the Peacemaker (Glorantha), or Virtue Chastity (Pendragon). His wife is Cassandra, and his steward and apprentice is a young Briton, Lillian, both of whom are notably beautiful. Actually Adonis was quite the figure as well, but as a burnt-out husk perhaps somewhat less so. The body does have sculpting tools and a key to the chest. The home of Adonis is large, open, with a main workshop area, but there are few possessions. Much of the floor space is taken up with examples of his half-finished works of facial plaques and life-sized statues. He was almost absolutely dedicated to the representation of beauty in the physical form and his obsession with his work was near total. He actually did have a romantic relationship with Lillian, however, the affairs were so incidental that Lillian and Cassandra retained a strong friendship. The robes and mask of Adonis are kept in a locked trunk underneath his main workbench (scorched but not destroyed). Both Lillian and Cassandra know that Adonis received a wooden box with living wood from the Wizard or Abbot after providing a set of statues, but do not know what has become of it since. Adonis' death is perhaps the most implausible by natural causes, and almost resembles spontaneous combustion; surrounded by stone-work, his burnt corpse is in the middle of the room, even if the fire spread afterwards.

Prefect Horatius (Glorantha) or Sir Horatius the Great (Pendragon) (Location Five on Map). Also known as Horatius the Farmer, also known as Arkat the Deceiver (Glorantha), or the Virtue Charity (Pendragon). The title, "The Farmer" is a bit of a joke to those who actually do the farm-work on the vast plots of land owned by Horatius, whose home with sprawling views looks over the lands that he owns. After a successful military career, Horatius spent his accumulated fortune on buying farmland and getting tenants to work the land. He was smart enough to get sound advice on planting and trade, of which he knew little enough, and as a result became one of the main producers of food in the city, enjoying a positive reputation in the city due to his alms to the poor, and providing them gainful employment (which of course he profits from). His wife, Chryses, was a bit of a "trophy wife" and somewhat younger than Horatius. Whilst their love flourished for a while, neither of them has much in common and as a result, have engaged in several affairs. They have five children, a dozen staff, one of whom, Tegyn, is actually assigned for the safekeeping of Horatius' secret society robes and mask and knows that Horatius received a wooden box containing living wood as a gift from the Wizard or Abbot, which was returned shortly afterward. Horatius also keeps abbreviated notes on the financial conspiracies of the society. Horatius demise comes whilst in his garden, enjoying the view of the peasant's fires on his lands. The peasants in return will enjoy the view of his garden burning down.

Prefect Kerberus (Glorantha) or Sir Kerberus the Watchful (Pendragon) (Location Six on Map). Also known as Arkat the Destroyer (Glorantha), or Virtue Patience (Pendragon). Head of the house military for the Wizard (Glorantha) or Abbot (Pendragon), Cerberus is youthful and serious, dedicated absolutely to his job. His wooden home is simple, Spartan even, and he only has his youthful hypaspist (Glorantha) or squire (Pendragon), Salvius, as the equivalent of a servant. Whilst Cerberus is supposed to have sworn to secrecy his membership of the society, he has confided it to the young Salvius who takes care of the robes and masks. As a soldier, Kerberus uses spear, sword, and shield whereas Salvius carries an additional shield and throwing spears. Their simple wooden building was no match for the attack of fire, but their military acumen will mean that one of the attackers will be felled. Loyal to the end, Salvius will also die in the fire that kills Cerberus, unless rescued by the player-characters. If either survive (Kerberus certainly would day), they will be able to say how the Wizard or Abbot gifted Kerberus a oak box for loyal services, containing the living wood. Kerberus returned the box shortly after receiving it.

Kronus. Also known as Arkat the Liberator (Glorantha), or Virtue Temperance (Pendragon) (Location Seven on Map). Kronus was a popular priest (of the Invisible God in Glorantha, and a Celtic Christian in Pendragon) and moral leader in the community and, in many ways, a canny politician, capable of providing advice to rulers that suits his outlook on the world. Unmarried, he does have several attendants (Glorantha) or acolytes (Pendragon) to assist him the management of the temple (Glorantha) or church (Pendragon). Beneath the house of worship is a crypt which contains

the remains of a good number of previous local rulers, nobility, as well as those who have served in the building. Fortunately these do not play a part of this scenario. At the back of the building is an office where Kronus has kept records on the house finances, members of the congregation, as well as his secret society robes and mask, and a society journal, kept in a heavy locked iron casket, which is written in Seshnegi (Glorantha) or Vulgate Latin (Pendragon), which outlines the objectives of the society, their activities, and a speculation on the potential membership, which is complete and accurate. It also includes the providing of the wooden box and the living wood by the Wizard or Abbot, and mention of how it "talks to him" when he holds it.

Chapter One, Act Three. Climax and Revelation.

Scene Four

Prefect Karausius (Glorantha), or Sir Karausis of Estregales (Location 8 on Map). Also known as Arkat Chaosbane (Glorantha), or the Virtue Diligence (Pendragon). Karausius is a choleric zealot, who has built up a long and careful plan to effectively rule over the city, not just as part of private conspiracy, but in the public leader. As a field military leader he has defended the city in the past from invading forces and enjoys a great deal of public support for his heroism and strategic acumen, as well as having the confidence of the Wizard or Abbot, at least in the past. However when the Wizard or Abbot went on a pilgrimage some months ago and returned with the wooden box of living wood, things changed a great deal. Previous magical training in his youth provides some minor abilities such as the ability to detect a chaotic (Glorantha) or diabolical (Pendragon) presence, and he perceived the true evil nature of the living wood. However, it has already taken over the mind of the Wizard or Abbot, and revealing his knowledge of such a thing would give away his special ability and make him a target.

Over some weeks Karausius noted that the box was gifted and then returned, and he speculated that it was being circulated among the powerful of the city and corrupting them. Aware that the council included the powerful of the city, he resolved to break the code of secrecy and have Erastus followed by a competent burglar who notified Karausius that he indeed went out in black robes as described (of course, Karausius knew exactly what they would look like). Karausius also knew that Erastus had received the box and correctly determined that he had been corrupted by the evil spirit (based on Erastus' journal). As he went to Felix's home, Karausius had his hired burglar break into Erastus house whereupon he located the journal. Whilst most of it was unintelligible to Karausius he did know enough New Pelorian (Glorantha) or Greek (Pendragon) to make out the names on the back page of the membership of the society, especially with the association of the society names.

Karausius had the burglar return the book to its hidden location, whilst he went out to cleanse the body of Erastus with a fire of purity. The following day, he went through the names on the list and determined the shortest pathway to visit all other members of the secret society (travelling salesman problem) and provide them the same purification. His final target is the Wizard or Abbot himself, who has also been corrupted. The fact that removing all these individuals leaves him as the one and only voice of authority in the city is, of course, a serendipity. The Fates have smiled upon him to provide this opportunity.

If the player-characters have engaged in triangulation they may catch Karausius in the act. Unfortunately, he has come well-prepared with a half-dozen competent soldier-knights, each equal in ability to a player-character and with their hypaspists or squires in attendance. In addition to his detection skills, Karausius also has the ability to manipulate fire, which he uses to a devastating effect against his targets. In the course of any such confrontation, Karausius will reveal (as a villain should) that his targets have been corrupted by the evil wood spirit and they should be helping, rather than hindering him. If the player-characters believe him, this will bring up a conflict between their sense of duty to do their job and follow the ruler's dictates, and their sense of duty to prevent Chaotic or diabolical evil from taking over.

If the player-characters fail to catch Karausius in the act, he would have retired to his fortified barracks in the city where he has most of the city's soldiers under his direct command. It is also here where he lives with his wife, a local Briton, Gwendolyn, and their three children. By a process of elimination from the last list discovered at Kronus' office, the player-characters should be able to determine that Karausius is the cause of the fires. The question for chapter two, is whether they join in him in the fight against chaos and evil, or whether their sense of loyalty and proprietary dominates, and arrange to protect the city against this power-grab.

One other moment of moral difficulty with encounter with Karausius will the realisation that he has some fire powers; the character with the best knowledge skill will realise (no roll needed) that over the past few years there have been a couple of major fires that have broken out in older buildings that the ruined remained were subsequently bought up by Karausius.

Sidebar: How Fires Will Spread

Fire requires heat, fuel, and oxygen. Given the location and general dampness of the air and material, a rather warm 500 degrees C would be required for any of the buildings to spontaneously burst into flames. Instead, a fire must be deliberately started, but when it does the proximity of fuel can cause it to spread quite rapidly, which is appropriate for this setting. Fires from Karausius start as a mere burst, no larger than a fist, but within several seconds will cover a limb, and then under half a minute an entire body. If targetting a wood pile increase the time-frame by five times, and if a general wooden building structure, increase the time by ten times. The great danger of having a person-sized fire on a wooden-structure is that it will continue to grow and move in all directions to wherever there is fuel and require time to put out properly. A burning person can be put out in two rounds, a similar-sized portion of a building would take five times as long.

In a nutshell, putting out a fire (assuming supply of water and/or sand, breaking up wooden structure to disperse etc) takes half as long as it takes to spread, which means that a few Vigiles working together can get a fire under control pretty quickly. If the Vigiles however do not put out house-fires they will spread to adjacent buildings, making the task even more difficult. In RuneQuest and Pendragon fire will do 1d6 damage per round to a person, and in 13th Age Glorantha 3D6. In HeroQuest it is a physical attack with a default ability value of 18.

Chapter Two: A Branch of Evil

Chapter Two, Act One. Exposition

Scene Five

The opening scene of chapter two very much depends on the character's decisions at the end of chapter one, which very much comes to two options. Either the characters have take the side of the Wizard or Abbot, or they have taken the side of Karausius. If the former, they will be celebrated by the Wizard and Abbot for their service to the community in their watch and firefighting



duties (even if they failed somewhat at the latter). Onimously, the ruler says, "I would offer you a great gift, an artifact, for your services, an item of living wood. But alas, it has been stolen by the wicked Karausius" (this isn't quite true, it is still in the Wizard/Abbot's possession - but they want to provide additional motivation to the player-characters). If the player-characters haven't picked up from the clues they might think that this is a great gift! In the latter case they will be joined by Karausius in his military quarters with his chief soldiers to discuss the grim task of removing the corruption that has infected their fair town. In both cases this action will not start until late in the morning, as the player-characters have been out all night, fighting fires and finding clues.

Sensible player-characters will probably seek an evaluation of their respective forces at this stage. In addition to the leaders and the player-characters, both sides have 15 prefect equites (Glorantha) or knights (Pendragon) and their hypaspists (Glorantha) or squires (Pendragon). In addition both sides have 35 soldier-pikemen, which although not of noble status, and certainly quite capable. Further, there is an additional 25 auxiliaries, who primarily tend to the wounded, ensure that supply lines are operational, and, in a pinch, could you a weapon to defend themselves. They are not meant as combat troops, however. In Glorantha these are various citizens associated with the trades hall and barracks and in Pendragon various monks who inhabit the monastery.

Somebody might come up with the idea of bringing in numbers from the common populations of shop-keepers, crafters, and farmers. This certainly is worthwhile, as they number in the thousands in total, whereas the professional soldiers only number in the scores. However, trying to convince people to leave their homes under such civil strife will be difficult and time-consuming. It would certainly determine the outcome in a longer run, and as a result both leader will dispatch auxiliaries to rouse the population to defeat the corruption, or prevent the usurper, depending on which perspective they're coming from. Which will mean that by the following day there will be two groups of commoners ready to be at logger-heads with each other.

If the player-characters have formed a strongly positive relationship with any of the NPCs in Chapter One they can certainly take the opportunity now to call upon them for any favours of personal, equipment, and general goodwill.

Chapter Two, Act Two. Rising Tension and Climax

Scene Six

Attack is certainly the best defense in heroic adventures, and it is probable that the player-characters will want to organise an assault on the fortification of which enemy is involved. This should be run with concentrated combat on the player-characters with abstraction for the NPCs. Keep the focus on the player-characters as a running combat, which could last (in real-time) for even up to ninety minutes or so! Given the equality of the forces on the either side, what can assume at the end of that the very bloody result of around 25% casualties on either side, although this must certainly be based in part - by up to several percent variation - on the Battle ability of the player-characters and the strategy that they employ. For the sake of drama, this sort of neutral result between the "external" combatants means that wherever the player-characters end up, will be where the focus is. The results of the Battle skill test will also determine the quality of the opponents faced by the characters; a poor roll will result in strong opponents who are well positioned, whereas an excellent roll will result in weak opponents who are poorly positioned.,

It is possible that the player-characters recommend a defensive approach, and hope that the attacking enemy breaks up on their defenses, and then responds with a counter-attack. Again, for running the session the same principle is in place. Keep the focus on the player-characters and their combats and assume moderate loses on both sides outside of that.

Overall the Wizard/Abbot have a better defensive position, being on higher ground (Location Nine on Map), although they do have a larger area to protect in their grounds. Karausius is more prone to suggest an attack; whilst the barracks are well protected, Karausius is concerned of the corrupting influence of the branch of evil, and also realises that he is in less of a position to succeed against any seige activity.

Scene Seven

Assuming the player-characters are successful, albeit battered and bruised, they should make it to the final combat scene, that is, confronting either Prefect Karausius (Glorantha), or Sir Karausis of Estregales (Pendragon) or the Wizard Akgarbash (Glorantha) or the Abbot, Father Dewi (Pendragon), each of whom will have a like number of men-at-arms as the number of player-characters that they are facing as protective guards. This is essentially the "boss-monster" conflict, and both Karausius and the Wizard/Abbot will make all sorts of appeals and promises to get the player-characters to change sides, especially appealing to their sense of duty (whether it is against chaos or diabolism, or for the fealty and order, respectively), in addition to making use of the magical abilities.

One matter of note; in the grounds of the Wizard/Abbot there is a special magical creature lurking in the gardens. As mentioned in the Guide to Glorantha, Akgarbash takes particular pleasure in turning his foes into giant frogs - which he then feeds to his giant stork. For the sake of equivalence Father Dewi has a small dragon, thematically appropriate for Wales. Those who are deserving of capital punishment (and Father Dewi has a rather arbitrary sense of what constitutes a heresy against God) will find themselves turned into dragon food. In neither case are these creatures much of a threat, but rather something exotic. They will not attack, but will be furiously defensive.

As is required by narrative the success or failure of the player-characters against their chosen opponent will determine the success or failure of the mission as a whole.

Chapter Two, Act Three. Denouement

Scene Eight

Victory, one way or another! Either the city has been saved from the usurper Karausis or the corrupted Wizard/Abbot has been defeated. Either way there is much rejoicing and feasting at the end of the day, will wounds bound, the dead buried, but victory nonetheless.

Which brings to a small matter of a great magical artifact, a living branch, thousands of years old, in a wooden box. A truly beautiful and clearly magical item, either captured by the forces of Karausis or rewarded to the player-characters by the Wizard/Abbot for their duty, fealty, and honour.

If the wood is touched, the spirit within engages in possession in a POW vs magic point contest (RuneQuest), or attacks the weakest Religious Personality Trait (Pendragon). It also has a range of effect, based on distance from the branch. It has an POW of 25 in RuneQuest or 5W in HeroQuest, with which it will use to attack the MP of an opponent in Spiritual Combat if a character touches the branch; if their MP is reduced to 0, then they will be subject to passive possession, they will go about their business normally, but the branch (through a suggestive voice in their head) will recommend various actions to fulfil its objectives.

As a magical artifact, the living wood cannot be destroyed. Cast it into a fire, and the wooden box will be destroyed,

but the branch itself will be unscathed. Karausis will want to cast it into the sea (and perhaps in the iron casket), but of course that only delays the inevitable. The only solution is to defeat the spirit that inhabits the wood, but with such a great POW this seems improbable. However, with a co-ordinated attack it is possible. Through Mindspeech or similar a lead character (with highest POW) can receive an augmented POW from a second person at half-value, a third person at quarter value, and a fourth person at one-eighth value. A maximum of four people can hold the wood at the same time. Defeating the spirit is the only way to kill the branch. In Pendragon, rather than POW use the highest religious personality trait and calculate accordingly.

For Pendragon use "religious conviction" instead of RuneQuest's spirit combat damage. The principle however is the same: Religious trait: 1-6 = 1d3; 7-12 = 1d6; 13-16 = 1d6+1; 17-20 = 2d6; 21-28 = 2d6+3

If players are having trouble thinking of this sort of solution, allow them to make a Lore roll (RuneQuest), or Religion (Pendragon) or similar. A success will bring forth ideas of mutual co-operation against the evil spirit.

If the bad spirit wood is defeated the control will be lifted from the corrupted. The Wizard Akgarbush will be overcome with shame and will eventually move to Aggar in Peloria. Likewise, the Abbot Father Dewi, will start a new pilgrimage to the Holy Land to atone for his sins.

There is, of course, a possibility that the characters become possessed by the Branch of Evil, which will then carry out its agenda and lay in waiting to be collected.

Dramatis Personae In Order of Probable Appearance



Euyronous, Eryne, and Minos. The body collectors. Chatty, skinny, and big, respectively.

Prefect Felix of Rhis, Sir Felix of Estregales. The liege of the characters in Glorantha and Pendragon, respectively. Found dead in Chapter One, Act One.

Erastus the Physician. Found dead in Chapter One, Act One. Recently awarded an artifact from either the Wizard Akgarbush or Father Dewi, and also known as Arkat Saviour, or Virtue Kindness, for Glorantha or Pendragon respectively.

Phoebe. Wife of Felix. Oblivious to the relationship between Felix and Erastus. Will seek the attentions of a player-character with a high APP or CHA score.

Rhian. Steward of Felix. Knows about the relationship between Felix and Erastus.

Dillena. Housekeeper of Erastus. Believes that Felix and Erastus were very good friends.

Ambrose The Mason. Also known as Great Arkat (Glorantha), or Virtue Humility (Pendragon). First victim in the night of the Great Fire.

Clio. Wife of Ambrose.

Gelert. Steward of Ambrose.

Aristera. "Lefty", a burglar whose right-hand was removed for thievery. He now uses a hook instead.

Adonis The Sculptor. Also known as Arkat the Peacemaker (Glorantha), or Virtue Chastity (Pendragon). Second victim in the night of the Great Fire.

Cassandra. Wife of Adonis, friend of Lillian.

Lillian. Steward, apprentice, and sometimes lover of Adonis. Friend of Cassandra.

Prefect Horatius, Sir Horatius the Great. Also known as Horatius the Farmer, also known as Arkat the Deceiver (Glorantha), or the Virtue Charity (Pendragon). Third victim in the night of the Great Fire.

Chryses. Wife of Horatius.

Tegyn. Servant of Horatius.

Prefect Cerberus (Glorantha), Sir Cerberus the Watchful (Pendragon). Also known as Arkat the Destroyer (Glorantha), or Virtue Patience (Pendragon).

Head of the house military for the Wizard (Glorantha) or Abbot (Pendragon).

Salvius. Youthful hypaspist (Glorantha) or squire (Pendragon) for Cerberus.

Kronus. Also known as Arkat the Liberator (Glorantha), or Virtue Temperance (Pendragon). A priest.

Prefect Karausius (Glorantha), or Sir Karausis of Estregales. Also known as Arkat Chaosbane (Glorantha), or the Virtue Diligence (Pendragon)

Akgarbash (Glorantha) or the Abbot, Father Dewi (Pendragon)

Appendix I: Character Statistics, RuneQuest

Name: Freidmann

Homeland: Old Tarsh Occupation: Vigiles Cult: Arkat

Story: A former slave sold into the Lunar Empire, resold across many lands, and has finally been freed in Rhis for service after saving a wealthy merchant in a housefire (who purchased and freed him). Has now settled in Rhis, and has a new family.

STR 15 CON 13 SIZ 15 DEX 12 INT 14 POW 13 CHA 13

Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 14 DEX SR 3 SIZ SR 1 Hit Pts 14 Magic Pts 13

Passions: Devotion (Arkat) 60% Love (Family) 60% Hate (Lunar Empire) 60% Loyalty (Vigiles) 60% Honor 60%

Reputation 5%

Runes: Earth 75% Air 70% Darkness 30%

Man/Beast 60%/40% Fertility/Death 50%/50% Harmony/Disorder 80%/20% Truth/Illusion 75%/25%

Stasis/Movement 40%/60%

Agility +0: Dodge 45% Climb 40% Jump 35% Swim 15% Ride Horse 10% Boat 5% Drive 5%

Manipulation +5: Conceal 10% Craft (Cooper) 15% Craft (Leather) 15% Devise 10% Play Instrument (Horn) 10% Sleight 10%

Communication +5: Act 65% Disguise 65% Orate 60% Speak Tarshite 55% Speak Seshnegi 25% Speak Stormspeech 25% Sing 50% Intimidate 35% Charm 30% Dance 20%

Stealth +0: Move Quietly 35% Hide 10%

Knowledge +0: Local Customs 45% Farm 35% Tarshite Customs 30% First Aid 25% Local Lore 35% Orlanthi Lore 20% Arkati Lore 20% Herd 20% Game 15% Survival 15% Evaluate 10% Battle 10% Manage Household 30% Peaceful Cut 10%

Perception +5: Listen 60% Smell 60% Search (Visual) 40% Scan (Visual) 25% Track 5%

Magic +0: Spirit Combat 40% Worship Orlanth 30% Worship Arkat 30% Meditate 15% Prepare Corpse 10% Spirit Travel 10%

Hit Points (Armour): Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	30%	8	2D6+2+1D4	1	6	0.2-0.3
Great Axe	60%	6	1D4+2+1D4	(2)	10	1.2

Cult Orlanth the Thunderous Initiate Rune Points 3

Cult Arkat the Saviour Initiate Rune Points 0

Spirit Magic: Mobility 1 Demoralise 2 Detect Enemies 1 Protection 1

Rune Spells: Cloud Call 1 Cloud Clear 1 Wind Warp 1

Equipment: Heavy long coat with Hood (2 points, 8 points vs fire when soaked), Dagger, Great Axe. Coin purse for "poor" standard of living.

Name: Romaleos

Homeland: Seshnela Occupation: Vigiles Cult: Arkat

Story: Born into a respected warrior family of Rhis, has continued the tradition with service in the town guard.

STR 16 CON 14 SIZ 13 DEX 13 INT 13 POW 10 CHA 17

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 15 DEX SR 2 SIZ SR 2 Hit Pts 15 Magic Pts 10

Passions: Devotion (Arkat) 60% Love (Family) 60% Loyalty (Rhis) 60% Loyalty (Vigiles) 60% Honor 60% Reputation 5%

Runes: Earth 75% Darkness 65% Fire 35% Man/Beast 50%/50% Fertility/Death 50%/50% Harmony/Disorder 25%/75% Truth/Illusion 50%/50% Stasis/Movement 15%/85%

Agility (+5): Boat 20% Climb 55% Dodge 65% Drive 10% Jump 55% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Weaponsmith) 20% Craft (Smith) 20% Devise 15% Play Instrument (Horn) 15% Sleight 15%

Communication (+10): Act 35% Art () 15% Bargain 25% Charm 35% Dance 20% Disguise 30% Fast Talk 15% Intimidate 65% Intrigue 25% Orate 20% Sing 20% Speak Own (Seshnelan) 60%

Stealth (+5): Hide 15% Move Quietly 40%

Knowledge (+5): Battle 15% Cult Lore (Arkati) 10% Customs (Local) 60% Evaluate 15% Farm 15% First Aid 45% Game 20% Herd 10% Homeland Lore 45% Lore (Arkati) 20% Manage Household 35 Peaceful Cut 15% Survival 20%

Perception (+5) : Insight (Human) 35% Insight (Troll) 10% Listen 60% Scan (Visual) 30% Scan (Smell) 60% Search (Visual) 40% Track 10%

Magic (+5): Meditate 30% Prepare Corpse 15% Spirit Combat 25% Spirit Travel 15% Worship Arkat 40% Worship (Invisible God) 10%

Hit Points (Armour): Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	40%	8	2D6+2+1D4	1	6	0.2-0.3
Great Axe	75%	6	1D4+2+1D4	(2)	10	1.2
Fist	55%	8	1D3+1D4		0	Arm 0
Grapple	65%	8	Special+1D4	0	Arm	0

Equipment: Heavy long coat with Hood (2 points, 8 points vs fire when soaked), Dagger, Great Axe. Coin purse for "free" standard of living.

Name: Curia

Homeland: Seshnela Occupation: Vigiles Cult: Arkat

Story: Continuing the family's craft of healing and magic, but has moved focus from healing merchants etc, to a field and emergency medic.

STR 12 CON 13 SIZ 15 DEX 12 INT 15 POW 17 CHA 15

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 12 DEX SR 3 SIZ SR 1 Hit Pts 15 Magic Pts 17

Passions: Compassion 70% Devotion (Arkat) 60% Love (Family) 60% Loyalty (Rhys) 60% Honor 60% Reputation 5%

Runes: Air 70%, Darkness 50%, Water 30% Law 20% Man/Beast 50%/50% Fertility/Death 85%/15%

Harmony/Disorder 25%/75% Truth/Illusion 50%/50% Stasis/Movement 75%/25%

Agility (+5): Boat 20% Climb 45% Dodge 40% Drive 10% Jump 40% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Clothwork) 20% Craft (Hairdressing) 20% Devise 15% Play Instrument (Pipes) 15% Sleight 15%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 35% Dance 20% Disguise 30% Fast Talk 15% Intimidate 35% Intrigue 30% Orate 20% Sing 20% Speak Own (Seshnegi) 60%

Stealth (-5): Hide 5% Move Quietly 5%

Knowledge (+10): Battle 20% Cult Lore (Arkati) 15% Customs (Local) 65% Evaluate 30% Farm 20% First Aid 75% Game 25% Herd 15% Homeland Lore (Local) 50% Lore (Arkati) 30% Manage Household 20% Peaceful Cut 20% Survival 25%

Perception (+10): Insight (Human) 55% Insight (Troll) 15% Listen 65% Scan (Visual) 35% Scan (Smell) 45% Search (Visual) 35% Track 15%

Magic (+10): Meditate 60% Prepare Corpse 20% Spirit Combat 30% Spirit Travel 20% Worship (Arkat Saviour) 35% Worship (Invisible God) 15%

Hit Points (Armour): Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
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Dagger	40%	8	2D6+2+1D4	1	6	0.2-0.3
Great Axe	30%	6	1D4+2+1D4	(2)	10	1.2

Sorcery (+10): Steal Breath 55% Mend Flesh 40%

Equipment: Heavy long coat with Hood (2 points, 8 points vs fire when soaked), Dagger, Great Axe. Coin purse for "free" standard of living.

Name: Aquaries

Homeland: Seshnala Occupation: Vigiles Cult: Arkat

Story: Whilst family are cosmopolitan merchant sailors, character has taken up scholarly interest in the flow and movement of water.

STR 10 CON 12 SIZ 13 DEX 13 INT 18 POW 14 CHA 14

Damage Bonus 0 Spirit Combat Damage 1D6+1 Heal Rate 2 Move 8 Max Enc 10 DEX SR 2 SIZ SR 2 Hit Pts 13 Magic Pts 14

Passions: Devotion (Logic) 70% Devotion (Arkat) 70% Love (Family) 60% Honor 60% Reputation 5%

Runes: Water 80%, Fire 30%, Darkness 20% Man/Beast 75%/25% Fertility/Death 50%/50% Harmony/Disorder 25%/75% Truth/Illusion 75%/25% Stasis/Movement 15%/85%

Agility (+5): Boat 45% Climb 40% Dodge 50% Drive 10% Jump 45% Ride (Horse) 10% Swim 30%

Manipulation (+15): Conceal 20% Craft (Woodwork) 25% Craft (Sewing) 25% Devise 20% Play Instrument (Horn) 20% Sleight 20%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 45% Dance 20% Disguise 30% Fast Talk 15% Intimidate 35% Intrigue 55% Orate 30% Sing 20% Speak Own (Seshnelan) 60% Speak (Seatongue) 30%

Stealth (+10): Hide 20% Move Quietly 20%

Knowledge (+10) : Battle 20% Cult Lore (Arkati) 15% Customs (City) 45% Evaluate 30% First Aid 30% Game 25% Homeland Lore (City) 80% Manage Household 30% Peaceful Cut 20% Survival 35% Shiphandling 25%

Perception (+10): Insight (Human) 15% Insight (Troll) 15% Listen 65% Scan (Visual) 35% Scan (Smell) 65% Search (Visual) 45% Track 15%

Magic (+5): Meditate 10% Prepare Corpse 15% Spirit Combat 25% Spirit Travel 15% Worship (Arkat) 25% Worship (Invisible God) 10%

Hit Points (Armour) Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Sorcery (+5): Finger of Water 55% Move Across Water 50%

Equipment: Heavy long coat with Hood (2 points, 8 points vs fire when soaked), Dagger. Coin purse for "free" standard of living.

Name: Guhani Half-Troll

Homeland: Seshnala Occupation: Vigiles Cult: Arkat

Story: As man and trollkin both have the darkness rune, a country affair went too far. Unpopular with both mother and father's side of the family, has moved to the big city to start a new life.

STR 12 CON 12 SIZ 10 DEX 17 INT 13 POW 12 CHA 13

Damage Bonus 0 Spirit Combat Damage 1D6+1 (1d6+3) Heal Rate 2 Move 6 Max Enc 12 DEX SR 1 SIZ SR 2 Hit Pts 12 Magic Pts 12

Passions: Devotion (Arkat) 70% Devotion (Argan Argar) 60% Loyalty (Vigiles) 60% Love (Family) 40% Honor 60% Reputation 5%

Runes: Darkness 75%, Water 55%, Fire 20% Man/Beast 75%/25% Fertility/Death 50%/50% Harmony/Disorder 50%/50% Truth/Illusion 50%/50% Stasis/Movement 25%/75%

Agility (+10): Boat 15% Climb 50% Dodge 80% Drive 15% Jump 60% Swim 15%

Manipulation (+15): Conceal 20% Craft (Jeweller) 25% Craft (Locksmith) 25% Devise 20% Play Instrument (Drums) 20% Sleight 20%

Communication (+5): Act 20% Art 10% Bargain 30% Charm 20% Dance 15% Disguise 25% Fast Talk 10% Intimidate 35% Intrigue 20% Orate 15% Sing 35% Speak Seshnegi 55% Speak (Darktongue) 45%

Stealth (+15): Hide 70% Move Quietly 70%

Knowledge (+5): Battle 15% Cult Lore (Argan Argar) 25% Customs Local 60% Evaluate 25% Farm 15% First Aid 25% Game 20% Herd 10% Homeland Lore (City) 45% Lore (Troll) 40% Lore (Arkati) 30% Manage Household 25% Peaceful Cut 15% Read/Write (Darktongue) 20% Read/Write Seshnegi 20% Survival 20%

Perception (+5): Insight (Human) 35% Insight (Troll) 10% Listen 90% Scan (Visual) 30% Scan (Smell) 60% Search (Visual) 40% Track 10%

Magic (0): Meditate 55% Prepare Corpse 10% Spirit Combat 50% Spirit Travel 10% Worship (Argan Argar) 35% Worship (Arkat the Saviour) 25%

Hit Points (Armour): Head 4 (2) RArm 3 (2) Chest 5 (2) LArm 3 (2) Abdomen 4 (2) RLeg 4 (2) LLeg 4 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
Heavy Mace	35%	6	1D8+2	2	10	0.8
Great Axe	50%	5	2D6+2	(4)	10	1.2
Ranged (+15)	Rate	Damage	Enc	HP	Range	
Sling	55%	S/MR	1D8	1	0	80

Cult Arkat the Saviour Level Mystic Rune Points 1

Cult Argan Argar Level Initiate Rune Points 3

Spirit Magic: Glamour 2 Darkwall 2 Protection 1

Rune Spells: Create Shadow 1 Darkwalk 1 Summon Darkness Elemental 1

Equipment: Heavy long coat with Hood (2 points, 8 points vs fire when soaked), Mace, Great Axe, Sling. Coin purse for "poor" standard of living.

Name: Town Soldier

Homeland: Seshnela Occupation: Town Soldier Cult: Invisible God

STR 16 CON 14 SIZ 13 DEX 13 INT 13 POW 10 CHA 17

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 15 DEX SR 2 SIZ SR 2 Hit Pts 15 Magic Pts 10

Passions: Devotion (Invisible God) 60% Loyalty (Town) 60% Honor 60% Reputation 0%

Runes: Water 75% Earth 30% Fire 20% Man/Beast 50%/50% Fertility/Death 50%/50% Harmony/Disorder 75%/25% Truth/Illusion 75%/25% Stasis/Movement 50%/50%

Agility (+5): Boat 20% Climb 40% Dodge 40% Drive 10% Jump 40% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Weaponsmith) 20% Craft (Smith) 20% Devise 15% Play Instrument (Horn) 15% Sleight 15%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 15% Disguise 30% Fast Talk 30% Intimidate 50% Intrigue 25% Sing 20% Speak Own (Seshnelan) 60%

Stealth (+5): Hide 15% Move Quietly 40%

Knowledge (+5): Alchemy 05% Battle 15% Bureaucracy 15% Cult Lore (Invisible God) 10% Customs (Local) 60% Evaluate 15% Farm 15% First Aid 45%

Game 20% Herd 10% Homeland Lore 45% Library Use 05% Manage Household 25% Peaceful Cut 15% Shiphandling 15% Survival 20%

Perception (+5): Insight (Human) 35% Insight (Troll) 10% Listen 60% Scan (Visual) 30% Scan (Smell) 60% Search (Visual) 40% Track 10%

Magic (+5): Meditate 30% Prepare Corpse 15% Spirit Combat 25% Spirit Travel 15% Worship (Invisible God) 30%

Hit Points (Armour) Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	40%	8	2D6+2+1D4	2	10	0.2-0.3
Long Spear	50%	6	1D10+1+1D4	2	10	1.5

Equipment: Leather armour and cap (2 points), Dagger, Long Spear. Coin purse for "poor" standard of living.

Name: Town Sargent

Homeland: Seshnela Occupation: Town Soldier Cult: Invisible God

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

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 15 DEX SR 2 SIZ SR 2 Hit Pts 15 Magic Pts 13

Passions: Devotion (Invisible God) 60% Loyalty (Town) 60% Honor 60% Reputation 5%

Runes: Water 65% Earth 30% Air 20% Law 20% Man/Beast 50%/50% Fertility/Death 50%/50% Harmony/Disorder 75%/25% Truth/Illusion 75%/25% Stasis/Movement 50%/50%

Agility (+5): Boat 30% Climb 40% Dodge 40% Drive 10% Jump 40% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Weaponsmith) 20% Craft (Smith) 20% Devise 15% Play Instrument (Horn) 15% Sleight 15%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 25% Disguise 30% Fast Talk 35% Intimidate 50% Intrigue 25% Orate 20% Speak Own (Seshnelan) 60%

Stealth (+5): Hide 15% Move Quietly 40%

Knowledge (+5): Battle 25% Bureaucracy 25% Cult Lore (Invisible God) 10% Customs (Local) 60% Evaluate 15% Farm 15% First Aid 45% Game 20% Herd 10% Homeland Lore 45% Manage Household 35% Peaceful Cut 15% Shiphandling 15% Survival 20%

Perception (+5): Insight (Human) 35% Insight (Troll) 10% Listen 60% Scan (Visual) 30% Scan (Smell) 60% Search (Visual) 40% Track 10%

Magic (+5) Meditate 30% Prepare Corpse 15% Spirit Combat 25% Spirit Travel 15% Worship (Invisible God) 40%

Hit Points (Armour) Head 5 (4) RArm 4 (4) Chest 6 (4) LArm 4 (4) Abdomen 5 (4) RLeg 5 (4) LLeg 5 (4)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	40%	8	2D6+2+1D4	2	10	0.2-0.3
Sword	60%	6	1D8+1+1D4	12	10	1

Equipment: Ring armour and coif (4 points), Dagger, Sword. Coin purse for "free" standard of living.

Name: Karausius

Homeland: Seshnala Occupation: Leader of the Guard Cult: Invisible God

STR 16 CON 14 SIZ 13 DEX 13 INT 13 POW 10 CHA 17

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 15 DEX SR 2 SIZ SR 2 Hit Pts 15 Magic Pts 10

Passions: Devotion (Invisible God) 60% Loyalty (Sodiers) 60% Honor 40% Reputation 20%

Runes: Fire 75% Water 65% Earth 30% Man/Beast 50%/50% Fertility/Death 25%/75% Harmony/Disorder 75%/25% Truth/Illusion 50%/50% Stasis/Movement 50%/50%

Agility (+5) Boat 20% Climb 40% Dodge 40% Drive 10% Jump 40% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Weaponsmith) 20% Craft (Smith) 20% Devise 15% Play Instrument (Horn) 15% Sleight 15%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 25% Disguise 30% Fast Talk 25% Intimidate 60% Intrigue 45% Orate 40% Sing 20% Speak Own (Seshnelan) 60%

Stealth (+5): Hide 15% Move Quietly 40%

Knowledge (+5): Alchemy 05% Battle 35% Bureaucracy 45% Customs (Local) 60% Evaluate 35% Farm 15% First Aid 45% Game 20% Herd 10% Homeland Lore 45% Manage Household 25% Peaceful Cut 15% Shiphandling 15% Survival 20%

Perception (+5): Insight (Human) 65% Insight (Troll) 10% Listen 60% Scan (Visual) 30% Scan (Smell) 60% Search (Visual) 40% Track 10%

Magic (+5): Meditate 30% Prepare Corpse 15% Sense Chaos 35% Spirit Combat 25% Spirit Travel 15% Worship (Invisible God) 40% Worship (Arkat) 10%

Hit Points (Armour) : Head 5 (5) RArm 4 (5) Chest 6 (5) LArm 4 (5) Abdomen 5 (5) RLeg 5 (5) LLeg 5 (5)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	40%	8	2D6+2+1D4	2	10	0.2-0.3
Sword	80%	6	1D8+1+1D4	12	10	1

Spirit Magic: Protection 2 Heal 2 Extinguish 3 Fireblade 4 Firebolt 4 (like Firearrow, but no missile required, no damage bonus, MP vs MP to damage)

Equipment: Scale armour and helm (4 points), Dagger, Sword. Coin purse for "noble" standard of living. Sword has a crystal in the pommel that provides a store of 10 magic points and is etched with Detect Enemies and Mobility matrix.

Name: Akgarbash

Homeland: Seshnala Occupation: Wizard-Ruler Cult: Invisible God

STR 12 CON 13 SIZ 15 DEX 12 INT 16 POW 17 CHA 15

Damage Bonus +1D4 Spirit Combat Damage 1D6+1 Heal Rate 3 Move 8 Max Enc 12 DEX SR 3 SIZ SR 1 Hit Pts 15 Magic Pts 17

Passions: Devotion (Invisible God) 60% Honor 60% Reputation 55%

Runes: Earth 80% Water 70% Fire 30% Law 40% Man/Beast 25%/75% Fertility/Death 50%/50% Harmony/Disorder 50%/50% Truth/Illusion 50%/50% Stasis/Movement 75%/25%

Agility (+5): Boat 20% Climb 45% Dodge 40% Drive 10% Jump 40% Ride (Horse) 10% Swim 20%

Manipulation (+10): Conceal 15% Craft (Bookbinding) 20% Craft (Writing) 20% Devise 15% Play Instrument (Lute) 15% Sleight 15%

Communication (+10): Act 25% Art () 15% Bargain 25% Charm 35% Dance 20% Disguise 30% Fast Talk 15% Intimidate 35% Intrigue 30% Orate 20% Sing 20% Speak Own (Seshnegi) 60% Speak (Railian) 30%

Stealth (-5): Hide 5% Move Quietly 5%

Knowledge (+10): Alchemy 30% Battle 20% Bureaucracy 20% Cult Lore (Invisible God) 35% Customs (Local) 65% Evaluate 30% Farm 20% First Aid 75% Game 25% Herd 15% Homeland Lore (Local) 50% Library Use 40% Manage Household 30% Peaceful Cut 20% Shiphandling 20% Survival 25%

Perception (+10): Insight (Human) 55% Insight (Troll) 15% Listen 65% Scan (Visual) 35% Scan (Smell) 45% Search (Visual) 35% Track 15%

Magic (+10): Meditate 60% Prepare Corpse 20% Spirit Combat 40% Spirit Travel 20% Worship (Invisible God) 45%

Hit Points (Armour): Head 5 (2) RArm 4 (2) Chest 6 (2) LArm 4 (2) Abdomen 5 (2) RLeg 5 (2) LLeg 5 (2)

Melee	(0)	SR	Damage	Enc	HP	Length
Dagger	40%	8	2D6+2+1D4	1	6	0.2-0.3

Sorcery (+10): Dominate (Frogs) 60% Dominate (Stork) 60% Transform (Human to Frog) 60% Speak to Mind (Animal) 60% Tap Body 60%

The transform Human to Frog requires the Beast Rune and the Tap technique. Each successful MP vs MP attack does damage to the target, but instead of HP damage, does transformational damage, eventually converting the human to a frog for a period equal to the duration intensity. The frog will then be fed to the Wizard's giant stork, which stands 3m tall. Sometimes the wizard will reduce the SIZ of the frog to more magic points.

Equipment : Robes (2 points), Dagger, Pendant that includes Lightwall matrix and holds 4 crystals of 5 magic points each.

Appendix II: Character Statistics: HeroQuest

Name: Freidmann

Culture: Old Tarsh 13 Community: Rhis 13 Occupation: Vigiles 17

Runes: Law 1W, Air 18, Harmony 13 Rune Magic: Cloud Call +1, Cloud Clear +1, Wind Warp +1

Characteristic: Serious 17

Additional Abilities: Acting 13, Perceptive 13, Worship Arkat 13, 2H Axe 13, Spirit Combat 13

Equipment: Great Axe 13, Leather Coat 13

Charms: Demoralise Charm 13, Mobility Charm 13,

Flaws: Former Slave 13, Migrant 13, Honour 13

Unspent Points: 3

Name: Romaleos

Culture: Seshnelan 13 Community: Rhis 13 Occupation: Vigiles 18

Runes: Movement 1W, Earth 17, Disorder 13

Characteristic: Fearful 18

Additional Abilities: Intimidation 13, Strong 13, Leadership 13, Perceptive 13, 2H Axe 15, Worship Arkat 13, First Aid 13

Charms: Protection 13

Equipment: Great Axe 13, Leather Coat 13

Flaws: Prone to Anger 13, Too Big 13, Honour 13

Unspent Points: 3

Name: Curia

Culture: Seshnelan 13 Community: Rhis 13 Occupation: Vigiles 18

Runes: Fire 1W, Fertiliy 18, Stasis 13

Characteristic: Calming 18

Additional Abilities: Inner Strength 13, Convincing 13, Worship Arkat 13, Perceptive 13, First Aid 13, Meditate 13, Spirit Combat 13

Charms: Heal 13

Equipment: Great Axe 13, Leather Coat 13

Sorcery: Steal Breath 13, Mend Flesh 13

Flaws: Devotion to Arkat 13, Compassion 13, Honour 13

Unspent Points: 3

Name: Aquaries

Culture: Seshnelan 13 Community: Rhis 13 Occupation: Vigiles 18

Runes: Movement 1W, Law 18, Water 13

Characteristic: Mercurial 17

Additional Abilities: Intelligent 18, Evasion 13, Charm 13, Intrigue 13, Perceptive 13,

Equipment: Leather Coat 13
Sorcery: Finger of Water 13, Move across water 13
Flaws: Devotion to Logic 13, Devotion to Arkat 13, Loyalty Rhis 13
Unspent Points: 3

Name: Guhani

Culture: Seshnelan 13 Community: Rhis 13 Species: Half-Troll 13 Occupation: Vigiles 17
Runes: Illusion 1W, Man 17, Darkness 13
Rune Magic: Create Shadow +1, Darkwall +1, Dismiss Shade +1
Characteristic: Phlegmatic 17
Additional Abilities: Athletic 13, Intimidating 13, Literate 13, 2HMace 13, Perceptive 13, Meditate 13, Spirit Combat 13,
Equipment: Heavy Mace 13, Leather Coat 13
Charms: Glamour Charm 13, Darkwall Charm 13
Sorcery: Manifest the Numen of Arkat's Truth 13
Flaws: Devotion to Cults 13, Loyalty to the Vigiles 13, Reject by Family 13
Unspent Points: 3

Name: Apprentice

Culture: Seshnelan 13 Community: Rhis 13 Occupation: Apprentice Vigiles 13
Runes: Law 17, Fire 13
Rune Magic: Hold Person +1, Find Hidden Object +1
Characteristic: Helpful 13
Additional Abilities: Athletic 13, Perceptive 13, Spear Combat 13, Spirit Combat 13,
Equipment: Spear 13, Leather Coat 13
Flaws: Loyalty to the Vigiles 13
Unspent Points: 2

Name: Town Soldier

Culture: Seshnelan 17 Community: Rhis 13 Occupation: Town Soldier 17
Runes: Law 1W, Stasis 18, Water 13
Rune Magic: Apprehend Criminal +1, Move Through Crowd +1
Characteristic: Intimidating 18
Additional Abilities: Intimidate 18, Athletic 13, Spear Combat 13, Dagger Combat 13

Equipment: Spear 13, Dagger 13, Leather Coat 13

Flaws: Loyalty to the Town 13

Unspent Points: 1

Name: Town Soldier

Sargent Culture: Seshnelan 17 Community: Rhis 13 Occupation: Town Soldier 17

Runes: Law 1W, Stasis 18, Water 13

Rune Magic: Apprehend Criminal +1, Move Through Crowd +1

Characteristic: Intimidating 18

Additional Abilities: Intimidate 18, Athletic 13, Administration 13, Perceptive 13, Spear Combat 13, Dagger Combat 13

Equipment: Spear 13, Dagger 13, Ringmail 15

Flaws: Loyalty to the Town 13

Unspent Points: 1

Name: Karausius

Culture: Seshnelan 17 Community: Rhis 13 Occupation: Town Soldier 18

Runes: Fire 1W, Movement 18, Law 13

Rune Magic: Pyrotechnics +2, Firebolt +1, Control Fires +1, Sense Chaos +2

Characteristic: Choleric 18

Additional Abilities: Intimidate 18, Athletic 18, Administration 13, Sword Combat 13, Perceptive 13, Dagger Combat 13

Equipment: Sword 13 (Matrix Detect Enemies 13, Mobility 13), Dagger 13, Scale Armour 18

Flaws: Overconfident 13, Power-Hungry 13

Unspent Points: 2

Name: Akgarbash

Culture: Seshnelan 17 Community: Rhis 13 Occupation: Wizard 18

Runes: Law 1W, Beast 18, Illusion 13

Characteristic: Unfazeable 18

Additional Abilities: Sorcery 2W, Politics 13, Leadership 13, Administration 13, Perceptive 13, Dagger Combat 13

Sorcery Magic: Transform Man to Frog 1W, Control Beasts 18, Talk to the Animals 18, Tap Size 18, Summon Beasts 13

Equipment: Dagger 13, Protective Robes 13, Lightwall Pendant 18

Flaws: Overconfident 13, Quick to Anger 13

Unspent Points: 2

Appendix III: Pendragon Characters

Name: Freidmann

Homeland: Estregales Culture: Cymric Religion: Roman Christian (Pelagian) Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 21 Year Born: 475 Glory: 175

Personality Traits: 13 Chaste / 7 Lustful : 13 Energetic / 7 Lazy : 15 Forgiving / 5 Vengeful : 13 Generous / 7 Selfish : 13 Honest / 7 Deceitful : 15 Just / 5 Arbitrary : 15 Merciful / 5 Cruel : 13 Modest / 7 Proud : 15 Prudent / 5 Reckless : 13 Spiritual / 7 Worldly : 15 Temperate / 5 Indulgent : 13 Trusting / 7 Suspicious : 13 Valorous / 7 Cowardly

Passions: Loyalty (Lord)(15) Love (Family) (15) Hospitality (15) Honor (15)

Equipment: Armor Type: Heavy Coat 4 (10 pts vs fire when waterlogged) points Clothing Great Axe Dagger

Attributes: SIZ 15 (Knockdown) DEX 12 STR 15 CON (+3) 16 (Major Wound) APP 13

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 3.1 Movement Rate [(STR+DEX)/10] 2.7 Total Hit Points (SIZ+CON) 31 Unconscious (HP/4) 8

Skills: Awareness (5) +5 = 10 Boating (1) Compose (1) Courtesy (3) + 5 = 8 Dancing (2) Faerie Lore (1) Falconry (3) First Aid (10) Flirting (3) Folk Lore (2) Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) Orate (3) Play (Horn) (3) Recognize (3) Religion (Christian) (2) +3 = 5 Romance (2) Singing (2) Stewardship (2) Swimming (2) Tourney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills: Battle (10) +2 = 10 Horsemanship (10) Great Axe (10) + 8 = 18 Spear (10) + 5 = 15 Sword (6) Dagger (5)

Name: Romaleos

Homeland: Estregales Culture: Cymric Religion: Roman Christian (Pelagian) Father's Class: Vassal knight Lord: Dirac, King of Estregales

Current Home: Menevia Age: 21 Year Born: 475 Glory: 175

Personality Traits: 8 Chaste / 12 Lustful : 15 Energetic / 5 Lazy : 8 Forgiving / 12 Vengeful : 13 Generous / 7 Selfish : 13 Honest / 7 Deceitful : 10 Just / 10 Arbitrary : 10 Merciful / 10 Cruel : 10 Modest / 10 Proud : 7 Prudent / 13 Reckless : 10 Spiritual / 10 Worldly : 7 Temperate / 13 Indulgent : 7 Trusting / 13 Suspicious : 18 Valorous / 2 Cowardly

Passions: Loyalty (Lord) (15) Love (Family) (15) Hospitality (15) Honor (15)

Equipment: Armor Type Heavy Coat 4 (10 pts vs fire when waterlogged) Clothing Great Axe Dagger

Attributes: SIZ 13 (Knockdown) DEX 13 STR 16 CON (+3) 15 (Major Wound) APP 17

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 2.8 Movement Rate [(STR+DEX)/10] 2.9 Total Hit Points (SIZ+CON) 28 Unconscious (HP/4) 7

Skills: Awareness (5) + 5 = 10 Boating (1) Compose (1) Courtesy (3) Dancing (2) Faerie Lore (1) Falconry (3) First Aid (10) + 5 = 10 Flirting (3) Folk Lore (2) Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) Orate (3) Play () (3) Read () (0) Recognize (3) Religion (Christian) (2) + 3 = 5 Romance (2) Singing (2) Stewardship (2) Swimming (2) Tourney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills: Battle (10) + 2 = 12 Horsemanship (10) Weapon Skills Great Axe (10) + 8 = 18 Spear (10) + 5 = 15 Sword (6) Dagger (5)

Name: Curia

Homeland: Estregales Culture: Cymric Religion: Roman Christian (Pelagian) Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 21 Year Born: 475 Glory: 175

Personality Traits: 7 Chaste / 13 Lustful : 15 Energetic / 5 Lazy : 10 Forgiving / 10 Vengeful : 12 Generous / 8 Selfish : 12 Honest / 8 Deceitful : 12 Just / 8 Arbitrary : 12 Merciful / 8 Cruel : 8 Modest / 12 Proud : 16 Prudent / 4 Reckless : 10 Spiritual / 10 Worldly : 10 Temperate / 10 Indulgent : 10 Trusting / 10 Suspicious : 15 Valorous / 5 Cowardly

Passions: Loyalty (Lord) (15) Love (Family) (15) Hospitality (15) Honor (15)

Equipment: Armor Type Heavy Coat 4 (10 pts vs fire when waterlogged) Clothing Great Axe Dagger

Attributes: SIZ 15 (Knockdown) DEX 12 STR 12 CON (+3) 15 (Major Wound) APP 15

Damage [(STR+SIZ)/6] 4d6 Healing Rate [(STR+CON)/10] 2.7 Movement Rate [(STR+DEX)/10] 2.4 Total Hit Points (SIZ+CON) 30 Unconscious (HP/4) 8

Skills: Awareness (5) Boating (1) Compose (1) Courtesy (3) Dancing (2) Faerie Lore (1) + 2 = 3 Falconry (3) First Aid (10) + 8 = 18 Flirting (3) Folk Lore (2) + 2 = 4 Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) Orate (3) Play () (3) Recognize (3) Religion (Christian) (2) + 3 = 5 Romance (2) Singing (2) Stewardship (2) Swimming (2) Tourney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills Battle (10) Horsemanship (10) Weapon Skills Great Axe (10) + 5 = 15 Spear (10) + 3 = 13 Sword (6) Dagger (5) + 5 = 10

Name: Aquaries

Homeland: Estregales Culture: Cymric Religion: Roman Christian (Pelagian) Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 21 Year Born: 475 Glory: 175

Personality Traits: 12 Chaste / 8 Lustful : 13 Energetic / 7 Lazy : 13 Forgiving / 7 Vengeful : 15 Generous / 5 Selfish : 7 Honest / 13 Deceitful : 13 Just / 7 Arbitrary : 13 Merciful / 7 Cruel : 13 Modest / 7 Proud : 10 Prudent / 10 Reckless : 10 Spiritual / 10 Worldly : 10 Temperate / 10 Indulgent : 10 Trusting / 10 Suspicious : 13 Valorous / 7 Cowardly

Passions: Loyalty (Lord) (15) Love (Family) (15) Hospitality (15) Honor (15)

Equipment: Armor Type Heavy Coat 4 (10 pts vs fire when waterlogged) Clothing Dagger

Attributes: SIZ 13 (Knockdown) DEX 13 STR 10 CON (+3) 13 (Major Wound) APP 14

Damage [(STR+SIZ)/6] 4d6 Healing Rate [(STR+CON)/10] 2.3 Movement Rate [(STR+DEX)/10] 2.3 Total Hit Points (SIZ+CON) 26 Unconscious (HP/4) 7

Skills: Awareness (5) + 5 = 10 Boating (1) + 2 = 3 Compose (1) Courtesy (3) + 2 = 5 Dancing (2) Faerie Lore (1) Falconry (3) First Aid (10) Flirting (3) + 3 = 6 Folk Lore (2) Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) + 8 = 11 Orate (3) + 5 = 8 Play (Horn) (3) Read () (0) Recognize (3) + 3 = 6 Religion (Christian) (2) + 3 = 5 Romance (2) Singing (2) Stewardship (2) + 3 = 5 Swimming (2) Tourney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills: Battle (10) Horsemanship (10) Weapon Skills Sword (10) Lance(10) Spear (6) Dagger (5)

Name: Guhani

Homeland: Estregales Culture: Cymric Religion: Pagan (Pelagian) Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 21 Year Born: 475 Glory: 175

Personality Traits: 10 Chaste / 10 Lustful : 13 Energetic / 7 Lazy : 13 Forgiving / 7 Vengeful : 15 Generous / 5 Selfish : 13 Honest / 7 Deceitful : 13 Just / 7 Arbitrary : 13 Merciful / 7 Cruel : 7 Modest / 13 Proud : 10 Prudent / 10 Reckless : 7 Spiritual / 13 Worldly : 8 Temperate / 12 Indulgent 8 Trusting / 12 Suspicious : 14 Valorous / 6 Cowardly

Passions: Loyalty (Lord)(15) Love (Family) (15) Hospitality (15) Honor (15)

Equipment: Heavy Coat 4 (10 pts vs fire when waterlogged) Clothing Heavy Mace Sling

Attributes: SIZ 10 (Knockdown) DEX 17 STR 12 CON (+3) 13 (Major Wound) APP 13

Damage [(STR+SIZ)/6] 4d6 Healing Rate [(STR+CON)/10] 2.3 Movement Rate [(STR+DEX)/10] 2.9 Total Hit Points (SIZ+CON) 23 Unconscious (HP/4) 6

Skills: Awareness (5) + 5 = 10 Boating (1) Compose (1) + 3 = 4 Courtesy (3) Dancing (2) Faerie Lore (1) Falconry (3) First Aid (10) Flirting (3) Folk Lore (2) Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) Orate (3) Play (Drums) (3) Read (Greek) (0) + 5 = 5 Recognize (3) Religion (Pagan) (2) + 3 = 5 Romance (2) Singing (2) Stewardship (2) + 2 = 4 Swimming (2) Tourney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills: Battle (10) Horsemanship (10)

Great Axe (10) Heavy Mace (10) +5 = 15 Sling (6) + 5 = 11 Dagger (5)

Name: Town Soldier

Homeland: Estregales Culture: Cymric Religion: Roman Christian

Passions: Loyalty (Lord) (15) Love (Family) (15)

Equipment: Armor Type: Leather 4 points Clothing Spear Dagger

Attributes: SIZ 15 (Knockdown) DEX 12 STR 15 CON (+3) 16 (Major Wound) APP 10

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 3.1 Movement Rate [(STR+DEX)/10] 2.7 Total Hit Points (SIZ+CON) 31 Unconscious (HP/4) 8

Skills: Awareness (5) First Aid (10) Play (Horn) (3) Recognize (3) Religion (Christian) (2) Stewardship (2)

Combat Skills: Battle (10) Spear (10) Dagger (5)

Name: Town Sergeant

Homeland: Estregales Culture: Cymric Religion: Roman Christian

Passions: Loyalty (Lord) (15) Love (Family) (15)

Equipment: Armor Type: Ring 8 points Clothing Sword Spear Dagger

Attributes: SIZ 15 (Knockdown) DEX 12 STR 15 CON (+3) 16 (Major Wound) APP 10

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 3.1 Movement Rate [(STR+DEX)/10] 2.7 Total Hit Points (SIZ+CON) 31 Unconscious (HP/4) 8

Skills: Awareness (8) First Aid (14) Recognize (6) Religion (Christian) (4) Stewardship (8)

Combat Skills: Battle (10) Sword (12) Spear (10) Dagger (7)

Name: Karausius

Homeland: Estregales Culture: Cymric Religion: Roman Christian Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 36 Year Born: 460 Glory: 375

Personality Traits: 10 Chaste / 10 Lustful : 16 Energetic / 4 Lazy : 8 Forgiving / 12 Vengeful : 13 Generous / 7 Selfish : 10 Honest / 10 Deceitful : 10 Just / 10 Arbitrary : 10 Merciful / 10 Cruel : 7 Modest / 13 Proud : 10 Prudent / 10 Reckless : 10 Spiritual / 10 Worldly : 10 Temperate / 10 Indulgent : 10 Trusting / 10 Suspicious : 13 Valorous / 7 Cowardly

Passions: Loyalty (Lord) (15) Love (Family) (15) Hospitality (15)

Equipment: Armor Type Scale and Helm (10 points) Clothing Sword Dagger

Attributes: SIZ 13 (Knockdown) DEX 13 STR 16 CON (+3) 15 (Major Wound) APP 17

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 2.8 Movement Rate [(STR+DEX)/10] 2.9 Total Hit Points (SIZ+CON) 28 Unconscious (HP/4) 7

Skills: Awareness (5) + 8 = 13 First Aid (10) + 8 = 13 Flirting (3) Folk Lore (2) Gaming (3) Heraldry (3) Hunting (2) Intrigue (3) Orate (3) Play () (3) Read () (0) Recognize (3) Religion (Christian) (2) + 3 = 5 Romance (2) Singing (2) Stewardship (2) Swimming (2) Turney (2)

Squire: Name Age First Aid (6) Battle (1) Horsemanship (6)

Combat Skills: Battle (10) + 5 = 15 Horsemanship (10) Weapon Skills Sword (10) + 8 = 18 Dagger (5) + 8 = 13

Magic: Karausius was Druid-taught and knows how to summon forth a bolt of flame from his fingers and has the ability to sense diabolical magic.

Name: Father Dewi

Homeland: Estregales Culture: Cymric Religion: Roman Christian Father's Class: Vassal knight Lord: Dirac, King of Estregales Current Home: Menevia Age: 36 Year Born: 460 Glory: 375

Personality Traits: 15 Chaste / 10 Lustful : 15 Energetic / 5 Lazy : 8 Forgiving / 12 Vengeful : 13 Generous / 7 Selfish : 10 Honest / 10 Deceitful : 10 Just / 10 Arbitrary : 7 Merciful / 13 Cruel : 14 Modest / 6 Proud : 10 Prudent / 10 Reckless : 13 Spiritual / 7 Worldly : 10 Temperate / 10 Indulgent : 10 Trusting / 10 Suspicious : 10 Valorous / 10 Cowardly

Passions: Loyalty (Lord) (15) Love (Family) (15) Hospitality (15) Honour (13)

Equipment: Armor Type Heavy Robes (4 points) Shield (6 points) Clothing Mace Dagger

Attributes: SIZ 13 (Knockdown) DEX 13 STR 16 CON (+3) 15 (Major Wound) APP 17

Damage [(STR+SIZ)/6] 5d6 Healing Rate [(STR+CON)/10] 2.8 Movement Rate [(STR+DEX)/10] 2.9 Total Hit Points (SIZ+CON) 28 Unconscious (HP/4) 7

Skills: Awareness (5) + 8 = 13 First Aid (10) + 8 = 13 Intrigue (3) + 4 = 7 Orate (3) + 4 = 7 Read (Latin) (0) + 5 = 5 Recognize (3) + 5 = 5 Religion (Christian) (2) + 8 = 10

Combat Skills: Battle (10) + 5 = 15 Horsemanship (10) Weapon Skills Mace (10) + 8 = 18 Dagger (5) + 8 = 13

Appendix IV: 13th Age Characters

Name: Freidmann

Cultural Trait: Quick to Fight (roll initiative twice) Level and Class: 3, Rebel Runes: Law, Air, Harmony

Attribute, Score, Modifier, Mod and Level

STR 15, +2, +5 CON 13, +1, +4 DEX 12, +1, +6 (Init) INT 14, +2, +5 WIS 13, +1, +4 CHA 13, +1, +4

Defenses: AC 12 + 1 + 3 = 16 PD 12 + 1 + 3 = 16 MD 10 + 1 + 3 = 14

Hit Points 35 Recoveries 8 Recovery Roll (1d8 x Level) + Con mod

Melee Attack 1d8 Spear, 1d10 (-2 ATK, Greataxe);

One enemy Attack: Dexterity + Level vs. AC Hit: WEAPON + Dexterity damage Miss: Damage equal to your level

One Unique Thing

Backgrounds: Farmer +2, Slave +2, Vigile +4 Talents: Cunning, Bravado, Kinda Lucky

Class Features: Opening Strike +2d6 extra damage; Transgress (Replaces Trap Sense) 1/day

Powers: Evasive Strike, Roll with It, Sure Cut, Deflection, Slicing Free

Gear: Spear, Greataxe, Dagger, Long leather coat

Name: Romaleos

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 3, Beserker (highly variant "Zorak Zorani Template", no heavy armour, +2 PD, +2 MD, no summoning) Runes: Movement, Earth, Disorder

Attribute, Score, Modifier, Mod and Level

STR 16, +3, +2, +8 CON 14, +2, +5 DEX 13, +1, +4 (Init) INT 13, +1, +4 WIS 10, +0, +3 CHA 17, +3, +6

Defenses: AC 10 + 1 + 3 = 14 PD 10 + 2 + 3 = 15 MD 10 + 1 + 3 = 14

Hit Points: 45 Recoveries : 8 Recovery Roll : (1d8 x Level) + Con mod

Melee Attack: STR+level vs AC; 1d10 Great Axe, 1d8 Spear

One Unique Thing

Backgrounds: Soldier +3, Vigile +5

Class Features: Devotee, Beserk Attack,

Talents: Blood Frenzy, Death is Near, Great Weapons

Powers, and Spells : (1*1st, 3*3rd, Hack (Bludgeon variant), Eat Fire (Eat Chaos variant)

Gear : Long leather coat, Great Axe, Spear, Dagger

Name: Curia

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 3, Cleric variant (no heavy armour, +2 MD, +2 PD)
Runes: Fire, Fertility, Stasis

Attribute, Score, Modifier, Mod and Level

STR 12, +1, +4 CON 13, +1, +4 DEX 12, +1, +4 (Init) INT 15, +2, +5 WIS 17, +3, +6 CHA 15, +2, +5

Defenses AC $10 + 1 + 3 = 14$ PD $13 + 1 + 3 = 17$ MD $13 + 2 + 3 = 18$

Hit Points 40 Recoveries 8 Recovery Roll (1d8 x Level) + Con mod

Melee Attack STR + level vs AC; 1d10 (-2 ATK) Greataxe, 1d8 Spear

Ranged Attack DEX + level vs AC; 1d4 dagger

One Unique Thing

Backgrounds +4 Hedge scholar, +2 General Medic, +4 Vigile

Feats: Skill Escalation, Strong Recovery, Further Backgrounding

Class Features: Heal, Ritual Magic

Talents: Heal Domain

Powers, and Spells: 2* 1st Cure Wounds, Water Bolt (Javelin of Faith), 3*3rd Mighty Healing, Combat Boon, Strength of the Gods

Gear Long leather coat, Healing Kit, Dagger

Name: Aquaries

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 3, Wizard Runes: Movement, Law, Water

Attribute, Score, Modifier, Mod and Level

STR 10, +0, +3 CON 12, +1, +4 DEX 13, +1, +4 (Init) INT 18, +4, +7 WIS 14, +2, +5 CHA 14, +2, +5

Defenses : AC $10 + 1 + 3 = 14$ PD $10 + 1 + 3 = 14$ MD $12 + 2 + 3 = 17$

Hit Points 35 Recoveries 8 Recovery Dice (1d6 x Level) + Con mod

Melee Attack STR + level vs AC, Great Axe 1d10 (-5 Atk), Spear 1d8 (-2 Atk)

Ranged Attack DEX + level vs AC, Dagger 1d4

One Unique Thing

Backgrounds Wizard's Apprentice +2, Mason +3, Vigile +3

Feats Ritual Casting, Skill Escalation, Cantrip Mastery

Class Features Cantrips, Cyclic spells, Overworld Advantage,

Talents Ritual Magic, High Arcana, (Watery) Adjuration

Powers, and Spells 3 * 1st level (Counter-Magic, Utility Spell, Bolt of Water (as 'Ray of Frost')), 4 * 3rd level (Utility Spell * 2, Crescendo, Force Salvo)

Gear Long leather coat, Great Axe, Spear, Dagger, Mule and Cart

Name: Guhani

Race: Half-troll (Half-Orc in 13th Age terms) Cultural Trait: Survivor, Recoveries +1, Recovery Dice +1 step Level and Class: 3 Rogue Runes: Illusion, Man, Darkness

Attribute, Score, Modifier, Mod and Level

STR 12, +1, +4 CON 12, +1, +4 DEX 17, +3, +7 (Init) INT 13, +1, +4 WIS 12, +1, +4 CHA 13. +1, +4

Defenses AC $12 + 1 + 3 = 16$ PD $12 + 1 + 3 = 16$ MD $10 + 1 + 3 = 14$

Hit Points 35 Recoveries 8 Recovery Roll (1d8 x Level) + Con mod

Melee Attack DEX + level vs AC, 1d10 (-2 Atk) Great Axe, 1d8 Spear

Ranged Attack DEX + level vs AC, 1d4 Dagger

One Unique Thing

Racial Background Lethal

Backgrounds +3 Streetwise Ruffian, +3 Darkness cultist, +2 Vigile

Feats: Linguist, Precise Shot, Sneak Attack

Class Features: Momentum, Sneak Attack (+1d6 damage), Trap Sense,

Talents: Shadow Walk, Thievery, Improved Sneak Attack (+1D6)

Powers: 5 Powers, 3rd level pool: Thief's Strike (free with Thievery), Deflection, Bleeding Strike, Slick Feint, Flying Rock (Flying Blade, but for sling), Roll with It

Gear Long leather coat, Great Axe, Heavy Mace, Sling

Name: Town Soldier

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 1, Fighter Runes: Law, Water, Man

Attribute, Score, Modifier, Mod and Level

STR 16, +3, +2, +6 CON 14, +2, +3 DEX 13, +1, +2 (Init) INT 13, +1, +2 WIS 10, +0, +1 CHA 10, +0, +0

Defenses AC $15 + 1 + 1 = 17$ PD $10 + 1 + 1 = 12$ MD $10 + 0 + 1 = 10$

Hit Points: 30 Recoveries : 9 Recovery Roll : (1d8 x Level) + Con mod

Melee Attack: STR+level vs AC; 1d8 Spear Ranged Attack: DEX+level vs AC; 1d4 Dagger

One Unique Thing

Backgrounds: Soldier +4, Vigile +4

Class Features: Extra Touch, Threatening

Talents: Counter Attack, Power Attack, Skilled Intercept

Feats: Brace for It, Defensive Fighting, Grim Intent

Gear : Hard leather and Scale, Spear, Dagger

Name: Town Sargent

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 3, Fighter Runes: Law, Water, Man

Attribute, Score, Modifier, Mod and Level

STR 16, +3, +2, +8 CON 14, +2, +5 DEX 13, +1, +4 (Init) INT 13, +1, +4 WIS 10, +0, +3 CHA 10, +0, +0

Defenses AC $15 + 1 + 3 = 19$ PD $10 + 1 + 3 = 14$ MD $10 + 0 + 3 = 13$

Hit Points: 50 Recoveries : 9 Recovery Roll : (1d8 x Level) + Con mod

Melee Attack: STR+level vs AC; 1d8 Spear Ranged Attack: DEX+level vs AC; 1d4 Dagger

One Unique Thing

Backgrounds: Soldier +4, Vigile +4

Class Features: Extra Touch, Threatening

Talents: Counter Attack, Power Attack, Skilled Intercept

Feats: Brace for It, Defensive Fighting, Grim Intent

Gear : Hard leather and Scale, Spear, Dagger

Name: Karausius

Cultural Trait: Resilient (+1 PD, +1 MD) Level and Class: 7, Ranger Runes: Fire, Movement, Law

Attribute, Score, Modifier, Mod and Level

STR 16, +3, +2, +8 CON 14, +2, +5 DEX 14, +2, +4 (Init) INT 13, +1, +4 WIS 14, +2, +3 CHA 14, +2, +0

Defenses AC $14 + 2 + 7 = 23$ PD $11 + 2 + 7 = 21$ MD $10 + 2 + 7 = 19$

Hit Points: 108 Recoveries : 8 Recovery Roll : (1d8 x Level) + Con mod

Melee Attack: STR+level vs AC; 1d8 Longsword, 2x ability mod damage

Ranged Attack: DEX+level vs AC; 1d4 Dagger, 2x ability mod damage

One Unique Thing

Backgrounds: Soldier +3, Captain +5

Talents: Double Melee Attack, Favoured Enemy (Human), Fey Queen's Enchantment

Feats: 4 adventurer 3 champion

Gear : Hard leather and Scale, Spear, Dagger

Name: Akgarbash

Cultural Trait: Resilient (+1 PD, +1 MD)

Level and Class: 7, Wizard

Runes: Law, Beast, Illusion

Attribute, Score, Modifier, Mod and Level

STR 10, +0, +7 CON 12, +1, +8 DEX 14, +2, +9 (init) INT 18, +4, +11 WIS 15, +2, +9 CHA 15, +2, +0

Defenses AC $10 + 2 + 7 = 19$ PD $10 + 1 + 7 = 18$ MD $12 + 2 + 7 = 21$

Hit Points 84 Recoveries 8 Recovery Dice (1d6 x Level) + Con mod

Melee Attack STR + level vs AC, Staff 1d6 Ranged Attack DEX + level vs AC, Dagger 1d4

One Unique Thing

Backgrounds Wizard's Apprentice +2, Mason +3, Vigile +3

Feats 4 adventurer 3 champion

Class Features Cantrips, Cyclic Spells, Overworld Advantage, Ritual Magic

Talents Abjuration, Cantrip Mastery, Wizard's Familiar (the Stork, flight)

Powers, and Spells 1*3rd level (Disguise Self), 4*5th level (Hold Portal, Denial, Charm Person, Color Spray), 5*7th level (Polymorph Human to Frog - use color spray damage, but is transformational rather than psychic), Magic Missile, Blur, Scrying, Message

Gear Robes, Staff, Dagger



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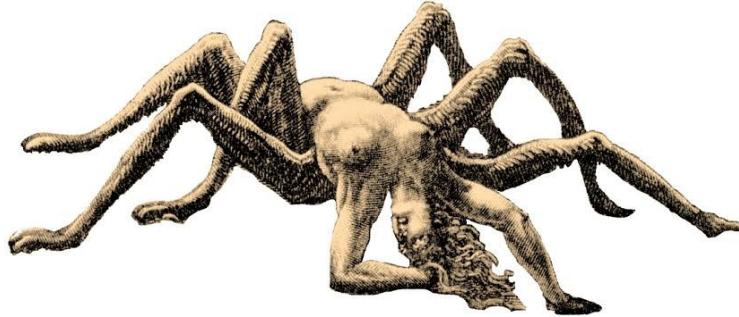
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