

DICTIONARY
OF

III



DICTIONARY OF Mμ

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Thanks to:

Ron Edwards for letting me know I had a good seed of an idea and helping me execute it properly. Without Ron, this would have been just a cool post on the Adept Press forum at the Forge.

Luke Crane for sticking a burning wheel under my ass, letting me know again that I had a great idea and helping me put it in print all purty-like. Without Luke, this would just be a half-finished mini-supplement, collecting dust on my computer.

Mom and Dad, for always encouraging me to make up stories and letting me spend my teen years playing D&D at all hours at the neighbor's house. Without you two, I wouldn't be here to make stuff up.

Janaki, for listening to me read the Dictionary out loud to her as a twisted bedtime story. Without Janaki, this all wouldn't be nearly as much fun.

Thanks to Tom Mazarlig for allowing me to use the concept of Black Rock, the centerpiece of his D&D campaign.

Also thanks to: First Contact: J.J. "ghost of a dying planet" Enslow, Barry "Samurai" Goodband, Brandy "Evil Smith" Niver and Matt "Atlantean" Moses. The Dynamic Duo: Rob "Lost Beauty's Summoner" Llwyd, Paula "the Priestess" Berman. Jersey Crew: Rob Howell, Jason Howell, Blair Brandow and Pete Hauschild. Julie "Pianist of Kryos" and Jeff "Engineer of Kryos" Lower. Bret Gillan and Bob Manning. Old Scratch. Jim DelRosso. Chris Jones. L.J. "Free Edit" Moore. DeWitt "Hyperlink" Davis V. Jim "D.M. Mentor" Bryant. Zak Arnston. Everyone who I have missed who posted enthusiastic encouragement at the RPG.net and Forge forums.

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*Why any fool would need a table
of contents for a dictionary,
Oghma will never know.
However, Oghma, in his infinite
giving nature has provided one,
so he does not have to listen to
fools complain.*

These words were first scratched into being by Oghma, son of Oghma, born on the wind-torn outer rim of Mu's Bed during an epoch when the Witch King ruled Lemuria, the sands of the wastes were red with the blood of history and there were demons aplenty upon the dying world of Marr'd.

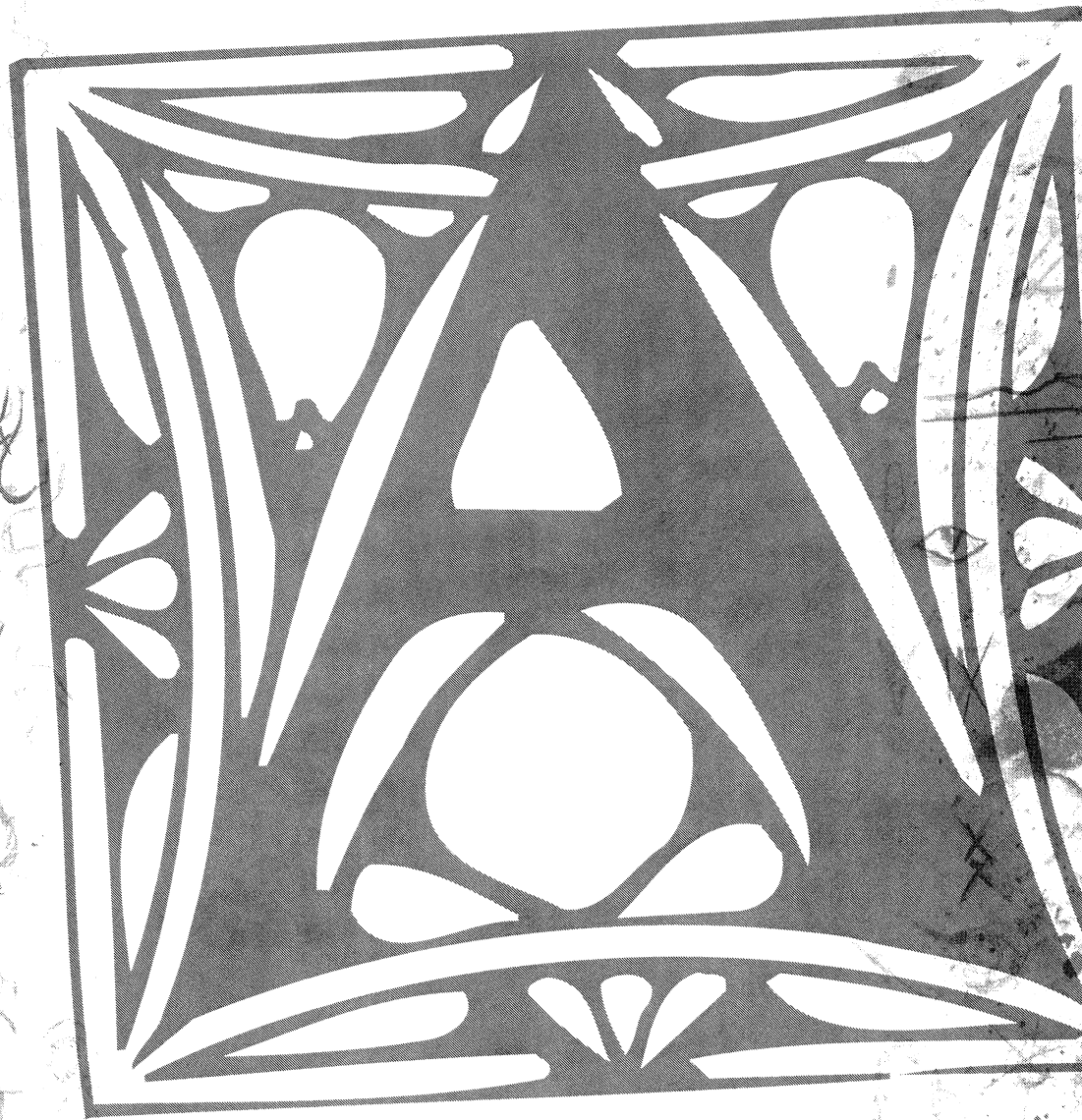
Philosophers say that words are hungry devils but this is not a book of philosophy. Oghma has no time for their drivel.

Scientists argue that if words are devils, then letters are the sins that give them will for devilry. This is not the Devilexicon, and if it were, surely you would be mad as a Thulian Prophet after reading these passages, almost five sentences long now.

This is my collection of words, and because of the manner in which Oghma has decided to collect them, it will be known as the Dictionary of Mu. Mu's Bed is where Oghma, father of Oghma rutted with his mother, whose power shall not be lessened by printing her name herein, lest it be stolen, her soul made restless, and her son cursed.

These words, as I now scratch them into being, are mine, but soon they shall be cast out and then yours to do with as you wish. Words are faithless whores, and too much trust should not be put in them lest you catch them dancing for another's eyes. Only a spoken word, when runes combine with spit is truth. Only when you first send a word forth, across the council table, into the ears of your comrades and enemies, only then is the word loyal. Sitting on a piece of animal hide, lazy and listless, words are not to be trusted.

The Dictionary of Mr



Alpha and Aleph



THIS IS HOW THIS DICTIONARY WILL BEGIN. IT IS
ONLY PROPER TO BEGIN WITH THESE WORDS, RUNES
OF BEGINNING, FOR LETTERS SMILE WHEN THEY ARE USED
PROPERLY.

DEMON: Ariok

STAMINA: 3
WILL: 6
LORE: 5
POWER: 6
TYPE: Passer

TELLTALE: Horns, red eyes,
forked tail or hooves.
APPEARANCE: Ariok often
appears as a suave noble,
dressed in the most
dignified garb of the
surrounding region.

DESIRE: Corruption

NEED: to suck out someone's soul while they sleep
or take it out with a needle in the back of the
victim's neck

ABILITIES

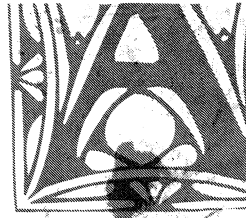
PAST: Seductive Noble
CHANGE SHAPE: Plague
of Flies

SENSE: Innocence of
a soul

BOOST: (User) Lore

TAINT

Ariok



ONCE DEMONS ATE SOULS. SOME SUCKED THEM THROUGH THE EYE SOCKETS; OTHERS INSERTED A NEEDLE INTO THE BACK OF THEIR VICTIMS' NECKS. ALL OF THOSE DEMONS WERE HUNTED DOWN AND DRIVEN DEEP UNDER THE RED SANDS, NEVER TO BE UNCOVERED, EVEN BY THE MOST EPIC OF STORMS.

ARIOK IS ALL THAT IS LEFT OF THEIR KIND. TO SUMMON HIM IS TO SUMMON A SPIRIT OF HUNGER, AN ANCIENT CONNOISSEUR WHO EXISTS ONLY TO FEAST ON THAT WHICH DIFFERENTIATES US FROM THE BEASTS.

HE IS SAID TO COME IN A LEGION OF DIFFERENT FORMS: A RED TAILED BEAST, A WELL-DRESSED NOBLEMAN, SOMETIMES A PLAGUE OF FRUIT FLIES. I WOULD LEAVE OUT A BEAST SUCH AS HIM FROM THIS TEXT, TO THWART THE TEMPTATION TO CALL UPON HIM, BUT HE WAS MENTIONED IN PASSING ELSEWHERE IN THIS MANUSCRIPT, AND IT WOULD BE PURE FOOLERY TO HAVE SUCH A NAME WRITTEN WITHOUT A PROPER WARNING.



Atlantis



TO THE WEST OF MU'S BED IS THE CITY-STATE OF ATLANTIS, WALLOWING IN ARCANED ECADENCE. ITS PEOPLE DO NOT KNOW OR DO NOT CARE THAT A HEARTLESS FIEND SITS ON THE THRONE OF NEARBY LEMURIA AND HANDS OUT NOBLE TITLES TO ANY WITCH OR WARLOCK WHO CAN ENTICE THE HIS PASSIONS OR SUMMON A DEMON STRONG ENOUGH TO TAKE A PARCEL OF LAND. AND YET THE ATLANTEANS SIT IN THEIR DOMED CRYSTAL CASTLES, AMONG THEIR SHINING OBELISKS THAT SEEK TO OUTSHINE THE STARS THEMSELVES, AND DO NOTHING. THEY SIT, OBLIVIOUS TO THE EVILS THAT GROW UNDER THE WITCH KING OF LEMURIA, EVILS THAT THREATEN TO CREEP INTO THEIR PRECIOUS CITY OF ECADENCE AND STEAL THEIR VERY BREATH.





Oghma has a special hate set aside just for Atlanteans, but a special reverence too. It saddens Oghma that in so many ways they seem to be the best of all on Marr'd, and it is pathetic that they choose to become spoiled children, lounging in their crystalline palaces and eating sweetmeats.

But, Oghma, you ask, how can one hate a people and revere them also? The dictionarist whose words dance before you, like all who practice the art of glyphery, holds many contradictions in his person.

Do not underestimate a lone Atlantean. In their boredom, many study ancient arts of war with axes made of prism glass and daggers of ice that never melt. Some of these slum it throughout the kingdoms of Marr'd, testing their mettle and training the meek.

It is whispered by the Atlantean scientist-wizards that when the time comes for Sar to descend and do away with whatever is left on Marr'd, the Atlanteans will stop their orgies for a moment and throw a switch, and their entire continent will be tele-beamed into Urt and Lun's gentle arms.



Arcadia



OF THE NORTH IS A LAND ALWAYS IN TWILIGHT, AND
EVEN THE MOST POWERFUL SPIRITS REFUSE TO SPEAK
OF IT OR TRAVEL TOO CLOSE. SOME SPIRITS WILL NOT EVEN
TALK TO A SUMMONER WHO IS FACING NORTH, SO GREAT IS
THEIR FEAR OF ARCADIAN NOTICE.

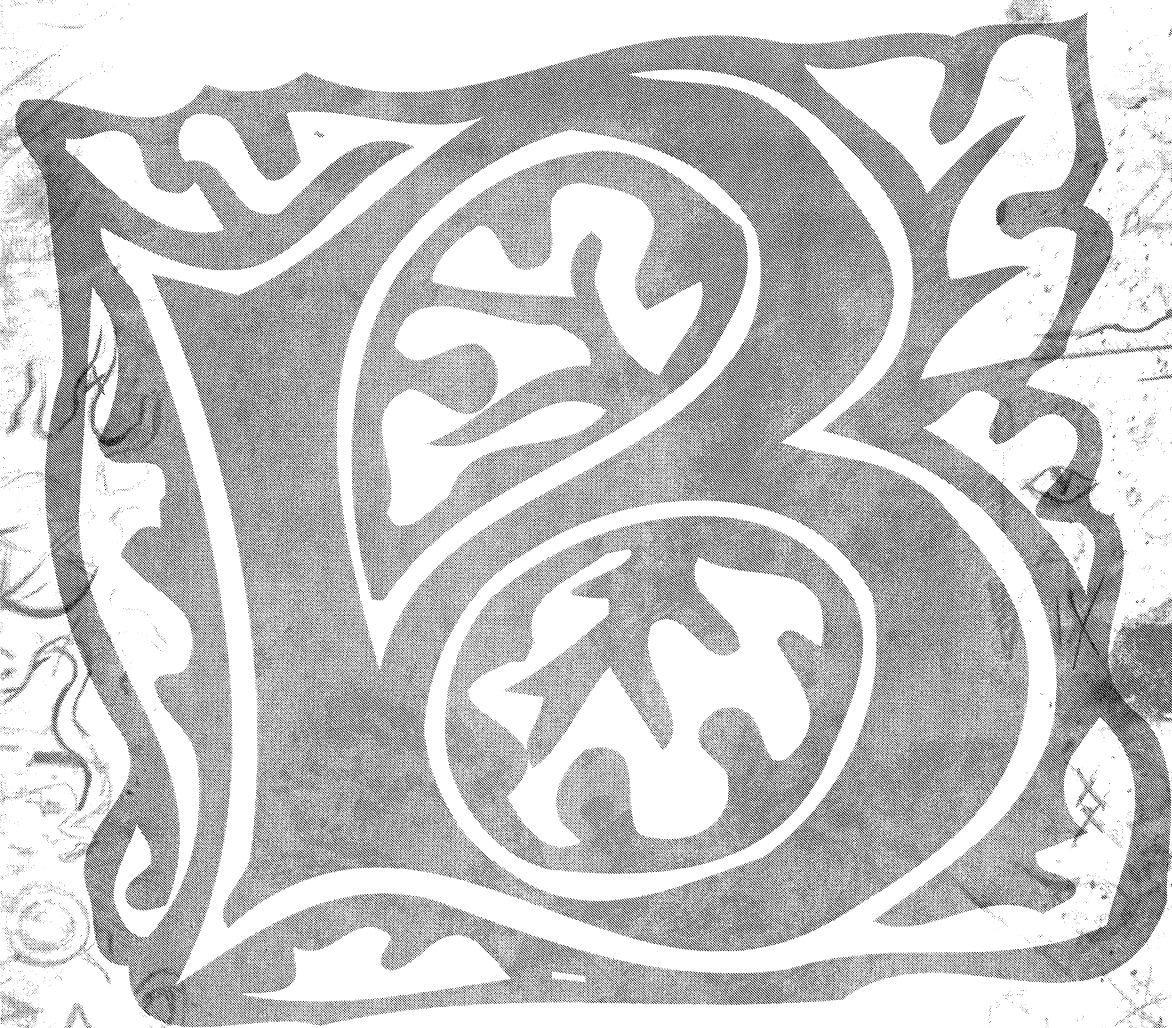
IT IS SAID THAT ARCADIAN NOBLES, THE SHYIE AND THEIR
SHINING HOST, ARE THE MOST BRUTAL WARRIORS ALIVE,
BUT NONE HAVE LIVED TO SPEAK OF THE COLORS ON THEIR
BANNERS OR TO TELL OF THEIR BLOODY WAR METHODS. IT IS
ALSO SAID THEY STEAL CHILDREN AND LEAVE TREASURES OF
WOOD IN THEIR STEAD AS FAIR PAYMENT.

KINGS, EMPRESSES, MESSIAHS, AND LORDS ALL OVER MARR'D
WONDER WHY ARCADIA MAKES NO BIDS TO GET OFF OF THIS
RED ROCK.

If Oghma were the undisputed greatest of dictionaryists, he would brave the
Oghma is content to be merely one of the greatest dictionaryists and so will

(Note: Perhaps you are wondering why Atlantis came before Arcadia. In se
-T- and thus Arcadia comes before Atlantis. However, Arcadia is an ill m
later in the text, and letters are not creatures to be angered. This order wa
forerunner of such devils as "terrible", "tricked", and "trial.")

The Dictionary of



angers of Arcadia in order to better inform you. However,
turn his eyes southward and move on.

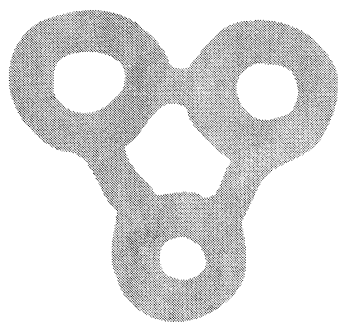
stific Aleph-Betical workings it is true that -R- comes before
her to begin any tome. Furthermore -R- will come before -T-
urpurposefully orchestrated so as not to anger the jealous -T-,



Bet



UCKILY, -B- IS A WELL-WROUGHT RUNE. IT KNOWS
THAT IT WILL ALWAYS FOLLOW -A- AND FINDS PEACE
IN THAT. DICTIONARISTS EVERYWHERE ARE GRATEFUL FOR
BOLD -B-'S INNER PEACE WITH ITS PLACE IN THE CELESTIAL
ORDER OF THINGS.



Battlehymn



BATTLEHYMN IS THE WALLED JEWEL OF HY-BRASIL. IN ORDER TO CONVEY MORE OF ITS ZEALOUS GLORY, A DEFINITION BY WAY OF A STORY:

STARS SHONE OVER BATTLEHYMN AS THREE SORCERERS FOLLOWED A PROPHECY TO FIND A LOST MESSIAH. THEY HAD BEEN SENT BY THE LORD OF BATTLEHYMN, WHO HAD VOWED TO KILL ANYONE WHO WOULD CHALLENGE HIS THRONE AND STEAL HIS PRIESTS' LOYALTY.

ALL STARS LED THE THREE SORCERERS TO A BARN. WHEN THE PARENTS WERE CONSULTED, MANY FRACTIONS OF MANY PROPHECIES FOUND COMPLETION. GIFTS IN HAND, THE THREE SORCERERS AWAITED THE BIRTH OF THEIR NEWBORN KING, UNSURE OF WHERE THEIR LOYALTIES WOULD LIE. WOULD THEY BETRAY THEIR LORD AND BOW TO THEIR NEWBORN KING OF KINGS?

WHEN THE MOTHER PUSHED OUT A GIRL, THE THREE SORCERERS LEFT WITHOUT A WORD AND TOOK THEIR FINE

B



GIFTS WITH THEM, DISREGARDING HER DUE TO HER SEX.

DESPERATE WITH RAGE, THE FATHER FOUND A WARRIOR-
PRIEST AND TOLD HIM OF THE THREE SORCERERS AND THEIR
PROPHECY. THE FATHER KNEW HIS DAUGHTER TO BE BORN
UNDER FELL STARS AND WANTED HER AWAY.

AT THE WARRIOR-PRIEST'S BEHEST, THE TRIO WHO HAD
DISREGARDED HER WERE CAPTURED AND HANGED. THE FATHER
WAS GIVEN FINE SPICES AND OILS AS PAYMENT FOR HIS
LOYALTY TO THE LORD OF BATTLEHYMN. WHEN THE LORD OF
BATTLEHYMN WAS LATER TOLD THE STORY BY HIS WARRIOR-
PRIESTS, HE SOUGHT OUT THE GIRL BORN THAT NIGHT AND
RAISED HER AS HIS DAUGHTER.

*The story of Battlehymn is a family story, best
told on a day of rest, when the community
stops their laboring to make sure none are
thirsty. If you should live in such a place, a
place just enough to practice a ritual of the
Sabbath day, be grateful and tell the tale of
Battlehymn with gusto, so anyone claiming
to be a wise man or wise woman will know
more wisdom still.*

Black Rock



HIS DUSTY MONUMENT TO GENOCIDE IS A
BLACK BASALT MONOLITH, HOLLOWED OUT TO

ACCOMMODATE A MONSTROUS STADIUM FOR DEATH GAMES OF
ALL SORTS. NIMROTE THE HUNTSMAN IS IN CHARGE OF BLACK
ROCK'S GLADIATORIAL SPORT AND ARRANGES FOR SLAVES TO
BE BROUGHT IN. NIMROTE HIMSELF CAPTURES, TAMES, AND
BINDS MANY OF THE BEASTS AND DEMONS WHO DEVOUR THE
SLAVES.

CHIMERAЕ, TERRIBLE CREATURES THAT CAN TAKE ANY BEAST'S
SHAPE SO LONG AS THEY HAVE TASTED ITS BLOOD, PATROL THE
WALLS AND FLY ALONG THE PERIMETER ON ALL MANNER OF
STOLEN WINGS. BLACK ROCK'S DEADLY MENAGERIE ALLOWS
THE CHIMERAЕ TO TASTE RARE VINTAGES AND INCREASE THEIR
VILE REPERTOIRES.

BLACK ROCK TAKES SPECIAL PLEASURE IN FORCING THE LAST
OF ANY DYING RACE TO FIGHT AND DIE ON ITS CURSED SANDS.
MANY NOBLES ATTEND THESE GENOCIDE GAMES FROM AS FAR
AWAY AS ATLANTIS. EVEN HY-BRASILIAN NOBLES, KNOWING



THEIR DAMSEL MESSIAH WOULD FLAY THEIR SKIN TO THE
BONE FOR SETTING A WILLING FOOT IN BLACK ROCK, WILL DON
GROTESQUE CARNIVAL MASQUES AND MAKE THEIR WAY INTO
THE DESERT TO ATTEND A DYING RACE'S FINAL STRUGGLE.

It is a grim place to have such a fine
letter as B as its birth glyph.

DEMON: Black Rock

STAMINA: 9

WILL: 10

LORE: 8

POWER: 10

TYPE: Object

BOUND TO: Nimrote

DESIRE: Mayhem

NEED: Drinking the blood of total genocide, to drink
the blood of the last of a race or species or people

ABILITIES

BOOST: Stamina

COMMAND: Chimerae

COVER: Master Hunter

COVER: Gladiator

TELLTALE: Soaks up the blood spilled
on its sand with eerie speed.

APPEARANCE: A basalt coliseum

HINT

LINK

MARK

PERCEPTION: Those who
are the last of their
kind

Brides and Grooms of the Witch King



FTEN CHOSEN WHEN THEY ARE STILL BABES BY
THE WITCH KING HIMSELF, THESE POWER-MAD
CONCUBINES LEAD POLITICALLY CHARGED LIVES AS THEY
ATTEMPT TO CURRY HIS FAVOR. THERE ARE BRIDES AND
GROOMS OF ALL KINDS, ALL SIZES AND TEMPERAMENTS.
ALTHOUGH THE MIGHTY FROM OTHER KINGDOMS HAVE TRIED
TO SEND SPIES AND STAR-EYED ASSASSINS TO WOO HIM,
THEIR SUBTERFUGE NEVER FOOLS THE WITCH-KING. THE
GUARDIAN MUMMIES STICK BLACK GLASS IN THE SPY OR
ASSASSIN'S HANDS, AND THE DECEIVER IS CRUCIFIED THUSLY
IN THE HANGING SQUARES.

THE BRIDES AND GROOMS ARE ALL BOUND WITH A GUARDIAN
MUMMY, A VICIOUS DEMON THAT WARDS THEM IN TIMES
OF TROUBLE AND KILLS ANY LOVERS OR PARAMOURS THEY
TAKE. IT IS THE MUMMY'S JOB TO KEEP THEM SAFE FROM



HARM, BUT THE TRUTH IS THAT THE GUARDIANS HAVE A DEEP LOVE OF VIOLENCE AND PAIN IN THEIR BLACK HEARTS, THOSE BLACK HEARTS KEPT IN OIL-FILLED POTTERY, DEEP IN THE WITCH-KING'S VAULTS. THE GUARDIAN MUMMIES WANT THEIR CHARGES TO TAKE LOVERS WHO ARE THEN BY WITCH LAW KILLED SLOWLY, THEIR MOANS OF PAIN TO BE SCREAMED TENFOLD FOR EVERY MOAN OF PLEASURE THEY HAD GIVEN.

THE MOST DESPERATE AND IMPORTANT RULE OF THE WITCH-KING'S BRIDES AND GROOMS IS THAT THEY CAN NEVER COUPLE WITH ONE ANOTHER. THOSE WHO DO WILL FACE THE WRATH OF THEIR GUARDIAN MUMMIES AND DISCOVER HOW DEEPLY THESE WARDERS TAKE PLEASURE IN VIOLENCE AND PAIN.

In the upcoming -G- you will find no entry concerning the Guardian Mummies of the Witch-King's husbands and wives. It is best for humble dictionarists, even one as mighty and wise as Oghma, to remain out of such creatures' paths and writing can be a form of summoning if one is not careful.



DEMON: Guardian Mummy of the Witch King

STAMINA: 6

WILL: 7

LORE: 4

POWER: 7

TYPE: Passer

TELLTALE: Musty tomb scent

APPEARANCE: The guardian mummies are swathed in black rags used to wrap their corpses during the mummification process. They appear as warriors with little of their desiccated flesh visible under their mummy's rags. Their wrought iron swords are their cold, jagged, and unmerciful badges of office.

DESIRE: Corruption

NEED: To slowly and painfully murder those who lust after the brides and grooms of the Witch-king.

ABILITIES

PAST: Vicious Undead Swordsman

PERCEIVE: Lust

PERCEIVE: Love

ARMOR: (User)

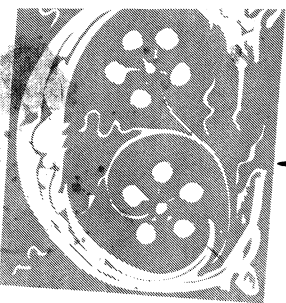
representing the mummy's ability to ward their charge against physical threats.





The Dictionary of





Chimeræ



THESE BLOODTHIRSTY CREATURES ARE ALSO LISTED IN

THE DEVILEXICON. SHOULD YOU FIND THE BOOK OF

A THOUSAND DEVILS, IT WILL CONTAIN EXTENSIVE NOTES ON

HOW TO BIND SUCH BEASTS AS THESE.

Oghma knows because Oghma penned them. Know that the Chimeræ will want to taste your blood, and once they do, they may take any part of you for their own, be it your form, your strength of arms, or your dreams. Be honored if they consider your blood of good taste. I only live because they found my blood insufferably dull.

DEMON: Chimeræ

STAMINA: 4

WILL: 7

LORE: 6

POWER: 7

TYPE: Passer

TELLTALE: Blood Red Eyes.

APPEARANCE: These shapeshifters appear in the forms of the creatures whose blood they have recently consumed. Their true forms are unknown, as they often choose complicated and disturbing mixes of their last meals.

DESIRE: Power

NEED: Drink the blood of exotic beasts

ABILITIES

PERCEIVE: New Blood

SHAPESHIFT

PAST: Hunter

BOOST: Will (self)

FAST

SPECIAL DAMAGE: Claws and Fangs

Chryse Plains

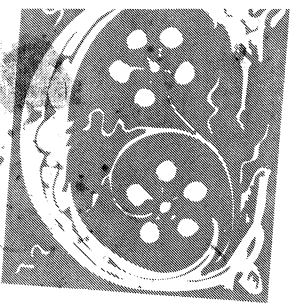


HIS IS A VERDANT NEIGHBOR OF THE RED WASTES

BUT STILL CLOSE ENOUGH TO INHERIT SOME OF THE
WASTE'S MUTANTS AND ODDITIES. HUMAN WARRIORS RIDE
GIANT WORM-STEEDS WHOSE CHATTERING LEGS BRUSH
ALONG THE GRASS, AND CYCLOPEAN MANTISCHORA ROAM
IN GREAT HERDS. THE FAIR TSARINA RULES THE NINES, HER
FELINE PEOPLE, WHO WALK UPON AND RULE THE GOLDEN
FIELDS, FEUDING WITH THE QAN'S RIDERS.

*Dreamers say that the Chryse Plains was the site
of an ocean, but if you believe in oceans, then
Oghma has a palace in the Stygian marshes to
sell you for only ten deep wells.*





Cydonia

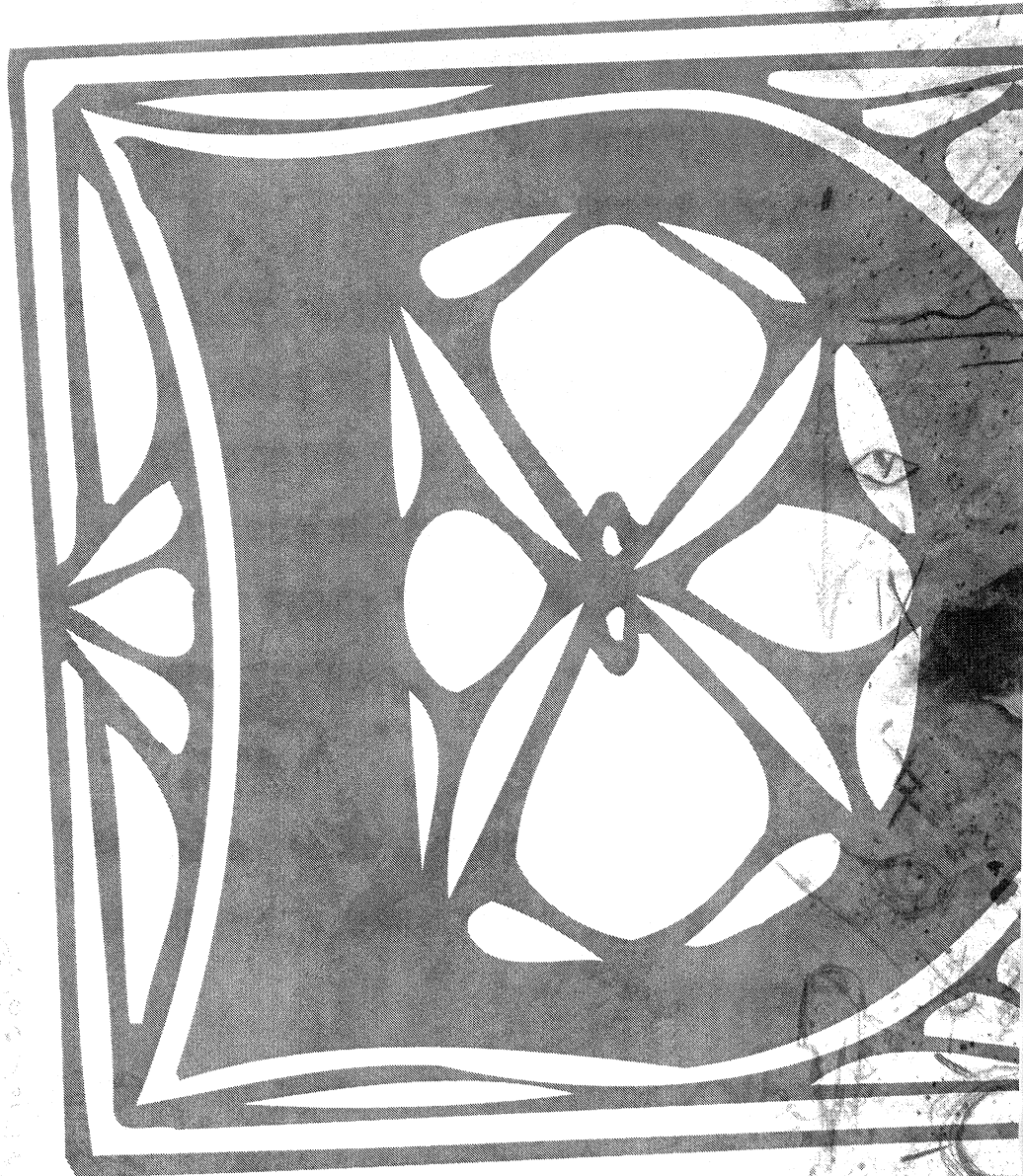


SOME CALL THEM THE OLD ONES OR THE GREAT ONES, BUT THEY WERE KNOWN AS CYDONIANS. WHEN THEY BUILT STATUES OF GODS, THE FACES ALWAYS POINTED TO THE SKY, GAZING UP AT THE STARS. WHETHER THIS WAS IN HOPES OF WARNING THE CYDONIAN PEOPLE OF THE STARS' NEXT ATTACK ON MARR'D OR IN SOME KIND OF CELESTIAL REVERENCE IS UNKNOWN.

CYDONIAN ENGINEERS BUILT THE FIRST PYRAMIDS, AND OUR LESSER PEOPLES BASTARDIZED THAT ART FROM THEM. SOME SAY THEY FOUND A WAY TO A FINER WORLD, AND OTHERS ARGUE THAT WHEN THE STARS ATTACKED THE THUNDER LIZARDS, THEY ALSO DECIMATED THE PEOPLE OF CYDONIA, WHOSE STATUES STILL KEEP THEIR SKYWARD VIGIL.



The Dictionary of



Damsel Messiah



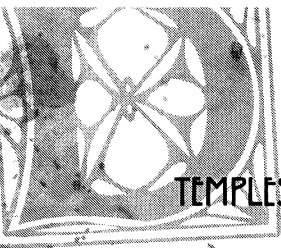
WHEN SHE WAS BUT A GIRL, HER WET NURSE LOST TRACK OF HER IN THE MARKET OF BATTLEHYMN. SHE WAS FOUND AT THE HIGH WARLOCK'S COVEN, CORRECTING A PROTECTIVE PENTACLE MEANT TO SAFEGUARD THE CITY FROM POWERFUL AND EVIL SPIRITS.

WHEN SHE WAS NO OLDER THAN ELEVEN, AN ELDER SERPENT TOOK HER TO OLYMON, THE TOP OF THE WORLD, WHERE THE PRIMORDIAL GODS WERE BORN AND MADE THEIR FIRST DANCES. SHE WAS SHOWN ALL OF THE KINGDOMS OF MARR'D AND WAS OFFERED THE RULERSHIP OF THEM ALL IF ONLY SHE WOULD EAT INFERNAL FRUIT AND KNOW MANY TERRIBLE TRUTHS.

SHE TURNED THE SPIRIT DOWN AND BOUND HIM QUICKLY. HE SERVES HER STILL. NONE KNOW IF SHE EVER BIT THE SERPENT'S FRUIT.

HER FIRST DECREE AS RULER OF HY-BRASIL WAS CRUCIFYING THE MONEYLENDERS WHO DID THEIR BUSINESS IN THE MANY





TEMPLES OF BATTLEHYMN AND YERRU. SHE BREAKS BREAD
WITH WHORES AND LEPERS, AND SO SHE HEARS THE NEWS OF
HER EMPIRE. TO THOSE WHO LIVE IN HY-BRASIL, SHE IS THE
WAY AND THE LIGHT IN DARK, PATHLESS TIMES.

HER APOSTLES ARE THE GENERALS, DIPLOMATS, AND
COURTIERS OF HER ARMIES OF WARRIOR-PRIESTS. USING THE
COMBINED WISDOM OF THESE PROPHETS AND MADMEN, SHE
INSINUATES HERSELF INTO MANY A TRIBE AND NATION'S
MESSIANIC LORE AND BRINGS MORE AND MORE DESPERATE
MARR'DIANS TO HER FOLD EVERY DAY.

DEMON: *The Serpent from the Garden*

STAMINA: 5

WILL: 9

LORE: 8

POWER: 10

TYPE:

BOUND TO:

DESIRE:

NEED:

ABILITIES

COMMAND:

PERCEPTION:

knowledge (can root
out secrets)

BOOST:

TELLTALE: Glittering eyes

APPEARANCE: A snake about the size of
a short child, often wearing a hood or
cloak to seem more human

The Damsel Messiah

BOOST: Will

PAST: Hissing Tempter

HOLD

MARK

SPECIAL DAMAGE: Venom

SORCERER: Damsel Messiah

STAMINA: 2 Child of the Wastes
WILL: 5 Wasteland Wisdom/Born to Rule
LORE: 3 Waste Schooled
PAST: 5 Messianic Prophet + Precocious Peasant Girl
HUMANITY: 5

PRICE: Arrogant (-1 to all perception rolls)

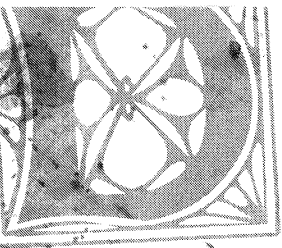
APPEARANCE: The once dusty, precocious urchin has grown up under the tutelage of great and learned folk. Her education and struggles have made her into a majestic woman, impossible to ignore. Since rising again from being nailed to a tree in the public square of Battlehymn, she bears her scars on hands, head, feet and side with ferocious pride.

KICKER: You have gathered the merchants who run their corrupt businesses from your temples in order to pass judgement upon them. There are spies among them, be they from local rivals or the Witch King himself. The crowd is restless and frightened. It is time make your decree.

BOUND DEMONS

NAME	TYPE	TELLTALE	NEED
Serpent	Passer	Glittering Eyes	Have souls willingly pledged to him

There are much worse ways to follow than her holy route, but mayhap there are much better. Like many entries herein, Oghma is conflicted. Your dictionarist saw her speak on a barren Golgothan mount. She gave a rousing speech while her followers crucified her gently. Oghma was moved. Oghma was inspired. Oghma returned home filled with unfamiliar thoughts.




Demon

DEMONS ARE THE SPIRITS OF THE DEAD, BE THEY IDEAS, PEOPLE, OR EMPIRES, AND ONE CANNOT THROW A STONE WITHOUT HITTING SUCH A SPIRIT, SLUMBERING, WAITING FOR A SUMMONER TO BIND IT INTO THE CRUEL WORLD THAT BROKE, FORGOT, OR DESTROYED IT.

A DEMON CAN SIMPLY BE THE SPIRIT OF A DEAD ENTITY, ITS GHOST HELD TO MARR'D BECAUSE A DEED WAS LEFT UNDONE OR BECAUSE, LIKE SO MANY, IT HAS TROUBLE LETTING GO OF THE RED DUST WORLD.

A DEMON CAN BE AN IDEA THAT HAS FADED FROM THE CONSCIOUSNESS OF MARR'D. A WARRIOR CASTE OF ATLANTIS WHOSE ERA IS LONG GONE, A METHOD OF ENTERTAINMENT THAT WAS WIPED FROM THE PUBLIC MIND BY A CENSORIOUS DESPOT, OR A RACE OF PEOPLE WHOSE CIVILIZATION WAS WIPED FROM THE FACE OF MARR'D BY FALLING STARS: ALL ARE SUMMONABLE IF YOU HAVE THE WILL, THE LORE, AND THE MIND TO DO SO.

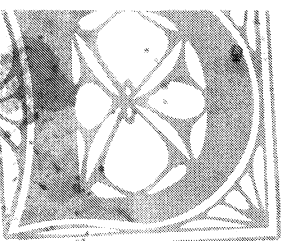


A DEMON CAN BE AN ENTITY THAT IS DYING, LIKE MARR'D
ITSELF. ALTHOUGH IT MIGHT STILL BE ALIVE, ENOUGH OF IT
IS DEAD TO WARRANT A SPIRIT, GROWING IN POWER WITH
EVERY DAY THAT THE PLANET BECOMES MORE AND MORE
LIFELESS AND BARREN.

Words are my Demons. These
spirits have been restless since the world
stopped reading. Now the people have no time
for runes and only listen to what mummers
tell them and to rumors passed over cups.
With letters, you can gain ownership of a
man's name, change history, and place ideas
into the heads of fools.



Even Oghma has written in the pages of a copy with an obsidian cover and bony brass hinges for a spine. It came to your dictionary when his hands were unblemished, young and steady. It is foolery to think that any might hold the Devilexicon in their keeping for a moment longer than it wishes to be kept.



Devilexicon



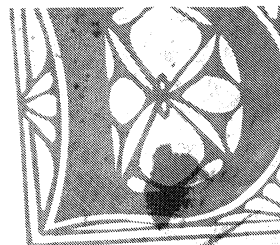
HIS TOME HAS TRAVELED FROM ONE SIDE OF MARR'D TO THE OTHER AND HAS BEEN READ BY THE LIGHT OF BOTH MOONS IN ALL OF THEIR PHASES. IT IS A GUIDE TO THE SPIRITS OF MARR'D, FROM THE DRAGONS OF THE THUNDER CAVES TO THE HUNGRY BLOOD SPIRITS SUMMONED BY GREEDY SHAMANS AND PUT INTO YOUNG BRAVES ON THE CHRYSÉ PLAINS.

THIS BOOK GOES WHERE IT NEEDS TO IN ORDER TO BE WRITTEN IN BY ANY AND ALL WHO HAVE NEW LORE TO SHARE. FEW, IF ANY, ARE KNOWN TO FIND IT TWICE IN A LIFETIME; ANY WHO MIGHT FIND IT THRICE ARE SAID TO BE BOTH BLESSED AND CURSED.

IT IS CALLED THE LIVING PERSONIFICATION OF LOST KNOWLEDGE AND CARRIES WITH IT A STEEP PRICE. EVEN WHEN IT IS CLOSED, THE BOOK IS LAUGHING AT YOU, AND WHEN IT IS OPEN, IT STOPS LAUGHING IN ORDER TO SWALLOW YOU WHOLE.



Dictionary



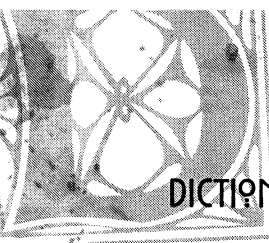
COLLECTION OF WORDS WHOSE STORIES ARE

UNFOLDED BY THE SCRIBE. WRITING A DICTIONARY

IS A DANGEROUS THING. THE DICTIONARIST IS NOT PUTTING WORDS TOGETHER IN SENTENCES OR TALES OR A LIST OF THE DEAD. A DICTIONARY IS A COLLECTION OF WORDS THAT ARE PLACED TOGETHER BASED ON THEIR VERY RUNES AND ROOTS.

THE DIFFERENCE BETWEEN THE DANGER OF RUNES IN A DICTIONARY AND THE DANGER OF RUNES IN A MORE TRADITIONAL TOME CAN BEST BE EXPLAINED IN THIS MANNER: THE DRINKING HOLE IS A DANGEROUS PLACE, BUT IF ONE'S EYE IS TRAINED ONE CAN SEE THE TROUBLE COMING. THIS DANGER IS AKIN TO A STORY OR A TOME.

A FAMILY GATHERING'S DANGER COMES FROM YEARS, DECADES, AND SOMETIMES CENTURIES OF MISTREATMENT AND AGGRESSION. VIOLENCE ERUPTS FROM WELLSPRINGS SO DEEP UNDER THE SANDS THAT ONLY THE WISEST PROPHET COULD HAVE ANY HOPES OF PREDICTING THE KNIFE BEFORE IT FLASHES. THIS CRUDE METAPHOR TELLS YOU OF THE



DICTIONARY AND WHY IT IS MORE DANGEROUS THAN OTHER
PLACES WHERE WORDS CONGREGATE.

THESE ARE WORDS THAT HAVE NO PARTICULAR LOVE FOR
ONE ANOTHER BUT ARE PLACED NEXT TO EACH OTHER DUE TO
ROOTS AND SPELLINGS BEYOND THEIR CONTROL.

Be wary.

Dictionary Rules

Cross-referencing a summoned demon with a detail or entry in the Dictionary adds 1-3 bonus dice, in addition to any dice already added for role-playing or situational bonuses. Furthermore, anything that is judged by the GM to be outside of the context of the dictionary can take a 1-5 die penalty.

Be merciless when a player tries to summon the spirit of something that doesn't work for your game. But give them bonus dice with a cheer, a whoop, and a holler of excitement when they attempt to summon something that rocks the house. Do a dance and hand them their bonus dice with glee and a madman's smile. Sometimes, a knowing and solemn nod will suffice when handing out the bonus dice.

DRAGONS

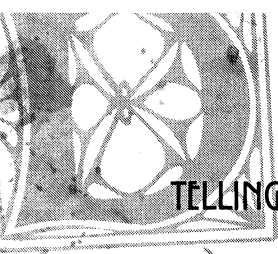


THESE GREAT SPIRITS ARE BORN FROM THE
REMEMBRANCE OF A RACE OF THUNDER LIZARDS

THAT ONCE ROAMED A WORLD FAR FROM THE RED DUNES OF
MARR'D. IT IS SAID THAT THE GREATER OF THEIR NUMBER
CAN BREATHE HOT DUST AND STARS, FORCING A FOE TO
MEET FIRST-HAND THE MAGICK THAT CAUSED THE LIZARDS'
EXTINCTION.

DRAGONS ARE TEMPERAMENTAL CREATURES, CAPABLE OF
ALLOWING THEIR RIDERS TO TRAVEL FAR AND WIDE, DEFEAT
GREAT ENEMIES, AND UNITE MANY TRIBES UNDER THEM
IF THEY CHOOSE. SOME ARE LUMBERING, GREAT HORNED
JUGGERNAUTS AND OTHERS ARE LITHE WINGED BEASTS. STILL
OTHERS ARE QUICK, WITH TALONED FEET SHARPER THAN
STEEL. IT IS UNKNOWN WHETHER DRAGONS CAN CHANGE
SHAPE BETWEEN THESE INCARNATIONS OR WHETHER THEY
TAKE SHAPE BASED ON THEIR BINDER'S PERSONALITY.

DRAGON-RIDERS ARE AS BOLD AND MYSTICAL AS THEIR
STEEDS. DESPITE YEARS OF ELDERS, BROTHERS, AND SHAMANS



TELLING THEM THAT THE CAVES WHERE THE THUNDER
LIZARDS WERE ENTOMBED ARE TERRIBLE AND HAUNTED
PLACES, OR MAYBE BECAUSE OF SUCH WARNINGS, THEY
STRODE IN AND BOUND A POWERFUL SPIRIT. DRAGONS ARE
THE MEMORY OF A LONG EXTINCT SPECIES OF CREATURES SO
POWERFUL THEY WERE KILLED BY THE JEALOUS STARS. THINK
OF WHAT KIND OF PERSON WOULD DISPLAY SUCH DARING,
AND THINK OF WHAT KIND OF PERSON COULD BRING THE
ANGRY SPIRIT OF SUCH CREATURES TO HEEL. THESE ARE THE
MOST GLORIOUS FOOLS OF THE WASTE, AND I SALUTE THEM.

DEMON: *Dragon*

STAMINA: 8

TELLTALE: *Stars in Eyes.*

WILL: 6

LORE: 5

APPEARANCE: *These creatures*

POWER: 6

*always appear as great
reptilian beasts, often
modeled after the larger
and more dramatic
dinosaurs.*

TYPE: *Passer*

DESIRE: *Mayhem*

NEED: *To destroy building blocks of society*

ABILITIES

SHAPE SHIFT: *various*

BOOST LORE (USER)

thunder lizards

TRANSPORT

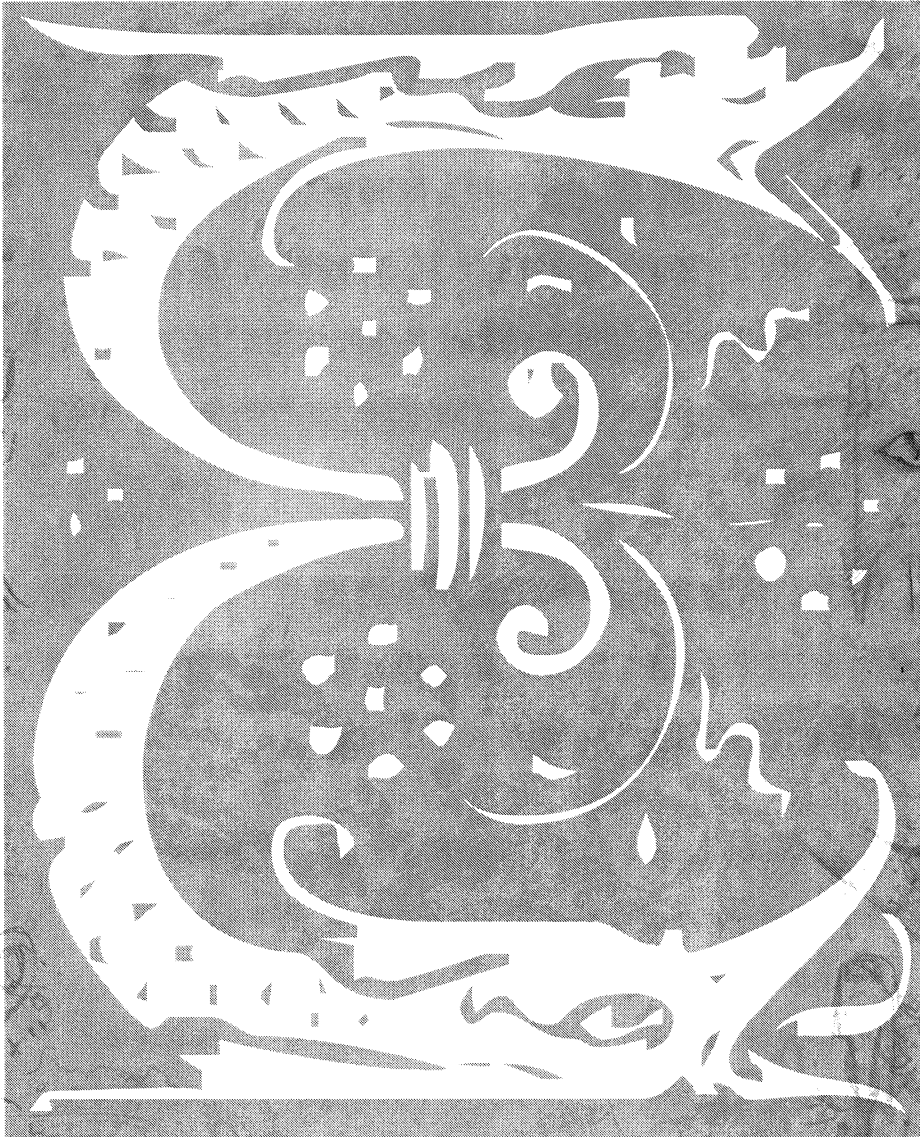
PAST: *Ancient*

SPECIAL DAMAGE: *Fiery*

Historian

Sands and Stars breath

The Dictionary of





Epochs



POCHS OF MARR'D ARE A HOTLY DEBATED TOPIC.

IT WOULD GIVE TRAVELERS A GOOD IDEA OF OUR CULTURE AND SOCIETY TO KNOW THAT WE MARK OUR ERAS BY FALLING STARS SCARRING OUR SURFACE AND LEVELING ENTIRE CIVILIZATIONS. NOACHIAN, HESPERIAN, AND AMAZONIAN ARE ALL EPOCHS IN OUR FINE AND DISTINGUISHED HISTORY AND ARE NAMED FOR THE AREAS ON THE RED GLOBE WHERE THE STAR GODS DISPENSED THE MOST WRATH.

ENTIRE CONTINENTS, PEOPLES, AND IDEAS WERE KILLED, AND NOW WE ONLY HAVE CRATERS AND A TATTERED UNFINISHED HISTORY TO SHOW FOR OUR PAST EPOCHS.

It is unknown which epoch we are in now. The knowledge has been beaten from our planet. Perhaps our sand is the blood of our wounds. Whether we live before great deeds to come or after great deeds already done matters little to Oghma and should matter little to you unless you are a sniveling philosopher.

The Dictionary of



farrow

Go forward a ways past the sometimes stoic -K- and into -P- where the pyramids will be discussed. There you will find all you wish to know of these astronomical spirits, used to navigate the stars by a black magick called science with a language called Maths. Maths scare Oghma.

DEMON: Farrow

STAMINA: 3

WILL: 7

LORE: 6

POWER: 7

TYPE: Inconspicuous

TELLTALE: Mathematical glyphs appear on walls nearby.

APPEARANCE: These spirits often reside near the bodies where they spent their lives, within the pyramid tombs. They often speak through glyphs written in the sand or, under dire circumstances, through a moaning wind that whistles through the tomb.

DESIRE: Creation

NEED: To infect as many as possible of the hopeless folk of Marr'd with dreams of leaving the dead planet in a chariot bound for the heavens, through the cold, unforgiving void.

ABILITIES

PAST: Astro-navigator

BOOST: Will

BOOST: Lore

HINTS: (User)

LINK

SPECIAL DAMAGE: Curse of the Tomb

friends



HIS IS SOMEONE WHO WILL STAND BY YOUR SIDE
WHEN THE STARS ARE RAINING DOWN FROM THE
ANGRY GODS BEYOND THE SKY. WHEN ANGRY SPIRITS ARE
CALLED DOWN TO DEVOUR YOU, FRIENDS DO NOT CHECK THE
STITCHING ON THEIR BOOTS BUT CHECK THE EDGE ON THEIR
KNIFE.

A PERSON WHO WEARS THIS MANTLE WILL TELL YOU PLAINLY
WHEN YOU PASS FROM FOOLERY INTO DEVILTRY AND WILL
STAND BY YOU THROUGH BOTH.

Oghma has no friends, only spirits and words.

Friend Rules

When the players and the GM decide that a character has bonded with someone and they would call one another friends—would die for one another and travel the length and width of Marr'd for one another—they may make a roll to gain a point in Humanity for having such a rare gift.

Players cannot start with a Humanity-gaining friend, but must forge the bond during play.



Grooms of the Witch King - Look back upon the
Brides of the Witch-King. Oghma has not the
time to spend writing of whores twice in the same
dictionary.

The Gray Slaves



THE, DWARF, ASEXUAL MUTES WHO WORK WITHOUT

REST OR QUESTION. WHEN THEY DO REVOLT, IT IS

FAST AND BRUTAL, WITHOUT WARNING TO THEIR MASTERS.

IT IS SAID THAT A GROUP OF ROGUE ATLANTEANS BRING A SHIP FILLED WITH THEM EVERY 10,000 YEARS AND DEMAND MORE BLOOD AND SOULS THAN ARIOK ON A BINGE FOR A HEALTHY STOCK.

TO BE BORN HALF-GRAY IS TO KNOW A LIFE WITHOUT PLEASURE AND A WORLD WITHOUT PITY. IT IS UNKNOWN HOW SUCH CREATURES ARE MADE, BUT THEY HAVE BEEN FOUND DESPITE THE LACK OF TOOLS NECESSARY FOR SWEATY PROCREATIVE WORK

ON THE GRAY SLAVES' CROTCHES.

BEAST: Gray Slave

STAMINA: 5

WILL: 1

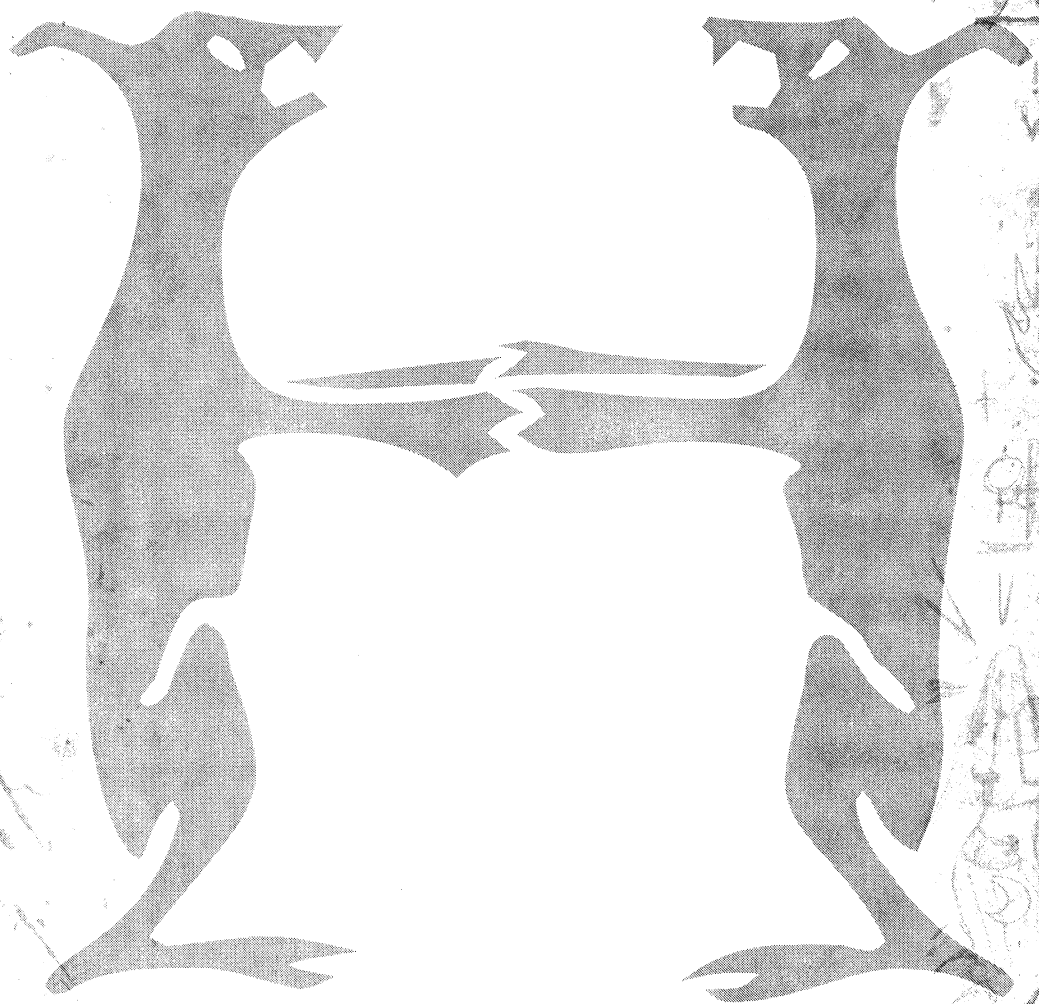
LORE: 0

PAST: 5

HUMANITY: 0

PRICE: None

APPEARANCE: These stock gray-skinned slaves have deep set black eyes and three fingers on each hand.



The Dictionary of Nu

Half Breed Warlord

IT IS A MYSTERY HOW GRAY SLAVES, WHO BY ALL REPORTS ARE
ASEXUAL BEINGS, GIVE BIRTH TO HALF-BREED CHILDREN. SOME SAY
THE CHILDREN ARE BIRTHED FROM THE SLAUGHTER OF A SLAVE
REVOLT, OTHERS SAY THE GRAYS CAN STEAL A PIECE OF THEIR
MASTERS AND FUSE IT WITH THEIR OWN MATTER TO CREATE A CHILD.

SORCERER: The Half-Breed Warlord

STAMINA: 2 Whipped by Marr'd
WILL: 5 Born to Rule/Chained
LORE: 3 Solar-schooled
PAST: 5 Ark Captain + Void Warlord + Slave
HUMANITY: 5

PRICE: Cynical

APPEARANCE: Your body has never been the same since your ark crashed
into the Red Waste. Now your bones are wracked with pain while
your masters work you to death, scars cover your gray skin, and your
large, black, pupil-less eyes are filled with exhaustion.

KICKER: The warlock who owns you is still sleeping when you wake up
to sweep sand from the courtyard, a meaningless task. Even as you
sweep, more dust blows onto the stones, but this is your lot in life,
and so you sweep. As the morning sun rises, you see a shape on the
horizon, a prow of a great ark, a ship meant to traverse the void.
You know how to pilot such a craft, and Farrow 287 can guide your
hand; all you need now is a stalwart crew and blood, metric tons of
fresh blood, to fuel the ark's thirsty engines.

BOUND DEMONS

NAME	TYPE	TELLTALE	NEED
Farrow-287	Inconspicuous	Math glyphs appear on walls	Blood to fuel travel

Heroes



IF MARR'D IS A SICK CREATURE, GASPING FOR BREATH,
THEN HEROES ARE ITS LAST DROPS OF DESPERATE
BLOOD. HEROES LIVE AND DIE HOPING TO STRENGTHEN HER
HEART AND MAKE HER WHOLE AGAIN.

Hero Rules

When one character is identified by another character as a hero, the hero can roll to gain a one-time point of Humanity, but only once in their career. This gain comes in addition to the benefits of the great deed done, if such a deed is worthy of a Humanity gain roll. After that first time, the title ceases to mean anything.

If a character is identified successfully as a hero, they may make a Past check against their Humanity in order to gain the extra Past, Hero in addition to their initial past.

*Can those who would run from
Marr'd be called heroes at all?*

Hy-Brasil



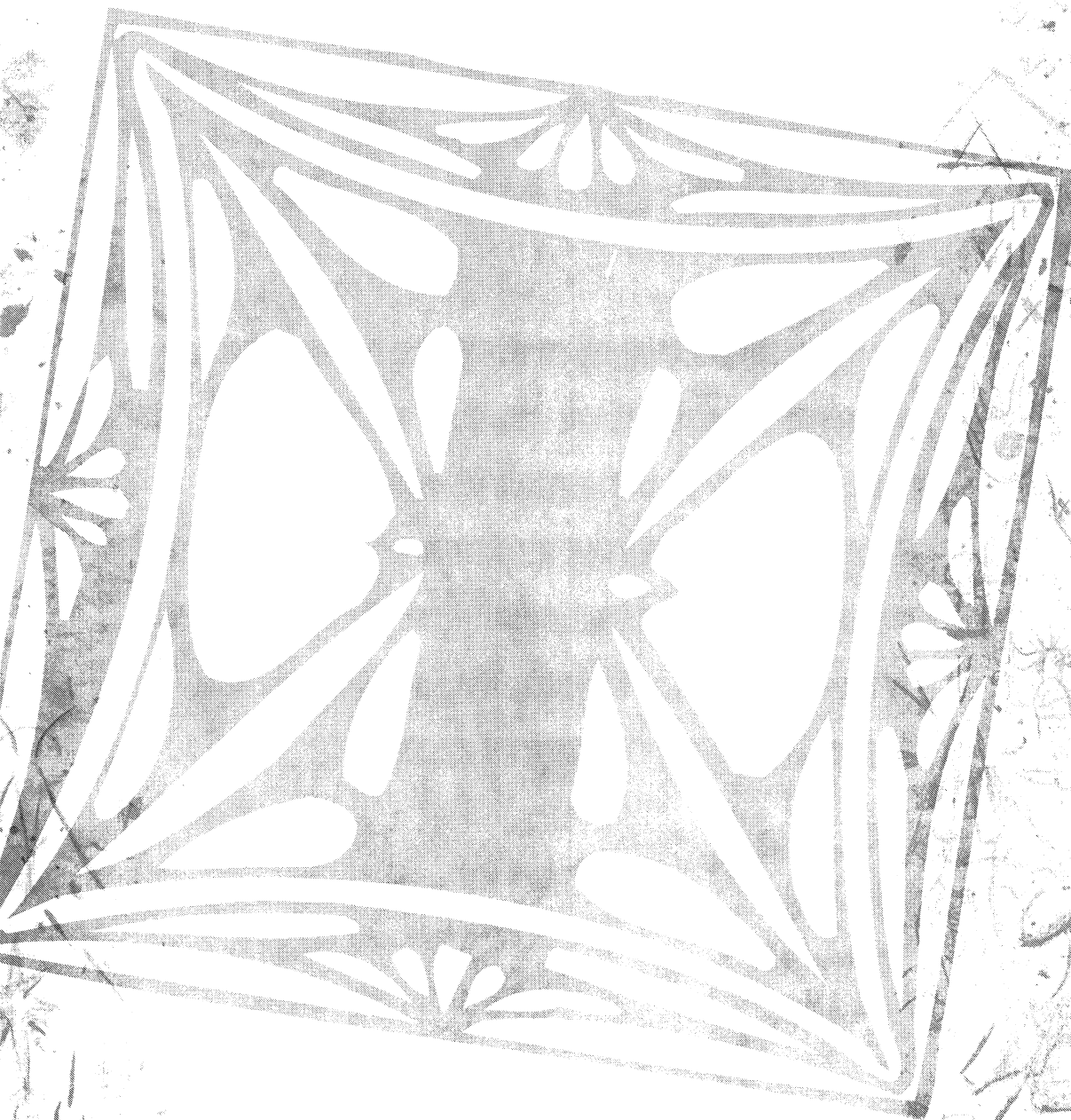
OF THE EAST IS HY-BRASIL WITH ITS SELF-RIGHTEOUS

WARRIOR-PRIESTS, ALL WANTING THE WITCH-KING'S HEAD ON A POLE FOR THE SARCORS TO FEAST ON HIS EYES.

THE SAYING IN THE FORESTS OF HY-BRASIL IS, "ONLY THE RIGHTEOUS SHALL ENTER THE HEAVENS." THEIR DAMSEL MESSIAH WILL TAKE THE FAITHFUL WITH HER WHEN SHE LEAVES MARR'D BEHIND FOR THE SINNERS AND FOOLS WHOSE FAITHLESS HEATHENRY WILL EARN THEM UNMARKED GRAVES IN THE RED WASTES. HER GOSPEL DECLARES THAT SHE WILL TAKE 144,000 WITH HER WHEN SHE ASCENDS.

Oghma has not seen her list but assumes that he is not upon it. However, If you see the list and find the entry, "Oghma the Runist, son of Oghma," scratch the name from the tablet.





The Dictionary of Mu

Icaria Planes



WHEN A FOOL WISHES TO DECLARE HIMSELF A QAN
BUT THE TRIBES CANNOT UNANIMOUSLY DECIDE

THAT HE IS IN FACT THE QAN REBORN, THE POOR BASTARD
IS TAKEN TO THE ICARIA PLANES. A BARREN AND DESOLATE
PLACE AT THE FOOT OF OLYMONS, IT IS A PLACE WHERE SAR
LOOKS DOWN ON HIS PEOPLE WITH A STERN GLARE.

THE FOOL IS CRUCIFIED TO THE GROUND, AND IF HE IS TRULY
THE QAN REBORN, THE LADY OF THE SILT WILL COME FORTH
AND CUT HIS BONDS WITH HER SWORD. IF HE ISN'T, THEN HE
SCREAMS AND MOANS IN VIEW OF THE GATHERED TRIBES,
AND FINALLY THOSE WHO HAD FOLLOWED AND BELIEVED HIM
CUT OFF HIS EYELIDS SO SAR CAN TEACH HIM ABOUT HUBRIS
AS HE DIES.

The Icaria Planes are littered
with the eyelids of the arrogant

Individuals



IF YOU OWN A COPY, OF THE DICTIONARY OF MU, YOU
OWN THE MESSIAHS, KINGS, AND FOOLS DESCRIBED
WITHIN. THEIR NAMES HAVE BEEN CAPTURED AND YOU MAY
BEGIN TO PICK AT THEIR VERY SOULS.

Please note that some Marr'dians are of such
note that Oghma has dedicated words to describe
their splendors and their shames. Do not let the
scratched glyphs of a mad hermit intimidate you.

But know that once you steal a man's name, you
had better know what it is that you will do with
such a thing.



The Dictionary of Mr



Jarl of Spiders



HIS BEASTLY FIEND LIVES IN THE CITY OF OCTEN LAKE,

BUILT AROUND AN OASIS NO BIGGER THAN A POND

NEAR THE MARINER'S GASH. TO BE CAUGHT THERE DURING
THE STORMY SEASON IS TO BE "CAUGHT IN THE WEB OF
THE JARL."

NO GREATER WARLORDS OF MARR'D HAVE DEMANDED
TRIBUTE FROM THE EIGHT-LEGGED JARL BECAUSE OF THE
STORMS THAT PLAGUE AND BLESS HIS CITY-STATE, MAKING
COLLECTING PROPER PAYMENT INFEASIBLE.

HIS ARMS, LIKE HIS LEGS, ONLY NUMBER TWO, BUT HIS SIX
EYES HAVE TAKEN A CRIMSON, COLD AND ARACHNID GLEAM.
THOUSANDS OF HIS TINY BROTHERS AND SISTERS FLOAT
IN HIS BLOOD, WEAVING WEBS TO CATCH ANY IMPURITIES
THAT MIGHT WEAKEN HIS BLACK HEART. WHEN HIS BLOOD
IS SPILLED, THE ICHOR IS KNOWN TO TAKE AN EIGHT-LEGGED
SHAPE AND ATTACK HIS AGGRESSORS, AS IF HIS OWN UNHOLY
STRENGTH WASN'T NEARLY ENOUGH.

HIS FOLLOWERS ARE DRUGGED AND HALF-MAD, WRITHING
WITH THE TERRIBLE SENSATION OF SPIDERS TICKLING
THEIR VEINS.



SORCERER: Jarl of Spiders

STAMINA: 2 Whipped by Marr'd

WILL: 3 Survive this Rock

LORE: 5 Waste-Schooled/Through the Epochs

PAST: 5 Wasteland Jarl

HUMANITY: 5

PRICE: Scarred (-1 to casual interactions)

APPEARANCE: From the face of the once handsome Jarl sprout long, thick arachnid hairs, and extra red eyes push out from his skull.

Some of his ribs are turning into extra limbs, still half-formed.

The Jarl is a gruesome sight, deep in the throes of his demon parasite.

KICKER: After a days-long sandstorm, your humble village is shocked to see that on the horizon a pyramid has been uncovered in the sands. None are sure what is within, but everyone knows the great and powerful of Marr'd make war and worse over these ancient structures, said to be homes to spirits who know mathematical magics.

BOUND DEMON

NAME	TYPE
The Blood Spiders	Parasite

TELLTALE

Tiny spiders in blood

NEED

To infect as many sorcerers as possible



DEMON: Blood Spiders Virus Blessing

STAMINA: 4
WILL: 8
LORE: 7
POWER: 9
TYPE: Parasite

TELLTALE: Tiny spiders in bodily fluid, including vitreous humour
APPEARANCE: Billions of microscopic spiders in blood that manifest via spider shaped beasts made of blood

BOUND TO: The Jarl of Spiders

DESIRE: Power

NEED: To infect as many Sorcerers as possible with the Blood Spiders Virus Blessing.

ABILITIES

SPAWN

COMMAND: Spiders

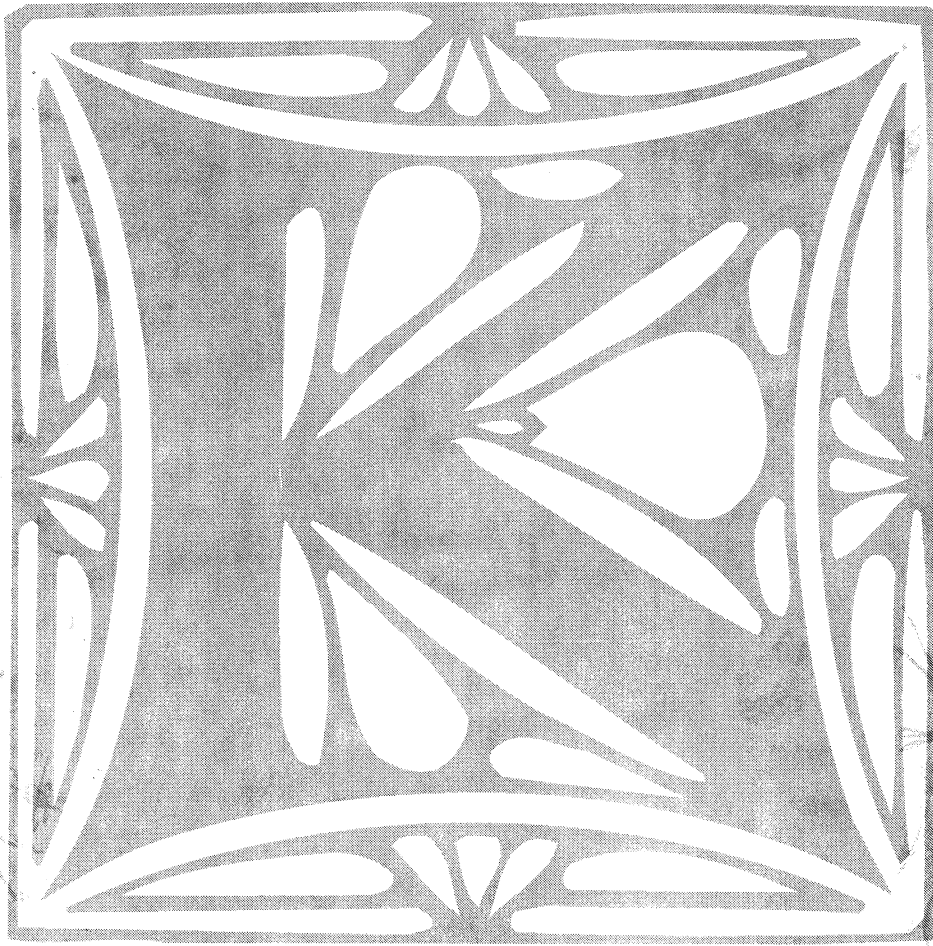
ARMOR

FAST

HOLD

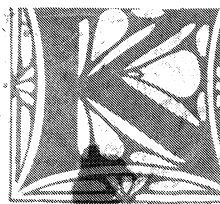
PROTECTION

BLOODST: Stamina



The Dictionary of Nu

Khan



HEY SAY THE TRIBES OF THE WASTE WERE ONCE
UNITED, ALL DIFFERENT FAMILIES UNDER THE KHAN.

THIS MAY BE TRUE BUT YOU WILL FIND A GRAIN OF RED SAND
FOR EVERY THEORY ABOUT THE PEOPLE WHO MAKE THE RED
WASTE THEIR HOME.

SIGHTED WOMEN SAY THAT A HAND SHALL RISE FROM THE
SAND WITH A BLADE. THIS BLADE SHALL BE GRANTED TO
THE KHAN, WHO WILL UNITE THE WASTE AND SWEEP OVER
MARR'D LIKE A THUNDERSTORM OVER THE CHRYSÉ PLAINS.
THE DAMSEL MESSIAH IS RUMORED TO WANT THIS KHAN FOR
HER HUSBAND, WHEN SHE COMES OF AGE. HER HOLINESS HAS
A SCHOLAR APOSTLE SET ASIDE FOR THE SOLE PURPOSE OF
STUDYING THE LEGENDS OF THE KHAN IN ORDER TO FIND HER
FUTURE GROOM.

Hold your breath and wait for such
a savior if you wish. Oghma will
be busy writing while you turn blue.

SORCERER: The One True Khan of the Red Wastes

STAMINA: 4 Child of the Wastes
WILL: 5 Wasteland Wisdom/Born to Rule
LORE: 1 Angry Naiveté
PAST: 4 Khan of All Khans
HUMANITY: 4

PRICE: Paranoid

APPEARANCE: The Khan's skin is burned and hard from Sar's glare, that is cruel and constant in the wastes. His eyes are obsidian black and just as jagged. His legs are bowed from living on his worm steed.

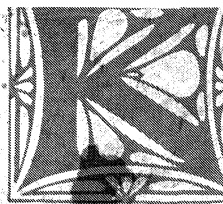
DESTINY: To unite the tribes of the Red Waste and lead them to war on the rest of Marr'd.

KICKER: You have just healed from your ordeal, during which you were nailed to the earth of the Red Waste before your tribe to test your strength. When the Lady of Silt came and named you Khan of all Khans, your tribe became your fanatical following, your mother your bride, and your father, uncles, and brothers your bodyguards, all willing to spill their own blood for your ascension.

Now the other khans of the other tribes have gathered, and it is time to show them that the one true Khan of Khans has arrived.

BOUND DEMONS

NAME	TYPE	TELLTALE	NEED
The Lady of Silt	Inconspicuous	Silty winds	To turn all of Marr'd into a wasteland



3

DEMON: The Lady of the Silt

STAMINA: 5

WILL: 8

LORE: 7

POWER: 9

TYPE: Inconspicuous

TELLTALE: Swirling silt-filled winds follow the sorcerer everywhere.

APPEARANCE: The lady, when she chooses to manifest before the faithful, is only the vague outline of a woman in a cloud of silt within a tornado of Red Waste sand.

BOUND TO: The Khan of Khans

DESIRE: Mayhem

NEED: To turn all of Marr'd into a Wasteland

ABILITIES

ARMOR

BIG

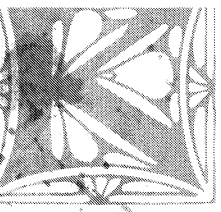
VITALITY

COMMAND: Sarcor (see the dictionary entry, Sarcor)

PAST: True Khan (can confer on user)

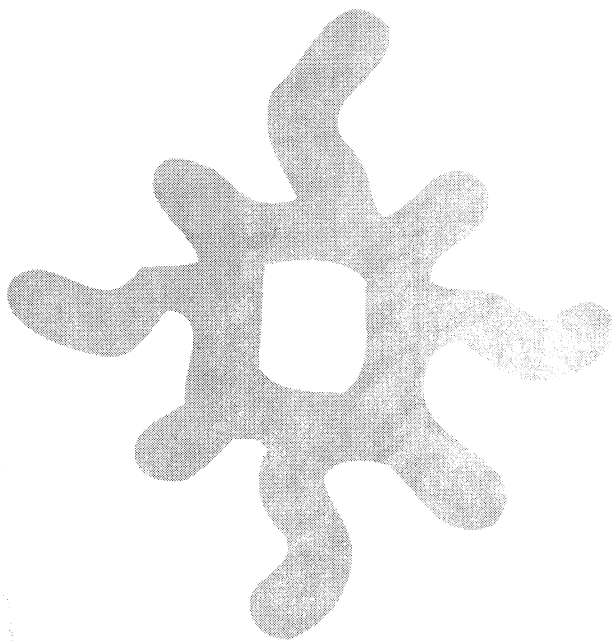
MARK: Blessed mark of the khan's chosen silt riders & cursed mark of the khan's heathen enemies

LINK



King of the Solar Void

SAR IS THE KING OF THE SOLAR VOID, SITTING ON HIS BRIGHT THRONE, HIS UNFORGIVING GAZE GLARING UPON HIS SUBJECTS. HE IS PRAYED TO AFTER ONE SINS, NOT TO BEG FOR FORGIVENESS, OF WHICH SAR HAS NONE, BUT TO MAKE THE PUNISHMENT SWIFT AND SOON.



The Dictionary of





Lake



REAL BODY OF WATER THAT PEOPLE CAN DRINK OUT
OF. SOME ARE BIG ENOUGH TO STEP INTO, UNLIKE
OCEANS, WHICH ARE BEAUTIFUL LIES MEANT TO TORTURE
THOSE OF US WHO MAKE OUR LIVES ON MARR'D.

Some would argue that
your dictionarist, as a born Lemurian,
should fashion words concerning the
Witch-King's sudden rise to power and
the changes he has wrought upon the
face of Lemuria, the blood spilled, and
the families slaughtered. However,
this is not a political commentary but
a dictionary, so such opinions will be
kept from these pages.

Lemuria



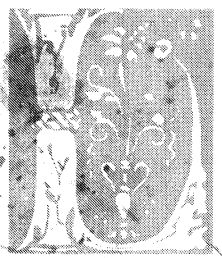
DARK LAND ON THE EDGE OF THE RED WASTE RULED

BY THE WITCH KING AND HIS CONSORTS. WHORES

THOUGH HIS CONSORTS MAY BE, THEY ARE ALL POWERFUL
WARLOCKS AND WITCHES WHO OWE THEIR POWER, THEIR
PLACE IN THE WORLD, AND THEIR PETTY BARONIES TO THE
KING'S CUNNING.

THE WITCH KING HAS GATHERED ARMIES BY TOOTH AND STEEL
AND HOLDS THEM TOGETHER BY DEVIL AND SPIRIT. LEMURIAN
OPINION OF THEIR NEW KING VARIES GREATLY, WITH SOME
SEEING HIM AS THEIR OWN MESSIAH AND OTHERS SEEING HIM
AS JUST ANOTHER BLIGHT FROM THE WASTE.

LEMURIA IS SAID TO BE PREPARING FOR WAR. ARMIES
GATHER ON EVERY BORDER UNDER THE BLOODY BANNERS
OF THE WITCH KING. RUMORS ABOUND THAT THE ARMIES
WILL MARCH ON THE HOLY LANDS OF HY-BRASIL OR EVEN
THE CRYSTAL TOWERS OF ATLANTIS BEFORE TOO LONG. IF THE
WITCH KING HAS A PLAN, HE HAS KEPT IT A CLOSELY GUARDED
SECRET.



Love



THE ILLUSION THAT UNDERNEATH LUST, THERE IS
SOMETHING MORE. THE GRUESOME HOPE THAT
SALVATION CAN BE FOUND IN ANOTHER'S LOINS.

Oghma admits freely that a bitter dictionarist is not the one to be asking about this word. If you need to ask Oghma's text about love, not yet having tasted its bitter fruits, the odds are good that you will never need know this word.

It is a word that will hit you like a sandstorm in the waste, obscuring your vision, leaving you lost, thirsty, and after a while, dead.

Love Rules

When a player decides their PC is in love with another PC or an NPC, they may write a Love Kicker. Based on how the Kicker plays out, the player may decide if they must make a Humanity Gain or a Humanity Loss roll. The final decision is up to the player but may be made with input from other players, GM very much included

In the case of PCs, it is entirely up to the PC's player if the love is reciprocated. In the case of NPCs, the GM may make a roll versus the stamina, will or lore of the love-struck PC whichever most exemplifies how they are trying to woo their beloved.

Love Rules Continued

Cover vs. Will – the love-struck PC is trying to use their station to win their heart.

Will vs. Will – the love-struck PC is trying to use their mind to win their beloved's heart.

Stamina vs. Will – the love-struck PC is trying to use their body to win their beloved's heart.

Lore vs. Will – the love-struck PC is trying to use their knowledge of the past to win their beloved's heart.

Lunn will not be recorded in this dictionary.
Lunn is Vrt's daughter, and Vrt itself is only a dream. A dream can be recorded here, but the daughter of a dream is one step too far into the fantastic. A full enough description of Lunn will be given in the loving arms of her mother, Vrt. Go forth, read that, and be content. If you wish to know more of Lunn, ask her yourself, and write it in the margins.



The Dictionary of Nu



Mantischora



REAT LUMBERING INSECTS WHO ROAM THE PLAINS
IN HERDS THAT STRETCH INTO THE VERY HORIZON.

THEIR SHELLS ARE VALUED FOR THEIR PROTECTION, AND
THEIR MEAT IS VALUED FOR ITS SUCCULENT FLAVOR. THEIR
FOREARMS ARE FASHIONED INTO CRUEL DAGGERS THAT CUT
GOING IN AND REND COMING OUT.

THEY ARE HUNTED WITH LONG LANCES AND HEAVY SPEARS
THAT ARE DESIGNED TO PIERCE BETWEEN THEIR CHITINOUS
PLATES.

BEAST: *Mantischora*

STAMINA: 6

WILL: 1

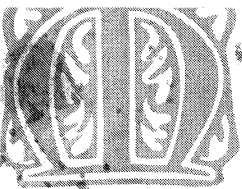
LORE: 0

POWER: 0

HUMANITY: 0

PRICE: None

APPEARANCE: *Mantischora* are elephantine,
insectoid beasts that roam the Chryse
Plains in great green herds, hunted by
worm-riders and the Nines alike for
their delicious meat and hard carapace
plates.



Mariner's Gash



THE GASH IS SO LONG THAT WHEN ONE END IS STILL COOL WITH NIGHT AIR THE OTHER END IS SUFFERING UNDER THE GLARE OF SAR. CLOUDS FLOAT WITHIN THAT HAVE NEVER SEEN THE SKY BUT KNOW ONLY THE GASH'S EMBRACE. IT IS SO DEEP THAT YOU WOULD SURELY DIE OF SHOCK AND FRIGHT BEFORE EVER HITTING THE BOTTOM, IF THE WINDS OF THE GASH WOULD ALLOW A CORPSE EVEN TO HIT THE GROUND.

THE WINDS WITHIN THIS CANYON, AN AXE SCAR FROM WHEN MU AND LEMUR FOUGHT, ARE SHRIEKING BANSHEES MOVING IMPOSSIBLY FAST. SOMETIMES A VICTIM OF THE CANYON WILL BE SPIT OUT YEARS AFTER HAVING FALLEN TO THEIR DEATH.



Marr'd



HIS IS A BROKEN WORLD THAT WILL NOT SUPPORT ITS OCCUPANTS AND PARASITES MUCH LONGER.

MOST MARR'DIAN CULTURES ARE HELL-BENT ON GETTING OFF OF THIS RED ROCK INTO THE HEAVENS, BY MAGICKS, WING, OR LOST SCIENCE.

DEMON: The Irate Ghost of Marr'd

STAMINA: 10

WILL: 11

LORE: 10

POWER: 11

TYPE: Inconspicuous

TELLTALE: Winds, storms and earthquakes

APPEARANCE: When the ghost of Marr'd chooses to manifest, one looks upon the face of a dead god's ghost. It manifests as vicious winds, earthquakes, and other natural disasters. It is a demon that hates the parasites that crawl on its skin and burrow into its innards.

DESIRE: Power

NEED: Complete destruction of what is left on Marr'd and the remaining occupants for it detests their very presence.

ABILITIES

SPECIAL DAMAGE:

Earthquakes, windstorms, and natural disasters

TRANSPORT

BOOST: Will, Lore, Stamina

PERCEIVE: The Dead Parts of Marr'd

MARK

HINT

LINK

PAST: Dead God

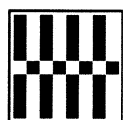
I do not claim to know every crevice and monument on Marr'd, nor have I written down every Marr'dian of note. Some are too powerful to record here, and others should be forgotten. The Dictionaries of Mu have been littered all over this red tomb like mana from heaven so that others might fill in the blanks, and one day we can hope, like we hope to swim in oceans or to walk the lush gardens of Urt, to see a complete Dictionary of Mu.



maths



THE LANGUAGE OF THE LOST SORCERY KNOWN AS
SCIENCE. THIS LANGUAGE TOOK NUMBERS AND
PUT THEM TO RUNES. THE MATHS FRIGHTEN OGHMA. THIS
DICTIONARIST BELIEVES THAT WE WERE NOT MEANT TO
UNDERSTAND WHAT WE CANNOT COUNT UPON OUR FINGERS
AND TOES.

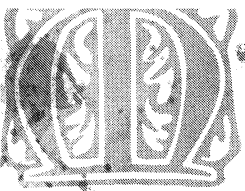


Mercury



HIS MEMBER OF THE SOLAR FAMILY IS A WEALTHY PLANET THAT IS COVERED IN GILDED SILVER MINES, DEEP WATERING HOLES, AND ENDLESS IRON ORE. NONE LIVE THERE, AND SO THIS GOD IS A LONELY HERMIT.

HIS RITUALS INVOLVE DROPPING WATER ON HIS WORSHIPPERS' HEADS. THIS KIND OF WASTEFUL AND CONSPICUOUS DISPLAY OF WEALTH INSURES THAT NONE BUT SUPERSTITIOUS, WEALTHY MERCHANTS WHO CAN AFFORD SUCH RITES EVER VISIT HIS TEMPLES. THE PRIVILEGED FOOLS WHO PAY THIS GOD WORSHIP, DO SO IN HOPES THAT SOME OF THE RICHES OF HIS LONELY PLANET WILL VISIT THEIR PURSES OR KEEP WHAT THEY ALREADY HAVE CLOSE TO THEIR FAT BOSOMS.



Mu's Bed



U'S BED IS THE CAPITAL CITY OF LEMURIA, SEETHING IN THE RED SAND WASTES LIKE A PREGNANT BEETLE. WHEN THE GIANTS LEMUR AND MU FOUGHT, MU FELL AND THIS CITY WAS BUILT ON HIS BODY. MOST TAKE THIS TALE AS ONLY A METAPHOR. FOOLS.

VILLAGES AND TOWNS ALL AROUND MU'S BED ARE NAMED FOR THOSE REMNANTS OF MU AND LEMUR'S BATTLE THAT THEY CLAIM TO BE BORN FROM. MU'S AXE, MU'S SEED, LEMUR'S HAND, AND THE VILE MUSQUAT ARE BUT A FEW.

JUSTICE, IF SUCH A THING CAN BE SAID TO EXIST IN SUCH A PLACE, IS DISPENSED IN THE HANGING SQUARE. THE LAST TREE TO LIVE AND BREATHE IN THE CITY HAS LONG SINCE BEEN CUT DOWN AND USED AS HANDLES FOR KNIVES SO THAT NOBLES AND COURTIER'S MIGHT MORE ACCURATELY STAB ONE ANOTHER. DUE TO THIS LACK OF NATURAL PLACES TO HANG CRIMINALS, THE BALCONIES OF THE RICH ARE FITTED WITH NOOSES ON DAYS APPOINTED BY THE WITCH KING. ON SUNNY DAYS, THE GROOMS AND BRIDES OF THE WITCH KING SIT IN



THE HANGING SQUARE AND THROW ROTTEN FRUIT AT ANY UNFORTUNATE SOUL UNLUCKY ENOUGH TO SURVIVE THE DROP. ESPECIALLY HATED CRIMINALS ARE LOWERED SLOWLY, GASPING FOR BREATH SO THEY LIVE ALL THE LONGER, AND ARE BEATEN BY THE PRIVILEGED LOCAL CHILDREN WITH RATTAN STICKS WRAPPED IN LEATHER.

MU'S BED IS SHAPED LIKE A BOWL. THE SLUMS ARE AROUND THE HIGH RIM OF THE BOWL, WHERE THE WIND IS THE MOST UNFORGIVING. THE WITCH KING'S KEEP IS IN THE CENTER OF THE BOWL, WHERE THE WIND ONLY HOWLS RATHER THAN THE RENDING AND CLAWING IT ACHIEVES IN THE HIGHER STREETS. BONESMITHS WHO WISH TO SEE A CORPSE PICKED OF ITS MEAT AND SINEW NEED ONLY LEAVE THE DEAD BEAST OUT DURING A SANDSTORM ON THE OUTER RIM OF MU'S BED, WHERE ONLY THE PLEBEIANS MAKE THEIR HOVELS. IN THE MORNING, WHEN THE STORMS HAVE DIED DOWN, ONLY VIRGIN WHITE BONES WILL REMAIN.

LIFE ON THE BED IS PARTICULARLY DESPERATE. CHILDREN IN MU'S BED PLAY GAMES THAT MOSTLY CONSIST OF WRESTLING OVER THE OWNERSHIP OF SHARP ROCKS OR THROWING SAID

ROCKS WITH DEADLY ACCURACY ONCE THEY CHIP APART. IF
YOU ARE WEAK, THERE IS ALWAYS THE CHOICE TO LIE DOWN,
LET THE RED DUST CRAWL DOWN YOUR THROAT, AND JOIN MU
AND LEMUR AS CORPSES IN THE SAND.

(No, really)

SORCERER: The Kid with the Rock

STAMINA: 2 Whipped by Marr'd
WILL: 7 Survive this Rock
LORE: 1 Angry Naiveté
PAST: 7 Urchin Beggar
HUMANITY: 7

PRICE: Paranoid

APPEARANCE: This child still has some remnants of fat on his face but no innocence is left in his eyes. Under the coarse rags is a skeletal body carved by poverty and hunger.

KICKER: When you wake up in the patched tent under a bridge that you call home, your skin of water has been stolen. You can make out sandaled foot-prints in the sand, leading to the slave-auctions.

BOUND DEMONS

NAME	TYPE	TELLTALE	NEED
Rock	Object	Never chip, soaks blood	To break skulls of the great



Mu's Bed is Oghma's birthplace, and it is a hodgepodge of desert cultures from the Red Waste, witch and warlock refugees hoping for a crumb from the Witch-King's plate, and Lemurian peasant-folk who no longer wish to be subjected to the harsh law of the desert steppes. Any number of languages and songs can be heard on its streets as nomads barter with water stolen from a shallow oasis hundreds of glares away and as their currency and seers offer to read your sands for only a few drops from your skins.

DEMON: Rock

STAMINA: 4

WILL: 6

LORE: 5

POWER: 6

TYPE: Object

BOUND TO: Kid

DESIRE: Mayhem

NEED: To crush the skulls of the great

ABILITIES

SPECIAL DAMAGE:

Sharp edges

CONTROL: Insects

that dwell under
rocks

TELLTALE: Never chips, soaks up blood

APPEARANCE: A lumpy rock with sharp
edges, about the size of a newborn
baby.

BOOST: Stamina

RANGED

HINT



The Dictionary of



Nefaleem



WHEN GODS RAPE, WED, OR CARELESSLY SPILL THEIR SEED, A NEFALEEM IS BORN, MEWLING ON THE RED SANDS, SLOUCHING TOWARDS BATTLEHYMN. THESE CHILDREN ARE NO BETTER THAN DEMONS AND CAN BE PACTED IF THE SORCERER IS WILY AND CAN FIND SOMETHING OF VALUE TO THE CHILD OF A DEITY.

Oghma finds these creatures to be spoiled brats and avoids them when he can.



Nimrote



HE IS A SLAVER, A HUNTER, AND A BINDER OF DEMONS. HE IS INCLUDED IN THIS DICTIONARY

BECAUSE OGHMA DOES NOT FEAR HIM, AS DICTIONARISTS MAKE FOR POOR SPORT IN THE GLADIATORIAL PITS OF BLACK ROCK, AND NIMROTE'S CHIMERAЕ HAVE FOUND THE BLOOD OF A SCRIBE POOR FARE.

NIMROTE IS ARMORED IN THE TROPHIES OF HIS PREY, ONLY WEARING WHAT HE HAS TAKEN BY FORCE FROM ANOTHER. HE BUILT BLACK ROCK BRICK BY BRICK ON THE BLOOD OF THOSE HE HIMSELF LASHED INTO ACTION. IT IS SAID THAT HE CREATED IT TO APPEASE SOME DEMON THAT IS BOUND TO HIS SERVICE AND THIRSTS FOR BLOOD AND EXTINCTION.

THIS IS NO PETTY HUNTER BUT AN EPICURE OF THE HUNT, ONLY NOTCHING ARROW TO BOW WHEN IT WILL BRING HIM THE RAREST, TOUGHEST, OR MOST INTERESTING OF PREY. EVEN WHEN HIS PREY TURNS ON HIM AND THE HUNTER BECOMES THE HUNTED, HE RELISHES THE EXPERIENCE.

SORCERER: Nimrote

STAMINA: 4 Gray-Blooded
WILL: 4 Never Shackled Again
LORE: 2 Blood of the Old Ones
PAST: 4 Lord of Black Rock Wasteland
HUMANITY: 4

PRICE: Scarred (-1 to all casual interactions)

APPEARANCE: Nimrote is a scarred, lanky man whose sinewy limbs contain a furious power and speed. His dark eyes are merciless. The hard line that is his face only knows something that could be a smile when his demon is drinking exotic blood.

KICKER: The gladiators have revolted, freeing the beasts from their pens and taking out untold aggression on your servants and trainers. Once you did exactly as they are doing, before you took Black Rock for your own.

BOUND DEMONS

NAME	TYPE	TELLTALE	NEED
Black Rock	Artifact	Soaks up blood	To taste the blood from countless dynamic slaughters

Nines



THE NINES CALL THE MAJESTIC CHRYSE PLAINS THEIR

LANDS DESPITE THE FEUDING PROTESTS OF THE

QAN'S WORMRIDERS. THEY ARE FOND OF NUMEROLOGY,

TAKING CARE TO NOTE THE DAY ONE OF THEIR OWN IS

BORN, DECIDING THE BABE'S PLACE IN THE WORLD THROUGH

COMPLICATED ASTRONOMY.

THEIR NAME ITSELF IS A REFERENCE TO THEIR OWN MYSTICISM,

A CYCLE OF BIRTH AND RE-BIRTH THAT IS REPEATED NINE

TIMES BEFORE A SOUL GOES TO GREET SAR AS A WISE

ADVISOR OR SERVE PLUT AS AN ETERNAL SLAVE.

Their fair Tsarina, who Oghma struggles to describe later in this dictionary, rules these feline folk.

Oghma cautions those who wish to contact the Nines. They have trouble differentiating any human from one of the Qan's riders, who often kill their folk across the Chryse Plains.

No



WORD THAT HAS PREFACED MORE HEROIC
ENDEAVORS AND MORE VILLAINOUS ATROCITIES

THAN ANY OTHER. ITS BROTHER, "YES," IS ALSO AN OFT-
SUMMONED WORD.

EVERY TIME YOU SUMMON THIS CREATURE TO COME FROM AN
ENEMY'S LIPS, IT WILL ASK THAT YOU PUT IT IN YOUR OWN
LIPS FIVE TIMES OF ITS CHOOSING.

DEMON: *The Rune Demon of No*

STAMINA: 1

WILL: 3

LORE: 2

POWER: 3

TYPE: Possessor

DESIRE: Power

NEED: To be used five times of its choice for every time it
causes someone of its host's choosing to utter it against
their will.

ABILITIES

PERCEIVE: Uses of
the word, No in
the vicinity.


TELLTALE: The word echoes when said
from its host's mouth

APPEARANCE: The word is more ornate
and stylized when written by host and
more dramatic when spoken by host.

CONFUSE: The Demon Word No can
cause someone to become confused
and say "no" against their will.

The Dictionary of





Octen Lake



IN OASIS FORT TOWN RULED BY THE DESPOTIC JARL OF SPIDERS. THE EIGHT-LEGGED BANNER FLIES OVER ITS WALLS. THOSE WHO DRINK FROM ITS WELLS MUST ALSO DRINK THE BLOOD OF A CITIZEN OF OCTEN, A DROP OF BLOOD FOR EVERY DROP OF WATER. SOME MAKE DEALS WITH THE FOLK WITHIN, OFFERING TO SELL THE OCTENITE'S BLOOD TO UNEDUCATED PEASANTS AS A HEALING MEDICINE.

Oghma had terrible nightmares while staying within the walls of Octen Lake and left in the night. Do not call this leave-taking cowardice; call it prudence or even providence.



Oghma the Scribe



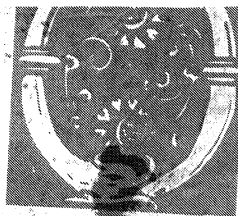
OUR DICTIONARIST, WHOSE IMPECCABLE

SCHOLARSHIP HAS LEAD HIM TO THE AMAZING

ENTRIES AND OBSERVATIONS THAT YOU READ HERE.

BINDER OF DEMONS, WANDERER OF THE WASTES, HERMIT OF
THE RUBY FALLS.

THOSE WHO SEEK OGHMA OUT FIND NOTHING BUT REGRET,
THOSE WHO READ HIS WORDS ARE BLESSED, AND THOSE WHO
ADD TO HIS WORDS' GLORY BY EITHER SPEAKING THEM ALOUD
OR ADDING THEIR OWN IN THE MARGINS ARE DESTINED FOR
HEAVEN'S EMBRACE.





SORCERER: Oghma the Runist, son of Oghma

STAMINA: 2 Whipped by Marr'd
WILL: 4 Lemurian Ox
LORE: 4 Stygian Schooled
PAST: 4 Dictionarist + Escaped Warlock's Apprentice
HUMANITY: 4

PRICE: Lame (-1 to all actions having to do with movement and balance)

APPEARANCE: Oghma's rounded shoulders, ink stained fingers, and squinting eyes all are evidence of his service to the written word. Now he is an old, bald withered man whose mustache looks like the feelers of some kind of insect.

KICKER: You can feel in your bones that you will die soon and that's fine. But you know you have time for one more substantial entry into your Dictionary of Mu. What aspect of Marr'd will you seek out and document so that generations to come can read your wisdom?

BOUND DEMON

NAME	TYPE	TELLTALE	NEED
Words	Incon.	Writing Everywhere	To have every detail of the host's life and the lives he hears of (and some he merely imagines in his mind) committed to writing.

DEMON: The Written Word

STAMINA: 3

WILL: 8

LORE: 7

POWER: 9

TYPE: Incon.

TELLTALE: The sorcerer's footprints form words.

APPEARANCE: Squiggly and irrelevant lines on paper, pregnant with portent, devoid of meaning.

BOUND TO: Oghma the Runist, Son of Oghma

DESIRE: Power

NEED: To put to words important events as seen by the sorcerer, in as permanent a form as possible, words that will last into the next epoch.

ABILITIES

MARK: You may write someone's truest name on their skin for all sorcerers and demons to see.

LINK

COVER: Purveyor of Ancient and Obscure Wisdoms (on user)

COVER: Storyteller (on user)

PERCEPTION: Truth

BOOST: Lore

CLOAK



Ⓜceans



YTHS. FOOLERY. PLAINS OF WATER THAT DO THE
MOONS' BIDDING. THOSE WHO DRINK FROM THEM
ARE CURSED BY DYMOS AND PHOBOS. IMAGINE IN YOUR MIND
WATER THAT STRETCHES SO FAR THAT IT SOAKS THE HORIZON.
THE STORIES SAY IT WAS AN OASIS SO TREMENDOUS THAT
RIPPLES SEEN UPON IT ARE NOT LIKE THOSE MADE BY THE
DROPPING OF PEBBLES IN A PUDDLE BUT LIKE THOSE MADE BY
THE FOOTSTEPS OF THE GODS.



*It would do Marr'dians well to see an ocean,
the humbling oasis the size of an angel's
faith and a devil's spite.*

DEMON: Ocean

STAMINA: 10

WILL: 11

LORE: 9

POWER: 12

TYPE: Incon.

TELLTALE: The sound of the tide coming in.

APPEARANCE: More of a feeling or a sound than a sight. The demon most often shows itself through the strong smell of salt in the air.

DESIRE: Mayhem

NEED: The drowning of those who do not bow before the might of the sea and the soaking of their bodies in salt-water.

ABILITIES

BOOST: Lore

concerning anything that was once under the sea

COVER: Can bestow its user with the past Fisherman, Pirate or Diver at will

PERCEPTION: Can bestow on its user the ability to see underwater

MARK

CLOAK: Can create a mist that can cover an entire city

SPAWN: The demon may raise those who are killed for its need as sea zombies

TRANSPORT: If the sorcerer creates a sea-worthy vehicle, the ocean can transport any upon the ship across the lands where once oceans dwelled

WARP: Water only



Old Places



THESE ARE REMNANTS OF THE PAST AGES WHEN
MARR'D WAS A VERDANT RED GEM OF A WORLD.

CANALS BROUGHT WATER TO CIVILIZED LANDS, AND EVEN THE
WIND SEEMED TO BLOW DUST IN PATTERNS THAT INSPIRED
GREATNESS. OLD PLACES ARE ABANDONED TEMPLES, BURNED
DOWN KEEPS, AND LOST CITIES.

DEMONS, LIVING MONUMENTS TO ALL DEAD THINGS IN
MARR'D, OFTEN MAKE OLD PLACES THEIR HOMES IN ORDER TO
REMEMBER EPOCHS PAST.

Old Place Rules

Old Places allow Demons to live without any bindings, able
to exist within indefinitely without being bound to a sorcerer.
These sites are guarded jealously by Demons, and they are
beings not known for sharing anything freely except for misery.

Olymon

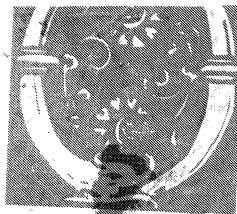


OLYMON, THE EVER-PRESENT PEAK THAT CLIMBS
THROUGH CLOUDS IN ALL OF OUR HUMBLE

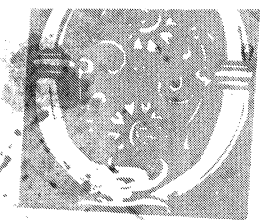
KINGDOM'S HORIZONS, IS WHERE THE GODS DANCED WHEN
THEY WERE FINISHED BUILDING THE WORLD. MORTALS SAW
THE DANCE, AND WE HAVE BEEN POORLY IMITATING WHAT WE
SAW EVER SINCE, CALLING IT CIVILIZATION.

NOW IT IS A VOLCANO RULED BY THE PRIMITES, OR APE-MEN.
THEY RULE THE QUARRY PERILOUS WITH IRON FISTS AND
SEND FORTH THEIR CARAVANS TO SELL THE ORE ALL OVER
MARR'D. PRIMITES ARE LOYAL TO THOSE RARE INDIVIDUALS
WHO EARN THEIR FRIENDSHIP.

OLYMON IS LARGER THAN ANYTHING YOU CAN IMAGINE,
UNLESS YOU HOLD OCEANS IN YOUR MIND'S EYE. MEN,
WOMEN, AND SPIRITS BETTER TRAVELED THAN OGHMA HAVE
SAID THAT OLYMON IS THE BIGGEST FIRE MOUNTAIN IN ALL
OF THE NINE PLANETS THAT CIRCLE SAR'S GLARE. ONE COULD
WALK ACROSS IT FOR DAYS AND COME TO NOTHING, ITS
SMOKING PEAK STILL CHOKING YOU FROM A GREAT DISTANCE.



There are few fates worse than being caught trespassing by Primites and finding yourself chained as a slave under Olymon. Oghma escaped this fate and would gladly write how, but this is a dictionary and not a storybook.



The Dictionary of



Primitives



THE APE-MEN WHO RULE OLYMON. GO TO OLYMON IF

YOU WISH TO KNOW MORE, JUST AS YOU WOULD IN

THE REAL WORLD, AWAY FROM THIS SAFE PRINT YOU HOLD

BEFORE YOU IN THE LANTERN-LIGHT. HERE ARE WORDS FOR

YOU TO USE WHEN YOU COME BACK FROM OLYMON; YOU

HAVE MY PERMISSION TO PUT THEM TOGETHER TO FORM YOUR

OWN THOUGHTS ON THESE PEOPLE: STRONG, PROUD, BRUTAL,

VICIOUS, AND VIGILANT.

SORCERER: The Primate Prince

STAMINA: 5

Basalt-Hewn, Olymon Born

WILL: 3

Born to Rule

LORE: 2

Dragon-Schooled

PAST: 5

Olymonian Prince + Primate Slaver

HUMANITY: 6

PRICE: Cynical (-1 to all Humanity rolls)

APPEARANCE: You have black fur with silver on your shoulders as if adorned by the gods with moon-kissed rank.

KICKER: You freed the slaves you were meant to take to the mines, having just now realized that these were creatures with their own destinies. Olymon looms in the distance, and the folk you just freed are gaping at you in joy and shock even as your father's soldiers question your decision, seeing your newfound humanity as weakness.

BOUND DEMON

NAME

TYPE

TELLTALE

NEED

94

Dragon

Passer

Stars in Eyes

To destroy building blocks of Marr'd society

Pyramids



CURSED TOMBS, MADE ON THE BACKS OF SLAVES, A
GATE OFF OF MARR'D. THE SPIRITS STORED WITHIN

PYRAMIDS ARE USED TO NAVIGATE THE CLUMSY, UNRELIABLE
MAGICK THAT IS CALLED SCIENCE BY SOME AND MATHS BY
OTHERS SO THAT SOME OF THE MARR'DIANS WILL BE ABLE TO
LEAVE FOR THE HEAVENS.

THE SPIRITS WITHIN THE PYRAMIDS ARE FARROWS. GREAT
KINGS OF THE SCIENCE-MAGICK CALLED MATHEMATICS, THEIR
THEOREMS AND FORMULAS LINE THE WALLS OF THESE TOMBS
IN COMPLICATED HIEROGLYPHS KNOWN ONLY TO THOSE
BURIED WITHIN. THIS MATHEMATICS WILL ALLOW A MAN
OR WOMAN WHO CAN BIND A FARROW TO THEIR SERVICE
TO NAVIGATE AN ARK INTO THE VOID AND LAND SAFELY
WITHOUT FLYING INTO THE GREAT MANY HAZARDS IN THE
SEAS BEYOND THE SKY.

HY-BRASIL HAS THE ORIGINAL PYRAMIDS CREATED BY THE
ANCIENT CYDONIANS.

ATLANTIS'S PYRAMIDS ARE GREAT OBJECTS MADE OF
CRYSTAL, AND IT IS BELIEVED THEY ARE FALLOWLESS.

LEMURIA IS STRUGGLING TO BUILD PYRAMIDS OF ITS OWN.
BUT EVEN AS CONSTRUCTION CONTINUES ON THE BACKS OF
OLYMON-BOUGHT SLAVES, THE LEMURIAN GENERALS LOOK
HUNGRILY TO SEVERAL PYRAMIDS ON THEIR BORDER WITH
HY-BRASIL, HOPING TO TAKE THESE TREASURES BY FORCE
AND BIND THEIR FALLOWES WITH FOUL SORCERIES.

ARCADIA HAS NO KNOWN PYRAMIDS, AND ITS DENIZENS
DON'T SEEM CONCERNED WITH THEIR CONSTRUCTION. MAYHAP
THE ARCADIAN HAVE A SAYING OR A RHYME CONCERNING
THIS, BUT THEY'VE NOT SHARED IT WITH THE LIKES OF ME.

EVERY SO OFTEN A STORM WILL CHARGE ACROSS THE RED
WASTES LIKE A THREE-HORNED DRAGON, AND A PYRAMID
WILL SHOW ITSELF TO SAR FOR THE FIRST TIME IN CENTURIES.

OFTEN GREAT ARMIES ARE GATHERED BY ALL NEARBY
NATIONS TO TAKE POSSESSION OF SUCH AN UNCOVERED
TREASURE. THESE PYRAMIDS ARE HELD UNTIL THE FICKLE
STORMS CHOOSE TO BURY IT ONCE AGAIN.

The Dictionary of






RIBES WHO RIDE WORMS ALONG THE GOLDEN CHRYSE
PLAINS ARE OFTEN UNDER DOMINION OF A QAN
WHOSE AUTHORITY EXTENDS AS FAR AS HIS KUKRI'S REACH
AND THE FEAR SUCH REACH CAN INSPIRE.

IT IS WRITTEN ON OBELISKS SURROUNDED BY WHEAT
ON THE CHRYSE PLAINS THAT A GRAND QAN WILL UNITE
THE TRIBES UNDER ONE IRON-FISTED RULER, AND THE
WORM-RIDERS WILL SPILL OUT ONTO THE SANDS LIKE A
PESTILENCE, BRINGING ALL OF MARR'D UNDER THE KNIFE AND
ESTABLISHING ORDER THROUGHOUT THESE DESOLATE LANDS.

MAYHAP THE QAN AND THE KHAN ARE THE SAME MAN. YEARS
HAVE GONE BY SINCE I TOOK SARCOR FEATHER TO PARCHMENT
WITHIN THE HONORABLE LETTER OF -K-, SO IT IS HAZY IN MY
MIND. OR IT IS POSSIBLE THAT THEY ARE ENTIRELY DIFFERENT;
ONE LETTER CAN HAVE THAT MUCH OF AN EFFECT ON ITS PLACE
IN THE WORLD.





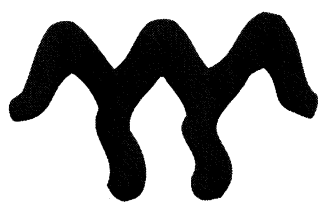
Quarry Perilous



THE GREATEST SOURCE OF ORE ON ALL OF MARR'D,

OWNED BY A RICH TRIBE OF RABID PRIMITES.

WITHOUT IT, WE WOULD BE BEATING EACH OTHER WITH
SHARP ROCK CLUBS AND WORM-TEETH STRAPPED TO
PETRIFIED WOOD WRAPPED IN LEATHER RATHER THAN
RUNNING EACH OTHER THROUGH WITH FOLDED METAL
SWORDS LIKE CIVILIZED PEOPLE.



The Dictionary of

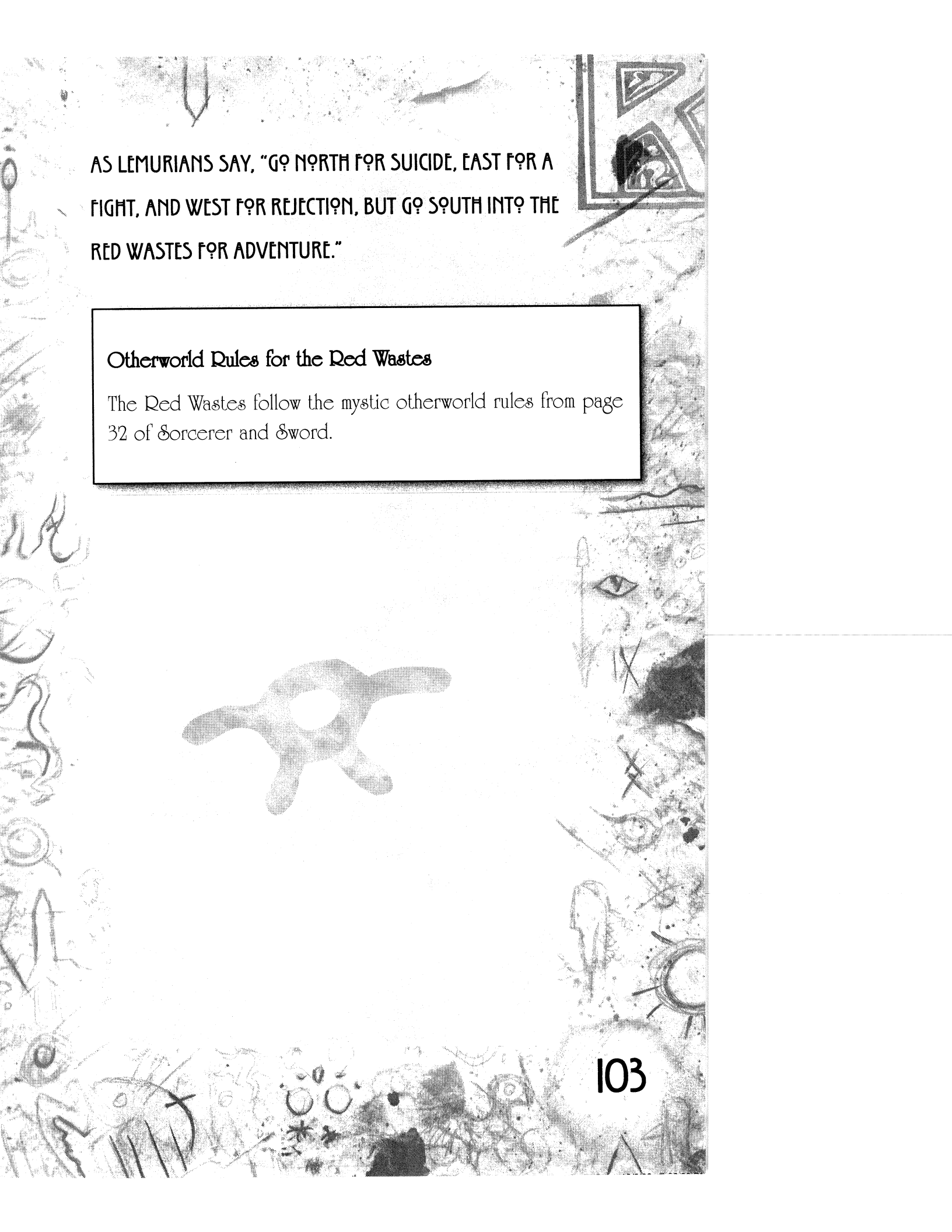


The Red Wastes



LARES AND GLARES IN ALL DIRECTIONS OF DUNES AND WIND. SOMETIMES A STORM WILL COME OUT OF THE WASTES THAT WILL LAST A MONTH, AND SOMETIMES IT WILL BE AS QUIET AS A FORGOTTEN GRAVEYARD FOR A DECADE. TOMBS OF BLACK STONE AND EVEN FORGOTTEN FORTRESSES CARVED FROM SLUMBERING VOLCANOES ARE UNCOVERED WITH A STORM'S ROUGH HAND OR A TRICK OF FATE. A SORCERER'S FORTUNE CAN BE MADE OR BROKEN BY TREKKING OUT INTO THE WASTE AND FINDING A LOST DEMON HUNGRY FOR A BINDING, A FORGOTTEN WEAPON, OR PIECE OF LORE.

FOR EVERY MAN OR WOMAN WHO MARCHES TRIUMPHANTLY OUT OF THE RED WASTE WITH GRAY SLAVES CARRYING THEIR PALANQUIN THROUGH THE HANGED BROADWAY ARE A HUNDRED WHOSE SKULLS DECORATE THE DUNES, LEAVING A BONE-GRIN WARNING TO WOULD-BE ADVENTURERS.



AS LEMURIANS SAY, "GO NORTH FOR SUICIDE, EAST FOR A
FIGHT, AND WEST FOR REJECTION, BUT GO SOUTH INTO THE
RED WASTES FOR ADVENTURE."

Otherworld Rules for the Red Wastes

The Red Wastes follow the mystic otherworld rules from page
32 of Sorcerer and Sword.

Runes



MOST UNEDUCATED, ILLITERATE MARR'DIANS KNOW

NOTHING OF RUNES. EVEN SOME ARCADIAN BRATS

CAN MAKE NO WORDS, ONLY KNOWING WHAT THEIR CRYSTAL
HOLOGRAM TUTORS HAVE TOLD THEM.

The demons I have given my life to. Pictograms, dust sketches, and charcoal portraits can give a picture to the eye, but nothing can bring a person's soul, likeness, and demeanor into another's mind like a deftly placed group of runes.

DEMON: Runes

STAMINA: 1

WILL: 5

LORE: 4

POWER: 6

TYPE: Incon.

DESIRE: Knowledge

NEED: To be read and comprehended by as many as possible

ABILITIES

PERCEPTION:

Undocumented

knowledge

BOOST: Lore

TELLTALE: The letters move and change on their own once written.

APPEARANCE: Runes take many forms.

Some stand for sounds, and others are pictures in their own right.

BOOST: Will

BOOST: Stamina

think you know will find its way onto a page. Finally, you will prick your veins with a Mantischora needle and write your tales in blood, in order for them to find runic shapes and appease your hungry spirits."

Beware when summoning a runic demon. I will risk a quote from the Devillexicon, "Once you have bound a runic daemon it is not so much one spirit as a great conglomerate that is now tangled into your life. All that you see, all that you know or

Ringed Lord



HE HAS MANY DUTIFUL CHILDREN WHO ORBIT HIS

KEEP, AND THE OTHER MEMBERS OF THE SOLAR

FAMILY DO HIM GREAT HONORS. HIS KEEP IS RINGED BY A

MOAT OF STONE RAINBOWS THAT WARD HIM AND HIS FAMILY

FROM HARM.

THE RINGED LORD IS THE MEMBER OF THE SOLAR FAMILY THAT

IS PRAYED TO WHEN HOME AND HEARTH ARE THREATENED.

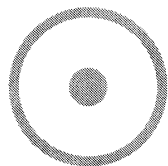
HE IS A GOD OF SAFETY AND FAMILY, OFTEN PRAYED TO FROM

WITHIN CONCENTRIC CIRCLES DRAWN IN THE SAND, SAID TO

REPRESENT THE RINGED LORD'S RAINBOW MOAT AND THE

PROTECTION TO BE FOUND WITHIN IT.

When Oghma goes to sleep, he buries his dictionary in a secret spot that is surrounded by the circles of the Ringed Lord in order to keep his work safe, in case all other copies should become destroyed due to a cruel twist of Marr'd's black sense of humor.





The Dictionary of Nu

Sailing



THE ACT OF TRAVELING ACROSS A BODY OF WATER.

THE DAMSEL MESSIAH IS SAID TO BE ABLE TO TRAVEL

AS SUCH WITH ONLY HER WILL. ANYONE WITH SENSE KNOWS
THAT WATER IS NOT FOR TRAVELING. THE DRIED CANYONS
CALLED "CANALS," WHICH CRISSCROSS MARR'D, MIGHT BE
EVIDENCE THAT ONCE SUCH TRAVEL WAS POSSIBLE.

SAILING IS ALSO THE ACT OF TRAVELING INTO ANOTHER'S
DREAMS, AN ART ACHIEVED ONLY THROUGH POWERFUL
DEMONS. PERHAPS DREAMS FORM AN OCEAN, AND THIS IS
WHAT IS MEANT BY SAILING. ARE THERE DREAM SHIPS AND
DREAM STORMS? OGHMA HAS NO KNOWLEDGE.



Sarcor



THESE DULL GRAY CARRION-EATING AVIANS DINE ON THE ROTTING CORPSES LEFT ON BATTLEFIELDS AND IN SLAUGHTERHOUSES. A SARCOR'S GREATEST PLEASURE IS TAKEN WHEN PLUNGING THEIR SHARP, HOOKED BEAKS INTO THE EYES OF HANGED MEN. STILL, THEIR APPETITES ARE NO LESS VILE THAN THE AVERAGE COURTIER IN ANY NOBLE'S HALL. HENCE THE MU'S BED INSULT, "YOU ARE NOTHING BUT A SARCOR DRESSED IN SILK." SOMETIMES THEY SPEAK, TAKING A WORD OR PHRASE SPOKEN NEAR THEM AND SQUAWKING IT UNTIL IT MEANS BOTH NOTHING AND EVERYTHING.

KINGS HAVE MADE THEIR THRONES AND DIED ON THE ADVICE OF A SARCOR'S PRATTLING IMITATIONS OF SPEECH.



Science



HIS OLD MAGIC WAS PRACTICED IN TOWERS THAT NO
DUST WOULD TOUCH, WRITTEN IN MATHEMATICAL
GLYPHS. NOW IT IS MOSTLY A LOST ART, CLAIMED TO BE
KNOWN BY SOME WHO HAVE PIECED TOGETHER KNOWLEDGE
FROM DEAD WORLDS AND LOST CHARIOTS WHOSE STEEDS ARE
LONG PAST DESICCATION.

*Oghma wishes there had been a stalwart dictionarist in the Age of
Science, to write down their demons, which they called data, so their
magic could be cast today.*

III



Solar family

SAR IS OUR UNFORGIVING FATHER, GLARING DOWN ON THE RED SANDS, MAKING THE LAND CRUEL AND COARSE AND FORCING OCEANS INTO MYTH AND MEMORY. DYMOS AND PHOBOS ARE HIS CHILDREN, CIRCLING MARR'D OUT OF RESPECT TO THEIR FATHER, WHOSE LIGHT THEY SHINE, EVEN AT NIGHT. THEY MUST HAVE BEEN POOR SONS INDEED TO BE GRANTED A FIEF LIKE MARR'D.

IT IS SAID THAT THEIR MOTHER, URT, WAS DRIVEN FROM HOME BY FATHER SAR WHEN SHE TRIED TO MAKE MARR'D FERTILE. WHEN THE BLESSED REACH THE HEAVENS, URT WILL WELCOME THEM WITH OPEN ARMS, LUNN, HER DAUGHTER, WILL STAND BY HER SIDE TO WELCOME THEM.

THE UNIVERSE IS A TREMENDOUS SQUABBLING FAMILY, ALL DRIFTING THROUGH A COLD VOID. EVERY STAR, PLANET, AND NEBULA HAS BEEN MADE INTO A DARK ASTRONOMICAL AND ASTRONOMICAL MYTH THAT GIVES US MARR'DIANS OUR HOPE. OUR PANTHEON'S PETTINESS, TREACHERY, AND SELFISHNESS ALSO TAKES OUR FRAGILE HOPE AND MURDERS

IT. SUCH IS THE WAY OF DEITIES, ALWAYS WEARING MANY
FACES FOR MANY TASKS.



Do the stars reflect our folly, or do we
reflect the folly of the stars? Find a
philosopher if you wish to discuss. When
you are bored by the hollow words of
fools, return to the dictionary and put
your eyes to Oghma's runes.



Stygian Towers

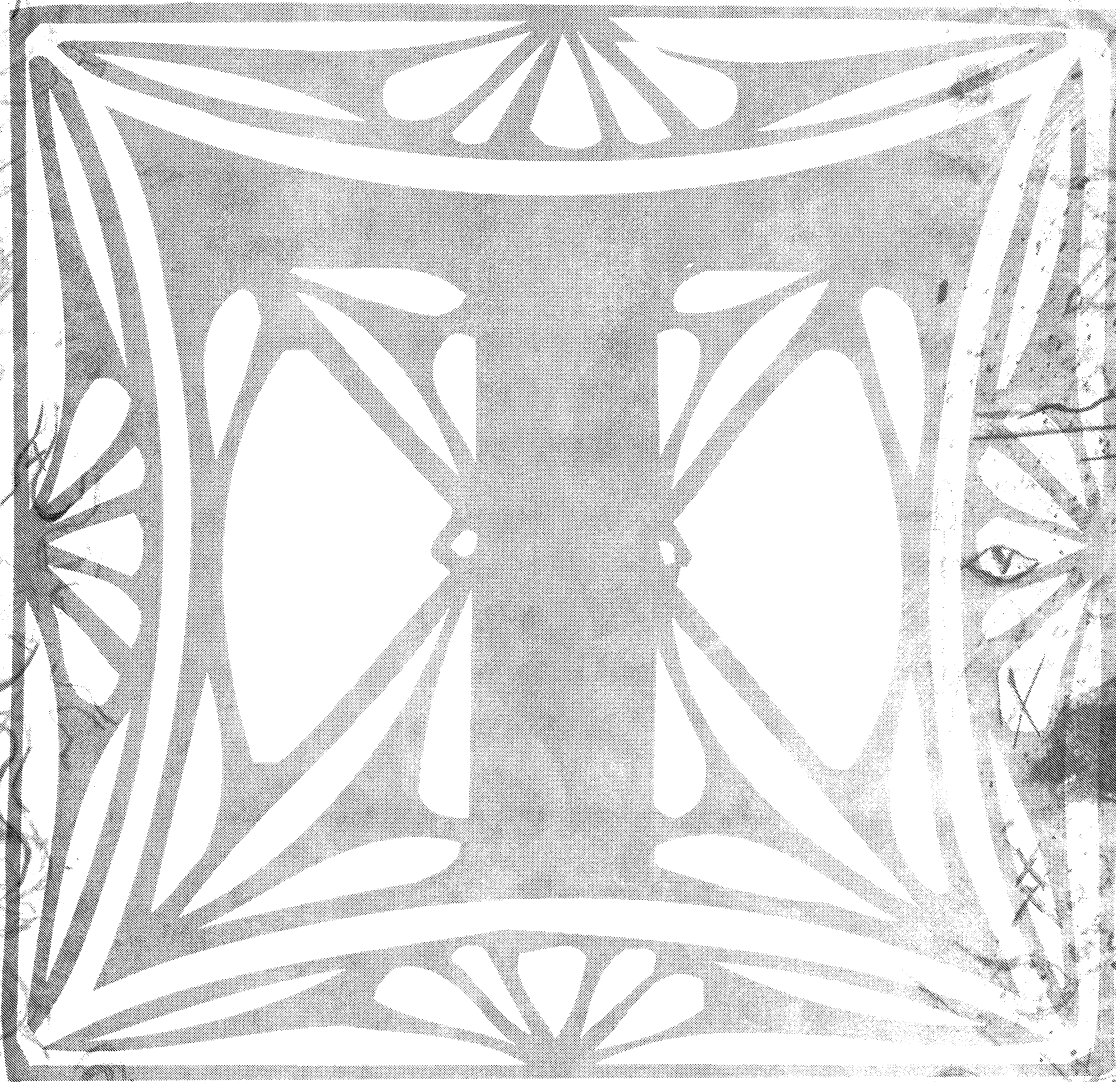


THE STYGIAN TOWERS ARE A SECRET CLUSTER OF CLOUD-REACHING MONUMENTS TO BLOOD AND BASALT, ALTARS BUILT TO SACRIFICE MOONS OR GODS UPON. IT WAS THERE THE WITCH KING LEARNED HIS TRADE, AND IT IS THERE THE MANY WITCH AND WARLOCK MAGISTRATES OF LEMURIA ARE SCHOOLED.

THERE IS AN UNFOUNDED RUMOR THAT ONCE SOME STUDENTS RAN AWAY FROM THE VICIOUS MENTORS WHO TEACH THE WITCHING WAYS. THEY MADE THEIR WAY ACROSS LEMURIA, DOING BATTLE WITH THE RELENTLESS SPIRITS SUMMONED BY DARK STYGIAN SORCERY, FALLING IN TWOS AND THREES UNTIL ALL HOPE WAS LOST.

ONLY ONE OF THESE ESCAPED APPRENTICES SURVIVED, AND IT IS SAID BY SOME THAT HE IS NAUGHT BUT A MAD HERMIT IN THE WASTES, DYING SLOWLY, WRITING IN A DICTIONARY TO DESTROY THE HOURS BETWEEN NOW AND HIS DOOM.

The Dictionary of



The

The is a tricky word, and although I have discounted it here and there, I wanted to pay it homage as it should never be angered.

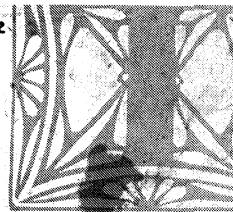
"The" Rules

In a game where the centerpiece is a dictionary, wording is important. Summoning a spirit of -a- Stygian Horror and summoning -the- Stygian Horror are two very different events.

One will be the spirit of a dead Stygian Horror while the other will be the combined parts of all Stygian Horrors that have ever truly died, or faded from the face of Marr'd. The power of such a demon would be horrendous, and the entire ritual could easily spiral out of the Sorcerer's control.



Oghma will try to describe this ebon-furred beauty without descending into the cheap words of skin-tricks, but it will not be an easy task.



Tsarina Sardijn Apreth

HER FUR IS AS DARK AS HER EYES ARE BRIGHT. HER FELINE
BODY CONTAINS CURVES, FAT AND MUSCLE IN PROPORTIONS
PUT ON MARR'D BY BEAUTIFUL GODS.

Damn me to the cold ninth circle, it is futile! My mind wishes one
thing, but the ink deceives by listening to the orders my hand gives it.

HER PEOPLE, THE NINES, ROAM THE CHRYSE PLAINS, WARDING
IT FROM THE HUMAN KINGDOMS AND HUNTING THEIR GAME,
THE FLEET-LEGGED MANTISCHORA,

and that is all I will write on the matter.

SORCERER: Tsarina Pardija Apreth

STAMINA: 3 Basalt-Hewn, Honed on the Chryse Plains
WILL: 4 Born to Rule
LORE: 3 Through the Epochs
PAST: 6 Plains Huntress + Queen
HUMANITY: 4

PRICE: Still in denial (-1 to first roll when dealing with a demon)

APPEARANCE: Pardija is a stunning figure, long and sleek, black-furred and bright-eyed. Her smile is always predatory, and her words are thrown like spears.

KICKER: An entire mantischora herd has been coldly eradicated by a gang of outlanders, leaving the herd's meat and their shells to rot in the sun for sarcor to feast upon. Nines folk will go hungry because of this pointless slaughter; justice must be done as the tsarina, that is your duty to your people.

BOUND DEMON

NAME	TYPE	TELLTALE	NEED
Lost Beauty	Object	Distortions in reflection	To see beautiful things destroyed



DEMON: Lost Beauty

STAMINA: 3

WILL: 5

LORE: 4

POWER: 6

TYPE: Object

BOUND TO: The Tsarina

DESIRE: Mischief

NEED: To destroy beautiful things.

ABILITIES

HINT

SPAWN:

(doppelganger
of those it has
reflected)

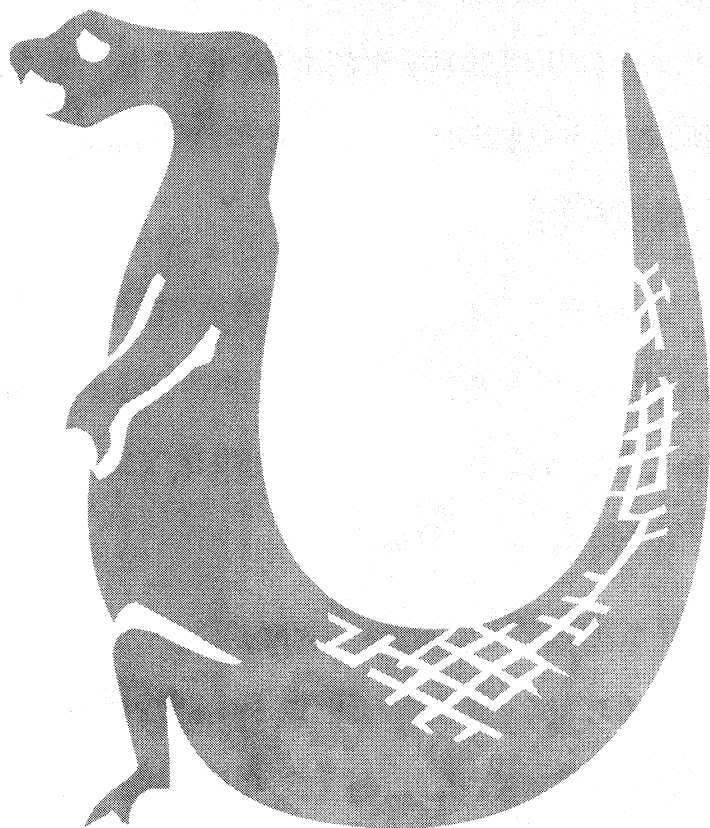
TELLTALE: Reflections always seem just a
touch off in some disturbing way.

APPEARANCE: Lost Beauty is a silver
mirror the width of two men and as
high as a long spear.

MARK

PSYCHIC FORCE

The Dictionary of



Urt



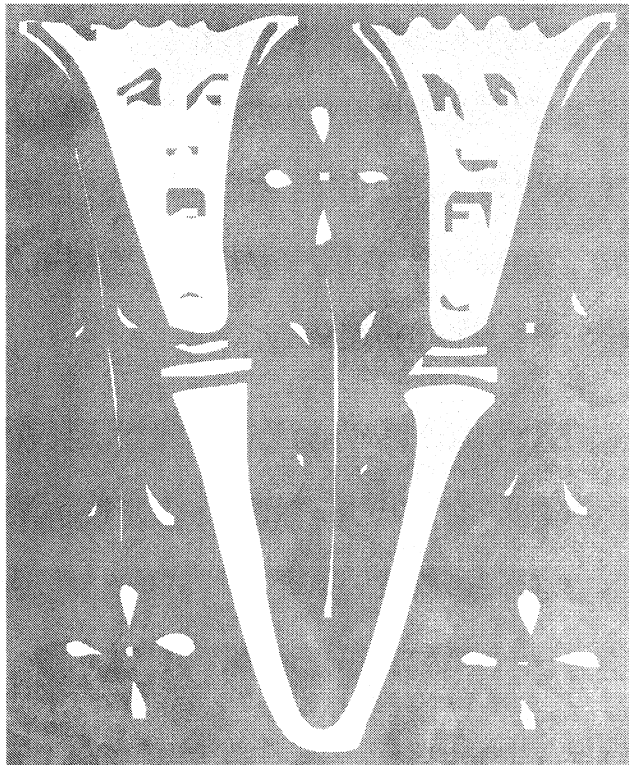
HE IS A DREAM AND A HOPE. OTHERS SAY
WE ORIGINALLY CAME FROM HER ARMS, AND
OTHERS SAY WE DEFILED HER BEFORE WE CAME TO MARR'D,
AND THIS IS OUR PUNISHMENT FOR DESTROYING OUR
BEAUTIFUL MOTHER.

URT'S DAUGHTER IS LUNN, CIRCLING HER MOTHER AND
ALWAYS SHOWING A DIFFERENT FACE. LUNN WAS MARRIED TO
THE LORD OF THE OCEANS AND MYTH, AND IT IS SAID HE WAS
ENAMORED OF HER EVERY PHASE.

WHEN THE SCIENTIST-WIZARDS, EMPRESSES, LORDS,
AND KINGS USE THEIR DARK SCIENCES TO LEAVE MARR'D,
ABANDONING THE REST OF US TO THIS GIANT UNMARKED
TOMB IN THE COSMOS, THEY SHALL AIM FOR URT'S BOSOM
AND HOPE THAT SHE IS A KINDER MOTHER THAN THE ONE
THEY WERE BORN TO.

*Urt has never moved me nor answered
my prayers, and I care not for her.*

The Dictionary of





Vendetta



AS IF MARR'D ITSELF DIDN'T OFFER ENOUGH CHALLENGES, THE BEINGS THAT CALL THIS ROCK HOME HAVE TO ANTAGONIZE ONE ANOTHER INTO FITS OF RAGE. VENDETTA IS PROVOKED WHEN ONE HAS WRONGED ANOTHER AND DONE SUCH INJUSTICE THAT THE GODS, EVEN DEMONS, AND MARR'D ITSELF SEE TO THE TWO HATEFUL FOOLS FINDING EACH OTHER AND SPILLING BLOOD.

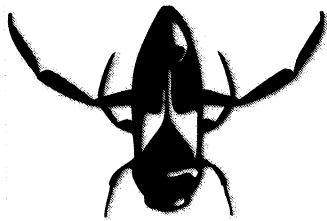
HOW TO CALL UPON ITS POWERS IS DIFFERENT IN EVERY LAND, BUT EACH CULTURE ON MARR'D HAS ITS CUSTOMS. SOME DISTRICTS IN CERTAIN CITIES HAVE THEIR OWN SPECIAL WAYS TO SUMMON THE DARK MANTLE OF VENDETTA.

VENDETTA IS A WHIRLPOOL OF BLOOD THAT WILL DROWN ALL WHO STEP TOO CLOSE. VENDETTA IS A LAST RESORT FOR THE DESPERATE AND LOST. VENDETTA IS SOMETIMES THE ONLY WAY.

Vendetta Rules

Any player can invoke vendetta when they think that any PC or NPC has been so severely wronged that they now have a vendetta against another character. The table of gamers must unanimously agree that vendetta has been invoked.

When this happens the wronged party must write a Vendetta Kicker, right then and there, that addresses the issue. If the wronged party is an NPC, the kicker will be more like a bang, playing out as such.





Venu



HE IS A GODDESS OF LOVE, AND YET SHE HAS
NEITHER SONS NOR DAUGHTERS. SHE IS BEAUTIFUL
FROM A DISTANCE, BUT ALL POETRY AND SCIENCE THAT
SPEAKS OF HER KISS SPEAKS OF POISON. OBSERVE THOSE
WHO WORSHIP HER ALLURING TWINKLE AND STIFLE YOUR
JEALOUSY LONG ENOUGH TO SEE THEIR HOPES DASHED BY HER
POISONOUS LIPS.

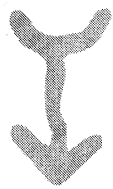
The Dictionary of Now



War



WHEN THE POWERFUL GATHER ENOUGH FOOLS WILLING
TO DIE FOR A BANNER OR A PIECE OF MARR'D, THEY
CALL IT WAR. IT IS A HATEFUL THING THAT LAUGHS AT ITS
OWN CARNAGE AND PROMPTLY FORGETS THE BROKEN MEN
AND WOMEN IT LEAVES IN ITS WAKE.



Witch King of Stygia

IT IS TRUE THAT THE WITCH KING SOLD HIS OWN FATHER INTO SLAVERY, SEDUCED HIS OWN MOTHER, MUMMIFIED HIS OWN SIBLINGS, AND WRENCHED HIS OWN NAME FROM HIMSELF SO THAT HE WOULD NEVER BE SUMMONED. HE SITS ON THE THRONE OF MU'S BED AND PITS THE VIPERS OF HIS COURT AGAINST ONE ANOTHER LIKE A PUPPETEER. ONCE HE HIRED A YOUNG SCRIBE FROM MU'S BED TO WRITE A DICTIONARY FOR HIM, BUT THE SCRIBE RAN BEFORE IT WAS COMPLETED. IT IS SAID THE WITCH KING STILL HOLDS AN EARLY DRAFT OF THE WORK AND READS IT STILL, ADDING TO ITS GLORY WITH HIS OWN QUILL, USING THE BLOOD OF HIS ENEMIES AS INK.

Oghma has put himself at great risk by writing of the Witch King and knows that the reader will praise this dictionary's bravery when writing in the margins or in other scrolls of this amazing dictionary.

SORCERER: The Witch King of Stygia

STAMINA: 3 Basalt-Hewn
WILL: 4 Born to Rule
LORE: 3 Stygian-Schooled
PAST: 4 Witch-King
HUMANITY: 4

PRICE: Paranoid

APPEARANCE: A ghoulishly handsome man often found wearing nothing but his sword and the blood of his enemies.

KICKER: Your 13 High Warlocks are in Mu's Bed to pay their homage. They have brought their demons with them, and your demon, History-Eater, hungers...

BOUND DEMON

NAME	TYPE	TELLTALE	NEED
History-Eater	Object: Sword	Faces in the reflection off the blade	To eat demons



DEMON: History-Eater

STAMINA: 5

WILL: 8

LORE: 7

POWER: 9

TYPE: Object

TELLTALE: Faces can be seen on its polished blade.

APPEARANCE: A gleaming longsword with always changing runes and a handle of bone.

BOUND TO: The Witch King of Stygia

DESIRE: Gratification.

NEED: To eat Demons: the higher the power, the bigger the hunger.

ABILITIES

ARMOR

COVER: Master

Swordsman

(conferred on user)

LINK

SPECIAL DAMAGE

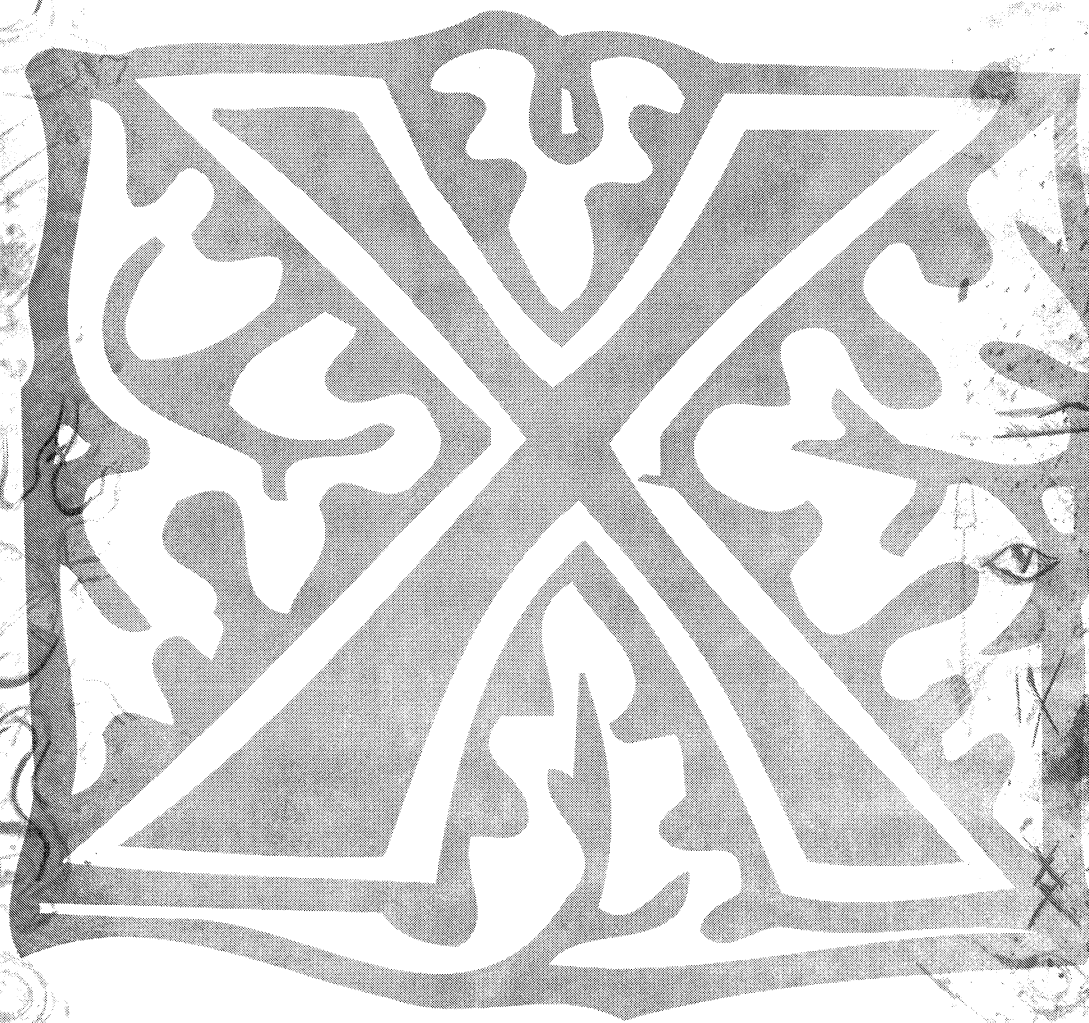
FAST

VITALITY

HINT: using the power of past eaten demons for prophecy



The Dictionary of You

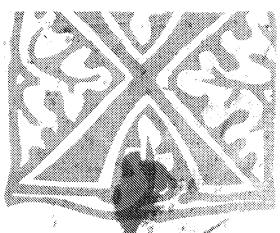


BI

Xanthes Carnivale

DURING RAINSTORMS, RARE, BEAUTIFUL,
THUNDEROUS RAINSTORMS, THE NOBLES SCURRY.
THEIR HOUSE GUARD, MERCENARIES, ARMIES, AND SERVANTS
WARD THEIR WELLS, THE PLACES WHERE THE WATER SHALL
GATHER. BLOOD MINGLES WITH THE RAIN AS WELLS ARE
TAKEN BY GREEDY NOBLES, THUNDER BANDITS, OR SIMPLY BY
DESPERATE PEASANTS.

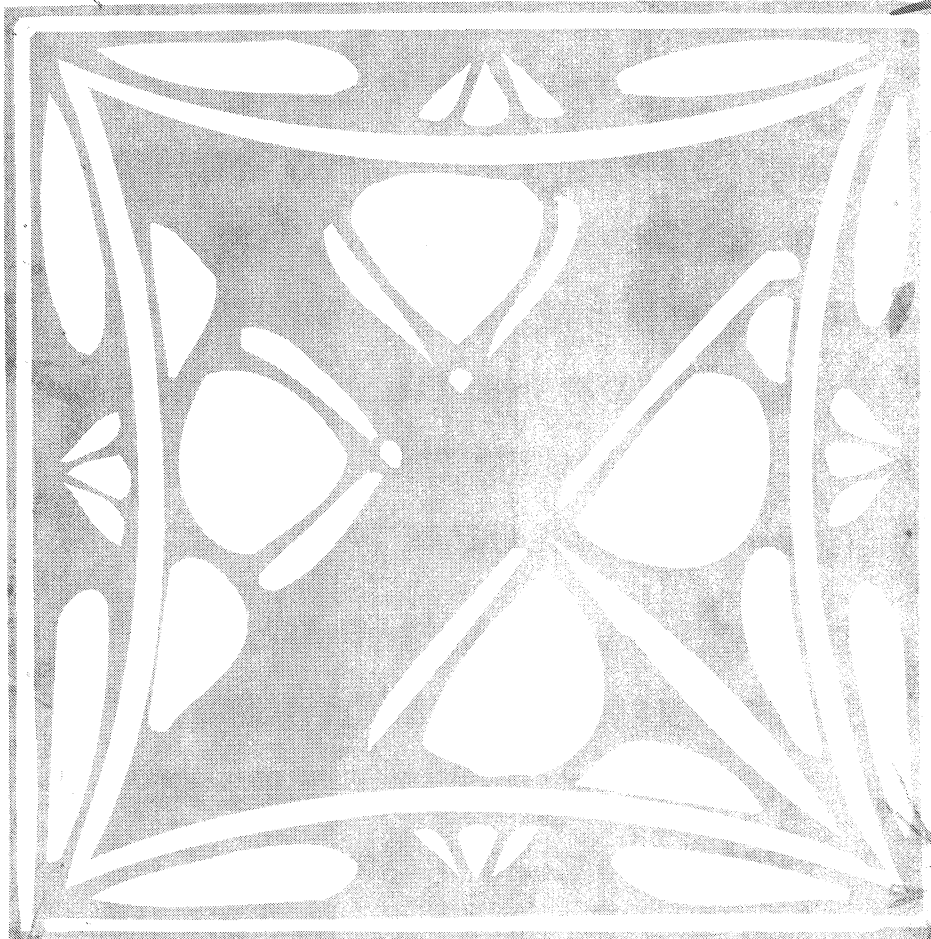
TWO DAYS AFTER THE RAINS HAVE STOPPED AND ALL ARE
SURE THE RAIN CLOUDS HAVE MOVED ON, WHEN MANY CUPS
HAVE BEEN FILLED AND LIVES HAVE BEEN LOST OVER WELLS
WIDER THAN A MAN'S SHOULDERS, THE CARNIVALE BEGINS.
THE NOBLES DECLARE ITS BEGINNING, BUT IT IS NOT SO MUCH
A DECLARATION AS AN ADMISSION TO WHAT NATURE HAS
DECREED.



ON THE FIRST SUNSET WE ALL FACE NORTH, PAST
INSCRUTABLE ARCADIA'S PETRIFIED WOOD TO THE XANTHES
PLAINS, WHERE ONCE THE GREATEST OF ALL MARR'DIAN
CIVILIZATIONS STOOD. THE PEOPLE OF THAT PLACE LEARNED
ALL THERE WAS TO LEARN FROM THE ANCIENT CYDONIANS
AND KNEW WHAT MISTAKES THEY HAD MADE. THEIRS WAS
A GOLDEN AGE, FUELED BY THUNDER LIZARDS' CORPSES AND
WATERED BY GREAT CANALS THAT RAN NORTH AND SOUTH
THE LENGTH OF THE PLANET, GREAT HIGHWAYS OF LIFE.

WE GATHER THE ICONS, HOLY THINGS AND MAINSTAYS OF OUR
LIVES, MAKE FALSE LIKENESSES OF THEM AND BURN THEM OR
BURY THEM OR TEAR THEM APART LIKE HUNGRY SARNOCES
IN THE HANGING SQUARES. ALL OF US WILL DIE, AND THESE
TRINKETS WE HOLD HOLY WILL DIE ALSO. FALSE DICTIONARIES
OF MU, WITH COVERS OF CACTI AND PAGES OF CHEAP RHINOK
HIDE, ARE KNOWN TO BE BURNED AT SUCH GATHERINGS.

*Even old men who spend their lives writing dictionaries have been
known to dance at such celebrations because we are dancing away
doom, and there is no finer, more exuberant more desperate dance
than that.*



The Dictionary of Nu

Yes



WORD THAT HAS PREFACED MORE WEAKNESS AND

PATHETIC LIVING THAN ANY OTHER. SUMMON IT

AT YOUR OWN RISK WHEN YOU WANT AN ENEMY TO GIVE
IN TO YOUR DEMANDS, BUT BE WARY, FOR EVERY TIME YOU
SUMMON IT FROM ANOTHER'S LIPS IT WILL DEMAND TO
VOMIT FROM YOUR LIPS FIVE TIMES.

DEMON: *The Demon Rune of Yes*

STAMINA: 1

WILL: 3

LORE: 2

POWER: 3

TYPE: Possessor

TELLTALE: The word echoes from its host's mouth.

APPEARANCE: It is more ornate and stylized when written by the host and more dramatic when spoken by said host.

DESIRE: Gratification.

NEED: To be used five times of its choice for every time it causes someone of its host's choosing to utter it against their will.

ABILITIES

PERCEIVE: Uses of the word, Yes.

CONFUSE: The Demon Word Yes can cause someone to become confused and say "yes" against their will.

Yuty Crater



HIS IS WHERE THE SONS OF MARR'D, PHOBOS AND DYMOS, LASHED OUT AGAINST THEIR FATHER IN AN ATTEMPT TO DESTROY HIM. LET PRIESTS AND PHILOSOPHERS DEBATE WHICH BROTHER LANDED THE BLOW THAT CAUSED THE CRATER. NOW IT IS A PLACE OF KIN-SLAYING, BETRAYAL, AND FAILURE.

If you were to draw your enemies there, in an attempt to ambush them, would your ambush fail or would their own defenses fall short? Ask Phobos and Dymos; they alone know.

The Dictionary of



ZOO



COLLECTION OF BEASTS THAT ARE VIEWED BY FOOLS.

MANY CALLED MARR'D THE "ZOO OF THE GODS" AND

THAT IS A FAIR TITLE.

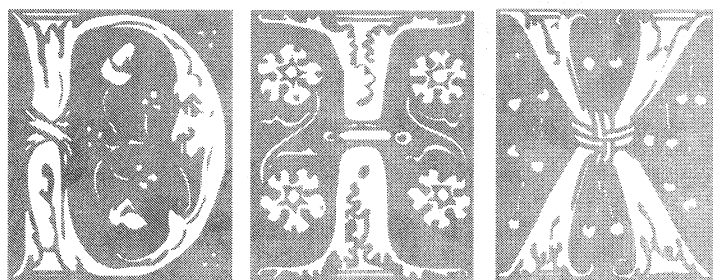
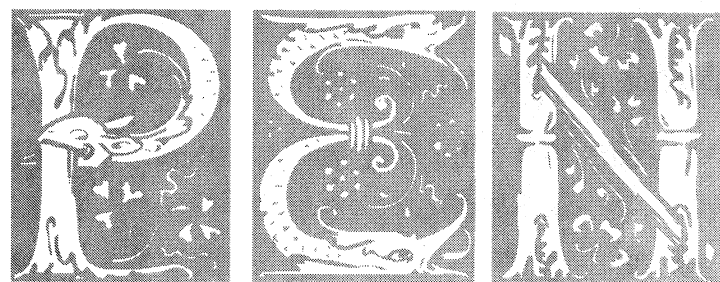
We have come to the end. It is my only hope that you have finished your reading here knowing more of Marr'd than when you first picked up these pages. It would fill my heart to the brim with joy to come across these pages again with writing in the margins or new pages I never conceived of. Call me a madman, disagree with my words, or just write your own additions so that this dictionary will one day be so complete that we could show it to Sar himself, and he would agree that all he has ever glared down upon is represented here in runes, words, and glyphery.

Now we shall end with the proper words because letters dance with joy when they are used properly.

Omega and Amen.



The Dictionary of



How To Use This Book

**Why do the pre-generated characters have kickers?
Aren't players supposed to author kickers?**

I wanted the characters depicted here to be playable right outta the box. So, I added these pseudo-kickers to make them just like starting player characters in every way. When I ran this as a con scenario, I would read the kickers off to the table and the players would choose which pre-made character they wanted to play by choosing which kicker interested them. Kickers should, in any other case, be player authored. Technically, they are not really kickers but starting scenes if you want to get technical about it.

If you play with friends and they make up their own characters, or even if they want to use one who is in the book, I urge you to use standard, good ol' fashioned player-authored kickers as depicted in Sorcerer.

**What do I do with this thing? Do my players have
to read this entire text to play?**

When I used this text as a con scenario, I would include one or two dictionary entries with each character, the

Appendix

entries that best went along with their kicker. Let players thumb through and pick out what interests them. The descriptors are important to read when making a character. Depending on which descriptors they choose, players should read a few dictionary entries that surround their character and then make the rest up. I have found that two well-chosen entries per player will give everyone at the table a good idea of the world's flavor and tone.

If you aren't using the pre-made characters, reading the descriptors should be the players' first move.

Advancement

Sorcerer characters advance just as stated on page 42 of Sorcerer but with one difference, they must add an entry to the dictionary before the advancement roll is made. More entries can be added if the player wishes. The write-up must be a hard-copy (or easily printable if the GM gives permission for emailed entries), so the GM can tuck it into the Dictionary, compiling a batch of definitions that will outline your campaign and add to Oghma's labors.

The definitions can be any word: proper nouns, adjectives, pronouns, adverbs. As long as it pertains to the previous adventure and is written, it is acceptable. Take time to read these definitions out loud when possible, during a break in play or before or after games. If a demon is summoned, it must be included as a definition.

End of an Epoch

When ten post-game definitions of player-authored demons have been added to the Dictionary, the Devilexicon will show up in the game. Maybe it will just be on the shelf of an NPC, never touched, or maybe it will play a central role in a kicker, or perhaps it will drop into the lap of an unsuspecting PC. It matters not, as long as it enters and eventually mysteriously departs.

When twenty player-authored definitions of demons are added to the Dictionary, a new epoch will begin. The coming of the new epoch and its details are defined by the players' kickers.

This milestone moment should be explained to the players as the end of the epoch approaches.

What are Sorcerers?

Sorcerers are the greatest hope and the greatest damnation of Marr'd. On the sweat and blood of the sorcerers will this ball of red dust rise above its history or be damned and barren. Marr'd is a brutal place, without a doubt, but players need not wallow in that. There is the potential for sorcerers who have done summoning and binding in hopes for making something better for this world.

But that choice is up to the players.

What are Demons?

Demons are the spirits of the dead, be they ideas, people, or empires, and one cannot throw a stone without hitting such a spirit, slumbering, waiting for a summoner to bind them into the cruel world that broke, forgot or destroyed them.

A demon can simply be the spirit of a dead entity, its ghost held to Marr'd because a deed was left undone or it has trouble letting go of the red dust world.

A demon can be an idea that has faded from the consciousness of Marr'd. This may be a warrior caste of Atlantis whose era is long gone, a method of entertainment that was cleared from the public mind by a censorious despot, or a race of people whose civilization was wiped from the face of Marr'd by falling stars are all summonable if you have the will, the lore and the mind to do so.

A demon can be an entity that is dying, like Marr'd itself. Although it might still be alive, enough of it is dead to warrant a spirit, growing in power with every day that the planet becomes more and more lifeless and barren.

As Oghma would say: "Words are my demons. These spirits are restless since the people of the world stopped reading, only listening to what mummers tell them and the rumors passed over cups. With letters you can gain ownership of a man's name, change history, and place ideas into the heads of fools."

Example Summoning:

J.J's character, Krag wants to kill his one-time paramour, a Bride of the Witch King, but doesn't want to get too close to her. He decides to summon an assassin demon, but assassination is alive and well in Mu's Bed and demons must be spirits of the dead and dying. J.J collaborates with the DM for a way to summon a deadly demon that still is within the themes of the setting.

J.J. adds the word Garrote to the Dictionary of Mu:

Garrote

A COWARDLY METHOD OF ASSASSINATION OUTLAWED IN MU'S BED SINCE THE WITCH KING'S FATHER WAS CHOKED TO DEATH WITH A CACTUS VINE. THIS METHOD OF KILLING IS GONE; THE VERY IDEA OF IT HAS BEEN WIPED FROM THE POPULACE AFTER SOME SEVERE MAGICAL RITUALS FROM ATOP THE STYGIAN TOWERS.

A DEMON OF THIS WAY OF MURDER WAS BORN THE DAY IT WAS WIPED FROM THE MINDS OF MU'S BED. ONLY THE MOST ASTUTE SORCERERS REMEMBER IT AND THEN ONLY IN NIGHTMARES IN WHICH THEY AWAKE GASPING FOR BREATH.

Krag asks one of his compatriots to take his leather belt and put it around his neck, choking him almost to death. Right when Krag begins to slip from consciousness, the Demon begins to take form in a red gasping mist.

Appendix

The Devilexicon

This book has been mentioned in passing throughout this supplement. Please know that it will never come out as a game supplement. To create a comprehensive list of this world's demons would be to entirely detail its history, and that is to be defined through play. I have planted the seed. Your game, the player's summonings, the kickers and the bangs should be the water to make it all grow.

Binding Strengths.

Binding Strengths were not included for the demons because that is a number that should be derived through play. If you should want to use a Sorcerer within the Dictionary of Mu as an NPC, you could either roll an example binding roll on your own or decide that the Demon is in more control -3 to the Sorcerer, the Demon and the Sorcerer are even, 0 to the Sorcerer or the Sorcerer is in a position of authority over the demon (for now) +3 to the Sorcerer.

Humanity

On Marr'd, Humanity is the character's hope for the future.

Humanity loss test examples:

Destroying a piece of a civilization so that it only exists on Marr'd as a demon.

Committing an act that proves why Marr'd is a dead place not worth living upon.

Utterly destroying someone and leaving them alive to shamble through a hopeless existence.

Slaughtering an entire town of innocents.

Destroying (not necessarily killing) someone who wishes to make Marr'd a better place.

Humanity gain test examples:

Bringing back something glorious and once dead so that there is one less demon.

Showing Marr'dians true examples of heroism and bravery.

Being an example of greatness to the downtrodden in these dark times.

Appendix

When they hit 0 Humanity:

When characters reach zero Humanity, they become creatures filled with despair, giving in to their worst. Some will curl into the fetal position and whimper to death, while others will go on a kill-crazy rampage, taking anyone they can with them before despair finally sees them to their grave.

When characters are made, the players should discuss with the GM what the character would do if they descended into the zero Humanity, into the abyss of despair. This can and should change during play but stating an initial despairing concept is a good way to get a feel for a character's place in the world.

Once the character reaches 0 Humanity the character goes on an aristeia of self-destruction, having reached the pit of despair and lost all hope. The player authors a self-destructive kicker with help from the other players. The character might seek to destroy everything that means anything to them or just lie down and perish in a pathetic fetal position. This scene, or series of scenes should inspire wincing with its drama and brutality.

Once the destruction is wrought, the player can do one of two things. They can decide the character's fate along with the GM and create a new starting character with some kind of link to the old, or they can resume play of the character with modifications to reflect their descent into the pit of despair.

Resuming play of the character will mean they change two descriptors, gain an extra -1 on their Price, and start the

game with 1 Humanity and no bound demons. Their own demons have abandoned them and could very easily seek out other sorcerers at the GM's discretion.

The O Humanity character has descended into the pit and been reborn, having destroyed everything that once mattered to them. There might be actions they undertook when in the throes of their madness that they do not fully remember, which can be used in later sessions as fodder for kickers and bangs. They gain a new past, Reborn as _____. This rebirth should cast the character in a new light, show how they survived being broken and show also what is left of them now that they have been to the abyss and returned.

Stamina

Atlantean-Trained

Trained to kill from the moment you were spilled from an Atlantean birthing vat and scientifically grown to the perfection of your species.

Basalt-Hewn

The strength that holds Marr'd together, even at these end-times, runs through your veins.



Appendix

Black Rock Born

Nimrote the Hunter himself bred your parents so that you would live and die for the amusement of your betters, wetting the sands with monstrous blood. Chimerae taunted you from childhood and tasted your blood, so they could gain your strength and form, but now you are out in the world, strengthened by what your captors thought would bury you.

Child of the Waste

The unforgiving sands of the Red Waste have forged you into a living embodiment of strength through adversity.

Grayblood

A life of servitude has made your body strong and your blood angry. There is some part of you that wants to serve and make a master happy, just as there is a bloodthirsty half-breed who wants to see your masters destroyed under the whips they raise against you.

Honed on the Chryse Plains

You ride your Worm across the Chryse Plains with the mighty Qan, taking down Mantischora with spear and lance. Your Worm's countless chattering legs allow you to travel with blinding speed, and life in the saddle has made your body supple and strong.

Khan-born

A Khan would unite the tribes of the Waste and ride through the Chryse Plains, taking anything of worth and razing anything else. Such a beast would rock Marr'd to its core. Perhaps you will live to hold such a title and hear the tribes chant your name. If not, you will be lucky to perish in your trials. Marr'd is not kind to failed messiahs.

Olymon-born

You were reared on a mountain that is larger than most gods. The word, "gorilla," is not known to the people of Marr'd but if an ancient picture of such a beast were to be held up to you, you would be a perfect match. The strength and speed in your body are glories to behold, and woe to the fool who doesn't back down when you show your power and declare you alpha status.

Whipped by Marr'd

The planet wants these parasites off of its back, and you are living proof. Marr'd tried to kill you at birth, strangling you with your own birth cord, but it didn't quite work. When the seasons shift, you catch deadly chills. It is a miracle that you breathe, even now.

Will

Born to Rule

Thrones are not gained on Marr'd without plenty of Demons and blood. Luckily, you are willing to indulge in both. To gain power, a throne, and a crown, you are willing to step on anyone in your way.

Chained

You take joy and find power in your shackles. You know the truth, that you are in control of the beautiful fool who calls you master.

Damsel's Zealotry

You live and die for the gospel of the Damsel Messiah. You will be among those taken to the heavens, among the 144,000, no matter who you have to convert or kill to get there.

Lemurian Ox

Lemurians are known for their stubborn ways, and you are a textbook example of that very stereotype. Whether you are bargaining in the Mu's Bed market square or battling mutant beasts in the Red Waste, you refuse to admit that you, good Lemurian, could fall in such a manner.

Never Shackled Again

You were born into slavery and know what it is to be branded, inked upon, and treated as property. None shall ever hold dominion over you again. Ever.

Olymons Primate

Might makes right, and you are of the mightiest beasts of Marr'd, birthed to enslave all others. Your home mountain looms over the other kingdoms like an elevated throne. You have been taught to believe that you are from a superior species, and nothing in history has happened to change your mind.

Spoiled Atlantean

The lavish crystal palaces of Atlantis have coddled you, either as a slave or lord, for so long that when the caustic red sands of Marr'd whip into your eyes, the harsh reality of it is a shock. Some Atlantis-born find the cruelty fascinating, others find it appalling and fight it with naïve righteousness and still others are a mix of the two.

Survive this Rock

Most see the hardships on Marr'd as just part of life, but you always took it personally. The planet is trying to beat you down, and you won't swallow the red dust of defeat without a fight.

Wasteland Wisdom

You have traversed the wastes, seen the Mariner's Gash, and been to the peak of Olymon. The journey across Marr'd has left your mind honed and draws the confused masses to you, seeking wisdom and hope. What is done with these supplicants is up to you.

Mixing Racial Descriptors:

What does it mean when a character has both Atlantean and Lemurian descriptors? Ask the player. Perhaps their mother was one and the father another. Perhaps they were given as a ward, a political hostage to keep a kingdom in check. Perhaps they were kidnapped. There are a thousand ways to mix them. Have fun and make it up or leave the meaning to be discovered in play.

Lore

Lore is knowing those parts of Marr'd that have died or are dying enough to be summoned as demons. It can be learned through a number of methods: ancient scrolls, walking the wastes and seeing dead civilizations, or having memories of another age.

Angry Naiveté

You know there is more to the world than what your parents, masters, and betters could teach you, and yet they didn't have the lore to teach you how to call the dead of Marr'd. Still, the knowledge that there is something howling in the wind coupled with fury, is sometimes enough.

Arcadian Blood

No one can fathom your motivations, and none know what tomes or masters taught you your lore, but there it is. The complex formulas of Wizard-Science guide your summonings and bindings. The only peoples more mysterious are the long-dead Cydonians.

Blood of the Old Ones

You count the Cydonians among your ancestors. It is said that your parents helped to build pyramids in Hy-Brasil and were buried within them for their efforts, but you were left with an aunt in the wastes. Now the games and rhymes auntie taught you as a child gain new meanings as you apply them to your sorcerous undertakings.

Dragon Schooled

You have ridden on the back of a Dragon, and they have shown you the glories of the ancient worlds. Secrets thought lost to even some Cydonian ancients are obvious truths to you.



Appendix

Solar Schooled

You come from the stars. Perhaps you were taken there against your will, or perhaps you are a captain of an ark who longs to return to the void. On your travels, the stars taught you the power of dead, forgotten things.

Stygian Schooled

You were trained in the witching ways, to serve the Witch King and bind spirits for Lemurian glory. Blood, cunning, and an ever-present curved dagger are the tools of your trade because the sands of Marr'd can never be red enough.

Through the Epochs

You can remember ages long ago and each of the five times that great rainstorms of stars fell from the sky to destroy a majestic civilization. You can recall what the first smoldering craters looked and smelled like. These lives haunt and educate you.

Waste Schooled

Spirits of great standing stones of black vulcan rock, demons left over from previous civilizations, and the ghosts of long forgotten cemeteries tutored you, showed you water unknown to the tribe, and schooled you in the ways of Marr'd. Your ways might not be as methodical as the

Atlanteans, ancient as those of the Cydonians or as bloody as a Lemurian Warlock, but it got you through the waste, and it shall more than suffice.

Past

Please feel free to come up with your own pasts, gleaned and created from the dictionary itself or imagined during group character creation. If you cannot think of one, here are some suggestions.

Atlantean Science-Wizard

The crystal laboratories of Atlantis are the last bastions of science, a magic that dust doesn't touch. Vats of mutants, crystal katana as sharp as a laser beam, and vicious demons from lost arts can only be found and studied in Atlantis. Many Sorcerers from other lands who summon and bind demons will look upon your arts as especially mysterious and magical.

Black Rock Gladiator

The Chimerae left you alive, the last of your people, so that nobles from all over Marr'd could put on masques and cheer on your slaughter, relish your killing. And kill you did, fighting the other prisoners in Black Rock, all the last of their kinds, driving another tribe, race, or people into extinction with every rise and fall of your axe.

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You know the sand that covers Marr'd is red with blood and cruelty, and even the most callous genocide cannot shock you. Marr'd raised you on a diet of slaughter. Now it is time to give back.

Bride/Groom of the Witch King

Your marriage to the Witch King has cemented your family's place in the Lemurian hierarchy. The concubines of the Witch King are a deceitful lot, constantly vying for their Lord's attention, hoping to birth him an heir or gain his favor.

Poison, honeyed words and assassins were the fruit and milk that raised you from childhood.

Chryse Plains Qanrider

You know the fine life on the Chryse Plains, riding on your Worm with the wind in your hair, taking down a Mantischora and stripping the carcass to use every piece, and the occasional tribal war with a rival Qan or the Tsarina's cat-fiends.

The spear, the lance, and the saddle are no strangers to you, and the seasonal roamings of the Mantischora herds are how you measure a year. Life away from the plains is hard, living from oasis to oasis, but you will make it through, if only to see the golden wheat of the Chryse Plains one more time.

Damsel's Zealot

She has shown you the light and the way, blessed is she. You are assured a place on her chariot when she leaves for the heavens, among her chosen few if your service to her is with your entire heart. The others in her church are your brothers and sisters but also your rivals. Only a chosen few will ride the Messiah's chariots to the heavens, and every soul that is pure enough to ascend is a bit less hope for you, one fewer spot at her side.

Dragon-Rider

It does not matter if the dragons raised you from a pup or found you dying in the waste. Now you are identified by the dragon you ride and the destruction you wreak while its starlit eyes gaze on what Marr'd has turned into and your own eyes perceive what Marr'd could become.

Half-Gray Slave

Even if you have gained your freedom, the scars from your chains will mark you forever, just as your life under the whip and whim of a cruel master has formed your world view. None are sure how the Gray slaves procreate, even you, but their blood flows in your veins, marking you to the outside world and giving you unholy strength.

Gray muscles aren't only useful for hauling pyramid stones or filling a lady's bath water, and you have discovered how easy blood-spilling comes to one of your lineage. You have

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a slave's perspective of Marr'd and might not know a Lord's banner or his seneschal, but you understand how he eats and where his servants drink their sorrows away.

Primate Slaver

You are an ape-man who makes a profit taking slaves to Olymons where a constant supply of slave labor is necessary in order to keep the iron mines in motion. The power in your body is often cause for those around you to underestimate the cunning in your mind and the traditions of your profession.

Stygian Witch-Lord

Lemuria has become a gruesome land under the ruling class of Witches and Warlocks, vassals of the Witch-King. These lords and ladies strengthen their hold on the kingdom through the bindings and pacts of demons. It is a hard life of summoning, contacting, and banishing with demons changing political sides as frequently as a sorcerer's basalt altar can pool blood.

Cold steel murdering, political maneuvering, and the ruling of a harsh land over subjects who fear and revile you is the life of the Lords, Ladies, Dukes, and Duchesses given their mantles of power at the top of Stygian Towers at the hand of the Witch-King's vile demons.

Wasteland Prophet

You have a brutal wisdom behind your eyes, having survived in the Red Wastes. Whether or not those you meet will understand or value what you have suffered to learn is unknown. Scream your wisdom to the stars and make them listen.

Rules Appendix

Dictionary Rules

Cross-referencing a summoned demon with something in the Dictionary adds 1-3 Bonus dice, in addition to any dice already added for role-playing or situational bonuses. Furthermore, anything that is judged by the GM to be outside of the context of the dictionary can take a 1-5 die penalty.

Be merciless when a player tries to summon the spirit of something that doesn't work for your game. Give them bonus dice with a cheer, a whoop, and a holler of excitement when they attempt to summon something that rocks the house. Do a dance and hand them their bonus dice with glee and a madman's smile. Sometimes, a knowing and solemn nod will suffice when handing out the bonus dice.

Appendix

Friend Rules

When the players and the GM decide that a character has bonded with someone and they would call one another friends, would die for one another and travel the length and width of Marr'd for one another, they may make a roll to gain a point in Humanity for having such a rare gift.

Players cannot start with a Humanity-gaining friend, but must forge the bond during play.

Hero Rules

When one character is identified by another character as a hero, the hero can roll to gain a one-time point of Humanity, but only once in their career. This gain comes in addition to the benefits of the great deed done, if such a deed is worthy of a Humanity gain roll. After that first time, the title ceases to mean anything.

If a character is identified successfully as a hero, they may make a Past check against their Humanity in order to gain the extra Past, Hero in addition to their initial past.

Love Rules

When a player decides their PC is in love with another PC or an NPC, they may write a Love Kicker. Based on how the Kicker plays out, the player may decide if they must make a Humanity Gain or a Humanity Loss roll. The final decision is up to the player but may be made with input from other players, GM very much included

In the case of PCs, it is entirely up to the PC's player if the love is reciprocated. In the case of NPCs, the GM may make a roll versus the stamina, will or lore of the love-struck PC whichever most exemplifies how they are trying to woo their beloved.

- Cover vs. Will – the love-struck PC is trying to use their station to win their heart.
- Will vs. Will – the love-struck PC is trying to use their mind to win their beloved's heart.
- Stamina vs. Will – the love-struck PC is trying to use their body to win their beloved's heart.
- Lore vs. Will – the love-struck PC is trying to use their knowledge of the past to win their beloved's heart.

Old Places Rules

Old Places allow Demons to live without any bindings, able to exist within indefinitely without being bound to a sorcerer. These sites are guarded jealously by Demons, and they are beings not known for sharing anything freely except for misery.

Otherworld Rules for The Red Wastes

The Red Wastes follow the mystic otherworld rules from page 32 of Sorcerer and Sword.

Appendix

"The" Rules

In a game where the centerpiece is a dictionary, wording is important. Summoning, a spirit of -a- Stygian Horror and summoning -the- Stygian Horror are two very different events.

One will be the spirit of a dead Stygian Horror while the other will be the combined parts of all Stygian Horrors that have ever truly died, or faded from the face of Marr'd. The power of such a demon would be horrendous, and the entire ritual could easily spiral out of the Sorcerer's control.

Vendetta Rules

Any player can invoke vendetta when they think that any PC or NPC has been so severely wronged that they now have a vendetta against another character. The table of gamers must unanimously agree that vendetta has been invoked.

When this happens the wronged party must write a Vendetta Kicker, right then and there, that addresses the issue. If the wronged party is an NPC, the kicker will be more like a bang, playing out as such.

Writer's Note

Rock this setting through your play. Destroy cities. Turn Marr'd into a verdant garden filled with beautiful man-eating plants that kill. Leave Marr'd on a thirsty-engine ark, bound for the garden of Urt and write your the Dictionary of Lunn through playing with your group. Leave no stone standing. As my buddy Jim DelRosso would say, "Kick this setting in the teeth."

Write in the margins of this book or paper it with post-it notes. Write the name of the pensive slave your players purchase in the market of Mu's Bed, the one who will betray them, despite their kind treatment of him. Write down definitions of words I never considered. Write the new name of Marr'd when the players usher in a new epoch under their despotic rule.

The players don't have to read the whole thing. They can pick one or two definitions that really mean something to their characters. That's enough for starters. Just a taste, enough to leave 'em wanting more, will get the game started. If your game contradicts this book's definitions in some way, you are doing something right. Oghma is full of lies.

Have fun. Let me know how it turns out.

—Judd Karlman, judd_harris@yahoo.com

Appendix

Inspiration:

The Bible, Princess of Mars by Edgar Rice Burroughs, Book of the New Sun by Gene Wolfe, Anything at all by Clark Ashton Smith, Robert E. Howard and H.P. Lovecraft, Michael Moorcock's Elric Saga, The Dark Sun boxed set by Troy Denning and Timothy B. Brown, Dune by Frank Herbert, The Forge (www.indie-rpgs.com), RPG.net (www.rpg.net), And of course...Sorcerer and its supplement Sorcerer & Sword by Ron Edwards (www.sorcerer-rpg.com).

The background of the page is a complex, abstract collage of various symbols, patterns, and textures. It includes geometric shapes like triangles and circles, some with internal markings. There are also more organic, hand-drawn-like elements such as a stylized eye, a hand, and various lines and dots scattered throughout. The overall effect is a dense, layered visual field that serves as a backdrop for the text.

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The Dictionary of Mu

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Character Name

Appearance

Telltale

 Stamina

Lore 

Humanity 

 Will

Fast 

Kicker

Price

1 2 3 4 5 6 7 8 9 10

How to use this sheet

As a sorcerer, words give you a power over the things which you can name. For each category shown here, list all of the people, places, possessions, and anything else that goes with them. Write related items near one another, and hope that these runes you scratch into paper will not abandon you in your hour of need.

① Gyna has cursed many. Forgiven few.

Lore

Price

Fast

Kicker

You should know a librarian, if you dare.

It is good to know where you start.

① Gyna's eyes are sharp, but his flesh is weak.

Demon Name

Demon's Type

Appearance

Telltale

 Stamina

Lore 

Bound in the name of...



Binding Strength

 Will

Power 

Desire

Need

Abilities

1 2 3 4 5 6 7 8 9 10

Bound Demons

Here you will list the names of the dead things you have bound to your name. Do not give another a chance to read the runes you have scratched here. Words are cruel and will bend to others with little thought or provocation.

Name	Type	Telltale	Need
------	------	----------	------

⑪ Sgma's words have turned his blood to ink; he knows what he speaks.

Dictionary

A COLLECTION OF WORDS WHOSE
STORIES ARE UNFOLDED BY THE
SCRIBE. WRITING A DICTIONARY
IS A DANGEROUS THING. THE
DICTIONARIST IS NOT PUTTING
WORDS TOGETHER IN SENTENCES
OR TALES OR A LIST OF THE DEAD.
A DICTIONARY IS A COLLECTION OF
WORDS THAT ARE PLACED TOGETHER
BASED ON THEIR VERY RUNES AND
ROOTS.

THESE ARE WORDS THAT HAVE
NO PARTICULAR LOVE FOR ONE
ANOTHER BUT ARE PLACED NEXT
TO EACH OTHER DUE TO ROOTS AND
SPELLINGS BEYOND THEIR CONTROL.

THE DICTIONARY OF MU,

A SUPPLEMENT FOR THE SORCERER ROLEPLAYING GAME

\$20



SORCERER