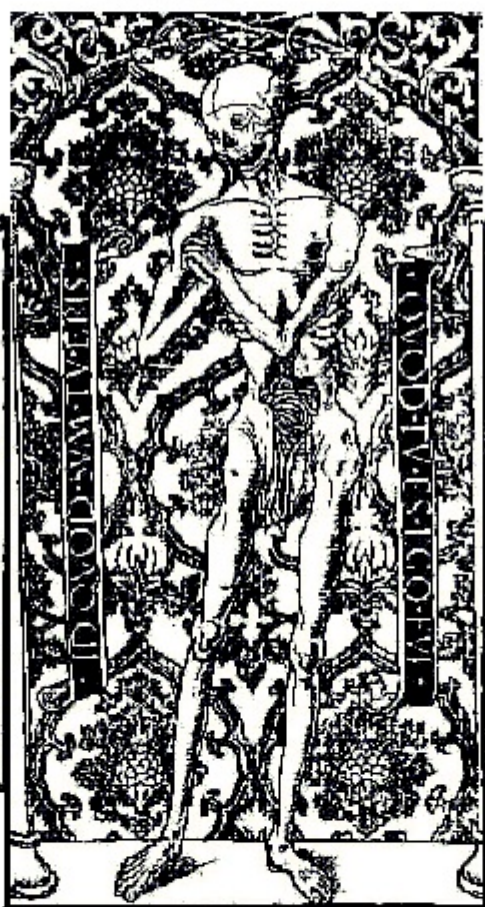


G U R P S

Abidos



By David Pulver

STEVE JACKSON GAMES

GURPS

ABYDOS

By David Pulver and Designer X

Edited by Designer X
Illustrated by Hans Holbein and
Others from the internet.
Cover by Designer X

GURPS System Design ● Steve Jackson
GURPS Line Editor ● Sean Punch
Production Manager ● Gene Seabolt
Production Artist ● Heather Oliver
Production Assistance ● Remi Treuer
Print Buying ● Paul Rickert
Art Direction ● Philip Reed
GURPS Errata Coordinator ● Andy Vetromile



Lead playtester: _____

Playtesting and additional ideas: _____

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and Illuminati Online and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Spirits is copyright © 2001 by Steve Jackson Games Incorporated. All rights reserved.

ISBN 666-EVIL-STEVIE

012345678910

STEVE JACKSON GAMES

Contents

CHAPTER 1 -- HISTORY AND CULTURE

- Geography and Population
 - Mana Level
 - Ethnicity and Language
- Church of St. Lazarus
 - The Lazarite Church and Necromancy
 - Lazarite Holy Orders
 - The Curia and the Lazarites
 - Church Saints
 - Funerary Customs*
- Other Religions in Abydos
 - Petrine Christians
 - Jews
 - Pagans
- Government and Society
 - Status and Social Class
 - Gentry
 - Commoners
 - Clergy
 - Slaves
- Foreign Relations
 - Foreign Visitors
 - The Defenses
- Economy and Industry
 - Taxes and Tithes
- Necromancy and Society
 - A Long-Lived Aristocracy
 - A Quiet Land
- Law and Justice
 - Magic and the Law
 - Carrying Arms
 - Duels
 - Violations of Canon Law
 - Law Enforcement
 - Punishments
- Customs and Culture
 - Fine Arts
 - Theater
 - Literary Works*
 - Holidays and Festivals
 - Stylites
 - Crime and Vice*
- Neighbors, Enemies and Allies*
 - The Earldom of Quarterdec
 - The Kingdom of Nordheim
 - Thulin's Folk
 - Kimberlorn
- Sidebars for Chapter 1:
 - About Yrth*
 - About Megalos*
 - The Historical Abydos
 - The Biblical Lazarus
 - Lake Styx
 - Timekeeping in Abydos*
 - Chronology: The Early Years
 - Chronology: Nicasia Ravenjoy
 - Chronology: Coming of the Lazarites
 - Chronology: The Civil War
 - Chronology: Faith and Alliances
 - Chronology: Against the Empire
 - Chronology: End of an Era
 - Chronology: After the Lady
 - Chronology: Recent Events
 - Famous Clergy*
 - Coin of the Realm
 - Names in Abydos*

CHAPTER 2 -- ORGANIZATIONS (12,000 words)

- The Ravens
 - Recruitment and Duties
 - Raven Characters
- Other Military Organizations
 - The Legion of the Polished Bone
 - The Northland Guard
 - Knights and Militia
- Holy Orders
 - The Priesthood
 - The Hand of Glory
 - The Order of the Holy Blood
 - The Poor Brothers of St. Judas
 - The Sisters of Magdalene
- Saint Magdalene's College
 - Admission
 - Curriculum and Degrees
 - The Faculty
 - The Student Body
 - Student Societies
 - The Flesh Library
 - The Life of a Flesh Scroll

- Guilds and Merchants
 - The Alchemists' Guild
 - The Eumenides Guild
 - Lich Merchants' Guild
 - The Corpseflayers' Guild
 - Other Guilds*
 - Merchant Houses*
- Societies*
 - The Hecate Club
 - The Solomon Society
 - The Cauldron Club*
 - The Seven Keys*
- Criminals, Rebels and Street Gangs
 - Blood of the Martyrs
 - The Naglfari
 - The Hanged Men
 - The Roof Rats
- Foreign Organizations*
 - Agents of Megalos
 - Curia Agents
 - Templar Agents
 - Northland Agents
 - The Mages' Guild

CHAPTER 3 -- THE CITY OF ABYDOS

- Outside the Gates
- Walls and Towers
- Gates
- The Old City
 - Ambrose Street
 - Bethlehem Road
 - Celestine Road
 - Cobble Road
 - Clay Street and Bogiron Alley
 - St. Dunstan's Row
 - Enoch Road
 - The Garden of Tenelope
 - Fowlmarket Road
 - Grendel Road
 - Gorice Road
 - Hourglass Road
 - Kadia's Way
 - Lich Street
 - Lostgate Road
 - St. Magdalene's Road
 - St. Martha's Road
 - Old Temple Road
 - Opal Lane
 - Slaughterman's Row
 - Tanner's Row
 - Vat Road
 - Venture Street
 - Verdandi Road

- The Twins
 - The Cathedral of St. Lazarus
 - The Citadel of Birds
 - Ravensbeak Tower
 - The Silent Maze

- The River Charon
 - Charon Bridge
 - The City Sewers

- Gebura Town
 - The Docks
 - Anchor Street
 - The Bloodless Arena
 - Bridgegate Road
 - Northman's Block
 - St. Stephen's Street
 - River Reeks

CHAPTER 4 -- THE COUNTRYSIDE

- Lemures
 - The Lighthouse of Lemures
 - Monastery of the Holy Blood
 - The Beach of Bleached Bone
 - Towns and Estates of Lemures
 - The Plague Pits
- The Sardis Hills
 - The Mines of Sardis
 - Atherium
 - Towns and Estates of Sardis
- Zeldoria
 - Towns and Estates of Zeldoria
 - The Sleeping Forest
- Tenemos
 - Towns and Estates of Tenemos
 - The Forest of Tenemos
 - Petrine Rebels
- The Lake of Styx
 - Commerce on the Styx
 - Ships of the Styx
 - Piracy on the Styx
 - Lake Monsters

Sidebars

- The High Road
- The River Charon
- Inns and Lodging
- Highwaymen and Patrols
- Encounters in Lemures
- Encounters in the Sardis Hills
- Encounters in Zeldornia
- Encounters in Tenemos
- Animals
- Fantastic Beasts

CHAPTER 5 -- NECROMANCY

- Necromantic Grimoire

CHAPTER 6 -- DENIZENS

- Movers and Shakers
- Clergy
- Academics, Mages and Students
- Officials, Merchants and Commoners
- Rebels and Criminals
- Resident Evils
- Lesser Undead
 - Skeletons, Zombies, Zombie Animals*
- Greater Undead
 - Draugr, Ghosts, Liches, Vampires, Wraiths
- Dwarven Necromantic Machines*



Introduction

Why write this, and am I braking copywrite?

I don't know if I'm braking copywrite as I'm giving credit to the original writer whose works are based upon the works of others (the Devir RPG company of Brazil.) I'm not selling this or making any profit off it as well.

I'm not a lawyer and have no money to sue anyway so I guess I'll just call myself Designer X.

This came from my friends computer who playtested ABYDOS. It's a great background for the now defunct GURPS 3rd edition. I've spent thousands on STEVE JACKSON GAMES since I was 14 or so and list them as one of the most creative and unique companies out there.

Yrth and GURPS 3rd Edition are such great games that it's a shame to not share this with other fans. It's been sitting about unpublished since before the Millennium!

When 4th edition came out It's pretty obvious it was to make money, by making the fans go out and buy new books. What about the hundreds of 3rd edition books we already have? Why invest in a new system when you have a near perfect game already that covers everything with those hundreds of books? I understand a company needs to grow to survive but I'm sticking with Classic GURPS.

So here it is the legendary playtest copy of Abydos, expanded and completed by me, Designer X. Some sections I only had a word to base things on and some things were nothing but titles so I dropped them. Ravens' List*, Famous Praetors*, The Navy*, Greek Fire*, The Society of Redemption*, The Venturer's Guild*, The Cauldron Club*, New Equipment*, Job Table*, Price List*, Mysteries and Relics* and whatever The Seven Keys and the Revelations of Sidonia* might be to name a few items dropped as I did not know what to expand on them. Unfortunately with the game system now changed you will never see this book printed in any likelihood..so print up this copy and hopefully evil Stevie will get this published for 4th edition with all the extra goodies.

I give David Pulver and Devir inc full credit and only add my details to make it complete and useable in play. It's property of STEVE JACKSON GAMES and I grant full permission to them to use my ideas and writings and surrender all rights to them. They have given me 20yrs of adventure and for that I'm grateful.

Though I walk through the valley of Death I shall Fear No Evil...Welcome to Abydos

Designer X



1: HISTORY AND CULTURE

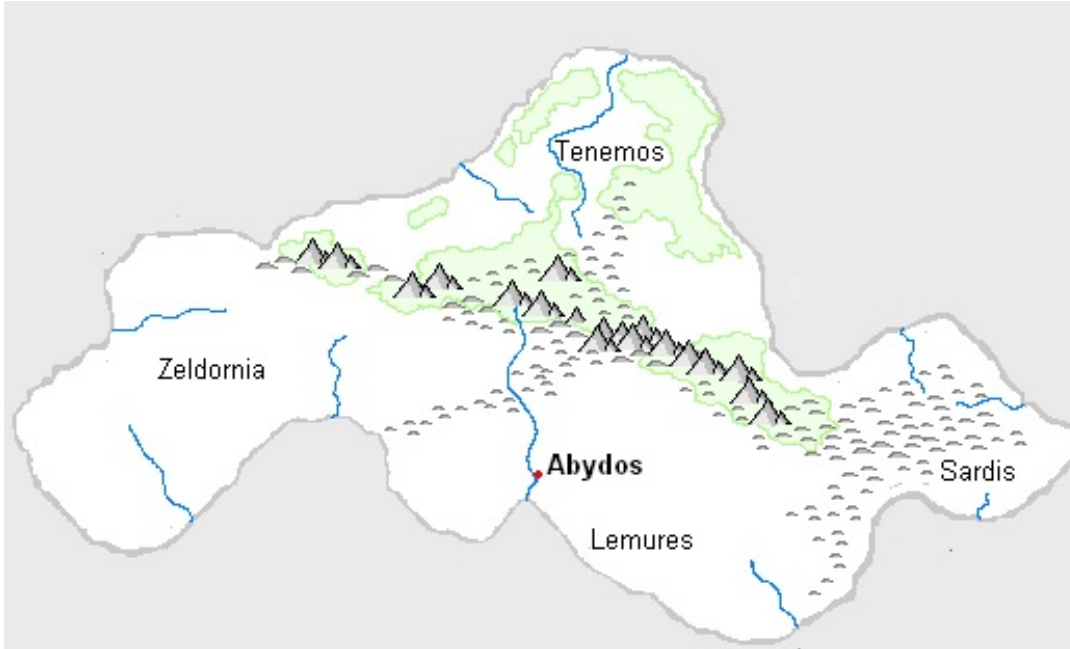
"In the Lake of Styx is a dark and wicked city, where the most foul doctrines are formulated and allowed to breed. These heretics claim that Lazarus of Bethany was secretly ordained by Jesus Christ to lead the holy church, somehow having deluded themselves into believing that the Lord's raising of Lazarus from the dead conveyed some special blessing upon him."

-- Bishop Anselm, "On the Lazarite Heresy," (Megalos, 1897)

Abydos, known as the City of Shadows, lies on the isle of Agartha in the Lake of Styx, on the border between the Empire of Megalos and the Nomad Territories. The city's name appears on few maps: indeed, it has been under the Interdict of the Church for centuries, and except in the North and among the wise, many folk believe its very existence is only a legend.

Abydos is ancient, but its current infamy dates to 1551, when the Empire of Megalos was torn by civil war. Unwilling to declare for either side, the city found itself besieged. Facing starvation and disease, the desperate city elders resorted to the aid of its most infamous resident, the necromancer Nicasia Ravenjoy. Using her art, Ravenjoy ended the plagues and raised the city's dead to defend the walls. Her price was the rule of the city.

Ravenjoy was an excellent administrator. Sorcery was the cornerstone of her rule, but she made no new conquests. She ruled with an even mix of terror and mercy for 200 years of peace and prosperity. Her eccentric reign and her support of the sect of Christian heretics known as the Lazarites established the unusual customs of the city, which persist to this day.



Geography and Population

Agartha is an island in the Styx with an area of about 1,600 square miles. The city of Abydos is situated a mile and a half from the south coast of the island, on the river Charon. The city has a population of 22,000 souls, and many more without souls. Most of its inhabitants are human, along with a few dwarves. 90,000 more people live in rural villages in the Agarthan countryside. The country gentry build tall stone towers as their manor houses, although a few wealthy baronets have small castles. The island is divided into four districts:

Lemures is the southern half of the coast. Most of Lemures is farmland. The mouth of the island's largest waterway, the Charon, is on the Lemures coast, with many farms on either bank.

Sardis is the land east of the Charon. It is quite hilly. The economy is dominated by sheep and goat herding, and small iron and silver mines owned by the state.

Zeldornia is the land inland and west of the Charon river. It is open farmland, with many villages and manor houses.

Tenemos is the northern arc of coastline. Much of it is forested, with deer, bear, wild pigs, wolves, unicorns and a few ragged bands of Petrine heretics. Many gentry go here to hunt.

Mana Level

As with most of Yrth, the island of Agartha has normal mana. Nevertheless, centuries of necromantic practice have caused the entire land to become *death-aspected* (see p. M94) with a strength of one across most of the island, two in the villages and towns, and three in and around the city of Abydos itself.

Ethnicity and Language

Agartha's population came from three ethnic groups.

"Greeks" (actually Greek-speaking inhabitants of what is now Turkey, in the Byzantine Empire) were the original inhabitants of the island, brought to Agartha directly by the Banestorm.

"Megalans" are people from northern Megalos. They are ethnically and culturally Western European (including a small number of European Jews). The Megalans emigrated to Abydos in large numbers while it was part of the Megalan Empire.

Today, the Greeks and Megalans have blended into a single "Agarthan" people. They speak Anglish with a faint Greek accent, and tend toward dark hair. Their names mix and match Byzantine Greek, Latin and European, e.g., Destasia Montague.

"Northlanders" came to Abydos as slaves from the Nomad Territories north of Lake Styx. The slave trade ended in the 17th



century and they were granted their freedom, but most chose to stay in the city. Since then, a few Northlanders have arrived each year to join relatives or enlist in the Northland Guard.

Northlanders make up about a quarter of the population, but unlike the Greeks and Megalans, there has been little intermarriage into the general population. Most are fair skinned with light brown, blond or red hair, speak English with a "northland" accent, and have last names ending in -sson (son) or -dotter (daughter). While there are no legal barriers against a Northlander rising in status, they are viewed as "uncultured" by Agarthans and the majority of them tend to be poor or lower middle-class. They have the Minority Group social stigma.

The Church of St. Lazarus



"We of Abydos are Christians, but foreigners call us Lazarite heretics. This is because foreigners claim the Son of God did not resurrect Lazarus of Bethany from the dead to be his true prophet, and deny He did teach magic to his followers. Nor do they follow the Renewed Testament, instead believing the lies of the betrayer Paul, who concealed the Gospel of Lazarus and the Books of Mary, Martha and Judas that reveal the Hidden Truth."

"The coming of the True Faith to the city dates to the arrival of Lady Nicasia Ravenjoy, whose entourage included the monk St. Samuel of the Hood, who many simple folk believe was St. Lazarus in

disguise. Their arrival saved the city from the ungodly and brought low the false Church, which had been dominated by the wicked ways of bishops from Megalos."

"In those days there were many unbelievers within our city, but the truth of St. Samuel's message was made manifest when God vouchsafed the Lady Ravenjoy's victory against the heretics. By God's grace, even those who remained firm in their heresy served the cause of the godly: while their souls went to Hell, their bodies defended the city walls against the enemies of truth."

"Today all Agartha embraces the Renewed Testament, though sadly the world beyond the Styx remains firm in its unbelief."

-- Letter from Brother Demetrios to Rabbi Isaac ben Joseph, 1998

The Lazarite church is a Christian heresy, founded in the 16th century by a renegade Thomasite monk known as Samuel Hood. The Church of St. Lazarus believes in salvation through faith in Jesus Christ, the Son of God, and hold He died on the cross to atone for mankind's sins, to rise three days later and ascend into Heaven. They believe in the Trinity who is Three-in-One, in Original Sin, and the reality of Heaven and Hell. They espouse all the Christian virtues, and condemn the Seven Deadly Sins. So, what makes them heretics in the eyes of the rest of the church?

The Lazarites believe a work called "Renewed Testament" is a true part of the Bible. These works, supposedly found by St. Samuel Hood, contain the "Lost Gospels of Lazarus" in which Lazarus of Bethany, the man Jesus raised from the dead, is a central figure. They claim the Lost Gospels were written by Lazarus himself, Martha of Bethany and Mary Magdalene.

According to this Renewed Testament, a private meeting took place between Jesus and Lazarus, in which Jesus explained that he had raised Lazarus to be his right hand, giving him secret knowledge denied to the other disciples. After Jesus' death and resurrection, there was a dispute

The World of Yrth

Abydos is located on Yrth, the campaign setting described in **GURPS Fantasy**. It is a world where magic works and mankind rubs shoulders with elves, dwarves, orcs, reptile men, goblins, dragons and other exotic races. Many of these races (humans included) were not native: a magical phenomena called the *banestorm* occasionally transports people (from individuals to entire villages) to Yrth from other worlds and dimensions.

During Earth's Middle Ages, the banestorm brought thousands of humans from our planet to Yrth. Most of these people came from Europe, Scandinavia, the Middle East and Asia. They adapted well to their new home, and within a few centuries became the dominant race on Ytarria, the planet's main continent, creating a culture that in many ways still mirrors that of Earth's Medieval period.

The most powerful and warlike human nation is the Empire of Megalos, founded by Christian humans from Western Europe. Megalos is surrounded by rival states: the Moslem nations of al-Wazif and al-Haz, its Christian rivals Cardial and Caithness, and on its northern frontier, the mountain strongholds of the Dwarves and the wild Nomad Territories. Along the border between Megalos and the Nomad Territories lies the inland sea called Lake Styx. SUB Lake Styx The Styx is a vast freshwater lake, the second largest inland body of water in the continent of Ytarria.

Agartha is the largest island in the Styx. The outlines of Agartha appear on most maps of Yrth, though many maps drawn by monks omit the name of the island or the city of Abydos!

As with the northern ports of Megalos, the Styx is partly ice bound during the winter. The north coast of the lake is iced-in, while the south coast and the shores of Agartha freeze during mid-winter. The center of the lake is fairly free of packed ice, but between the drifts and the icy wind, few are willing to venture out in boats or galleys due to the bitter cold.



The Biblical Lazarus

Two different men named Lazarus appear in the New Testament. One was a leper, described in a parable that demonstrates how the virtuous poor can enter Heaven while rich sinners risk Hell.

The other was Lazarus of Bethany, whose story is told in John, chapter 11. He was the brother of Mary of Bethany and Martha, two close friends and later followers of Jesus. According to the Bible, a short time before Passover, Lazarus fell ill, and his sisters asked Jesus for help. Jesus delayed, telling them the final result of the illness would not be the death of Lazarus but the glory of God. A few days later, Jesus informed his disciples that Lazarus was dead, but that he would wake him. They journeyed to Bethany and found Lazarus already buried. Jesus wept to see Mary and Martha so upset. He went to the tomb and in a loud voice said "Lazarus, come out" ... and Lazarus rose from the dead.

This miracle renewed Jesus' followers faith, but it also convinced the authorities he was dangerous, and within a few days, they made the plans that led to his arrest and crucifixion.

The New Testament does not mention Lazarus of Bethany again. The role that the "Church of Lazarus" in Yrth assigns him is, of course, not found in any Earth scriptures. Various real legends do suggest different fates for him. The most colorful is an unsupported tradition that dates back to ninth century France. According to this story, Mary Magdalene took Martha and Lazarus with her on a perilous missionary journey into Europe, ending up in what is now the French town of Marseilles. They preached the gospel and had various encounters, including Martha's defeat (through prayer) of a legendary dragon known as the Tarasque.



between Lazarus and Peter, and Lazarus left Jerusalem for a lengthy missionary journey accompanied by Mary Magdalene. He travelled into Western Europe, where he preached and performed many miracles. His final fate is not recorded in the gospels, but many Lazarites claim that he was immortal, and that he survived to be brought to Yrth by the Banestorm, which explains the presence of the scrolls in Agartha.

The Lazarite Church and Necromancy

One day Lazarus and Martha arrived in a town called Arminium in Gaul to preach the Good News. There, people came to listen to them tell how Jesus had risen from the dead. Many gathered in the square, and this angered the town's governor, a Roman named Lucius Rufus. He sent his soldiers to arrest Lazarus and his new friends, but many of the believers resisted. There was a riot in which many believers were cut down, and in the confusion, a fire began in the market.

The fire burned so hot people could not get close to put it out. Even the governor's house caught fire. He said "this is all the fault of Lazarus, and his talk of Jesus. But where are his eager followers, now that the town is burning?"

Lazarus heard this, and said "my friends cannot answer for your soldiers killed them. But if you give me my staff and let me walk among them, maybe they will forgive you in Jesus' name. The governor agreed, and Lazarus went among the dead, touching the heads and murmuring words that Jesus had taught him. And lo! They rose up, entering the burning houses and began beating out the flames, even though their bodies turned black. Soon the fire was out, and the dead formed a guard around Lazarus, and the governor was very afraid. But after seeing these miracles, the people of Arminium acclaimed Jesus as the messiah, and the governor fell down at Lazarus' feet, and joined with the believers in prayer.

-- The Renewed Testament, Gospel of Martha, chapter 12

The Church of Lazarus believe their sacred scriptures prove that animation of the dead is a holy and righteous act. According to the passage in the Renewed Testament quoted above, Lazarus used zombies to benefit the church and the civic good. Other books of the Renewed Testament describe him teaching his followers these arts, and even raising zombies to rebuild Christian churches after they were destroyed by pagans.

The Church of Lazarus claims that practising necromancy is a road to understanding Jesus' promise of eternal life. Today, many Lazarite priests are necromancers, and the church has founded St. Magdalene's College to teach that art. They believe it does no harm to the body: according their beliefs, flesh is only clay, and when the Day of Judgement comes, those without bodies will be given new ones formed out of air: all adults will be in perfect health, 35 years old, the same age as Jesus at the crucifixion.

Lazarite Holy Orders

The Lazarite church is overseen by the Archbishop of Abydos, presently Narses the Pious. A half-dozen bishops and several abbots and abbesses supervise 2,700 priests, monks and nuns. The Archbishop's seat is in the Cathedral of St. Lazarus in Abydos. Specifics of Lazarite orders are given in the next chapter.

Doctrines

Besides their core doctrines, many other customs of the Lazarite church put them at odds with the Christian mainstream.

Holy Rites: The Lazarites use Greek rather than Latin in their rites, after the manner of the Early Fathers and the Eastern Church.

Icons: Holy images (mainly paintings) of Biblical figures and saints are prominent in the Lazarite church.

Death: In ideal circumstances, a Lazarite Christian's body is supposed to be left to lie in state for two days in a church or tomb. After that, it may be animated, resurrected or buried. In emergencies, a priest may permit a body to be raised earlier. Only the wealthy bury corpses, usually in private tombs; the poor have them animated to help around their home or business, or sell them to landowners

or monasteries to labor in the fields. Abydos has few cemeteries.

Resurrections: A Resurrection spell is only permitted if presided over by a bishop or archbishop of the church. This is because a resurrection is considered to involve retrieving a soul from heaven. The church will only resurrect individuals if it believes doing so is necessary for the preservation of the faith.

Canon Law: The rules of the Lazarite Church are drawn from the mainstream church, but do not specifically follow the Domitian code (p. F22), as it was not formulated until some 30 years after the Lazarite break with the Petrine church.

The Church of Abydos takes much from Greek Orthodox and Byzantine Canon Law as well and should be taken into account for other issues beyond the scope of this book.

The Curia and the Lazarites

The Church of St. Lazarus considers the Curia -- the ruling body of the Christian Church on Yrth -- to be corrupt due to its unwillingness to recognize the truth of the Renewed Testament and The Lazarites refer to the mainstream church as the "Petrine heresy" and pray that someday they will see the light.

Naturally, the mainstream Church considers the Lazarites to be the vilest and most deluded of heretics. Their official position is that the heretical "Renewed Testament" was in fact written by Samuel Hood himself, sometime between 1530 and 1540, probably under diabolical influence. After Samuel's death, the Church believe that the Lazarite Church was carefully moulded and warped by its "protector," the necromancer Nicasia Ravenjoy, to create a doctrine that supported her wicked rule.

In 1547, the Church excommunicated Father Samuel Hood and his followers and declared all Lazarite teachings a heresy and the Renewed Testament a forgery. In 1559 they excommunicated Nicasia Ravenjoy, and in 1560, placed all of Agartha under Interdict. Since then, the Curia has helped organize a number of crusades against the Lazarites.

The Lazarite church is by no means the only heresy the Curia has had to deal with -- see p. F25 for some of the others.

Church Saints

The Lazarites recognize the same saints that the Petrine church did up to 1550, but show special reverence for St. Martha and St. Mary Magdalene. Unique Lazarite saints include ...

St. Lazarus the Renewer: The man raised by Jesus from the dead, and patron saint of necromancy. (He should not be confused with another St. Lazarus recognized by both churches, who, amongst other things, is the patron saint of lepers.)

St. Judas: The patron saint of those who repent of their crimes and seek forgiveness.

St. Samuel of the Hood: The founder of the Lazarite church and patron of Abydos was canonized in 1750.

St. Gilli Oakenbeard: The first dwarf to convert to the Lazarite doctrine, he forged the great bell of St. Lazarus' Cathedral. St. Gilli returned to the Whitehood Mountains as a missionary (without much luck, it must be said). He was martyred while attempting to convert a dragon to the True Faith, and canonized in 1844. Patron saint of Dwarves and church bells.

Funerary Customs

Are in appearances common with other Christian faith, but unique in wording. One thing is the deceased person has a piece of paper on his forehead with lettering on it. The deceased person also had some type of prayer written on it. After the priest blessed the body, he folds up the paper prayer and put it in the deceased's left hand. The paper band on the forehead signifies a crown of glory or victory; just as a runner in the ancient Olympics received a crown of victory for completing the race successfully, so too the departed are crowned in victory for completing life's course. The lettering is usually the prayer, "Holy God, Holy Mighty, Holy Immortal, have mercy on us."

Chronology: The Early Years

1190: The Banestorm transports people from Earth's Eastern Roman (Byzantine) Empire to the island of Agartha.

1191: The exiles construct a settlement, which they name Abydos after a Byzantine city.

1200-1210: Fishermen from Abydos begin trading with Nomad Territory villages on the north shore of the Styx. These "Northland" clans are of Scandinavian stock, brought by the Banestorm a century earlier.

1250: Abydos is a thriving market town at the hub of a dozen villages. The excellent harbor and a lucrative trade in furs and amber attracts merchants and an increasing number of settlers from the nearby Earldom of Quarterdec, a part of Megalos.

1256-7: Northland pirates attack Abydos, burning the merchants' quarter. The Lord of Abydos, Michael Kalamanos, leads a retaliatory raid, destroying several pirate villages. A wall is begun around the town to protect against further raids.

1265: Lord Kalamanos travels to Megalos and swears fealty to the Earl of Quarterdec and the Emperor of Megalos. He is granted Agartha as his fief, becoming Baron Abydos.

1266: Megalan clergy visiting Abydos discover the local clergy follow the Greek rather than Latin rites (i.e., what are now Eastern Orthodox rather than Roman Catholic). They attempt to convert the church of Abydos. Progress is slow and causes a great deal of resentment against the Megalan church.

1270-1290: War between Megalos and a confederacy of Nomad jarls and chieftains. In 1285, Abydos' naval squadron destroys an invasion fleet of 60 Northland longships bound for Quarterdec. The war ends in 1290 with the Nomads' defeat. The Baron of Abydos is awarded the title "Protector of the Styx" and the rank of Earl.

1300-1500: After the collapse of the Nomad confederacy, rival Northland jarls begin raiding one another, and selling their captives to Abydos slave traders. This slave trade will grow considerably over the next two centuries. 1342: Latin replaces Greek as the official language of the Earl of Abydos's court.

1400: Abydos is awarded a city charter. Its population has swelled to 6,300 souls, of which 1,200 are Northland slaves. SB Chronology: Nicasia Ravenjoy

1499: Nicasia Kaleothena is born in Abydos, to a impoverished landed knightly family.

1516: Nicasia's magical aptitude is discovered by a travelling wizard, and she is sold to him as an apprentice.

1520: Running away from her master, Nicasia enlists as a battle mage in a Megalan mercenary company fighting in the great Easter Crusade that Megalos has called against the Moslems.

1523: As second-in-command of the notorious Grey Company, Nicasia gains the nickname "Ravenjoy" during bitter fighting in Cardial. Her sex and a growing reputation for questionable magics prevents her being knighted.

1526: An unsanctioned magical duel with a master of the Knights Templar compels Nicasia to flee southern Megalos.

1527-1545: Nicasia is rumored to have served as a caravan guard, a privateer, the shaman of an orcish tribe, and as a student or lover of one of the Djinn of the Great Desert.

1540-1545: The Curia (the ruling body of the Christian Church) receives reports that "icon-worship" still exists within Agartha. Over-reacting to the existence of a few visible remnants of the old Eastern rite, the Curia disciplines 17 native Agarthan clergy and appoints a Megalan cleric as the Bishop of Abydos. Olybrian monks, known for their stern orthodoxy, are dispatched to correct those Abydosians who cling to questionable doctrines. SB Chronology: The Coming of the Lazarites

1542: Brother Samuel of the Hood, a former Thomasite monk, travels to Agartha. While meditating in the wilderness, he has a dream in which an angel tells him where to visit a cave in the Agarthan Hills. There he allegedly discovers a set of scrolls that contain the Renewed Testament, the "Lost Gospel of Lazarus."

1543-47: Brother Hood preaches the Renewed Testament at villages in Agartha. In many parishes he discovers Megalan- appointed abbots or bishops out of touch with their local priests and flock. After a while, he begins to speak against Megalos and in favor of the use of icons, gaining him many supporters.

1546: Nicasia Ravenjoy returns to Agartha to restore the fortunes of her family. Having found wealth as well as power in her travels, she acquires a townhouse in the city, and a reputation as a sorceress not to be trifled with.

1548: The teachings of Samuel Hood come to the attention of the Archbishop of Megalos, who declares them "the Lazarite Heresy" and excommunicates Samuel and his followers.

1550: While preaching in the countryside near the city of Abydos, Samuel Hood and several of his followers are cornered by a band of Knights Templar sent to arrest him. Trapped in a burning barn, Samuel's prayers are answered by a passing stranger, Lady Ravenjoy, who destroys the knights with her magic. She is intrigued by Hood and provides sanctuary to the Lazarites.

The prayer written on the piece of paper you observed in the casket is known as the "Prayer of Absolution." The priest reads this prayer at the end of the funeral service, during which he proclaims that the sins of the departed are forgiven.

There is no cremation as according to Byzantine Canon Law, cremation is not permitted. Sources state that the original ban arose out of consideration for the fact that within pagan and possibly gnostic circles creation was commonly practiced. There was also the implication that through cremation the value of physical creation, and specifically the human body, was denied. [The Church has always stood squarely against dualism.]

Often bodies are animated to guard their tombs or family crypts..or to continue serving the family. This is done after the funeral but before the burial.

Clergy tends to wear white and everyone else wears black.

OTHER RELIGIONS IN ABYDOS

Abydos' northern location has meant next to no contact with Islam, but there are pockets of other faiths in the city.

Petrine Christians

The Petrine church was outlawed in Abydos in the 16th century, but as many as a thousand believers remain, meeting secretly in small congregations in hidden churches. Naturally this is not tolerated by the Church of Lazarus, and "Petrine heretics" are hunted by its inquisition, the Hand of Glory.

These persecuted Christians, like martyrs of old, give ammunition to those factions in the Curia who want a renewed Crusade against Abydos. The Olybrian monks, Templars and Hospitallers all send agents into Abydos with the purpose of supporting (or stirring up) the Petrine community.

Jews

Abydos has a small Jewish community clustered around a single synagogue.

Most Jews in Abydos are merchants or craftsmen. They tend to keep to themselves even more than in other purely Christian cities. Rabbis in Abydos refer to the city's many undead as "qliphoth" -- empty shells animated by negative and evil forces - - and see them as connected to negative emanations of the cabalistic Tree of Life.

Those Jews who remain in Abydos do so because they lived there since before the coming of Ravenjoy. Should they abandon the synagogue and let the city fall entirely into darkness?

Also, life is not so bad. Since the Curia bans Christian merchants from commerce with the "Lazarite heretics," the Jews are a valued link which maintains communication between Abydos, Caithness and Megalos, and do much business. Abydos has had some outbreaks of anti-semitism, but its senate recognizes their own advantage in guaranteeing the Jews freedom of worship, and the courts punish any individuals disturbing their peace.

Pagans

Slaves from the semi-civilized north coast of the Styx ("Northlanders") brought paganism to Abydos in the 13th century. Most Northlanders in Abydos have long since converted to Lazarite Christianity, but a few families secretly keep some form of pagan faith alive -- often Norse paganism, sometimes the Old Religion.

Anyone proven to be a practicing pagan faces prosecution by Church authorities, but provided that it remains underground, there is little active persecution. Pagans are generally stereotyped as being associated with organized crime, devil- worship and lycanthropy; rumors of such activities in Abydos can prompt religious as well as criminal investigations.

Government and Society

Abydos is an aristocratic republic with a powerful clergy, in some ways similar to Italian city states of the Renaissance.

Executive power is wielded by an elected mayor called the **praetor**. The praetor controls the city treasury, sets foreign policy, and may veto laws not passed by a two-thirds majority in the senate. The current praetor is Lord Basil Stephanos. The praetor is assisted by the Lady Raven, the female commander of the Ravens, Abydos' elite city guard. The praetor also appoints two city and six county court judges who serve for life.

Legislative power is held by the **Senate of Abydos**. Its 24 senators make laws, set taxes and approve treaties and declarations of war. Eight senate seats are reserved for the archbishop and seven bishops. The other senators are elected, six from Abydos, and four each from Agartha's four rural regions. Most senates are a mix of gentry, wealthy merchants and mages.

The praetor and senate are elected every three years, with elections held every October. The franchise is restricted to voters whose declared wealth (for annual taxes) was \$5,000 or more ("Wealthy" or better). Voters are known as **electors**. Electors can vote for a senator from the county they paid taxes in, and for praetor. Only electors can run for office.

Status and Social Class

Being able to vote is not the only social distinction. How you earned your wealth is as important as what you have! Due to the influence of Lady Nicasia Ravenjoy, as well as the prominence given in Lazarite doctrine to female apostles, Agarthan society is far more sexually egalitarian than anywhere on Yrth. Agarthan inheritance laws give estates to the widow or husband, then to the eldest child, and women with the proper property qualifications may vote and hold office. The Lazarite church still does not allow women priests, but its nuns have great influence.

Gentry

Agartha has no barons or earls -- they were all exiled or killed. Its aristocrats are landed knights (Status 2) and baronets (Status 3) who own large country estates and manors. The manor, estate and title go to the eldest child. The other children are considered upper commoners and are Status 1.

Public officials can become gentry: they gain Status 2 if a senator or judge, 3 if Lady Raven or 4 if praetor. If they had higher status, they keep that instead. After retiring, status drops by one or to their original level, whichever is better.

Gentry have certain privileges: They may not be flogged for a crime, and can wear a sword and ride a horse within the city. However, while the titles of knight or baronet remain, there is no longer a feudal system: neither owes fealty to higher lords.

Commoners

A commoner is a free man or woman who isn't gentry or clergy. Commoners are actually divided into two sub-classes.

Upper Commons are commoners rich enough to vote, and their immediate family, or the children of gentry. This includes most master merchants and craftsmen, and their families, as well as respected professionals with college degrees. All are Status 1.

Lower Commons are the remaining commoners -- the ordinary farmers, servants, sailors, journeymen craftsmen, etc. They are status 0 if they have decent jobs, or status -1 for bondservants, poor apprentices and serfs, status -2 if petty criminals, and status -3 if street beggars or homeless.

Clergy

The clergy's status is independent of their family. Within Abydos, an ordinary Lazarite priest, monk or nun or a Jewish rabbi has Status 1; an abbot, abbess or a senior priest or nun has Status 2; a bishop Status 3 and the archbishop Status 4.

Chronology: The Civil War

1551: Diophrates V, Emperor of Megalos, dies without an heir. A short but violent civil war erupts across the Empire. In the north, the nobles of Abydos takes one side and Quarterdec the the other. Abydos picks the wrong claimant, and the Earl of Abydos and his sons die in battle on the mainland.

1552: A small army from Quarterdec besieges Abydos. Plagues within the city kill many leading citizens. Lady Ravenjoy takes command of Abydos' defenses, rallies its soldiers, and raises up a force of zombies to defend the walls. Faced with a strong defense, the besiegers sail for home.

1553: Even as the new emperor restores order throughout his realm, Ravenjoy consolidates her grip on Abydos and deals with riots and uprisings. Several hundred citizens who object to a woman or a necromancer as their liege-lord are purged, as are those clerics who dislike her toleration of the Lazarites. She sends envoys to the Dwarves of the Whitehood Mountains, the Earl of Quarterdec and the Northlanders offering treaties of friendship. The Earl of Quarterdec spurns these overtures.

1554: Exiles from Lady Ravenjoy's regime arrive in Quarterdec. These dispossessed nobles and merchants spread tales of necromancy and heresy, and begin agitating for an expedition to overthrow Ravenjoy. She offers 2,000 able-bodied Northland slaves their freedom if they take up arms to defend the city. They form the nucleus of the Northland Guard.

1555: The Earl of Quarterdec again lands his knights and retainers to retake the city. In a hard-fought battle, the Duke's forces are defeated. Ravenjoy and Samuel Hood animate the many dead, creating "the Legion of the Polished Bone."

1556: Ravenjoy begins redistribution of the lands confiscated from her opponents, favoring her supporters. Imperial plans to send a full Legion to retake Abydos are deferred when Al-Wazif invades Megalos.



Chronology: Faith and Alliances

1557: Lady Ravenjoy frees all Northland slaves in Agartha in recognition of their support for her cause.

1559: Ravenjoy is excommunicated by the Curia. A conspiracy led by Petrine bishops succeeds in murdering Samuel Hood but fails to ignite a popular revolt. Ravenjoy executes those responsible and expels all remaining non-Lazarite clergy. Samuel Hood is acclaimed as a martyr.

1560: Ravenjoy appoints Samuel's disciple Makarios the Conciliator as Archbishop of Abydos. The Curia places Abydos under the Interdict.

1567: Construction of the great Cathedral of St. Lazarus begins.

1587: Megalos invades the Whitehood Mountains to capture the dwarven mines. Lady Ravenjoy ships a regiment of undead to support King Thulin's dwarves. The Imperials are driven back. With Thulin's permission, Ravenjoy enlists many Imperial dead in her forces, who sail home stronger than before.

1590-1620: A delegation of Thulin's folk arrive at Abydos and begin strengthening the defenses of the city. Over the next 30 years, strengthened towers, walls and vaults are created, housing the Legion of the Polished Bone and many siege engines. The Lady also works on her underground prison, the Silent Maze. SB Chronology: Against the Empire

1589: An Olybrian monk, John of Kethalos, preaches a crusade against "The Lazarite Heresy." Ravenjoy sends a diplomatic mission and much gold to the Nomads to stir up trouble.

1590: As the crusade gathers support from the Emperor, Hospitallers and Templars, a barbarian invasion sweeps down from the Nomad Territories to take the Imperial castle of Heolford and drive the Megalans south of the Whitehoods. The crusade is called off as Megalos diverts its armies to deal with this Nomad invasion.

1595: Saint Magdalene's college is founded to train young women in the arts of necromancy and theology.

1622: The Order of the Holy Blood (the Deathless Monks) are founded.



Slaves

The bottom rung of society are the slaves. In the years since Ravenjoy's rule, the slave population has declined: many were freed to defend the city, becoming lower commoners. Their place in the economy has been taken over by the undead.

Agartha still has a few thousand slaves, kept mainly as domestic servants, concubines, or necromantic energy sources. The chief sources of slaves are criminals, debtors and captives (mostly Petrine Christians taken by raiding privateers).

Slavery in Abydos is like Megalos: slaves are property, their treatment depends on their owner's kindness, and the children of a slave are born as slaves. Some slaves are owned by the church or by monasteries rather than by individuals.

Killing or abusing one's own slave is not a crime, although unnecessary cruelty may get one shunned in polite society. Abusing or killing another's slave is a crime against property.

There are too few slaves to mount an effective rebellion, but slaves do run away. There is no abolitionist movement, but a Petrine Christian slave may be hidden by other underground Petrine Christians, if he can find them. Recaptured runaway slaves are flogged, then returned to their owners, who may do with them as they please. Often they are executed, then reanimated as zombies.

A slave is marked as such by being branded on the arm or thigh with the city's raven-head seal. They are Status -4.

Foreign Relations

Megalos

The empire is the nearest major power to Abydos: the Earldom of Quarterdec stretches along the southern edge of the Lake of Styx. Abydos was formerly a fief of Quarterdec, and neither its Earl nor the Emperor have relinquished their claim. The Empire refuses to recognize the existence of Abydos and has no formal diplomatic relations with the city, although informal contacts are maintained through Jewish merchants and smugglers.

The Church in Megalos officially considers Abydos to be a poisonous nest of heretics that deserve to be purged with fire and sword. On three occasions the Curia has roused the Empire of Megalos to lend its knights and legions to a crusade in a so-far fruitless attempt to achieve this. The Curia has also placed Abydos under an interdict, and has discouraged God-fearing Christian merchants from trading with the city, while its agents support factions that oppose the Lazarites' rule.

Megalos's legions have not sailed against Abydos since 1976, but only because the Dragon's bitter struggles against Caithness and Al-Wazif have diverted its energy. However, the Earl of Quarterdec constantly intrigues against Abydos, funnelling money and agents to support rebels within the city. Vessels from both Quarterdec and Abydos often commit acts of piracy against the other's merchant shipping on the Styx, and bloody naval engagements have been fought between each city's squadrons.

Thulin's Folk

The Dwarves of the Whitehood Mountains have held a deep enmity for Megalos ever since the Empire tried to seize their mines in 1585. At that time, Abydos sent assistance to the Dwarves, and ever since, the city-state and the mountain folk have been friendly but distant allies, aiding one another in their intrigues against the Imperial Dragon. Abydos' trade has benefitted greatly from the boycott Thulin's folk maintain against Megalos, for as the closest civilized human city to the mountains that is not under the Imperial banner, it has been a natural marketplace and middleman for dwarf-forged goods.

The Nomad Territories

These lands border the northern shore of the Styx, and trading vessels from the northern clans regularly visit to exchange furs, gold nuggets, slaves and amber for goods and luxuries from the civilized south. At present, the city has close relations with the Kingdom of

Nordheim, a quarrelsome collection of semi-civilized lake towns and proud highland jarls that has only been united under a single ruler for the few centuries.

Other Nations of Yrth

The other nations are too far from Abydos to have any significant relations with it. The occasional trader or traveler from Sahud, Caithness or Zarak visits the city, to bring back tales that are rarely believed at home. A city of wicked necromancy, where the dead and the living share the streets ...

Foreign Visitors

Visitors normally arrive by merchant ship off the coast. Except in terrible weather (which would deter any invasion fleet) there will be a couple of Abydos warships that will intercept vessels bound for Agartha. Ships that do not regularly trade with the city are boarded and searched for Megalan agents or weapons (see *Blood of the Martyrs*.), but if they appear to be legitimate traders, will be allowed through, and will sail up river to dock at the Port of Gebura across from the city.

After travellers make port, they will have to pass further checks at the city gates. Northlanders and dwarves trade regularly with Abydos, and are welcome. Someone who looks and sounds like a northern barbarian can get in just by saying he wants to join the Northland Guard; otherwise, a traveller should either be able to name relatives in the city, or be an obvious merchant with goods and contacts in the merchant's guild.

Petrine christians, e.g., from Megalos, Caithness or Cardiel, are generally considered enemy heretics. Anyone who fits this description will be arrested at the gate and sold into slavery, unless they fall into one of the these groups:

Jews: The gate guards recognize most of the regular Jewish merchants by name and sight, but anyone who dresses like a Jew, can speak Ladino, and gives the name of Jewish relatives or contacts in the city can usually get in -- make a reaction roll. If the guards are suspicious, they will detain the traveller and summon a rabbi. If the rabbi vouches for the visitor, he can go in, but the rabbi will be in trouble if he gets into mischief.

Students: If someone looks like a young student and carries a letter of permission from St. Magdalene's admitting him, he will usually get in. If he doesn't, guards may arrest him and summon a Sister from the college to check, or use a Truthsayer spell.

Converts: Sincere converts to the Lazarite faith who want to settle in Abydos, or visit, are welcome. A priest or Master of St. Magdalene's will be summoned to interview them, using Truthsayer spells to be sure.

Tourists: Visitors who are not petrine Christians, such as Sahudese, Elves, Moslems and so on will be allowed in if they appear to be either students, merchants or visiting scholars. Warrior types (except for obvious bodyguards of the above) will be asked to submit to a Truthsayer spell to determine that they mean no harm to the city or the church.

That said, it is not too difficult for skilled individuals to enter the city illegally with proper planning. An Abydosian, Northland, Jewish or Dwarven merchant might be bribed to smuggle someone in hidden in a cargo, and mages can easily use magic to enter (e.g., a Flight spell to get over the walls at night).

Becoming a Citizen

A foreigner who is resident in Abydos can become a citizen by applying to the praetor's office, finding two respected citizens (Status 1+) to vouch for him and paying \$200. Until then, foreigners can't join guilds or the Ravens, may not qualify as electors, and pay double tolls at gates. They still pay taxes.

1627: The Ravens are formed.

1640: The Curia and Quarterdec nobles finally organize their crusade against Abydos. Difficulties are encountered with lake transport and raiding Abydosian war galleys, and only one Imperial legion is able to land. The Imperials are defeated in a bloody battle outside the city walls, their spells neutralized by Lazarite priests and nuns, their infantry slaughtered by Dwarf-built artillery and the remorseless zombies of the Polished Bone. 1653: The City of Abydos celebrates 100 years of Lady Ravenjoy's rule with an impressive festival.

1728: A party of Megalan adventurers infiltrate the Citadel of Birds to slay Ravenjoy. She is injured but survives; they are cast into the Silent Maze.

1730: After a satirical play impugns her honor, Lady Ravenjoy has 21 members of the Players' Guild confined to the Silent Maze ("the silence of the players").

1742: Beginning of the Stylite movement.

1750: Samuel Hood is canonized by the Church of Lazarus. Martyrdom of Gilli Oakenbeard.

Chronology: End of an Era

1751: Ravenjoy receives an ambassador from Thulin's Folk, who ask her help with a great dragon. The Lady appoints the city praetor as regent, assisted by the head of her Raven guard, and vanishes on a journey to the Whitehead mountains.

1752: The Emperor agrees to the church's call for another crusade against the "northern heretics." A massive building program strengthens the Imperial fleet at Quarterdec.

1753: The Imperial fleet defeats Abydos' navy and lands two elite Legions. The forces of Abydos retire within the walls and the city is besieged.

The month-long siege is broken by the sudden arrival of Lady Ravenjoy, who returns riding the zombie dragon Moonshadow. As night comes, the Polished Bone and Deathless Monks are released, and the imperial forces waver, then break. A cohort of the True Dragon legion and a contingent of elite Hospitallers and Templars cover the Emperor's retreat to the ships, but the Master of the Templars falls to Lady Ravenjoy's blade. Afterward, the damage to Abydos is repaired by the animated corpses of Megalan soldiery, who join the Legion of the Polished Bone.

1755: A band of 27 vengeful Templar mages infiltrate Agartha and ambush Lady Ravenjoy as she visits her old manor. They overwhelm Ravenjoy's guards and use a Drain Mana spell to negate her powers and disable Moonshadow. Ravenjoy dies fighting, her spirit prevented by the mana-dead zone from fleeing into her Soul Jar. The three surviving Templars douse her body with flaming oil and hold off reinforcements until Ravenjoy to be burned to ashes.

1757: Following instructions left by Ravenjoy, tribune Destasia Laskarina becomes the first Lady Raven, while Kadia Andronikos is the first praetor to rule independently. All Agartha mourns Lady Ravenjoy. Gladiatorial games are held in which the corpses of the Templars duel one another. Lady Ravenjoy's ashes are scattered from the Tower of Birds.

Chronology: After the Lady

1758-1850: Tumultuous events leading up to the birth of the principality of Cardiel and the founding of Caithness divert Imperial attention from Abydos for nearly a century.

1915: Narses the Pious becomes Archbishop of St. Lazarus.

1938: Bishop Leo the Apostate opens secret negotiations with liberal elements within the Curia to discuss reuniting the Church of Lazarus with the Petrines. The Hand of Glory discover his treachery. He is sent to the Silent Maze.

1939: The Hand of Glory begins a purge of Petrine worshippers within the city. A Petrine resistance group, Blood of the Martyrs, is founded.

1940-42: Blood of the Martyrs mounts a terrorist campaign in which 17 priests and several senior Ravens are killed before its headquarters are finally discovered and destroyed by the Ravens.

1941: Gabrielle Boneshanks becomes Lady Raven.

1957: Six Northland clans unite under King Ragnar Longnose to form the Kingdom of Nordheim. Abydos praetor Andronikos assists the negotiations and attends the coronation.

1973: Abydosian privateers capture and loot a ship carrying the intended bride of the old Earl of Quarterdec. She is accidentally sold to St. Magdalene's College as a flesh scroll.

1974: The angry Earl of Quarterdec attacks Abydos. His fleet is defeated in a brisk naval engagement. To discourage further escalation, Lady Raven Gabrielle lands the Legion of the Polished Bone to burn the naval dockyards at Quarterdec, but is ordered not to assault the city to avoid starting a full-scale war.



The Defenses

How has a single city withstood the might of the Imperial legions? The citizens of Abydos boast of the "four shields" that protect them.

The first is Lake Styx itself. Abydos is an island city. To invade, the Emperor must not only march to the far north of the empire, but also cross some 60 miles of water. While the Earl of Quarterdec maintains a naval squadron of a dozen warships, transporting tens of thousands of soldiers needed for an assault requires an immense marshalling of barges, galleys and sailing vessels. This provides ample warning to the defenders. As Abydos maintains its own squadron of warships, the success of any landing is doubtful. Even then, sustaining an amphibious assault against a defender willing to meet the attackers on the beach is the most difficult of all military operations.

The second shield is the walls of the city. Tall and strong, built with the help of dwarven masons, they are an exceptional obstacle to siegecraft as long as the city's mages can defeat spells aimed at them and the city's defenders can man them.

The third shield is the prowess of the city's magicians. As the home of St. Magdalene's College and of a church that encourages its clergy to be mages, Abydos boasts more trained wizards than most cities several times its size, and they are led by the Ravens, an elite guard of warrior-necromancers. The last shield is the armed forces of Abydos. The city's naval squadron is seasoned from battles with Megalan ships; the gentry and militia can field a few hundred good cavalry and a few thousand mediocre spearmen, supplemented by a regiment of tough Northland mercenaries. The true strength of the city, however, are the Legion of Polished Bone and their auxiliaries: 10,000 undead soldiers supported by 100,000 zombie militia give Abydos a fearless infantry force that has so far defeated three Imperial Legions.

Economy and Industry

Abydos is largely self-sufficient, with fish from the Styx and crops grown on the island being adequate to feed the city's populace. The economy of Agartha is dominated by fishing the lake, agriculture, herding sheep and goats in the hills, and the making of woolen cloth, ships and pottery. There are also iron and copper mines on the island, but they do not produce enough for export.

The city's merchant galleys sail the Styx, visiting coastal towns and villages along its north and west shores, where they trade with northlanders from the semi-civilized lands beyond the Emperor's Wall and meet Dwarven caravans from the Whitehoods. The city has become the hub of a small but lively circular trade in woolen cloth, smithcrafts, wood, furs and amber. Its major imports for domestic consumption include spices, wine, salt, timber and gems, as well as smuggled luxury items from Megalos.

Taxes and Tithes

Citizens pay taxes set from year to year by the Senate, typically one-twentieth their wealth unless there is good reason (e.g., looming invasion) to temporarily raise taxes. All secular Christians (Jews and clergy are both exempt) pay an additional tithe to the church of a further one-twentieth their wealth. Both taxes and tithes are collected in the first week of October. Another major source of income is gate tolls and dockyard fees.

Necromancy and Society

"Alas that the heretics who inhabit this festering sore are so skilled in the arts of sorcery. Their greatest crimes are the desecration of the dead, which they blasphemously perform in God's name. Not only do their necromancers animate corpses of warriors, but also of peasants and even animals. As these foul undead slaves labor in the fields, their rotting bodies must slowly fall apart, fertilizing the soil with decayed chunks of their own flesh. Eat nothing grown in this evil land!"

-- Bishop Anselm, "On the Lazarite Heresy," (Megalos, 1897)

Abydos has more trained mages than a typical city several times its size. The main reason is the attitude of the Church of Lazarus and the

size of its magical university, St. Magdalene's College. Lazarite parish priests are charged with finding children with magical aptitude and encouraging them to either join the church or receive college training.

Necromancy is practised by over half the city's mages, and its powers accepted as natural by the populace at large. Lazarite clergy raise the spirits of the dead to comfort and advise the living. The animation of corpses is regulated by guilds, with arcane alchemical substances being used to prevent corruption. Zombies are used as workers, servants, bodyguards and, by the desperate, prostitutes, having the advantage of remembering nothing, demanding nothing and never speaking unless spoken to.

Abydos also boasts a very high number of alchemists. One city street in Abydos, Vat Road, is devoted to their shops.

A Long-Lived Aristocracy



"If the Godless wilt at the touch of a hand blessed by the true faith, and their strength flows into the pious, is that not Divine Will?"

-- Lady Nicasia
Ravenjoy

In Agartha, the gentry and senior clergy often live unnaturally extended lives. The clergy justify this by citing the example of the Biblical patriarchs such as Methuselah, and state that their long lives are the result of their faith in the teachings of St. Lazarus, as well as devoted scholarship.

In one sense this is certainly true, for their faith does let them embrace certain necromantic disciplines without qualm. Diligent study of the spell

Steal Youth is encouraged for the senior clergy and graduates of St. Magdalene's College, and, as previously indicated, slaves have no rights at all.

While many mages know Soul Jar, few use it: escaping a jar requires a combination of skill and energy that few mages can muster, and the risk of enemies capturing the jar also exists. The "Youth" spells of the Healing college are studied as a prerequisite to Steal Youth, but death-aspected mana of the city makes them risky to use safely, so most mages prefer draining a slave. Wealthy gentry who are not mages often use alchemical potions.

While the greatest Agarthan necromancers are functionally immortal, only a few are older than a century, due to a propensity for duelling and losses sustained in fighting in the last two Megalan invasions. (The mages know that if they don't do their part, they'll be the first burned at the stake if the city falls.) Even so, senior clergy and the senate do tend to have the same faces for many decades and politics are conservative.

A Quiet Land

Visitors to Abydos may be surprised to learn how few people live in the countryside: the last census recorded 91,600. This would be too small a rural population to support a city of Abydos' size, except for the undead. No one knows how many undead exist. The church estimates their numbers at 250,000 to 500,000.

Harvest time resembles a scene from the Apocalypse. Across the island, skeletons move in eerie unison across the fields, long scythes

Chronology: Recent Events

1982: A costly war breaks out between Megalos and Caithness.

1984: Secret Petrine church discovered by the Hand of Glory. Many arrests are made.

1990: Blood of the Martyrs begins a new campaign of murder and terrorism. An election to select new officers for the Alchemist's Guild is a farce of violence and intimidation.

1993: Repairs to Quarterdec's dockyards completed.

1996: Naglfari "jarl of jarls" Einar Ingolfsson is assassinated by an unknown killer. A violent struggle begins between rival jarls for control of the Abydos underworld. Lady Raven Gabrielle is killed, but later returns. The leader of the Blood of the Martyrs, Sean Hook, is captured by the Ravens and sent to the Silent Maze. He is succeeded by his brother Edward.

1997: Basil Stephanos elected Praetor. A naval skirmish between Abydos warships and Quarterdec privateers raises tensions in the Lake of Styx.

The Historical Abydos

Two places on Earth have been named Abydos. The first is the Egyptian Temple of Abydos, on the west bank of the Nile near Luxor, dating to 3150 BC. Sacred to the god Osiris, it was an important location for the Egyptian belief in the afterlife, where according to legend, a golden staircase led from Abydos to the next world. It was also at Abydos that Osiris (after being dismembered by his evil rival Set) was brought back to life by his sister-wife Isis, for it was at Abydos that Osiris' head had been buried. After his resurrection, Osiris became the judge of the dead and lord of the netherworld.

The second historical Abydos was a Greek city on the Aegean coast in western Anatolian (now Turkey). It commanded the narrowest point in the Dardanelles (or Hellespont), the strait that divided Europe from mainland Asia. In classical Greek times, Xerxes, Persian King of Kings, invaded Europe from Abydos over a pontoon bridge of boats. Alexander the Great returned the favor, in the opposite direction. Later, Abydos was part of the Eastern Roman empire, and was one of its main tax stations.

Yrth's Abydos was named after the Greek city, but its associations with death and resurrection were known to the Lazarite Church's founder Samuel Hood, thanks to his arcane background as a former Thomasite Monk. His decision to journey here to preach the doctrine of Lazarus was motivated by the occult symbolism latent in its name.

Coin of the Realm

As a free city, Abydos mints its own coins.

The copper farthing/Obol (\$1) has a profile of Lazarus (actually based on an image painted in the Cathedral of St. Lazarus) on one side, a Greek cross on the other, and the legend "Hand of the Messiah."

The silver shilling/drachma (\$20) displays a profile of Lady Nicasia Ravenjoy on one side and a skeletal bird on the other, and the legend "Protector of the True Faith."

Abydos does not mint its own gold coinage, but Dwarven gold coins from the Whiteheads and Imperial coinage from Megalos are in reasonably common circulation. Within Abydos, money changers will accept foreign coins without complaint or charge, but demand a 5% cut when changing Abydosian coins into foreign currencies.

Christians in Caithness and Megalos are suspicious of Abydosian coins: a -1 Reaction if asked to accept them (-3 for those with a special hatred of heretics). Megalan merchants nickname Abydosian shillings "dead silver crows." Word that someone has a large sum (over \$1,000) in Abydos coin may open someone to the charges of "consorting with heretics." Due to this risk, Megalan or Caithness money changers may charge double or more their normal fee when handling such "tainted" coin and after accepting it, may be inclined to melt it down.



reaping the grain. It is as if the land was filled with thousands of incarnations of Death himself. After the harvest is over, skeletal horses and zombie oxen carry these crops to the living city of Abydos.

In some ways, Agartha is a dying island. The rural population has declined from about 180,000 in 1600 to its current total. For the last two centuries, Agarthans have been marrying late and having fewer children. Some villages are still lively, but many others are nearly deserted, with many empty, boarded-up houses, quiet streets, and almost no children. The gentry live in manors that seem too large for their shrunken families.

Why is this? Elsewhere on Yrth, more children means more hands to work on the farm and someone to support elderly parents. In Agartha, the Church of St. Lazarus' promotion of the Zombie spell means the animated dead of past generations become servants to the living. Some rural jobs still call for a real person: intelligence is needed to manage a farm and supervise the dead, and many domestic animals can't abide their presence. But there is far less incentive to have more than a single child, or for mothers to risk their life and health in multiple childbirth.

Of course, economics are not enough to explain the decline. People enjoy both sex and children for their own sake, and while various techniques exist for birth control, accidents also happen. Is there another force at work? Perhaps. Agarthans do not fear the animated dead, but their very presence hangs over the land like a chill blanket. Could this inhibit the natural urge to procreate? Generations of living within the aura of death- aspected mana that covers the island may also contribute. Thomasite scholars who have studied the many aspects of mana have theorized that living in a death-aspected zone may be subtly antithetical to both human and animal reproduction. Agarthans seem to suffer a larger than usual number of still-born babies.

Whatever the cause, the decrease is less apparent in Abydos itself, where the population has remained fairly stable. The reason for this is that more jobs in the city require skilled labor, so those rural folk whose jobs have been replaced by the dead have tended to migrate toward the city.

Is Agartha doomed to dwindle to a small immortal aristocracy of priests and mages presiding over an island of the dead? Perhaps, but it could be a long time coming. It has taken 450 years for the city to reach its current state; at the present rate, it would take another three or four centuries before the population halved again, threatening the city's life.

Law and Justice

The laws of Abydos are similar to those of Megalos: crimes like treason, murder, rape, kidnap, assault, waste, theft, fraud, tax evasion, and smuggling goods without paying duties are all against the law and punished by the city. Perjury, blasphemy and heresy are crimes against God prosecuted by the church.

Magic and the Law

Spells placed on victims to invade or take control of their mind or body, steal life force, youth, etc., are treated as either a form of theft, assault or rape. Magical backfires that injure people or property get a mage charged with murder, assault or waste if a jury don't believe he took "reasonable precaution."

Except for demon-summoning, necromantic practices like buying and selling corpses and making zombies are legal: see the *Lich-Merchant's Guild* for details. Damaging or stealing a zombie is a crime against its owner's property. There's no law against summoning spirits, as long as they're used for illegal purposes.



Bearing Arms

It is illegal to "bear arms of war" within the city limits. This includes all shields and most hand-held and ranged weapons, and all armor except leather or cloth. Exempt are knives, the whip, the quarterstaff and (if disguised as walking sticks or canes) light clubs and batons. Gentry, Ravens and the Eumenides Guild have the privilege to carry swords (including rapiers, foils and sabers). People may carry the tools of their trade, but (for example) a band of self-proclaimed "blacksmiths, carpenters and fishermen" walking about laden with hammers, axes and nets will attract attention from the Ravens.

It is legal to possess weapons in one's own home, ship or business, or transport arms held in a "secure double-locked chest." Thus, armed guards are possible for homes or businesses, and people can carry weapons from the city into the countryside. In the countryside there are no restrictions on weaponry, but local gentry will certainly object to armed bands on their land.

Being caught bearing arms results in an arrest and interrogation to see if the characters are involved in or planning other crimes. Innocents will be freed (unless they resisted arrest ...) but contraband weapons and armor will be confiscated, and held until it can be removed under legal conditions, and a fine of 25% its value is paid.

Duels

Duels are common in the city. Gentry are expected to defend their honor if challenged or find a stand-in to do so. Killing in a duel is not murder, provided legal forms have been observed. These include a proper invitation written in mammalian blood, 12 hours or more notice, and the delivery of a rose, which may be of paper when roses are out of season. The rose is red if the duel is to first blood, white to incapacitation, black to the death, or purple if beyond death, in which case the body is animated and the fight continues until its destruction. Bouquets of roses are not sent as gifts within the city. "To send roses" is a slang for any sort of challenge; "an affair of roses" is a duel.



Violations of Canon Law

Everyone in Agartha is subject to the canon law of the Church of St. Lazarus. Rules for secular matters like tithes, marriage and divorce are similar to those of the Curia, except for esoteric matters like internal church dogma and organization. What can get foreign visitors into trouble are laws against blasphemy and heresy.

Blasphemy: Anyone insulting, desecrating or mocking the church of Lazarus or its symbols is a blasphemer.

Heresy: Practicing or teaching doctrines the Lazarites consider false, such as the Petrine church's denial of the truth of the Renewed Testament, is considered heresy.

Diabolism: The only kind of necromancy forbidden by Lazarite law is demon summoning, known as "diabolism." A person who can prove that a demon's appearance was an accident can get off, but may face secular charges. Grimoires containing demon summoning spells are illegal, but those simply holding the names and descriptions of demons are not.

Civil authorities will arrest someone they catch breaking these laws, but only the church, through the agency of its Hand of Glory inquisition, will actively hunt for lawbreakers. Violators of canon law are tried by the Hand of Glory in a church court, which has precedence over civil court except in cases of treason.

Law Enforcement

In Abydos, the laws is enforced by the Ravens (see *Organizations*). In rural Agartha, the local gentry maintain order on their own lands, but the Ravens may be sent to investigate unsolved crimes or keep the peace between rival landholders.

The Ravens aggressively investigate crimes committed against lives or property of upper commoners and gentry. They ignore organized crime such as protection rackets, prostitution and fencing stolen goods as long as it isn't too blatant and its victims are lower commoners. Murders, rapes and muggings of honest citizens (even lower commoners) are investigated. But if a poor shopkeeper gets beaten up because he wouldn't pay a criminal gang protection money, they don't make a big effort. Likewise, if a murder victim is a criminal or beggar, the case is usually dropped: who cares if the scum kill each other off?

Courts consist of a jury of 12 citizens, presided over by an appointed judge, but otherwise follow the familiar systems of Roman law, i.e., advocates to speak for both the court and state. All witnesses and the accused must submit to Compel Truth spells cast by a licensed Master of St. Magdalene's, or by a Lazarite priest or monk, and deceased spirits may be raised as witnesses. The



city has professional lawyers (called "advocates"); most of their business involves civil disputes between merchants or landowners.

The Hand of Glory actively investigates rumors of heresy and diabolism. It prosecutes violations of canon law, with no jury and a tribunal of priests or monks as magistrates.

Punishments

Lady Ravenjoy believed that making a public spectacle of criminals deterred the guilty and soothed a victim's feelings (or comforted their spirit). By tradition, a criminal who is sentenced to death (e.g., for murder) is strangled by the animated corpse or skull-spirit of one of his victims. If that is impossible, due to the victim's body not being found, or being too weak, then the execution is performed by anonymous skeletons from the bone yard. The corpses of the executed are raised as zombies and become property of the state, and are usually auctioned off at the meat-market.

Other punishments can be assumed to follow typical medieval practice (see p. F22) unless otherwise noted. Criminals guilty of petty crimes typically receive a public whipping (1d-1 damage) or fine (\$100-600). Serious crimes not warranting death are often punished by excommunication, branding and enslavement; gentry may instead be exiled from Agartha for a set period of years, usually to the Nomad Territories.

Thieves are sometimes sentenced to community service: a Flesh to Stone spell is used. When heavy labor is needed, they are animated using the Animate spell. If they break, too bad.

Unlike the Curia, the Lazarites do not burn heretics: the final punishment is "the Silent Maze," a combination of excommunication, mutilation and imprisonment. This punishment is also used for rapists, diabolists and traitors. Their tongues are surgically removed and they are locked within the Silent Maze, a labyrinth under the city. Prisoners are not fed, but can survive for years, eating rats or by cannibalism. The Silent Maze is described in more detail in the *City of Abydos* chapter.

The court may set other punishments based on the circumstances. Possibilities include penance (e.g., make a circuit of the town wall in sackcloth and ashes), fines, whipping, and temporary or permanent excommunication.

Heretics are always interrogated to determine if they know other heretics, then permitted to recant publicly. Those who do so may get off with a flogging instead of the Silent Maze.

Customs and Culture

Many of the practices of Abydos seem strange to foreigners. While they share the same language and culture as those of Megalos, centuries of rule by an eccentric necromancer and a heretical church have led to some differences in customs.

Abydos prides itself on being a center of art and scholarship. It is also home to St. Magdalene's College, an institute of higher learning described in the next chapter.

Fine Arts

The seventeenth century under Ravenjoy saw a renaissance in sculpture and painting, as churches were dedicated to the new faith and a new generation of artisans born into the "true church" toiled to make the city's holy places worthy rivals of those in Megalos.

"Lazarus Awakens" is the first great work of the Lazarite tradition, and was painted by master Philopos Glabras on the roof of St. Lazarus' cathedral. The work shows St. Lazarus casting off his shroud as the Lord Jesus raises him from the dead, while his siblings and the Disciples look on in wonder at the miracle.

"A Feast of Ravens" is a vivid, powerful and detailed tapestry that depicts the victorious second coming of Lady Ravenjoy, riding the dragon Moonshadow. It is notable for its aerial depiction of the city as it was in the 18th century, and it is said that its creator, Lady Arachne, spent many hours levitated above the city, taking sketches. The 14-yard long tapestry hangs in the great hall of the Citadel of Birds.

"The Seven Cavaliers" created by the jeweller-mage Michael Morgarten are an excellent 19th century example of Abydosian necromantic craft, inspired by the mechanical toys of the dwarves. The gilded zombie mouse-skeletons who serve as tiny mounts for the miniature knights demonstrate fine craftsmanship, especially the detail of the tiny brass horse-masks and cloth-of-gold caparisons the mice wear. This work inspired many cheaper copies for the children of the upper commons. Most are well crafted, but use tin soldiers and ordinary cloth, with the undead mice bones being painted rather than gilded.

"St. Samuel's Tomb," created by the master sculptor Leonidas the Blind, is a monumental series of marble sculptures showing the life and times of the patron Saint of Abydos. It is located in the crypts of the Cathedral of St. Lazarus.

"Our Lady of Roses" is a small but wonderfully engaging portrait of the famous duellist Sophia Doukaina, painted by Skyros himself, in the modern hemomedian style, that is, in pen and ink mixed with blood. It once hung in the Mason's Guild Hall, before its recent theft. Its present whereabouts are unknown.

"Child Skating under Charon Bridge" is a recent work by the painter Canidia Nightingale, now displayed in the townhouse of Sir Tancred Farthingham. Her powerful evocation of nightmare, as well as her mastery of the form, has made her the darling of the so-called "Northgate School" of artists, whose shocking work portrays secular themes. Their works are generally commissioned by those electors who wish to be seen as fashionable.



Theatre

Ever since the "silence of the players" in 1730 (see sidebar, p.00), all formal plays were performed by mimes, and then by pre-pubescent children masked as adults. Religious parables predominate, supplemented by ironic political satires. However, lately the experimental Gorice Road Theater Company has taken on non-traditional subjects, notably intricately mannered comedies and historical epics, sometimes using a large number of zombies as "extras." A more recent development has been the Ghost Troupe, seemingly composed of students at St. Magdalene's, who earn book and rent money by performing illusionary shows for the edification and titillation of the lower commons.

Literary Works

Respit de la Mort, Jon Paul Lafarge. A book of poetry. A true classic.

Nekromantía by Bishop Greoric the damned, a text on necromancy by a executed bishop who was found to be in the service to Azmodeous. Still it's very popular and is considered a staple and has poems that are quite beautiful.

Nigromancy et Megalos, by Alder of Sardis. A ridiculous piece of anti Megalan propaganda talking about Satanic worship within the mages of the legions. It's well written and often humorous but in the end is just an insidious writ of lies.

The Red Book, by unknown. A huge tome of philosophy and spellwork largely just an expansion of the "Munich Manual of Demonic Magic". A fifteenth century grimoire manuscript. The text is largely concerned with Demonology and Necromancy.

Holidays and Festivals

The folk of Abydos celebrate several days throughout the year with church-going, processions and religious plays. The traditional Christian holidays such as Easter, Lent, Passover, Christmas and all the usual major saints' days are all observed, but Abydos also has the following unique holidays:

St. Samuel's Day (February 7). Celebrates the day he found the Renewed Testament. Icons of the saint are carried in a pilgrimage to the cave where it was found.

Lazarus Day (a week before Passover). Celebrated by numerous processions and masses in the Church. Priests visit the meat-market and boneyard, and collect some of the recent undead, who then carry candles in solemn procession through the city.

Easter. Celebrated much as in the mainstream church, but three penitents chosen by lot are crucified. Survivors who last till Sunday are taken by the Deathless Monks.

School's End (June 14). Informally celebrated by a parade of dead schoolmasters from the crypts at St. Magdalene's down Kadia's Way, out the gate, around the walls, and back, followed by student revels and reckless use of magic. Honest folk secure shutters, and spend the night in heartfelt prayer.

St. Gilli's Day (August 10). Dwarves who follow the Lazarite faith feast, drink, bang pots and sound horns. A float made to look like a dragon is driven through the town, propelled by undead horses, while all church bells are rung.

Ravensday (October 7). The birthday of Lady Ravenjoy, is celebrated by gladiatorial combats in the Bloodless Arena, military parades, and the saying of masses for the Lady's soul. Traditionally, candidates for the senate and praetor announce they are running; three weeks later, elections are held.

The Day of the Dead (November 2nd). Celebrated by the Dance of the Dead, where zombie skeletons dance through the streets with young maidens. There is also a parade of the Corpseflayers and Lich-Merchants, with many impressive floats.

Names in Abydos

Names are most often Greek, but Latin and Northern names often with a greco-tone are also quite common.

Male

Acheron, Achilles, Achlys, Acrisius, Actaeon, Acteon, Adelphos, Admes, Admetus, Adonis, Adras, Adrastus, Bemus, Biton, Boreas, Brasidas, Briareus, Brygus, Butades, Cadmus, Caesare, Calchas, Calisto, Capaneus, Demitrius, Demodocus, Dunixi, Dymas, Eachann, Eferpi, Egidio, Eleftherios, Fulop, Gaelan, Hesperos, Homar, Homer, Ivankor, Ixion, Jaison, Jase, Jasen, Jason, Jurgisr, Kadmus, Kairos, Khristos, Khrystianr, Leonidas, Lichas, Linus, Lippio, Menoeceus, Mentor, Midas, Mikolas, Nicholas, Nicholaus, Nicias, Nicodemus, Obiaraus, Oceanus, Ocnus, Palaemon, Palamedes, Sebastiano, Steverino, Takis, Talos, Talus, Tantalus, Tarasios, Urian, Vasileios, Yehor, Yuri, Zale, Zarek, Zelotes, Zeno, Zenobio

Female

Acacia, Acantha, Adara, Ademia, Adonia, Adrienne, Agatha, Aglaia, Charissa, Cherise, Chloe, Christobel, Circe, Cleo, Deianira, Delia, Delphine, Demetria, Elektra, Eleni, Elina, Fedora, Gelasia, Hypatia, Ianthé, Idola, Iona, Jacinta, Kaia, Lysandra, Maeve, Mariam, Minerva, Muriel, Myrtle, Naida, Narella, Ophelia, Ophira, Pamela, Pandora, Panthea, Pelagia, Penelope, Peony, Persephone, Persis, Petrina, Phedra, Raissa, Rena, Rhea, Rhoda, Rita, Saba, Sandra, Sandrine, Sapphira, Selena, Tabitha, Talia, Tansy, Taryn, Teresa, Tressa, Uriana, Vanessa, Vara, Vesna, Xylina, Xylona, Yalena, Yolanda, Zandra, Zanita, Zanthé, Zebina, Zelia, Zena, Zinaida, Zoe



Famous Clergy



Sister Ophela Daphos

Burned at the stake in 1941 for rescuing her sister from the Flesh library after her sister was brutally raped over and over. Considered a Saint by the Petrines and grudgingly respected by others her martyrdom will not be forgotten nor the wickedness of her oppressors.

St. Samuel of the Hood

A defrocked Thomisite monk and perhaps demonidolist who claimed many things and brought the "Book of Lazarus" to the people. Who was he? A con man, a devil worshiper, a demon or a deluded man who happened upon some false testament

Whoever he was he started a culture of rape, murder and religious intolerance to an already flawed world...he was no saint..so who was he?.

Bishop Greoric the damned

An executed bishop who was found to be in the service to Azmodeous. Still a beloved man and writer of the *Nekromantía*, a text on necromancy. He wrote sermons that are still in use today and many dismiss his demonidoltry to his old age.

Prior Hhelmut

A Gnomish monk who heroically defended the village of Tortuza and is called a Saint by the Gnomes and Dwarves and is up to be canonized.

Stylites

The Lazarite faith has its share of hermits who believe in retiring from the world for a life of privation as they contemplate God. However, Agartha is not a huge island, and on the mainland, a Lazarite hermit has a good chance of martyrdom.

Some hermits have chosen the life of a stylite, as was common in the Byzantine empire. Rather than a cave in the wilderness or a monastic cell, they seek solitude within the city of Abydos itself. The practice began in Abydos in 1742 when the mystic Makarios the Pious climbed up to the top of the Column of Kalamanos (whose statue had fallen off a century before) and refused to come down. He sustained himself with rain water and donations of food (delivered by a rope and bucket) for 17 years. Several miracles were reported among people who touched the base of his column, and soon the square thronged with pilgrims, many of whom waited for the weekly dump of Makarios' own waste, which they would carry off or preserve to sell as relics.

Makarios' act caught the imagination of several generations of monks, and one or two stylites have been dwelling above the city continuously ever since. In 1857, funds were even raised to build a new, blank, column for a particularly popular hermit, because all the ruined ones were then in use.

Aside from one period of disfavour in the early 1920s (after a stylite mage was found to be using levitation to commute off his column at night), the practice has been generally accepted by the clergy as an important part of the Lazarite tradition.

Crime and Vice

Abydos is filled with crime and vice but much of it is legal within Abydos or as least accepted. Status and personal offence is much more important than a rule of law and whim of the enforcers is the rule.

Rape, is a minor issue as it is routine within the collage with the flesh scrolls and as long as it is occurring to one of lesser status is generally ignored. Pedophiles and rapists are much more common in the unholy lands of Agartha but nevertheless try to hide it as it weakens the perceived power of the Ravens and the law.

Neighbors Enemies and Allies

The Earldom of Quarterdec

The fief of Earl Hadrian of Quarterdec stretches from the northern edge of the Blackwoods to the Emperor's Wall and the shores of Lake Styx. The earldom is famous for its horses, the best of which are descended from captured northern stock. Quarterdec's rich, sometimes marshy grasslands are broken by pine forests. Perpetually swept by icy winds pouring down the mountains, the city is solidly if monotonously constructed. Quarterdec is the primary source of dwarven goods in Megalos. Traders from Zarak gather there to exchange weapons, armor, and jewelry for food and cloth. The city also boasts a community of dwarven smiths – one of the that race's rare permanent surface dwelling settlements. Not surprisingly, recent controversy in Quarterdec has revolved around gold. The Baran River, which flows out of the Bronze Mountains into Lake Styx, is rich with it. When the humans first discovered the gold in the mid-1980s, they panned so much that its value dropped. The dwarves grumbled that the gold was rightfully theirs since it flowed out of their mountains. Thus, when the gold began to poison its owners, they were the first to be blamed. It turned out the "Curse of Black Gold" was the work of a wizard, hired by a local merchant who was being ruined by the price drop. The magic has since worn off; the gold is once again harmless. The dwarves, however, remained concerned, and offered to buy the river from the fief in 1999. Since the river is important to local agriculture and the Earl has no authority to sell Megalan land, they were refused. They have renewed the offer each year, promising more money, asking for different rights, or using a less diplomatic tone. In addition, they have been furiously digging in the headwaters of the river, looking for the mother lode. In late 2004, however, they suddenly stopped, and began asking discreet questions about Earth. What they found is unknown

The Kingdom of Nordheim

The Kingdom of Nordheim, a quarrelsome collection of semi-civilized lake towns and proud highland jarls that has only been united under a single ruler for the few centuries. Found in the Nomad lands north of Agartha.

Thulin's Folk (See GURPS Fantasy)

Kimberlorn- A powerful family of Elves

2 ORGANIZATIONS



"Many gentlewomen of this wicked city carry swords, like the woman-knights in Caithness, but prefer to fight using rapiers and cloaks, having adopted the style of the fencers of Araterre. Some are also evil witches: these dress as carrion birds and patrol the streets; fear of them makes the heretics obey their rulers."

-- Bishop Anselm, "On the Lazarite Heresy," (Megalos, 1897)

Defenders of the City

The permanently embodied protectors of Abydos are the Ravens, the Legion of the Polished Bone, and the Northland Guard.

The Ravens

Law and order in Abydos are enforced by the Ravens, who were originally Lady Ravenjoy's personal guard. Skilled necromancers, the Ravens wear feathered cloaks and bird-mask leather helms. All are women, often the younger daughters of gentry. Northlanders nickname the Ravens "valkyries," after the spectral warrior-women who haunted Norse battlefields and choose which of the slain would be raised to serve Odin and fight on for all eternity.

The commander of the Ravens is the Lady Raven. Under her are four senior tribunes, 20 junior tribunes, 80 guard-captains and 400 Raven Guards. The Raven's headquarters is the Citadel of Birds, which is the residence of their commander, the Lady Raven. The other Ravens live in private dwellings. Half the Ravens are based in Abydos, the remainder having posts in country villages.

Recruitment and Duties

To join as a Raven Guard, a woman applies to the Lady Raven's office, usually speaking with a tribune. She must be a citizen or Agartha or have the

Lady Raven's permission, be 16 or older, and in good health, and both a mage and a skilled swordswoman. Promotion is through merit, with only a limited number of slots for tribunes and up. The Lady Raven serves until she wishes to retire, and appoints her own successor, or if she dies suddenly, the Ravens elect one. (That said most ravens start at about age 25-30)

A Raven Guard or captain is assigned to the office of a tribune. She's expected to report every morning or evening, depending on whether she is on nightwatch or the daywatch (this alternates weekly). There, she receives her duties for the day.

Raven Guards usually work in pairs, or sometimes in a squad under a guard captain. They are a combination of detective and city guard. They patrol the streets, investigate crimes, act as bodyguards for dignitaries, guard important places, and are sent beyond the city on special mission.

Guard-captains command posts such as city gates, or work on sensitive missions, either solo, in pairs or in command of 3-5 Ravens. They may also act as mages and officers on warships.

Junior tribunes run criminal investigations, command warships and assist at trials using their magic to compel truth or summon spirits. Senior tribunes assist the Lady Raven in administering the Ravens.

The Lady Raven sets policy and objectives, and reports regularly to the praetor and senate.

In wartime, the Lady Raven commands the Legion of Polished Bone, and the Ravens serve as its sergeants and officers.

Raven Characters

Ravens typically these advantages and disadvantages:

Advantages: Legal Enforcement Powers (10 points), Military Rank 2 and Magery. Increase Rank by one for each rank above Raven Guard, e.g., the Lady Raven is Military Rank 6. Captains and up require Magery 2+. Tribunes are normally Status 1+, the Lady Raven is at least Status 3.

Disadvantages: Duty (to the Ravens, 9 or less, -10 points); Vow (to uphold the city's laws, obey their officers and protect Abydos, -10 points).

Skills: Area Knowledge (Abydos), Broadsword or Fencing, Cloak, Criminology, First Aid, Law, Riding, Savoir- Faire, Spear, Streetwise and Tactics. Captains have Leadership and sometimes Seamanship, Tribunes and up Administration and Strategy.

Spells: At a minimum, Dispel Magic, Truthsayer and at least four necromantic spells. Captains and up must know Seeker, Zombie, Summon Spirit and Control Zombie. Tribunes must know Compel Truth, and the Lady Raven must know Soul Jar.

Equipment: Thrusting broadsword or saber, large knife, light cloak, leather bird-helm (PD 2, DR 2), and a 1-6 point powerstone. In wartime, they use plate armor and bird-crested greathelms. Ravens usually go on foot within Abydos, but they can be issued a skeletal cavalry horse and saddle.



The Legion of the Polished Bone

The Legion of the Polished Bone are an army of undead warriors kept in catacombs until called upon by the Lady Raven. They were created from the dead of many battlefields, and have been added to over the centuries by the Ravens and priests.

The Legion are ordered to obey the commands of the Lady Raven and her officers. Under their command, the Polished Bone is as disciplined as any Imperial legion. It numbers 6,000 warriors: mostly skeleton infantry, but with 500 cavalry (on undead horses). They are equipped after the fashion of the Megalan legions whose troops they once were. The styles of their arms span nearly five hundred years, but are kept in fair repair.

In wartime they are organized into battalions of 1,200 (under tribunes), companies of 250 (under junior tribunes), platoons of 50 (under guard captains) and squads of 10 (under ravens guards). In peacetime, only a fifth of the legion are deployed -- guarding walls and serving on ships -- and Ravens command one echelon lower, e.g., Raven Guards will command no soldiers, while guard captains will be in charge of a squad.

The Legion do not grow tired or feel fear, and their remorseless advance has filled many an invading host with dread. They are vulnerable to area effect Turn Zombie or Drain Mana spells, but, then again, human troops are vulnerable to area-effect spells such as Terror or Mass Sleep that zombies ignore.

Typical "Bone-Guard"

Zombie skeleton.

ST 11, DX 14, IQ 8, HT 11, Speed 6.25

Skills: Shortsword-16, Spear-15, Shield-15.

Gear: Scalemail, medium shield, spear, shortsword.



The Northland Guard

Abydos possesses a 1,200-strong force of barbarian mercenaries. Originally formed from freed slaves, it is now composed of adventurers, exiles and professional soldiers drawn from the Nomad Territories. The Kingdom of Nordheim supports Abydos in its recruitment, as the Guard is a safety-valve for landless younger sons who might otherwise start feuds at home!

The Guard is organized into bands of 50-200 men commanded by captains (rank 2) and squads of 10-16 commanded by sergeants (rank 1). They wear chainmail and fight with axes, spears and shields.

Half serve on naval warships in the Styx, while the rest are barracked in Abydos to patrol the streets and man gates and towers. They must obey the orders of Ravens of higher rank, and are ultimately under the Lady Raven's authority.

The Northern Guards have a professional rivalry with the Ravens, tinged with both respect and a certain superstitious fear of those "valkyrie witches." Guards also have a reputation for brawling and drinking off-duty, but the courts are lenient with them, as long as they or their captains agree to pay for damages.

Advantages: Military Rank 0-2; Status 0.

Disadvantages: Duty (to the Guard); Reputation (rough brawlers -1); Social Stigma (Minority Group).

Skills: Axe/Mace, Brawling, Carousing, Shield, Spear.

Knights and Militia

If necessary, the praetor can summon the country gentry to arms. The hosting would take a week to organize, and could be maintained for no more than two months of the year. Abydos' levy would consist of 100-150 knights (country gentry) with 300- 400 spearmen and light cavalry (their retainers) -- and ten times that many undead knights and retainers, although many will have old and rusty weapons (i.e., cheap quality). In the most dire crisis, a general levy of undead may be summoned from rural farms: a horde of up to 100,000 spear or scythe-armed zombies: untrained peasant levies, but fearless, tireless and obedient.

Holy Orders

The Church of Lazarus includes several organizations.

The Priesthood

Priests of Lazarus are much like ordinary Christian priests, except for their unusual beliefs. They range from ordinary parish priests to administrators. The highest ranks are the Archbishop of Abydos and six bishops, for Port Gebura and each rural county. Typical priests will have these advantages and disadvantages:

Advantages: Literacy; Patron (a senior cleric). Magery is common but not required, but Magery 2+ is needed to achieve high rank in the church.

Disadvantages: Duty (to the Church, all the time); Vow of Chastity (-5 points).

Skills: Bard, Greek, Latin, Theology. Also common are Administration, Diplomacy, Law (Canon), Politics, Singing, Staff, Teaching and Writing.

The Hand of Glory

The Hand of Glory is an office of the Church of Lazarus charged with finding and trying heretics and diabolists. It also serves as the Church of Lazarus' spy network, gathering information of a political as well as religious nature. Its Grand Inquisitor submits regular reports to the archbishop's office; he may or may not choose to share them with the praetor, senate or Ravens.

Members of the office are known as Inquisitors, headed by a Grand Inquisitor, appointed by the Archbishop. They are recruited

from the priesthood and the monastic orders, chosen for faith and magical ability. The office is nicknamed "the inescapable hand:" if a living prisoner resists interrogation, they will often execute him, then use Summon Spirit to question his corpse.

There are 70 inquisitors, assisted by an undisclosed number of secret informers and spies. They usually call upon the Ravens when the time comes to make an actual arrest. The Hand's reach extends into nearby lands like Quarterdec and Nordheim; some of their agents may not be aware who they actually work for!

Inquisitors have the same advantages and disadvantages as normal clergy, with these additions:

Advantages: Legal Enforcement Powers; Magery 2.

Disadvantages: Duty (the Hand of Glory); Fanaticism or Intolerance (Petrine Christianity) are common; Reputation (-3 from Petrine Christians and pagans, in lands near to Abydos).

Skills: Detect Lies; Interrogation; Law (Canon Law). They learn spells like Compel Truth, Mind-Search, Pain, Glass Wall, Invisible Wizard Ear and Summon Spirit.

The Order of the Holy Blood

This is the creed of the Order of the Holy Blood, sometimes known as the Deathless Monks:

"I will no longer eat flesh nor fruit."

"I will abstain from the pleasures of the flesh."

"I will forgo the light of the sun."

"As the Lord suffered the pain of the Holy Cross, let me suffer at its touch, so by my mortification I become closer to Him. I swear never to harm the Cross, nor those who bear it.

"My end shall come only when a shaft of sacred wood, like unto the Spear of Gaius Cassius, pierces my side, or if I break these holy vows."

"I devote my eternity to the service of the Lord, amen."

Their founder was the priest Nikodorus, whose faith never wavered even when he awoke in his coffin, and whose own will (so it is said) enabled him to survive the blandishments of the undead temptress that made him what he was. After much prayer, he realized the curse was God's will, and he could better serve the Lord in death than life. The Archbishop was persuaded, and the Brothers of the Holy Blood, or Deathless Monks, was founded.

Today, folk transformed into vampires against their will are encouraged to take holy vows and join the Order. A very small number of people are also transformed directly into vampires. The order has 20 brothers, living in the Monastery of the Holy Blood just outside Abydos. A few nuns are also vampires, but dwell in crypts under St. Magdalene's Convent.

The Deathless Monks devote their time to prayer or scholarship, and those who are mages study necromancy. They prefer to drink the blood of sinners, believing it is purified by passage through their holy bodies. Some of the monks (especially the younger ones) seek out criminals and sinners in need of purification, or hunt demons and "evil" vampires.

Lazarite priests sometimes send those who confess to lustful thoughts to the monks as a penance, that the Deathless may cool their ardor by draining the hot blood of lust from their veins. As the penitent struggles in the icy embrace of the monk, feeling cold fangs sink into their neck, many a young sinner has sworn to abstain from the pleasures of mortal flesh forever.

People suffering from disease also see the monks: it's believed that by having blood drained, evil humors may be let out.

Statistics for vampires are found on p. F123. At a minimum, the Deathless Monks will have these advantages and disadvantages:

Advantages: Clerical Investment; Patron: The Order of the Holy Blood (group with extra-special abilities, appears on a 9 or less); Status 1; Vampirism.

Disadvantages: Vows of Chastity, Poverty, and Obedience to their Order (-15 points).

Skills: Many, as most are 100 years old or more.

The Poor Brothers of St. Judas

A story in the Renewed Testament claims that Judas Iscariot repented of his sins, and was forgiven by Lazarus, rather than dying in disgrace as is usually believed.

This order was founded to redeem the irredeemable. The Brothers take it upon themselves to do missionary work to reform criminals, street urchins and so on. They take a "tough love" approach, but also operate soup kitchens, teach reading, and train in skills such as carpentry. The order's woodworking also provides them with extra funds.

Few Poor Brothers are mages, but most know how to use a stout cudgel. Their abbey is found in Abydos, with smaller monasteries outside some rural villages. They offer sanctuary for male criminals, except heretics, provided the criminal shows repentance and joins their Order.

Advantages: Clerical Investment; Patron: The Brothers of St. Judas (group, appears on 9 or less); Reputation: +2 (from urban poor). Toughness is common.

Disadvantages: Vows of Chastity, Poverty, and Obedience to their Order (-25 points); Status 1.

Skills: Broadsword (as light club), Carpentry, Streetwise, Woodworking; often some criminal skills.



The Sisters of Magdalene



infamous among Yrth's mages for teaching necromancy and its Flesh Library.

This was originally a small charitable order that did missionary work among poor women and prostitutes. However, the Lazarite gospels cast Mary Magdalene as a teacher and mage. At the urging of Lady Ravenjoy, many younger daughters of the gentry were inducted and the arts of scholarship and magic encouraged.

Today, the mundane Sisters operate a number of parish schools for children, while their mages and scholars run the College of St. Magdalene's and perform much scientific and magical research. Like the Alycite Nuns of Caithness, they are famous for their magical powers, but specialize in metaspells and necromancy.

Advantages: Literacy; Patron: Sisters of Magdalene (reasonably powerful organization, 9 or less); Status 1+. Magery is not required, but about one in six Sisters are mages.

Disadvantages: Vows of Chastity, Poverty, and Obedience to their Order (-15 points).

Skills: Greek, Latin, sciences, Teaching, Theology.

Saint Magdalene's College

Originally a convent school intended to provide what Lady Nicasia Ravenjoy felt was a "proper" education for the young Sisters, St. Magdalene's gradually developed a more secular character and accepted male masters and students.

Today, St. Magdalene's College is essentially a guild of masters of the arts. The college licenses degrees, establishes a curriculum of study and holds a final examination. Instruction is provided by individual masters in exchange for a fee paid directly to them.

At present, the university is open to all who meet its master's criteria. It offers degrees in Magic, Theology, Philosophy, Law and Medicine. The college is

Admission

Applicants visit the Chancellor's Office at St. Magdalene's Convent. Students must be 15 or older, literate, and have basic competence (skill-10+) in English and Latin. There is an application fee of \$100. A "Good" or better reaction is required to get in. Students may add twice their Magery level and their Status (or instead, a Patron's status if he provides a letter of recommendation) to the reaction roll. Foreign students may be accepted; the usual procedure is to send a letter of application (typically delivered through Jewish merchants) first.

After admission, a student must make arrangements with an individual Master to attend lectures. This requires a personal interview (GMs may require a reaction roll as above). Most students study with more than one Master to attain a broader education. However, feuds between Masters are not unknown, and one may refuse to teach students studying with a rival. The typical fee is \$3 per hour of study, often paid in advance for a month.

The Church of Lazarus will pay the tuition of any mage who agrees to become a priest or nun after graduation and studies both Theology and Magic. Some guilds offer tuition scholarships to member's children, with conditions relating to their study, e.g., the Armorer's Guild would expect a student to learn Making and Breaking and weapon/armor enchantment spells. Breaking such agreed conditions can lead to charges of fraud or perjury. CC Curriculum and Degrees

The college assumes competency in the basics of latin grammar and arithmetic. It offers degree programs in Magic, Theology, Law, Medicine and Philosophy. (Philosophy includes history, mathematics, astronomy and literature.) Combination degrees are common, e.g., Magic and Theology.

To secure a Bachelor's degree in a field, a student must study for three years. Two more years are required for a Master's degree and four to eight years for a Doctorate. Very few students reach the uppermost level, most dropping out after a Bachelor's degree to enter the church, government, or private practice.

The college Chancellor may choose to recognize a foreign degree (or equivalent education), allowing its owner to study for a higher degree, or teach if they have a Masters or Doctorate. Degrees from Megalos and Cardiel are normally accepted, but others may be asked to demonstrate proof of their expertise.

Study involves attending lectures run by Masters, close reading of selected texts, and, for Magic students, experiments. The skill a student ends up with depends on the hours he or she studies -- see Improvement Through Study on p. B82.

The college's Chancellor awards all degrees, and a board composed of at least three Masters in that field will examine students to ensure they deserve it. For example, to meet the requirements for a Magic degree, students should have devoted half their study hours to learning spells (an even split between Necromantic spells and other colleges is common), and a quarter of their time to picking up academic skills like History, Latin, Research, Philosophy and Writing. Most students spend the remaining quarter of their time on extra-curricular interests, acquiring skills like Brawling, Carousing, Cloak, Fast-Talk, Fencing, Savoir-Faire, Sex Appeal, Singing and Spell-Throwing.

Other degrees follow the same pattern, but replace spells with their specialty,



e.g., a Theology student would devote half his time to studying Greek, Law (Canon Law) and Theology.

Lectures are held in each Master's own home, or if they have many students, in halls rented for the occasion. Lectures begin the last day of October, and end in June. College regulations forbid Masters from teaching Very Hard spells to students who have not attained a bachelor's degree, but bribing Masters or illicit copying does occur! Teaching Summon Demon is forbidden!

The Faculty

Chancellor Patricia Tagarina administers the college. A former Abbess of St. Magdalene's, the chancellor is 64 years old (but looks 40) and a decent necromancer who also specializes in water and darkness magic. A senior St. Magdalene's nun, her family were gentry, and she still has many upper-class attitudes. She has a master's degree in theology and magic.

Doctor Sabelia is another Magdalene nun. She is the Head Librarian, and also supervises many graduate students' research projects. Few can surpass her knowledge of necromancy. She is described in the Characters chapter.

The Masters of St. Magdalene's are those scholars who teach students and perform research at the college. At present, there are 40 masters: 17 teach magic, and the remainder lecture on law, philosophy, medicine or theology.

The Proctors are 12 stone gargoyles, created through permanent Animation spells by Dr. Sabelia, and obedient to her and the Chancellor. They are sent to punish bad students and protect or retrieve college property. Most of them will be perched atop St. Magdalene's Church or in front of the library, but a few will be off on missions. These sometimes wear hooded monk's robes, making them look hunchbacked due to their stubby wings. Treat Proctors as Stone Golems, but they fly at Speed 6.

The Student Body

The students are evenly divided between young men and women, with an average age of 15 to 21. One-third of them are mages, of which half are also studying theology to become priests or nuns.

A quarter of all students are gentry. The rest are mainly upper commons, except for a few studying under scholarships. Such yokels are teased unmercifully by their betters, until they demonstrate sufficient skill to fend them off. About a dozen students each year are foreigners, mainly mages. Non-humans are very rare: so far, a few goblins and one elf have been students.

Being young, the students of St. Magdalene's are a high-spirited lot, taverns and rooming houses that cater to students are considered their "property." Just five years ago, some students decided the wine being sold at the Mandrake's Thirst tavern was sour; after one angry novice Entombed the tavernkeeper, a riot broke out between the Town and Gown that lasted three days and left 17 people dead.

Duels between students often occur. Many stem from rivalries between various student clubs or Masters, or affairs of the heart. These follow the formal customs for duelling in Abydos. Duels attract spectators as well as witnesses, and betting is common.

Upperclass students have the deplorable habit of exploiting and humiliating novices through dares, extortion, and bullying. Aside from duelling, other remedies are to join one of the student societies, or show off one's skill or courage by a flashy display of power. The faculty will intervene only if hazing gets out of control, e.g., using a Charm spell to make someone dance a jig in a local tavern is okay, but Charming them into having sex against their will or committing a crime would be out of bounds. Of course, some students are too frightened to report abuse.

Students who aren't wealthy often earn extra money by acting as scribes, copyists and tutors for other students, or, in the case of mages, selling their skills on the street to those who wish to buy spells but can't afford quality.

Student Societies

Students may belong to these social clubs, though only about one in six students actually do.

Each is a Patron (10 points).

The Rose Society is for "young ladies of superior refinement." Joining the Rose Society requires Status 1+, an invitation from two other members and a society vote. Most members are of the gentry, and act to keep it that way. They puts on very glamorous high society masked balls at each solstice and equinox, and their members dominate the school fencing competitions; also, they get into numerous duels, often with each other or the Hecate Club. The Rose society is known for elaborate and sometimes dangerous initiation rites, such as spending nights in haunted houses.

The Society of Solomon is an old, respected and exclusive male-dominated club. They rent inns for wild monthly parties, as well as hosting regular philosophical debates. An "Old Boy's Club" of former members include many of the city's elite. But rumors have surfaced of private gatherings for a secret "inner circle" of Solomons, where black magic ceremonies and demon summoning take place. These aren't taken seriously yet, as the Solomons come from the city's most respected families.

The Hecate Club is open to students displaying "strength of character, body and mind." Formed five years ago, it is smaller than the other Societies but takes an active role in protecting students from abusers. Members are generally regarded as upstarts by the others and get into a lot of fights with them, and should take one or both of the other clubs as an Enemy (-10 points).



Two examples of unique spells available on flesh scrolls:

False Resurrection

Regular

This spell is identical to Resurrection (p. M51) except that after being raised, the subject will only remain alive for as many days as twice his HT. After this time, they must make a HT-4 every hour, with failure indicating that they crumple to dust.

A proper Resurrection spell cast before this time will change the temporary resurrection into a permanent one, provided one has not already been tried and failed.

Cost: 60. One try. Can be tried after an actual Resurrection has failed.

Time to Cast: 1 hour.

Prerequisite: Restoration, Summon Spirit.

Ghost Wind

Area

An icy wind blows through the area, carrying a stench of the grave, and experience a vision of their deaths. This spell has the same effect as Death Vision, but covers an area.

Cost: 2.

Time to Cast: 2 seconds.

Prerequisite: Death Vision.

The Flesh Library

Nicasia Hall is the library of Saint Magdalene's. The mundane collection includes many textbooks on magical (especially necromantic) theory, supernatural creatures, the names of demons ("for purposes of banishing them") and lengthy discussions of the lives and works of numerous famous and infamous mages.

The core of the library, however, are the grimoires. These contain all widely known spells (GM's option, but certainly everything in GURPS Magic) as well as some unique necromantic spells invented at the college. All these works are tattooed upon the bodies of slaves, who are known as "flesh scrolls." If a flesh scroll dies or is otherwise disfigured, the formula are copied onto another, and the original scroll (live or dead) is cremated. In this way the librarians ensure all works remain up to date and do not fade with time. If a scroll is lost, master mages in the college will consult their personal grimoires and compare notes, to ensure a new scroll is correct.

The custom of flesh scrolls originated after Lady Ravenjoy wished to consult a certain work, only to have found it eaten by mice. The six nuns who were the library's keepers became the first of the new scrolls, with Lady Ravenjoy graciously donating a large number of her own personal slaves to provide appropriate writing matter for the remainder. Over the centuries, the librarians have become more fastidious, and now only the most physically attractive slaves, male or female, are chosen.

There are about 600 flesh scrolls in the Library, one for each spell, two or three dozen kept in each of the 21 large rooms. Each flesh scroll's wrists are manacled to a bracket in the ceiling, keeping its arms from getting in the way of those who wish to view the writing. A brass collar is also attached, with a catalog number. Scrolls are all under the Suspend Animation spell; that way they do not eat, drink, relieve themselves, or complain. Scrolls are occasionally awakened when someone wishes to check one out of the library: rather than lug an unconscious body around, it's easier for the Librarian to cast an Awaken spell, have the scroll led to a new location, then cast another Suspended Animation spell after the scroll is returned. Scrolls may be borrowed for up to a week, then must be returned for renewal. A borrower who is late pays a fine of \$100 per day for another week; after that, the proctors will be sent to retrieve it.

If a scroll is lost, destroyed or disfigured, the borrower has a week to find a suitable replacement. Since few people are foolish enough to engage in such activities, there is no set punishment, but it is widely believed that the Librarian will either use the perpetrator to replace the slave (if they are pretty enough) or use him as an experimental research subject, then add him to the undead staff.

The Life of a Flesh Scroll

The purchase of a flesh scroll is a rare event, occurring when an existing scroll has been lost, disfigured or killed, or a new spell is developed and must be recorded. If this happens, the Librarian or her assistants visit the slave markets. Only humans and elves are accepted. Youth and beauty are sought after: a scroll might be a lovely peasant girl sold by her debt ridden parents, or a handsome highwayman enslaved for his crimes.

A new scroll is taken to the library cellar and secured to a table. First, the flesh scroll's tongue is surgically removed. The procedure is supervised by the Librarian to prevent shock or bleeding. Next, they are cleaned, shaved, and then tattooed -- a process that can take three to five painful days. The artist will inscribe the words as they are read by one of the librarian's assistants. The scroll will remain chained, but may be fed. When the tattoo is finished they are washed, anointed with scented oils, then led naked from the chamber and up to the Flesh Library. There they experience the horror of seeing others like themselves as they are led to their place and manacled, where the Librarian will cast a Suspended Animation spell upon them.

A flesh scroll has the disadvantages Mute, Social Stigma (Valuable Property) and Social Status -2 (Slave). The tattoos do not lower the character's Appearance, since they do not cover the face, hands or feet. Many flesh scrolls are centuries old, aging a few hours or days of every year, as someone borrows them. They live a strange nightmarish existence as



years pass them by, until they are awakened by the words of the Librarian, and pass briefly into the keeping of some strange wizard. Most are taken to the borrower's study, where they are kept chained to a wall or desk while being consulted or copied, then returned.

Upon being awakened for the first time, most scrolls will struggle, attempt to communicate, or shed tears; as they are mute and manacled, they are unlikely to achieve much. After a few awakenings, many flesh scrolls retreat into passive acceptance or go mad; a few try to make the best of their weird existence.

Some borrowers choose to interact with their scrolls, since, after all, they are alive, and in many cases, have seen some interesting places (like the interiors of other wizards' studies. A scroll cannot talk, but telepathy spells, writing (if the scroll is literate) or sign language are possible. As all the scrolls are extremely attractive, some borrowers have been tempted to become intimate with them. Provided that the scroll is cleaned afterward, the Librarian will not complain. In a few rare situations over the centuries, a borrower has been unwise enough to have befriended or even fallen in love with a flesh scroll, and one or two scrolls have managed to escape. As a matter of policy, the library does not approve of such liaisons, and will not release scrolls willingly.

Guilds

Abydos has dozens of craft and merchant guilds, just like those in other Yrth cities (see pp. F16-20). All the usual trades are represented: there is an Armorers' Guild, a Bakers' Guild, a Cloth Merchants' Guild, a Mortician's Guild and so on.

Abydos does not have a mage's guild, but as St. Magdalene's College teaches students and grants degrees, it licenses magic as if it were a de-facto guild. If any new humans from Earth pop up, the College will take responsibility for dealing with them.

The Alchemist's Guild

This guild represents a dozen master-alchemists in the city, and their journeymen and apprentices. They sell many healing elixirs, as the death-aspected mana interferes with healing spells. The most popular elixirs are Health, Sleep, Love, Regeneration and Foreknowledge, as well as one unique elixir:

Elysium (Elixir of Preservation of the Dead): The subject is a corpse (or zombie). It arrests all decay for six months. Unguent only. \$125 in materials; 1 week. Cost \$300.

Their rules prohibits manufacture of "hostile elixirs" (like Madness) except to fill orders from the Ravens ... but not everyone is honest! There are rumors that the criminal Naglfari are trying to influence the election of Alchemist Guild officers and extorting "protection" from members in the form of elixirs.

The Eumenides Guild

This is the Armsmans' Guild of Abydos -- its name comes from the Greek furies, spirits who pursued oath-breakers and criminals. It is small, as zombies glut the market for common guards and bouncers, but its 50 members are very competent. Most are bounty hunters, bodyguards and privateer crews. Many are also mages; the guild is mostly male, but has some women members, such as ex-Ravens.

Any warrior can join, provided they demonstrate combat skills at the guildhall. This is a friendly duel (using blunted weapons and non-lethal spells) with a chosen guild-member. The applicant doesn't have to win, just put up a good fight.

The guild charges \$500 to join plus \$50 a year. Members can stay at Lostgate Tower, the guildhall. The Eumenides Guild arranges jobs for its members, since people know to visit the Guild Hall to when they want an armsman. It also holds quarterly feasts at Lostgate House. The "Captain of the Eumenidies" (Guildmaster) is elected each year at the winter feast.

Members are expected to obey the law and show courage and professionalism with clients. They can be voted out if they don't. Eumenidies are legally permitted to wear swords within the city as if they were gentry, regardless of their actual status.

Lich-Merchants' Guild

In Abydos, the purchase and sale of corpses and zombies is legal, just like the slave trade, as long as the dead are either sold to or purchased by a member of the Lich-Merchants' Guild.

Masters and journeymen of the Lich-Merchants' Guild are mages with Magery 2 and Zombie/Control Zombie spells. They are legally allowed to animate the dead, provided the dead are either slaves, animals, pagans or heretics, or they have permission from the corpse's family. The guild also employs non-mages who work as accountants, zombie-buyers, corpse-cleaners and such.

Lich-merchants perform a variety of services. People may hire them to raise dead family members or domestic animals as zombies, usually to perform labor. They also buy unwanted corpses and raise them as zombies, then rent or sell them to others. Finally, they purchase "used" zombies and use the Control Zombie spell to "retrain" them.

Lich-merchants charge about \$40 to raise a human-sized or smaller corpse as a zombie; for larger than man-sized creatures, multiply the cost by their size in hexes.



Existing zombies are sold for \$100 plus or minus \$10 times number of character points spent on ST, DX, HT, weapon skills and any positive Appearance. Thus, a zombie with ST 13 (30 points), DX 9 (-10 points), HT 11 (10 points), eight points on Broadsword and Attractive (5 points) appearance sells for \$630. Riding, work and hunting animals sell for 10% of the animal's sale price.

All these prices assume the corpse looks fresh and undamaged. A badly scarred, decaying or skeletal zombie sells for half this with no modifiers for Appearance. Fresh zombies already treated with the Elixir of Elysium cost an extra \$300.

Lich-merchants will rent zombies out for one-tenth their sale price every month, or 1/300 every day. Of course, if the zombie is damaged or destroyed, it must be paid for. And a fresh zombie must be treated to avoid decay and depreciation ...

Lich-merchants buy corpses or zombies created by someone else for about 20% what a newly created zombie would sell for. However, they can only legally purchase human corpses if they have the permission of the corpse's family (if free) or owner (if a slave). Not all lich-merchants are that law-abiding, though: some will buy "blackmarket" corpses, but at half normal price.

Standard Zombie Table

As animated corpses are so common in Abydos, it would be pointless to give combat statistics for each one, so the table below provides some quick "generic" values -- references in the City of Abydos chapter use them. GMs should feel free to create individualized zombie and skeleton characters, though.

Zombie Table Type	ST	DX	IQ	HT	Speed	Weapon skill
Zombies Servant	11	10	8	15	6	
-- Laborer	13	10	8	16	6.25	
-- Guard	13	11	8	16	6.5	3 at skill-14
Knight	14	12	9	17	7.25	3 at skill-16
Skeletons Servant	9	13	8	10	5.75	
-- Laborer	10	12	8	10	5.5	
-- Guard	11	14	8	11	6.25	3 at skill-16
Knight	12	14	9	12	6.5	3 at skill-18

"Servants" are most men or women, with original average of ST 10, DX 10, IQ 10, HT 10 and no weapon skills, though they could attack bare handed at DX, or clumsily swing a weapon using defaults. A lich-merchant would sell such a zombie for \$100 fresh, \$50 otherwise. Of course, prices can be much higher, e.g., a very beautiful zombie dancer with DX 12, HT 12 would be \$750!

"Laborers" are large, strong corpses such as workmen and farmers. The table assumes original ST 12, DX 10, HT 11 which would cost \$400 fresh, \$200 otherwise.

"Guards" are trained fighters, often former Megalos soldiers or the corpses of street thugs or retainers. The statistics assume ST 12, DX 12, HT 11 and 10 character points worth of weapon skills, e.g. Spear, Shortsword and Shield. Price is \$700 fresh, \$350 otherwise.

"Knights" are veteran warriors, like deceased Agarthan gentry, Ravens, or the corpses of Megalan knights. Stats assume ST 13, DX 13, HT 12 and 20 points worth of weapon skills like Broadsword, Shield and either Lance or Spear. Price \$1,100 fresh, \$550 otherwise.

The Corpseflayers' Guild



It's unhygienic to lead a zombie rot -- that can spread disease. For those who cannot afford the alchemical or magical means of preservation, the alternative is smooth, polished bone.

The Corpseflayers Guild work closely with the Lich- Merchants. Their craft is to carefully strip a dead body (animated or not) of its flesh without doing any damage to its bones or causing it to "de-animate." Knives, whips and baths of mild acid are all used.

The shops of the corpseflayers resemble some visions of Hell. Inside large warehouses are rows of twitching zombies hanging upon hooks as they are flayed with knives and whips, or their flesh dissolving as they are lowered into vats of acid.



CRIMINALS, GANGS AND REBELS

These organizations operate outside the law.

Blood of the Martyrs

Known on the street as "the Blood," this is a group of Petrine Christian rebels dedicated to the overthrow of the Lazarite church and its replacement by a mainstream Christian hierarchy.

After being driven underground some years back, the Blood have recently renewed their activities. Over the last two years, they have killed four Lazarite priests and two Ravens and a number of gentry and important civic figures. They hope to strike at bigger targets, such as the Archbishop and the Lady Raven. The Blood's trademark is a red cross, cut into the foreheads of their victims.

The Blood are in tenuous contact with sympathizers in Quarterdec, including some nobles, merchants and clergy. Members of the Blood are smuggled out of the city in fishing boats or merchant holds. Upon arriving in Megalos, they try to raise funds, acquire equipment, and drill with weapons and tactics.

Under the Blood's current leadership, they have become involved in criminal activities, using smuggling and extortion to raise money for the cause. This has led to conflict with the Naglfari, who consider this poaching on their own interests.

As even death is not enough to avoid the questions of the Hand of Glory, the Blood use a cell system where each member knows the real identity of only three other members and wear hoods to conceal faces during meetings or operations.

They have 60 "Soldiers of God" under their command (many of them teenagers) and can count on the sympathy and tacit support of about 1,000 closet Petrines. Half the Blood are experienced fighters, the other half being mostly street thugs.

Their Commander is Edward Hook -- see the Characters chapter. Most Bloods are lower commoners of Megalan descent, but a few people of higher status have secret Petrine sympathies.

Advantages: Allies (other cell-mates); Contacts or Patron (Curia or Templars, 6 or less).

Disadvantages: Fanatic; Enemies (Hand of Glory, Ravens) or Secret (Blood).

Skills: Area Knowledge, Boating, Holdout, Knife, Forgery, Shortsword, Shadowing, Stealth, Streetwise.

The Naglfari

The "Thieves Guild" of Abydos, the Naglfari originated as a secret society that formed among Northland slaves brought to Abydos from the Nomad Territories. Over time, they evolved from sorcerous terrorists who used magic to fight back against cruel slavemasters to a sinister cabal of criminal magicians and alchemists.

The name "Naglfari" comes from Norse myth: it is the boat made by the trickster god Loki from the nail clippings of the dead, whose sailing will be a sign of Ragnarok, the end of the world. According to Northlander tradition, the slave ships that brought them to Abydos were given this nickname, due to the number of people who died in their holds, and this name was adopted by the society to remember their suffering.

The bulk of the Naglfari are the "carls," ordinary street criminals, most of whom are ethnic Northlanders. Their bosses are the "hidden jarls," neighborhood strongmen who run local gambling, prostitution, smuggling and extortion rackets. Rivalries between various Jarls are common; a stronger Jarl may force a weaker to pay tribute, or acknowledge him "Jarl of the Naglfari." However, the last Jarl of Jarls was assassinated recently, which has led to chaos in the underworld.

The Naglfari are strongest among the lower commoners, especially Northlanders. They run protection rackets (especially on inns, dockyards and brothels), pawn shops and fences. However, they also regulate criminal activity, and are tolerated by the authorities as long as they police themselves and restrict their violence to each other and to the Northlander minority. A recent three-way "gang war" between Naglfari jarls and the Blood has stretched that tolerance, as have attempts by one of the jarls -- the authorities aren't sure which -- to take over the Alchemist's Guild.

Advantages: Ally Group (if a jarl); if a carl, Patron (Naglfari jarl, powerful individual, appears 9 or less).

Disadvantages: Enemy (the Ravens, Bloods or a rival organization); Secret.

Skills: Area Knowledge, Boating, Holdout, Knife, Forgery, Shortsword, Shadowing, Stealth, Streetwise.

The Hanged Men

The Naglfari jarls employ a secret cadre known as the "Hanged Men," who act as elite enforcers and assassins. The Hanged Men get their name from an initiation ceremony in which they are nailed to an oak tree for a night and a day -- a ritual that recalls both Christ's ordeal on the Cross and the shamanic initiation the god Odin underwent in Norse myth. They specialize in necromantic, body control and animal magic, and some are were creatures.

The Roofrats

The roofrats are gangs of teenage runaways who live on and above the rooftops and columns of Abydos. Expert climbers, they nest in the upper floors of abandoned buildings and trap pigeons, crow and squirrels for food, supplemented by the proceeds of



petty larceny, spying and occasional cat burglary. Few see much of them: a glimpse out a window of a grubby boy swinging across a gap between roofs, or a cast fishing line snapping down to snag a pastry from a peddler's stall.

Roofrat gangs do have adult connections -- Naglfari fences, cat burglars or Stylites, for instance. The roofrats are an excellent information source on events happening above ground, as well as secret ways to get around the city.

There are seven roofrat gangs, distinguished by different color headbands and occasional fierce rivalries over territories. Gangs have a dozen members each. They recruit runaway children, with initiations involving progressively more difficult climbs and thefts. Failures splatter across the city streets.

Roofrats swear by St. Judas they'll never touch ground. A roofrat who breaks this vow is disgraced and unclean: he's driven away until he does something suitably impressive. Few roofrats live past late teens; survivors end up as either professional thieves or crippled beggars, depending on how they left.

Advantages: Ally Group (small, 12-), Perfect Balance.

Disadvantages: Compulsive Behavior (Climbing), Major Vow (never touch ground), Poverty (Poor), Status -1, Youth.

Skills: Acrobatics, Area Knowledge (roofs of Abydos), Camouflage, Climbing, Jumping, Fishing, Knife, Scrounging, Stealth, Streetwise, Survival (Urban), Throwing.

Equipment: Toeless boots and fingerless gloves, \$1-6, grappling hook with 7m cord, belt pouch, dagger. Some roofrats wear "cat-claw" gloves (reach C, sw-2 cut or imp. thrust damage, Karate or Brawling skill, and add skill bonuses to damage, \$100).

3 CITY OF ABYDOS

The Old City of Abydos stands on the east bank of the river Charon, surrounded by high walls. Rising above it are the lofty cathedral of St. Lazarus and the grim Citadel of Birds. From its towers fly the city's banner: a black raven on a silver field.

Across the river are busy dockyards and another wall enclosing the thriving port of Gebura-on-Charon. Merchant galleys, fishing boats, barges and warships are moored here.

Connecting Gebura with the Old City is Charon Bridge. This stone bridge is fortified, with a gate house at each end. Its span prevents tall-masted ships from sailing upriver past Abydos.

Comment les anglois amenèrent la pucelle a rouen et la firent mourir



Outside the Gates

Two roads lead out of Abydos. The most travelled leaves Northgate and runs west, then north. Near the city the road has many wagons and carts bringing supplies from busy farms and orchards, but they give way to dreary woods, foreboding monasteries and villages where the undead outnumber the living.

The south road is Kadia's Way. It passes a few small hamlets in the first mile, then splits in two: the main road runs south to Lake Styx, about 2 miles from the city; the eastern fork leads to quarries and mines, then the Sardis hills.

Walls and Towers

The city walls enclose it on all sides, even along the river, where they act as a dike against the Charon flooding. The walls are 20-25 yards high and three yards thick. A walkway runs atop them protected by battlements and accessible by stairs in the towers. There are 23 of these: each 30 yards tall and eight wide, topped with battlements mounting a ballista. Each tower has 5-6 stories and a cellar. The main entrance is at the tower's base inside the city, but there are also doors atop the walls on either side. Each is garrisoned by a company of the Polished Bone or a band of Northland Guards.

Gates

Abydos has four working gates (and the sealed Lostgate). Each gatehouse is garrisoned by a company of the Polished Bone under a Raven tribune. Gates are thick wood reinforced by iron, barred, with a heavy spiked portcullis. Using a mechanism inside, it takes 20 seconds to open or close the gates, but the portcullis can be dropped in just two seconds (4d damage to anyone under it who doesn't Dodge); winching it up takes 10 seconds.

City gates are opened at dawn and barred at sunset, but the guards may open the gate at night for emergencies.

Each gate-house has customs-inspectors and a dozen city militia who stand by to collect tolls: \$1/head including undead and animals and a 5% duty on goods, both doubled for non-citizens.

The Old City gates are:

North Gate on

Northgate Road. Along the road outside the gate is a village of shacks and stalls where non-citizens try to get hired as guides and day laborers. Northgate is very busy in the morning with long lines of farmer's wagons making deliveries.

Kadia's Gate faces the south road, Kadia's Way. Besides farm carts, wagon loads of stone and ore from the quarries enter here.

Charon Gate faces west, opening onto Charon Bridge. The gate is very busy with traffic to and from the port town.

Lostgate is bricked up and no longer opens.

Gebura-on-Charon has two gates:

Wharfgate faces east onto the wharfs and dockyards, and

Bridge Gate guards the western side of Charon Bridge. Both are extremely busy.

Due to customs and toll collections, 5-10 minute waits in line to get into Abydos are common, especially at Northgate or Wharfgate. Water sellers do good business on hot days!

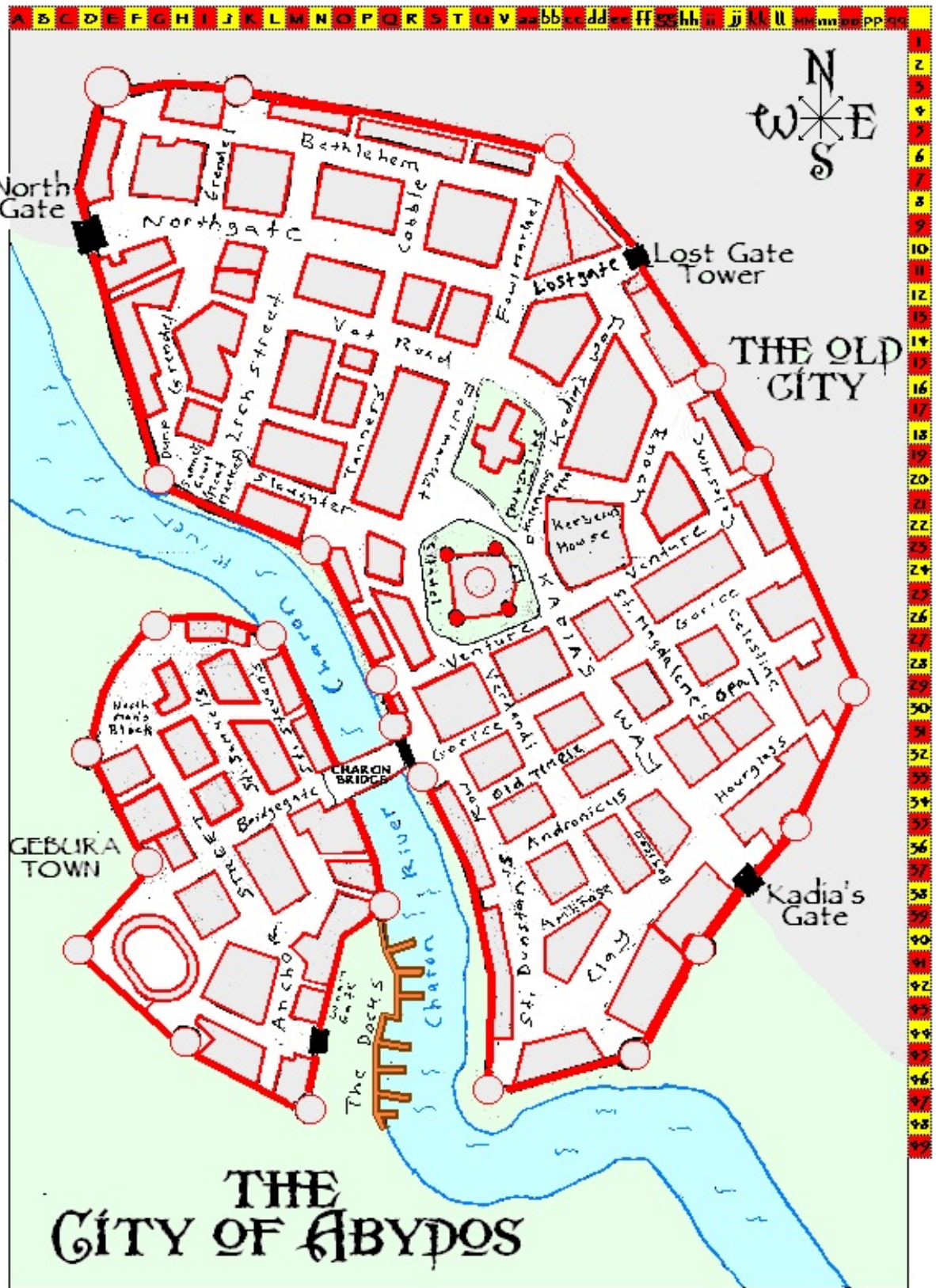
The Old City

The Old City is a jumble of narrow roads and tall, closely-spaced buildings. Most streets are only 5 yards wide, the buildings three stories high overhanging the road. Falling tiles and emptied chamber pots are a constant hazard.

Addresses are unnumbered: buildings have signs and sometimes name. Most are shops or offices on the first floor, apartments above. Customers rarely enter shops: shutters in front fold down each morning to form a counter where goods are displayed.

The undead are everywhere, from armored soldiers of the Polished Bone on guard at gates and public buildings to skeletons sweeping streets and zombie oxen pulling farm carts. Many zombies are preserved by alchemy or are skeletons, but scraps of rotted flesh litter busy streets, which keep the city scavengers busy. Local immune systems are used to this, but visitors can get ill.

All main streets on the city of Abydos map are described below, often followed by sample establishments. Small alleys also exist besides those on the map: GMs should create them as needed.



Ambrose Street

This street is devoted to candlestick makers, with their guild hall and a parish church, St. Ambrose's.

Simon Wickman's Shop

Master Wickman and his two apprentices make candles and incense sticks. Master Wickman also knows a secret alchemical formula for making "corpse-candles." These resemble ordinary tallow candles, but last six times as long, and their flame is invisible to anyone but undead or necromancers. (A necromancer is anyone who knows a spell solely available to that college.)

Master Wickman sells these candles to clients who want a light that can't be seen by ordinary folk. Each costs \$20.

Corpse-candles require fat rendered down from an intelligent being (one corpse is good for 10 candles). Wickman sells enough to visit the Meat Market each month for new supplies.

ANDRONICUS ROAD

The craft shops of silver and goldsmiths line this street. While they make gold and silver ornaments, day-to-day work is mainly silver tableware and gold leaf to illuminate manuscripts.

Master William Auric's Shop

Auric is one of the street's more prosperous goldsmiths. 44, with a squint but a steady hand, he is married, active in guild politics, and hopes to serve as guildmaster. He will appraise gold and silver ornaments for a small fee (\$10) and offers to broker (10% commission) their resale.

Like most goldsmiths, he is afraid of thieves. His shop usually has \$5d x \$10,000 in gold bars, dust and jewellery. His precautions are typical: anything not worked on is in a iron strongbox chained to the floor, 1" steel bars on windows. His apprentices sleep in the workshop at night and two skeletal laborers with light clubs guard the box. Auric paid Magister Aethera to enchant his doors with a Magelock (power 15) spell and keep a Delay-16 and Great Voice-16 spell on the strong-box to shout "Thieves!" for a minute if anyone but Auric touches it.

BETHLEHEM ROAD

This busy street smells of sawdust, and resonates with the pounding of hammers and grunts of men at work. Carpenters', woodcarvers, sign painters and wagonmakers' shops are here. Just off Bethlehem Road is Bowman's Alley with fletchers and bowyers.

The Monastery of St. Judas

On a low hill at the top of Bethlehem road, 71 Poor Brothers pray and labor within these walls, which enclose a three-story brick and wood monastery with barred windows. Behind it are the grounds of a cemetery, and a vegetable garden. Besides the chapel and the cells of the monks, there is a large workhouse where coffins and church benches are made. These earn funds that provide for the maintenance of the Order and charity to poor widows. Orphans, outlaws and debtors are granted sanctuary from the law if they can reach here, but only if they agree to abide by the Poor Brothers' strict rules, which include regular prayers, no leaving the monastery for the first two years, and no speaking unless spoken to. Disobedience earns a flogging and expulsion.

CELESTINE ROAD

This street's proximity to St. Magdalene's makes it a natural site for bookshops. There are nine bookshops, 19 bookbinders, six shops selling quills, ink and parchment, and several clerk-copyists. Clergy, mages and students often browse here. Books include popular romances, Bibles and philosophy and natural history. Books are much cheaper on Yrth than in Earth's Middle Age: as Copy and Scribe spells allow copies to be made in a few days rather than taking months. Most books are about \$1/page; a second-hand grimoire is \$10 per spell in it, but some contain errors (1 in 6 chance, if so the spell learned won't work or will produce backfires on any failure).

Lazarus Clark, Copyist

Clark, 23, is a professional scribe. A graduate of St. Magdalene's, he knows a few Air, Sound and Making and Breaking spells as well as Scribe and Copy. He supplements his copyist work with secretarial jobs for the illiterate or those who want fine calligraphy for important letters, and so knows what a large number of people are doing. He is literate in English, Latin and Greek and charges \$10/page to compose a letter (Calligraphy-15, Writing-12) or \$1/page for copying. He averages 60 pages/day.

The Eye in the Cloud

Master Cassius Crayne and his wife Pearl run this book shop which (like many of Earth's Medieval book shops) is also a tavern and library. The 'Cloud stays open late, crowded with students and the occasional master from St. Magdalene's, all drinking, trying to study, or haggling



with Crayne about book prices. Pearl and her pretty-but-dead daughter Jewel (who died of a fever) serve apple cider (\$1) and cheap wine (\$2).

Crayne has 122 books. Half his collection are school textbooks on subjects such as Latin grammar, the city's legal system or basic (MH) spells. The rest are Greek and Latin classics such as Aristotle and Ovid, popular romances like the recent "Merry Harpist of Caithness," collections of bawdy or humorous folktales and weighty theological tomes such as The Bible, the Renewed Testament or the works of St. Augustine.

Most of his books are in simple wood-and-leather bindings, but are worth \$100-600 each. They are kept in chests in a locked room in the back of the tavern. Customers rent them and, if necessary, copy them themselves; Crayne's fee is 2% of their price per day. Crayne is interested in acquiring new works, but prefers to rent the book and hire a copyist instead. He has prudently invested in a double-cost Fireproofing spell (power 15) that covers the entire inn and his book chests are protected by a Magelock and a skeletal guard.

Crayne's aunt Agatha was a fur trader and treasure hunter (long since missing); he inherited several maps of the Whitehood Mountains, some damaged. Maps can be consulted for \$10/hour.

COBBLE ROAD

On this street, the constant tapping of shoemakers' hammers begins at dawn and does not let up until sundown. 17 shoemakers work here, as do two makers of boot laces, a blacksmith who specializes in hob nails, and five bucklemakers.

CLAY STREET AND BOGIRON ALLEY

Several potters, a few glazers, and a large brickyard are on this street. On the east end is Bogiron Alley, dominated by the halls of the Miners' Guild and the Charcoal Burners. Here smiths buy lumps of metal and charcoal for their furnaces.

ST. DUNSTAN'S ROW

The ringing sound of hammer against anvil echoes down this long street, home to the city's blacksmiths.

Forgework requires a master and apprentice: one works the bellows to pump air into the furnace, as the other manipulates tongs to hold the metal in the fire. When it's hot enough, the metal is taken to the anvil, where they alternate striking blows with heavy hammers, beating the metal into shape -- then it goes back to the furnace for more heating, then more hammering, over and over again. A few mage-smiths substitute air-golems ...

Most smiths forge ordinary items -- horseshoes, nails, tools, wheel and shield rims, knives, wire, chainmail and so on. Spear, axe, mace and arrow heads are also for sale. The elite smiths are armorers, making swords and plate armor.

Lodin Forkbeard's Smithy

Lodin Forkbeard is a dwarven armorer. His shop is a large one, with four forges; he specializes in church bells, axes and swords, and can make Fine and Very Fine weapons. He is a convert to the Lazarite faith: besides his six dwarf apprentices he employs husky zombie laborers, and swears "By the bells of St. Gilli." Visiting dwarves think he's strange, but admire his skill. Lodin and two of his apprentices know Enchant and most weapon and armor enchantments (as well as others like Name) at skill-16. He has made several sets of magical weapons and armor.

ENOCH ROAD

This tree-lined cobblestone road has large, ivy-covered houses owned by wealthy professionals, including physicians, lawyers, architects, scholars and master mages.

House of Prospectus Blake

The master mage Prospectus Blake (see **Characters**) lives here in a fine mansion with a skylight. He has a wizardly laboratory complete with pentagram and many defensive enchantments and undead servants. Blake teaches at St. Magdalene's, and often has a dozen students over for lectures, usually with a flesh scroll or two present (he likes to consult original texts).

House of Dr. Gideon Balsamon

Balsamon is a master physician; in this death-aspected city, people sometimes prefer real doctors rather than risk magical healing. Balsamon is a lean cadaverous



figure in his 40s, with a black sense of humor. He loves plants, and has a walled garden filled with exotic fungi and herbs. He has First-Aid, Hypnosis, Diagnosis, Physician and Surgery at skill 18, but his real love is toxicology (Poisons-20). He brews poisons and buys slaves to test his antidotes, and keeps cages of poisonous insects, spiders and snakes. He will sell only antidotes, but has many poisons stored in his lab. Balsamon charges \$10/day for physician's care and \$20-70 for surgical operations and poison antidotes.

THE GARDEN OF TENELOPE

This park is bounded by Enoch Road, Celestine Road and St. Magdalenes' Street. It covers most of a city block. A pathway of carefully-raked gravel winds between dozens of white birch trees and high juniper bushes. In the center is a well-tended circle of black and white roses, surrounding a stone cross marking a grave. The cross is inscribed in Latin and Elvish:

"Lady Tenelope of Kimberlorn"

"Years of the City 1755-1832"

"Gentle lover, bright sorceress,"

"Stolen from me by her cruel kin"

"Let them tend her grave evermore,"

"their souls be damned to Hell."

The garden is tended by four zombie skeletons with rakes and shears, wearing tattered, faded elven robes and scabarded thrusting broadswords. The skeletal guardians will attack anyone attempting to interfere with the garden, themselves or the grave; otherwise they simply go about their work, raking leaves, pruning flowers, cutting grass.

Buried two yards under the stone is a coffin holding the corpse of an elven woman. She wears black burial shroud with a jewelled silver cross worth \$2,000 and a fine short sword on her breast. The corpse is fairly well preserved and animated (use Zombie knight statistics), and will defend itself if disturbed.

This shadowed garden is a favorite meeting place for young lovers, especially lesbians; there is a 2-in-6 chance during any warm night a romantic couple can be found here.

The story behind the garden is known to students of Abydosian literature. As related in the anonymous poem "Destasia and Tenelope," Tenelope of Kimberlorn, an elven lady of a noble house from western Megalos, was a secret student of necromancy. When her studies were discovered she fled the elvenwood and travelled to Abydos. While studying at St. Magdalene's she met Lady Raven Destasia Laskarina, and became her apprentice and later her lover.

Tragically, Tenelope's four brothers felt her actions and lifestyle dishonored their clan. One April night in 1842, they travelled to the city and caught up with her in the Lady Raven's garden and tried to carry her off. The Raven's guards intervened, and in the resulting fight, Tenelope was slain. The grief-stricken Destasia wreaked horrible vengeance on her brothers: they were flayed alive, then reanimated to tend their sister's grave for as long as the city lasted.

Elven characters may recognize the insignia of the house of Kimberlorn on the robes, but not know what happened to the lady, which was hushed up. Scholars who study Abydosian poetry or history will know the story on a successful Literature or History-2 roll.

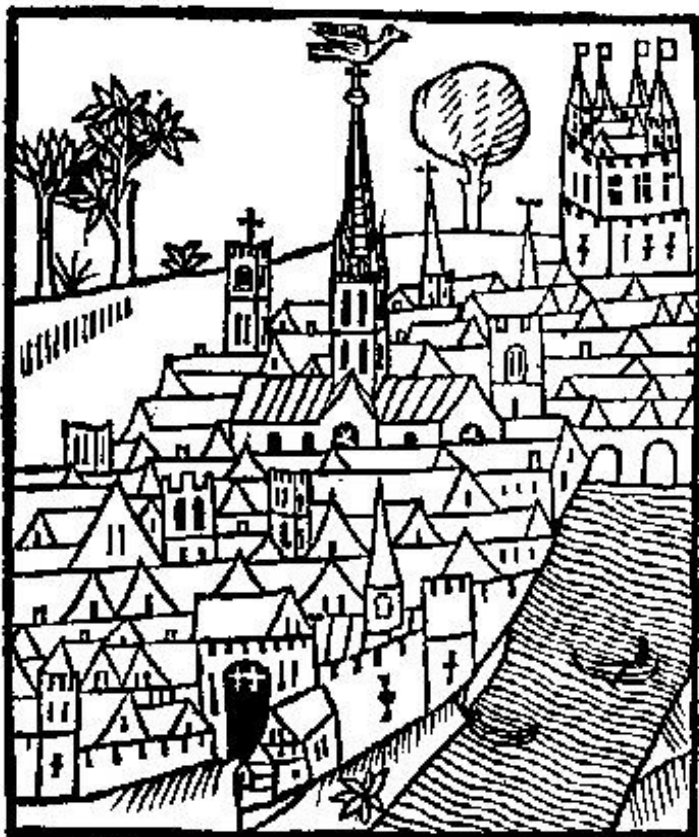
FOWLMARKET ROAD

Home to the city's chicken butchers and egg sellers. Hens, geese and chickens flop about on counters, legs trussed, or hang limply from hooks above the stalls. It is busiest early in the morning when housewives and maids do their poultry shopping. It's a good place to pick up gossip.

On the street's north side are laundresses. For \$1-2 per bundle, clothes are cleaned in wooden troughs, soaked in wood and soda, pounded, rinsed and hung up to dry. Heavy stains are removed by rubbing them in wine and chicken feathers rinsed in hot water. Laundresses also clean skeletons at \$3 each.

GRENDAL ROAD

Grendel Road is home to many blocks of dreary, crumbling tenements inhabited by many of Abydos' poor, packed together two or three families to a room. Being down-wind of Lich Street, what the locals call "bad air" has lowered rents and housing prices. PCs can find tenements and rooms suitable for Status -3 to -1.



Bogbottom Dump

On Grendel Road, this is a overgrown vacant lot used as a dumping site for garbage, offal, rotten wood, stillborn infants, crippled zombies and alchemical waste. Some brave dogs and beggars pick through the dump, seeking scraps and salvage. Fierce rat swarms, some with extra legs or heads, are found here, as well as occasional twitching zombie torsos. Few visit the dump at night; the way the weeds glow in the dark is unnerving.

Who knows what strange things may be breeding here?

Sad Agnes' Well

One of the city's two public wells (most water is from the Charon). Agnes, a poor laundress, begged here for coins to buy a spell to cure her sick husband, but he died before she could afford it. She drowned herself; her spirit haunts the well. Unless a penny is tossed in when water is drawn, Agnes will get angry. At daytime, beggars congregate here, telling the story and hoping for charity in Sad Agnes' memory.

Anyone who drinks water drawn unpaid for from the well must make a Will roll. Failure means that when they next sleep, they suffer the effect of a Nightmare spell, reliving Agnes' despair and death. A critical failure means they sleepwalk toward the nearest deep body of water and jump in, unless noticed and awakened first. They will wake upon hitting the water, so may avoid drowning by making a Swimming roll.

Under 20 yards of dark water is \$1,664. Agnes will manifest as a Skull-Spirit to attack anyone who enters to remove coins. An Exorcism spell accompanied by a shower of coins will dispel the spirit (but casting from the top of the well is -20 for range!)

GORICE ROAD

This run-down street has many old rooming houses and cheap apartments, but a certain air of character. Residents include college students, actors and artists including painter Canidia Nightingale. The street is plastered with hand bills advertising the Gorice Road theater company and Ghost Troupe.

The Gorice Road Theater

This hall advertises the "Widow of Windspider Hill," the latest play by master playwright Julian Swyft. It's a bedroom farce about a young widow, her husband (now a zombie) and her three suitors. Its surprise ending made it the talk of the town; it would be unfair to reveal who is really a woman in disguise. The troupe has 30 members, plus 12 undead stage hands, and puts plays on in alternate months, otherwise rehearsing. Tickets are \$2 for standing room, \$5 for a stool and \$20 for the best seats.

Loves and Fishes

A cheap food stall owned by Heressa the Hook (age 37), a scarred ex-Raven with only one hand who used to work with Anastasia Psilena (see Characters); she lost the other in an explosion while raiding an alchemist's shop, and retired when Regeneration failed. She knows Create Food at level-15, and can turn waste and slop into a hot meal in a few seconds, making the cheapest fastest food in Abydos. Her eat-and-run customers are students, artists, and Ravens. Meals are \$1 each.

Mother Gramble's Rooming House

Mother Gramble (age 50), a stern matron with a pair of big wolfhounds, is landlady of this boarding house. Her current tenants are students; she has four rooms free. Gramble charges \$400/month for room and board, suitable for Status 0 occupants.

HOURLASS ROAD

The city's clockmakers, glassblowers and locksmiths are here as are a few shops selling antiques and necromantic toys.

Infernal Devices

Grizzled old Thomas Chessman (age 54) is a retired siege engineer who makes a living building cunning mechanical traps like trip-wire crossbows, swinging blades and sliding-door pits. He's also a reserve sergeant in the city militia.

His main customers are several wealthy merchants, who feel that in a town of sorcerers, spells are not a perfect defense. While he will not sell to any obvious criminals, he does not ask questions. Chessman has Engineer-17 and Traps-16. He and his wife Thea are proud of their daughter Aethera, who worked her way through college and has set up shop as a master mage herself.

KADIA'S WAY

This is the busiest main street of the Old City. Kadia's Way is 12 yards wide and paved with stone. Its businesses include inns, taverns and carters are closer to the gate, and several markets, restaurants and public buildings further along.

The Rose and Serpent

A large inn with 30 rooms and stabling for a dozen mounts. It has a lively common room, as well as an upstairs dining room that can be reserved for private parties.

Adam Crabbe, the innkeeper, employs an excellent cook, Rosemary, who specializes in Megalan cuisine. Crabbe makes regular use of Judd Verminsbane's exterminator service, so the beds are mostly free of bugs. The Rose and Serpent is the choice of rich travellers, adventurers and merchants visiting the city, if they have no friends or relatives to take them in. As such, the place is good for tales and gossip.

Crabbe charges \$40/night for a room with two beds, including meals. Drinks are extra, but include some excellent Northland brandies (\$3/bottle), and a selection of local wines (\$2). Crabbe also offers a "Praetor's Suite" with better furnishings that rents for twice as much, and will reserve the upstairs dining room to parties for \$50/evening plus an extra \$5/guest for meals.

The Crown of Thorns

The Exazenos family have owned this up-scale restaurant for generations, known for its elegant waiters in black-and-red livery and its garden courtyard complete with fountain (which makes eavesdropping from nearby tables difficult).

The menu is good, especially a delectable roast duckling in herb sauce (\$6) so addictive it was denounced by the Abbot of St. Judas as sinful. The pheasant in cream sauce (\$7) is also good, as is the selection of aged Agarthan wines (\$4/bottle).

The Crown is a favorite meeting place for guildmasters, rich merchants and senior clergy. Master Leo Exazenos is insistent on maintaining his establishment's dignity: Tables are reservation- only, and unless you have Status 2+, it's always full...

Michael Kalamanos Square

This paved square is Abydos' main marketplace. Each morning, dozens of itinerant pedlars and tinkers set up stalls and carts here and hundreds of customers crowd into the square. Mixing with them are mimes, jugglers and musicians performing in hope of a copper or two, as well as some pickpockets. Many poor commoners and students do daily shopping in the market. New wares are found on their own craft streets, but here are second-hand goods at cut-rate prices: cheap-quality knives, axes and other tools, old clothing. Other goods include flowers (\$1), ice-skates (\$20), painted icons of the Lazarite saints (\$10-50) and more. Food carts sell apples and pears (\$1), pastries filled with cheese, chopped egg, onion or fruit (\$1), sausages (\$2), chicken and eel pies (\$2) and beer (\$1). A busy public well in the center of the square provides fresh water.

Towering over the square is a 20 yard tall column. It once held a statue of Baron Michael Kalamanos, but his statue fell off during a storm, and the top of the column (2 yards wide) is now favored as a perch by pigeons and stylites. The present occupant is Angelus Pious, a blind Lazarite priest. He lowers his rainbucket on a rope twice a week; the faithful put their donations of food and requests to pray for their souls in it.

Kerberus House

Across from Michael Kalamanos Square is a large, ugly stone hall, with two adjoining wooden wings and a wide flight of stone steps. This is Kerberus Hall, the senate hall, where Abydos' laws and policy are made. On one side of the steps is a marble block on which is mounted a bronze statue of Lady Ravenjoy on a rearing horse, a pack of dogs baying at her heel.

The hall is guarded by a pair of Ravens supported by two squads of Polished Bone guards. Iron-bound double doors open into the senate hall that fills most of Kerberus House. Senators sit on stools, in an arc facing the praetor's High Seat. The hall is decorated with trophies, including the dragon-prow of an ancient Nomad longship and the standards of two Megalan legions destroyed in past assaults on Abydos.

Senate sessions are frequently rowdy, so fun-loving citizens cluster on the steps to listen when the doors are open. The senate may vote to keep the hall doors open or shut, depending on how hot it is and whether or not the majority feels its policies are popular or upsetting to the masses. If a very large crowd gathers, heralds may stand outside and echo the speeches to them.

In the wings on either side of the senate hall are suites of smaller offices, some occupied by the praetor and his personal secretaries, others by senior bureaucrats or reserved for private meetings between senators. The praetor's own office and one meeting room have a permanent Scrywall-18 cast upon them. There is also a library for city census and tax records. The rest of the bureaucracy work in dingy office buildings a few blocks away. DD Hall of Justice

Adjacent Kerberus House, this four-story building is the city's court house, currently presided over by magistrate Cyrus Black, whose cutting wit and wicked sense of irony are legendary. Up to 120 spectators may crowd into the courthouse to watch, although usually only a dozen or so are present unless the cases being tried are especially shocking or lewd.

Due to the use of magic to interrogate witnesses, trials finish in a few hours, unless rich or famous defendants are involved, in which case the advocates' desire for grandstanding prolongs the experience. A squad of skeleton guards and a Raven are at hand for security, with more in important trials.

Behind the court is a set of stocks and a whipping post used for punishing minor offenders. Executions are held in the Arena.

LICH STREET

Here are found the shops and warehouses of the morticians, corpseflayers and lich-merchants and their guildhalls. The area smells of sawdust and decayed flesh.

Shop of Helga Mousakina, Master Mortician

Helga considers herself an artist. She and her six apprentices use makeup, careful stitching and copious perfume to make dead bodies look and smell good. A typical job is \$100, or \$150 with scents.

Shop of Tom and Paul Malakes, Corpseflayer & Tanner

These brothers work together in the same shop. Paul, a tanner, discovered a niche market for goods made of human skin. He moved in with his brother Tom, a corpseflayer, who was willing to provide raw materials -- after the zombie is flayed, its skin goes to Paul. Paul's customers are mainly student mages from the Solomon Club wanting human-skin grimoires or unique chair covers.

Samael's Court (Meat Market)

This plaza is dominated by a 10 yard high column holding a winged statue of Samael, Angel of Death.

Twice a week the meat market opens here, every tuesday and friday. Lich-merchants set up booths to buy, rent and sell fresh corpses and zombies, both human and animal. Typically only a dozen or so new human zombies or corpses are available unless a lot of people die suddenly, but there are always existing zombies and skeletons to be rented or sold, as well as undead horses, oxen and dogs. After the market closes rats and crows fight over the scraps of dead flesh in the plaza.

The highlight is a monthly auction where superior specimens are sold to the highest bidder: these include attractive zombie servants treated with preservatives, trained warriors, undead



destriers, etc. Most buyers are gentry or upper commons looking for fine domestic servants, but exotics such as giants, dwarves or attractive female warrior-zombies fetch very high prices!

When the meat market is not open, Samael's Court is usually quiet, but some gentry and students like to use it for duels.\

The House of Angerbod

This large house with attached warehouse is a block from Samael's Court. It is one of the oldest and largest lich-merchant houses in the city, with a proud family tradition.

The House of Angerbod is best known for its quality zombie servants and well-preserved hunting animals and mounts. The current head is the old but fierce matriarch and necromancer Sylvia Angerbod, who is always trailed by a large zombie wolf.

Between meat market days, Sylvia Angerbod and her eight journeymen prepare and animate bodies and arrange corpse buying. She pays street urchins to give her news of recent deaths so she can arrange a purchase before other merchants. Half her employees are necromancers, the rest clerks, morticians and buyers. Its warehouse usually holds a dozen prepared zombies, and a couple of fresh corpses. Visitors who can't wait for market day or want to pay for a particular reanimation can visit them.

The House of Angerbod prides itself on having the finest selection of zombies in Abydos. If a corpse is decomposed, or badly marked by whatever disease or injury killed it, she isn't interested. Sylvia demands her employees be careful about where corpses come from: they should check with local priests to ensure whoever sells a body is its proper owner, and that it did not die from a communicable disease. Her shop floors are carefully cleaned, and she employs a mage to use Purify Air, Insect Control, Clean and Sterilize spells on new zombies.

The House keeps careful records of the names of all zombies her house created and who they were bought from and sold to.

Thanatos' House of Bestial Renevants

The grandfatherly old man running this small shop specializes in reanimating dead animals. Many of his customers are kids, who pay a few coppers for animated rats or cats. Local children imitate the Bloodless arena, and have their own little leagues in which their dead pets fight one another for sport.

The House of Starkad Kolsson

A walled compound containing offices, a warehouse and courtyard. Starkad, his three sons and several employees (including a some corpseflayers) specialize in cheap skeleton laborers, but he also provides guards, and gladiators for the Bloodless Arena. There's a small courtyard where Starkad's hired armsmen judge the potential skill of the zombies.

Starkad is less particular about where he gets his corpses than some merchants. If someone brought in "my poor brother, he died of a fever," Starkad's house will ignore the cut throat and pay the man. During cold winter nights Starkad hires

desperate men to scour the streets for the corpses of frozen beggars. Who cares who a body is once its face has been flayed off?

Starkad probably has Naglfari connections and may even be a Hidden Jarls. If so, this is a front for other operations...

LOSTGATE ROAD

Lostgate Road gets its name because there used to be a postern gate at the end of the street. The gate was bricked up in the 1500s for forgotten reasons, but the gate tower is still there. Today, the road is lined by the shops of old-clothes merchants and poor tailors (the better class are on Kadia's Way).

Ragamuffin Scrag

One of the better used clothing stores: as good as new but 25% off. The Widow Scrag, the owner, learned a number of Making and Breaking spells from her mother. Scrag buys damaged clothes, then magically repairs them. This keeps her expenses down, but is illegal, because she has no mage's diploma. If it were discovered, she'd be fined by the Old-Clothes' Sellers' Guild, and might loose her shop.

Scragg has another worry, though: recently she's been shaken down for protection money -- and it wasn't by Northlanders. Are the Blood expanding their extortion operations?

Lostgate Tower

This gatehouse is like other city gates, except the gateway is bricked over, and the Medusa-head banner of the Eumenidies Guild flies over the tower. The Guild have a special charter from the city: they occupy Lostgate Tower rent-free as long as they can defend it.

The hall boasts a guardroom, kitchen, armory and infirmary. The upper floor is a dining hall hung with the colorful shields of the guild members. When a meeting or feast isn't taking place, the benches and tables are shoved against the wall, and the hall is used for weapons practice. Beneath the gatehouse is a dungeon and storeroom, with cells for prisoners.

The gatehouse has its own cook and a dwarf butler, the unfazeable Master Dwalin (age 272). Its skeletal warriors are elite soldiers, the remains of former Guild members. They have orders to defend the keep against intruders, but act as servants during feasts and also assist in weapons practice.

The Eumenidies Guild holds meetings every two weeks, where the warriors can drink, share stories and plan operations, as well as seasonal feasts. The meetings attract 2d members, feasts 4d; otherwise 1d warriors are about, eager for work.





ST. MAGDALENE'S ROAD

This busy street is the site of the complex of buildings of St. Magdalene's Church, Convent and College. There are also a number of boarding houses, restaurants and a tavern. Most college lectures are held in inn common rooms or master's residences.

St. Magdalene's Church

This fine stone church is the center of the college. Many masters and students (as well as others from the neighborhood) attend services here. The church is famous for its air-golem clock, the deep crypts in which former Masters of the college are traditionally interred, and the fact that the four stone gargoyles who perch on it (the proctors) sometimes fly off ...

Lazarus Hall

This hall houses the administrative offices of the college. It is mainly staffed by Magdalene nuns. Underneath Lazarus Hall are several magical laboratories that may be used by Masters or, with permission, by senior students. One large chamber has a giant 10-hex wide pentagram; it supposed to be used for circles of mages practising potentially dangerous ceremonial magic but is often borrowed by the student societies as a dueling arena.

St. Magdalenes' Convent

A handsome building of grey and white stone, behind the church, and surrounded by a large walled garden containing many apple trees. The Sisters who administer the college live and work here, and there is also a school for novices. The convent houses 90 nuns and an attached wooden house is a dormitory for fifty novices and students. Normally about half are actual nuns, while the other half are young female college students, who may elect to stay in the convent provided they abide by its rules, such as strict curfew, attending evening prayer, and ladylike behavior.

Nicasia House

Across the street from St. Magdalene's, this is a four-story stone building dating to the 16th century, when it was a town house owned by Lady Ravenjoy. A pair of stone gargoyles usually loom over the front entrance, and stained glass windows illuminate the interior.

The first floor contains a large collection of classical and theological works, while the upper floors house the college's notorious Flesh Library. Admittance to the flesh library is limited to masters of the college, and students with a signed and sealed letter of recommendation from them.

The Librarian is Dr. Sabelia (see **Characters**). She is assisted by a staff of four graduate students and 12 animated skeletons. The latter are rumored to be the remains of people who failed to return scrolls on time, or in a damaged condition.

ST. MARTHA'S ROAD

The pleasant aroma of baking bread attracts passers-by to St. Martha's road. The entire length of the street is given over to bakeries, except for a wineseller and a parish church. All bread is regularly inspected by the baker's guild, and loaves bear the guild seal. As the bakeries close, crowds of beggars arrive to beg for unsold stale loaves or burnt crusts.

NORTHGATE STREET

Another main street. Near the gate house are the city stockyards, where animals are kept at night before being let out to pasture. The rest of Northgate is cheap housing and markets.

Abastor Square

Located at the intersection of Northgate Street and Grendel Road, this is the city's main farmer's market.

In the center of the square is a column topped with a flaring base supporting a bronze sculpture of a rearing horse. In Latin and English, an inscription reads:

"Abastor, my faithful Nightmare"

"May your hoofbeats continue to disturb their dreams"

It was erected by Lady Ravenjoy to commemorate the death of her favorite horse, although she still rode it for years afterward.

Abastor Square is usually crowded with farmers selling fruit and vegetables from carts and stalls and housewives and servants making purchases. Every wednesday afternoon in spring and summer, the square hosts a horsemarket (undead horses can be found at the meat market).



Northgate Tenements

On the east end are many crowded tenement buildings rented by the poor and some students. Most are in fair shape, but some are ruins. Three years ago a student mage lost control of an elemental, and a fire went out of control. Before the Ravens could intervene, 121 people were dead and a row of buildings were burnt out shells. They are now home to rats and beggars. The main landlord, Donovan Hawk, has banned students from his housing, and been raising rents in his other tenements (on Grendel Road) to cover his rebuilding costs.

Jack-in-Irons

This inn's sign is a giant in chains ridden by a dwarf. A 400-year-old merchant's town house known as Diomedes House, it was gutted by fire and then used as a storage warehouse for two centuries. It was recently refurbished as an inn.

Innkeeper Jack "Beanstalk" Wisdom is a tall, thin, outwardly jolly fellow, often so busy with his customers that he forgets to eat. His 21 rooms are decent (\$10/night) and the common room is lively. Wisdom offers free food and drink to minstrels so there is usually good music playing here. His cook is a pretty dwarf-woman named Freydis, and her deep-fried crayfish with mountain-style mushroom pie (\$2) are popular. The place is also popular with local dwarves.

Jack brews his own fine ale (\$2), but regular customers notice he's drinking a bit too much himself, and his levity seems forced. Perhaps it was his wife's sudden illness: she moved back to the fresher air of her parent's house in the countryside ...

Actually, it's worse. In the six weeks since it opened, four tenants died in their beds, holes chewed in their faces and stomachs. The discovery of the first two bodies that made Jack's wife flee to her mother's... The innkeeper sold the bodies to Starkad's (they were foreign travellers) and hired an exterminator, but Judd Verminsbane found no rats.

In fact, the house is haunted. During the desperate hours of the last siege of Abydos, the Diomedes family, who lived here, locked the children in the cellar for safekeeping before they and their servants went to fight on the walls. Unfortunately, a collapsing tower killed them all, and the forgotten children slowly starved to death.

Now their hungry ghosts haunt the site. There is a 2 in 6 chance per week a random sleeper will be visited by 2-4 ghostly children, who materialize singing soft lullabies. Their tiny teeth rip small chunks of flesh from the victim. Treat them as skull spirits, but with only half HT. There are eight ghosts; if one is destroyed in combat, it restores itself next week.

Getting rid of them for good requires finding the bones of the children (buried under the floor of the inn's wine cellar), and either having a priest use an Exorcism spell on them (they resist at Power 16) or reburial in consecrated ground.

OLD TEMPLE ROAD

The city's Jews live around here -- visitors will see paper scrolls bearing Old Testament scriptures ("Mezuzah") fixed to each doorpost. The undead are not welcome in this area: anyone accompanied by them is treated with cold hostility (-4 reaction).

There are a number of import/export merchant houses and moneylenders here. Other shops serve the special needs of the community: a bookshop that specializes in Hebrew and Ladino works and, on a nearby side-street, a pair of kosher butchers.

The House of Eleazar

A prosperous Jewish merchant house with an attached warehouse owned by Elias ben Moshe de domo Eleazar, and staffed by his many relatives. It specializes in importing spices and luxuries and exporting dwarf goods to and from Megalos. They do money lending, own a few ships, and keep in touch with the Jewish community in Quarterdeck.

The Temple Road Synagogue

The synagogue holds services twice daily. They are presided over by the vigorous Chief Rabbi Berachiya ben Simon ha-Kahane (known as "Rabbi Benedict" to gentiles). He is on good terms with Father Bardas of St. Lazarus. His assistant, young Rabbi Joseph ben Isaac is a new immigrant, and is shocked by both the strange ways of the city and the way the Jews here take it in stride.

Office of Magister Abraham ben Jacob

Abraham ben Jacob is a highly skilled physician (Diagnosis and Physician-17, Surgeon-15). Most of his patients are Jewish, but he will also see gentiles, and will visit patients at home.

He charges as much as Dr. Balsamon (see), but has halved his rates for the needy poor and doubled them for wealthy gentiles. He's fond of ending any gentile's diagnosis with "... and stay away from the undead, they'll make you sick!"

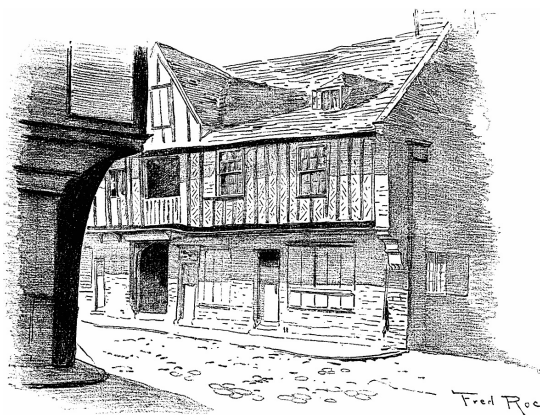
OPAL LANE

Businesses include one upscale inn and many jeweller's shops. The latter's customers are often mages seeking material for powerstones and magic items. Jeweller's shops are well protected by both guards and magical or mundane traps.

The Boneflower

This inn is a large three-story brick building with a sign of a skeletal hand holding a white rose. Lenore Lillinghast is the owner, a slim waif-like beauty with straight black hair and pale skin who dresses in black silk and wears a scarf around her neck. She has a distant but polite manner and a secret smile.

The Boneflower does not serve food, but offers an excellent chilled white wine (\$5). Its common room with its silk tablecloths, elegant crystal and lace and velvet-curtained booths are popular with upper commons and gentry. 17 rooms are for rent (\$5/hour or \$25/night), elegantly furnished with feather beds, suggestive oil paintings



and scented candles. Each room also comes with its own special maidservant.

However, the Boneflower is not known for its decor, but for its staff. Six waitresses work in the common room, and each private room also has its own maid. All are coldly beautiful zombies, their skin treated with the elixir of Elysium to stay fresh. They wear elegant fashions from John of Kadia and slim silver collars with their names upon them.

Some visitors come to Lillinghast's solely to enjoy the cold pleasures of undead flesh. Lenore has no objections, but if her favorite "children" are damaged, she will sue. Lillinghast takes meticulous care of their appearances, spending many hours grooming and perfuming them like dolls. For security, the Boneflower has three zombie guards, who dress as waiters in formal clothing, but carry short swords under their cloaks. They are also handsome, and Lillinghast will lend one of them to a guest, should he or she prefer a male companion.

Lillinghast knows Zombie and Control Zombie-15, and shops regularly at the meat market, seeking fresh, pretty zombies to turn into her own servants. She will also, secretly, buy fresh corpses if they meet her requirements: she pays double the going rate for beautiful or very beautiful girls, and four times that for beautiful elves or half-elves, whether male or female.

Lillinghast does not pay protection to any of the Naglfari: she's too high class, and they respect that. Will the Blood?



SLAUGHTERMAN'S ROW Peoples smell Slaughterman's Row even before they see it: ales of offal and swarms of flies are everywhere. The street is devoted to numerous meat butchers. It's busiest from morning to noon, as wives, maids, and restaurants do daily shopping. In the afternoon, leftover cuts sell to sausage vendors and piemen.

TANNER'S ROW

Shops devoted to curing hides and leatherwork are here. In good weather, masters and apprentices are outdoors, scraping hair and flesh from the skins, softening the hides with pigeon or dog dung, and washing them in vats of hot water and acid. The area is smelly, and many tanners do not live above their shops, but in nearby tenements.

Brand Arisson's Shop

This establishment is full of vats where hides are boiled to make the leather armor he sells. He's boiling, too: his brother Bersi, an oil-merchant on Vat Road, was beaten up by Naglfari thugs after protection money.



The Knackery

The Knackery is a slaughterhouse for old broken-down nags and donkeys. It will buy them for 10% of original value.

VAT ROAD

Vat Road is lined by the shops of perfumers, oilmakers, acid brewers and alchemists. Some alchemist shops specialize in particular elixirs, but others are generalists. Due the value of the laboratories and their products, alchemist shops have undead or hired human guards.

Felicia Hill's Shop

Hill is an indifferent alchemist but a skilled businesswoman, mass-producing only elixirs of Chiron and Elysium. Behind her large stone house are many sheds with dozens of bubbling vats. Seven journeymen work for her. No one lives in the sheds, due to the fumes, but she has six zombie guards. She pays protection to the Naglfari, but a series of unsolved thefts and sabotage have Hill wondering what good the protection money is.

Shop of Joshua Kane

Master Joshua "Half-Face" Kane is a badly scarred but reckless master alchemist. His face lights up in a twisted grin when he is asked to create something exotic; he leaves mundane work to his two apprentices. He once worked for Hill, but resigned angrily after he wasn't allowed to do interesting work.

The last time anyone asked him for protection money, he had his flesh golem drown them in a vat of alchemical waste. Kane ignores the guild's restrictions on selling hostile elixirs, but its double payment in advance...

VENTURE STREET

The offices of the city's merchant guilds and houses are located here, as are some attractive townhouses at the east end of the street. Some examples:

The House of Ghent

A complex of warehouses and residences run by the wealthy Ghent family. They specialize in exporting woollen cloth, wine and silk and importing dwarf goods, Northland timber and furs. They own weavers' shops on Verdandi road, two big warehouses at the docks, a block of tenements on Grendel Road, and a part-interest in a half-dozen merchant galleys. The *Characters* chapter describes Tobias Ghent, the family patriarch.

House of Ogmund

Another powerful merchant house, having risen to prominence recently. They own no ships, preferring to rent cargo space with





independent captains. Their specialty is trading manufactured goods and weapons to Nordheim and importing furs and gems, but they have contacts farther afield, and deal with a number of privateers to resell Megalan loot and slaves.

The head of the family, Master Ogmund Snorrison, is described in the *Characters* chapter. The warehouse behind his home/office holds many valuables, some ordered on consignment by wealthy gentry who pay him to find certain things available only in foreign parts. This <I>could</I> explain the dozen armed, rough fellows and muscular zombies who hang around, smoking and picking their teeth with daggers. Or maybe it's a Naglfari headquarters.

Windspider Hill

The eastern half of Venture Street climbs up a hill called Windspider Hill. Its tree-shaded environs are pleasant, and several large town-houses can be found here, owned by rich merchants and wealthy gentry. Most have many live and dead servants and guards. The Ravens and Northern Guard patrol this area and question people who look out of place. Addresses of interest include ...

Kadia House: The townhouse of teenage heiress Megethea Andronica (see *Characters* chapter). She hosts large parties here for Abydos' young elite.

Gorice Hall: A fine old mansion with extensive grounds, recently purchased by senator Donovan Hawk (see *Characters*).

Windspider House: A rambling mansion with a small tower that once belonged to the Lady Raven, Destasia Laskarina. Her line died out a generation ago. It is now derelict, and for sale for \$300,000. It is rumored to be haunted.

VERDANDI ROAD

Verdandi Road is dedicated to the shops of weavers and tailors, as well as the headquarters of their guilds.

Jon of Kadia's Shop

This tailor shop is the best place for elegant apparel. Master Jon, age 37, is fussy but skilled: he makes only upper class clothing or noble dress. He visits inns to see the latest fashions of foreign travellers, and gives someone who can provide such information a 10%-20% discount.

THE TWINS

In the center of the Old City are the Twins, two large hills of similar size and shape. Atop Jerusalem Hill is the great cathedral of St. Lazarus, while perched on Constantine Hill is the imposing Citadel of Birds and its keep, Ravensbeak Tower.

THE CATHEDRAL OF ST. LAZARUS



St. Lazarus is the spiritual center of the Lazarite faith and seat of the Archbishop. It's a huge cross-shaped building that covers most of Jerusalem Hill, with a 40 yard bell tower topped with a tall steeple. Six great dwarf-wrought bells echo through the city every three hours, marking the offices of the church. On a clear day, a lookout in the tower can see to the Styx: the bell's tolling has often signalled invasion or victory.

St. Lazarus was built on the ruins of the older Church of the Sacred Trinity that burned down during riots early in Ravenjoy's reign. The interior is beautiful and foreboding with stained glass windows showing scenes from the Renewed Testament and the life of St. Samuel Hood. On the high vaulted roof of the chapel is the famous painting "Lazarus Awakens."

The cathedral has space of 1,200 worshippers inside, and on holidays the square outside packed with another 4,000 worshippers. The tithes of Abydos have made St. Lazarus as grand as possible. Painted icons, crosses and gold incense holders are everywhere; the high altar is a thing of splendor. In a gold and opal-encrusted magelocked case beside it is the original Renewed Testament, only removed by the archbishop himself for special readings on the high holy days of the church. Security is not neglected. The niches inside the main chapel hold the bones of senior clergy (as zombie servants), but ranged behind the high altar are 30 skeletal knights, armed with swords and in full plate, the remains of former heroic praetors and Ravens. There are rumors of other magical traps and defenses as well.

Beneath St. Lazarus are extensive cellars burrowing deep into Jerusalem Hill. There are hundreds of store rooms, vaults, monastic cells and catacombs. There are many secret passages, and some chambers have been sealed off or forgotten for centuries.

Adjacent the Cathedral are office buildings where 120 priests and monks manage the ecclesiastical bureaucracy. Here are duplicates of parish records from across the island, registries of baptisms and deaths, a list of all priests and monastics, and financial records to facilitate the collection of church tithes. On the 3rd floor is the office of Father Bardas, the Archbishop's secretary, who manages the church bureaucracy, and the apartments of the archbishop. The

church treasury and important offices have undead guards with permanent Magelocks, Nightingale floors, Scrywards, Fireproof spells and Teleport Shields.

The cathedral is also home to the undead skeletons of deceased priests (use skeletal Servant statistics). A few dozen work as servants; hundreds more rest in the catacombs, awaiting the commands of the senior clergy. They might be called forth to protect the cathedral in a dire emergency, but otherwise appear only at holidays like Easter. Then, in robes and sacred vestments, bearing wooden crosses, containers of smoking incense and sacred icons, the dead priests will arise to join their living brethren for a solemn procession around the city.

THE CITADEL OF BIRDS

Standing atop Constantine Hill, the citadel is the oldest part of Abydos. For over 400 years it was the castle of the ruler of the city -- first the Barons and Earls of Abydos, then the Lady Ravenjoy. Now it is the headquarters of the Ravens and the home of the Lady Raven, who is currently Gabrielle Boneshanks.

The citadel walls, 12 yards high, are protected by four towers and a gatehouse. Within the walls is a courtyard and a larger central keep, Ravensbeak Tower.

The gate into the courtyard is normally open: Ravens are always coming and going, and courtyard rings with the clash of arms and zap of spells of a half-dozen Ravens, as they practice bashing away at each other and several zombies. There is also a wooden barracks containing a guard company of the Polished Bone, a granary, stables, a well, a smithy and a bakery. Even if Abydos fell, the Citadel is capable of holding out on its own.

Ravensbeak Tower

The central keep of the citadel of birds, Ravensbeak Tower was built on the foundations of the older Tower of Abydos in 1590. It's 60 yards tall and 15 yards across at the base but only 6 yards at its spire.

1st Floor

A great hall with scattered benches and tables; think of this as the precinct room of a city police station. Every six hours two dozen Ravens come on or off duty; between shifts it is less crowded but never quiet. The duty Tribune and a couple of Raven-Captains will be meeting upset citizens come to seek justice, while other Ravens and skeleton guards arrive with prisoners or witnesses. Staircases go up to the next floor and down to the dungeons.

2nd and 3rd Floor

Once servants' quarters, now used as interrogation rooms for witnesses. Each tribune has an office here, and the Lady Raven a dining and conference room; in one corner is a sand-table and shelves holding lead soldiers and many maps. This and higher floors are enchanted with Spell Shield-18.

4th Floor

A guard room and a large office with a black oak desk. The Lady Raven is often found here, along with a guard-captain assigned as her orderly; two Raven-Guards are on duty in the guardroom outside. Bookshelves hold works on law, strategy, falconry and poetry. There is a door to a balcony that encircles the tower. Outside flutter a flock of 200 zombie crows (treat as 20 swarms of bats) who obey the Lady Raven -- they'll attack intruders landing on the balcony, or carry messages. On the tower a yard below the balcony are iron chains: Lady Ravenjoy would often suspend those she wished to chastise here, for the crows to peck at. The present Lady Raven is usually more merciful.

5th Floor

This is the Lady Raven's Chamber, now occupied by Gabrielle Boneshanks. It is decorated in black and purple with fine furniture of northern ironwood, and a wardrobe that holds the black silk gowns she favors, an iron four-poster bed and favorite ivory chair; a pair of cuffs dangles from the bed. As a zombie, Gabrielle no longer sleeps, but she uses the bed with those captives she takes as lovers.

6th Floor

This windowless room, the Chamber of Melting Souls, is painted black. On the ceiling are embedded hundreds of small diamonds that glitter like stars when a candle is lit. A chain with steel manacles hangs from the ceiling, and a small altar has a single candlestick. There is a permanent pentagram on the floor to one side.

Those Ravenjoy wished to intimidate, like gentry who did not support her were chained here in the dark. Ravenjoy would cast Soul Jar, and bind their soul into the candle, or sometimes, its flame, then leave them to reconsider their cooperation as they contemplated its melting. She would return in a few hours, or not, as the mood took her. Those who cooperated might get their soul back, or bound into a diamond, or a zombie crow. Some gems and crows may still contain souls ...

Dungeon

Beneath the tower is a block of cells, guarded by a squad of the Polished Bone. Two are drained of mana, for holding mages. There will be 5-30 prisoners in the cells, criminals awaiting trial. Stairs lead to the Silent Maze.

THE SILENT MAZE

The Silent Maze is the remains of an old private sewer system which was expanded by the efforts of a many undead workers. A Raven and squad of skeleton guards deliver prisoners. A heavy door in the dungeon opens into a lightless corridor ending in two locked portcullis gates. Guards shove the naked prisoner into the corridor, lower the gate and leave. The outer portcullis is then





raised. If the prisoner does not enter the maze, a small murder hole in the ceiling is used to pour boiling water upon him. After the corridor is empty, it is sealed again.

The entrance chamber is triangular with three passages radiating from it. There is rarely anyone waiting, as new arrivals are infrequent. Inmates are sent in one at a time, with a day's wait between them. Most are unrepentant Petrine heretics, rapist and diabolists. About one in six are women. On average, 1-2 people are condemned here every month. Most die inside a week or kill themselves. 3-18 will be alive at any given time.

The maze is quiet but not truly silent. There's a constant drip of water, louder near the few pools, mixed with the tiny pitter-patter of rat feet. Cautious footsteps can sometimes be heard. Every so often there are other noises: croaking, sobbing or panting, the eating sounds, a wet smack of a fist or bone club, a strangled scream. Sometimes one steps over a fresh corpse. Meat does not stay on bones long: rats, reeks and people are hungry.

The worst feature is the total darkness. Deep underground, denied the ability to either see or use speech, prisoners slowly grope their way about, or risk running into walls or falling into

pits, reeks or pools of water. It is very hard to tell a friend from a stranger, unless you can identify a face or body by touch -- and few risk letting someone get that close.

The maze has its own geography. The *Bone Labyrinth* is the upper level. It is made of cut stone, with many corridors but no doors and few rooms. Scattered about are human and rat skeletons whose bones make good clubs. There are a few swarms of rats who attack weak, sleeping or unconscious people.

Three staircases and several five-yard deep pits lead to the *Blind Caverns*. They are damp, rough-hewn rock with natural grottos where dripping water has formed sharp stalactites and shallow pools inhabited by small eyeless fish. Some tunnels have dirt floors; clumps of mushrooms grow there, some nourishing, others poisonous. Besides rats, a few reeks (p. F129) ooze about.

By foraging for mushrooms and trapping rats or fish Survival skill can keep you alive (see p. B57). A success finds only enough food for one person for one day (1d+1 days on a critical). New inmates have a -4 penalty, but this drops by one per two days spent exploring. An inmate who sticks to one area and trap things rather than forage has a -3 on their Survival roll but less risk of running into other humans. Damage from a failed Survival roll represents poisonous mushrooms, being chewed on by rats or reeks while asleep, eating diseased meat, falling into a pit, etc.

Inmates encounter 1d-2 prisoners each day, or 1d-4 if they stay in one place. These may be separate single encounters or gangs. Some inmates are loners, a few are helpful, while others are mad, rapists, or cannibals. Use Hearing and Stealth rolls to determine who notices who first!

Escape from the maze is widely believed impossible, though a skilled adventurer could break *into* the maze to rescue someone. There are legends of secret doors in the Bone Labyrinth that connect to city sewers. Some inmates spend days tapping on walls, but while secret passages do exist, they seem to lead only to hidden rooms within the maze itself. Some of these are cells used by Lady Ravenjoy for secret necromantic "experiments" (demons). These are kept in pentagrams -- but in the dark, it's easy for a prisoner to blunder across a pentagram border he can't see and into the clutches of a fiend from hell... if the pentagram border is disrupted, it may be freed, leading to a brief feeding frenzy as it hunts down inmates, followed by its starvation or escape.

THE RIVER CHARON

The Charon is 150 yards wide, and 20-40 yards deep. It is navigable by any size vessel from Lake Styx to Abydos, but tall ships cannot sail upriver past Abydos due to the Bridge. The river freezes over in mid-winter, thawing in early spring. During late winter it is solid enough for skating. It is well-stocked with fish.

River Reeks

A local species of reek (see p. F129) lives in the muddy banks of the Charon. They are like ordinary reeks but swim (Move 2) and climb stone walls (Move 1). At night dozens of them ooze up the city walls and down into the streets seeking chunks of flesh fallen off zombies. They are mainly dangerous if someone trips over one in the dark, but if sleepers forget to bar their doors at night a reek might crawl in and engulf them.

CHARON BRIDGE

This stone bridge was built in 1670, replacing Charon's Ferry. It stands 10 yards above the water on eight piles, and is 160 meters long and 15 yards wide. The road is only five yards across as businesses have been built on the bridge itself.

Judd Verminsbane's

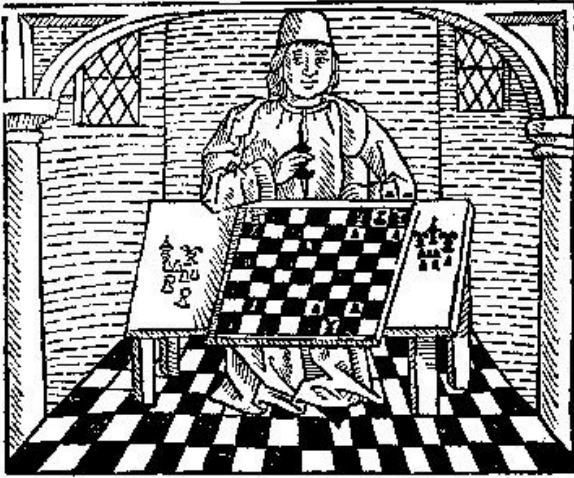
The shop of Magister Judd Verminsbane, professional exterminator of rats, bats, roaches and bugs. His services are retained by wealthy homes, merchants whose warehoused goods are threatened and better inns. Judd's methods include Sense Life, Insect and Mammal Control and Mass Daze spells, as well as traps, poisons and pastilles. While usually successful, when faced with stubborn foes, his professional enthusiasm can overcome his sense of proportion. Judd is a grim man with a dark sense of humor; he hopes he will someday find the lair of the wererat that slew his mentor, Abraham Ratbinder.

The Wolfskull

Built on Charon Bridge, the rooms of this two-storey inn offer a view of the rivers for \$8/night. The inn and common room are popular with merchants and ship's officers. Innkeeper Knut Ketilsson cooks excellent river fish (\$3), catching them with a hook out the kitchen window. His wife Katla Wereslayer is city dog catcher and a Eumenidies Guild member responsible for several of the lycanthrope heads and rugs decorating the common room.



Pastimes in Abydos



While not enjoying raping a fleshscroll at St. Magdalene's Church, Convent and College or watching undead cut each other to pieces at the Bloodless arena what do people in Abydos do for fun?

Fights

Dogfights (pitting dogs against dogs)
Bear Baiting (Pitting dogs against a chained bear)
Cockfighting (Pitting Roosters against each other)

Sports

Colf - the ancestor of Golf (a sport for the nobles played on a field outside Kadius Gate)
Hammer-throwing
Hurling or Shinty - a similar game to hockey
Horseshoes - throwing horseshoes at a target
Skittles - an ancestor of modern ten-pin bowling often using undead babies or slaves with their bodies buried.
Stoolball - an ancestor of Cricket
Wrestling

Games

Chess
Checkers
Backgammon
3 and 9 man morris
Hnefatafl
Card Games (uncommon) like Piquet.

Other pastimes include going to executions and public beatings. Slave auctions and mocking their plight. Brothels and wenching are available here more than anywhere, even undead prostitutes are available for the wretched. Lastly theres gambling on all sorts of the above for one and all.

In the Summer Horse races with undead horses are held and the city has plays to see and wandering bards and storytellers as well to hear. All in all there are many things to do here.

Shop of Aethera Chessman

Magister Aethera is a 35 year old master mage who earns her living casting protection and warding spells for businesses and private individuals. A cool, elegant woman, she collects modern paintings. Aethera is extremely discrete with her clients Aethera is ST 10 (12-point powerstone) and knows all Protection and Warding spells (and prerequisites) at 15, with Mystic Mist, Teleport Shield, Scryguard and Scrywall at level 20.

GEBURA TOWN

Thriving Gebura is the "new city." Its walls are only 200 years old; before it was just docks, a slave market and arena.

The Docks

All along the west riverside stretch the docks, wharfs and warehouses of the lake trade. They are outside Gebura's walls, but nearby towers command the dockyard approaches.

There are usually 2-7 merchant ships docked here, along with 1-2 war galleys like the privateer *Boneshark* or the warship *Tarasque*. Shipwrights, carpenters, sailmakers and boatbuilders are busily at work with saw, hammer and pitch-bucket, making repairs and building new vessels. At present the huge warship *Ravenclaw* is taking shape. When the lake freezes, 20 ships may be port.

On the cargo docks, barges and merchant galleys are loaded or unloaded. Sweating longshoremen shout orders at zombies, who shift stacks of cargo, moving them between vessels, dockside and warehouse. There are bales of cloth, furs and silk, sacks of raw wool or spices, barrels of salted mutton or wine, crates of dull iron ore or bright swords and many other goods.

Further upstream are the fish wharves. Some fish are netted from bridge and riverbanks, but boats also go down to the Styx every morning and the day's catch is unloaded in the afternoon.

ANCHOR STREET

The closest street to wharfgate, with many ropemakers, barrelmakers and sailmakers, cheap taverns, boarding houses, tackle shops, cutlers (makers of knives) and pawnshops.

By the gate is Anchor Square, with a mounted anchor from a Megalan flagship and behind it a column built for a popular stylite. It is now unoccupied, while below prostitutes openly solicit their customers and thieves roll passed-out boatmen lying drunk against it.

Recently, the Blood have been shaking down boat-builders and bargemen for protection money, which they use to support their cause. The Naglfari (and Ravens) don't like this, and there have been a few bloody scuffles between them.

The Mandrake's Thirst

A lively tavern run by Tosti Hordsson, a large Northlander and former corpseflayer. The customers are a rough lot: sailors, bargemen, journeymen corpseflayers and a few Naglfari carls. The beer is cheap (\$1), and entertainment consists of rowdy sea- chanteys, cheap prostitutes, drunken brawls and gambling.

Tosti's bouncer is a big (ST 17) zombie guard armed with a club and boathook (as a scythe). He pays protection money to the Naglfari; the tavern is a good place to make contacts with the gang. Upstairs in the 'Thirst is a reasonably clean tattoo parlor run by Hordsson's young wife Eudisia, a skilled tattoo artist. She mostly does sailors, but sometimes a flesh scroll as well.

Freyja's Cats

The cleanest brothel on Anchor Street. Madam Groa Vigdisdotter employs a dozen pretty Northlander girls. Groa pays protection to the Naglfari; the bouncer is a carl.

The Bloodless Arena

This raised amphitheatre can seat 2,000 people. Under it are several cells for gladiators. Ravenjoy abolished battles between slave gladiators but soon added duels between the undead

Games are held by the state on major festivals and holidays. Human and animal zombies fight, often between two different teams, the Bones

and the Skins. The best are the Praetor's Games held on Ravenjoy's Birthday: each praetor competes to outdo the last; things like as undead elephants or centaurs are much in demand. In fact, living warriors who visit Abydos have a slight risk of being kidnapped and slain to fight in the arena; there is a black-market trade run by the Naglfari, who also handle offer bets and odds for people who wish to gamble on the fights.

A bench seat is \$1, a front row \$20, with covered seats under the Praetor's Box pre-sold for \$500. Pedlars pay a commission to the city to sell pastries, water and beer. Intermissions feature theater, mimes and executions of murderers.

BRIDGEGATE ROAD

This street begins at Charon Bridge. The businesses include fishmongers and the city's crowded fishmarket, as well as a few seafood restaurants and ...

Yuki's Teashop

A new, friendly place that serves herb teas and delicately-sliced and flavored fish dishes. Yuki Bryne, its young half-Sahudese proprietor, is the daughter of a merchant captain and the Sahudese woman he brought back as a bride. Yuki's never been to Sahud, but her dead mother (whose kimono-clad skeleton now helps out at the shop) told her many tales of Sahud, and she also speaks Sahudese. Yuki is very respectful to her mother's skeleton. Yuki's was recently adopted by slumming students from the Hecate Club as their hangout.

NORTHMAN'S BLOCK

This triangular plaza is now a vegetable market, but a slave market is still held here twice a month. Slaves are a mix of local debtors and criminals and Megalans captured by privateers.

ST. SAMUEL'S STREET

Mostly glove, cloak and hat merchants and a major church:

Church of St. Samuel of the Hood

The biggest church in Gebura, built of white marble with the help of dwarven masons. (A small chapel devoted to St. Gilli is inside.) It can hold 600 worshippers. St. Samuel's is the seat of the Bishop of Gebura. There are 30 clergy present, including one dwarven priest, Father Thrاند. Next to it is the grim Tower of Faith, housing the Hand of Glory's offices (20-40 priests and monks), a court room, interrogation cells and 40 skeleton guards.

ST. STEPHEN'S STREET

Here are shops and work yards of master stonemasons, roofers and bricklayers and the architecturally-imposing Mason's Guild Hall. Its newly-elected guildmaster is one Master Robert Newton.

Seven dwarven artisans have shops here, notably Skifnir Sevenbeards, master mason, Earth mage, and ambassador to Thulin's Folk. Local dwarf masons are becoming annoyed that no dwarf has ever been elected as the mason's guildmaster; Newton's supporters claim dwarves never take on human apprentices and keep their secrets to themselves.

The Mason's Guild Hall was built in 1720 on land that had originally held a chapterhouse of the Knights Templar. Some of the cellars and foundations are shared with the original. Maybe they share other secrets as well...

THE MONASTERY OF THE HOLY BLOOD

Seven miles from Abydos along the North Road is a wood filled with dead trees. At night, a travelling monk or two can be met either in human, wolf or bat form -- the latter for haste, if the sun is due to rise. Sinners beware if he is thirsty...

The monastery is a grim hilltop fortress. By day no one answers; intruders will be attacked by zombie guards. At night a guest will be welcomed, but the monks are unhappy if disturbed without good reason.

Inside the monastery is a simple chapel, two dozen cells, and a library. Beneath the chapel are crypts with the vampire monk's coffins. The youngest monk is handsome Brother Demitrios the Icon-Painter, 60 years old. The oldest, abbot Nicodorus, is 412. On any given night two-thirds are out seeking out sinners to purify; the rest pray or study, fasting to mortify their spirits.

The monastery is guarded by 20 armored skeletal knights, former Megalan warriors who fell in battle against them.

CHAPTER 4 THE COUNTRYSIDE

Lemures

The Lighthouse of Lemures

Large and imposing with a steep almost pyramid like shape of dark, almost black stone it rises from the water. Adorned with images of death and demonic looking gargoyles with glowing red eyes it is meant to cause fear and distress. A huge concave silver disk enchanted with powerful continual light spells shoots a beam far into the night. Rotating constantly by undead workers it also serves as a lookout tower against the Megalans.

Monastery of the Holy Blood

Seven miles north of Abydos in a wood of dead trees lies this unholy Monastery described in the former chapter. Many of them are not at all pious and may even be practicing demonidolists, but most believe themselves to be pious and even righteous. Demitrios in particular is both cruel and sadistic who gains perverse pleasure from the ruination of women and in no way is a servant of Christ..but he believes he is. They are very much like the Spanish inquisition but much darker, corrupt and cruel. That said, they see themselves quite differently.

The Beach of Bleached Bone

The white fine beaches would be a true area of beauty if not for the occasional human bone from assorted chopped of Megalan limb or Abydosian undead that litter much of it. Abydosian crabs with their red speckled white bodies eat well during times of war and can be found on the beaches during certain times of the day.

The High Road

There is one main road that leads through most of Agartha, the high road. Because of a massive undead workforce this entire road is paved with cobblestones. Many other roads divert from it and these two are often cobbled at least for a half mile before turning to packed earth. Mile stones are set each mile and every ten. Banditry is low during the day and not much travel goes on it during night when patrols are less heavy. Farms can be found dotting its sides with undead workers and moving scarecrows in the fields.



The River Charon

This river flows from the northern mountains of Tenemos to the lake Styx and passes through Abydos. Small fishing boats and barges moving goods can be seen as can floating lumber coming downstream to Abydos. Rare is the time when a Shark or Ketos comes far upriver but it is known to happen. Some areas are known to be haunted and in other areas watermills can be found.



Towns and Estates of Lemures

Lemures is a pastoral land of small rural farms and large state run plantations manned by undead.

Many of the villages are centered around a giant 'platanos' or plane tree. Sometimes important announcements are posted on these trees and in some villages the inside of the tree is actually hollow and used for storage. Some of these trees have provided cool shade in the hot summer months for hundreds of years.

Villages will have a small church if populations are large enough (60+adults). Where a village priest will be walking to and from wherever it is that priests go.

Village life is slow and simple with older populations as the young often leave for the towns or Abydos itself.

Religion is varied, many villages are basically Catholic or "Petrine" giving only lip service to the state Church. Others run the gamut of beliefs blending ideas and others are total Lazerite. Some worship pagan or demonic forces, finding out what a village believes will not be easy as they all are very close lipped with strangers.

There are no windmills in Lemures as the "bonemills" powered by undead are just as effective.

It should be noted that most villages are slowly dying out with many abandoned buildings and old taverns that littered to roads once now stand boarded up and empty 2/3rds of the time. The sounds of children do not ring out here and an air of gloom is always in the air.

Sesklo

This is a small coastal town in western Lemures. It's unwallled but protected by a buried legion in its beach. It has been attacked by Megalos in the past and has been rebuilt numerous times. It's economy is fishing based and is famous in Agartha for it's dye, Sesklo Red. This bright red color comes from a crustacean that grows in it's local waters.

Kastelloriza

This small coastal town is east of Abydos and built around a small Agarthan castle. It's leader is a mage called Abgregor a former Lazarite priest defrocked for his extreme public sadism but is allowed to rule here due to his family connections to the ravens. Impalement is the mode of execution here and the dead are animated to continue writhing on the stake here as a message. Over 80 such "decorations" can be found near either of it's two gates. It's famous for it's draconian punishments, public stocks, vile punishments and complete lack of any crime.

The Palace of Screams

This small keep and surrounding village is the home of the sound mage Lebadia. Found to the north of Abydos up the river Charon. It's notable because it's leader a former Raven and graduate of the university in Abydos does her "testing" here. Lebadia is not insane, but is evil to the core. She studied the flesh scrolls and felt no mercy for them, in fact she tortured them routinely as they were not "human" in her mind. Anyone approaching the keep will hear a constant wailing and frightful screams and painful gurgling. Upon entering the village one will note only about 20 living villagers present, all deaf. Most work here is done by undead and anyone entering must make a twice daily HT check at +1 or suffer -1 to all hearing rolls for the next 24 hours. This is commutative and will become permanent -1 hearing if base hearing drops to 3 or if a critical failure is rolled. Lebadia is a fanatical supporter of the Lazerite faith but is also a mage with a demonic familiar and will not want to deal with strangers without reason. Adventurers may end up becoming one of her lab rats if not careful.

The Plague Pits

These pits serve two uses, one a place to store undead that are infected. Two a weapon of war against Megalan invasion. It's maned by a group of shadowy figures robed and hooded and never speaking. The area is protected by undead and anyone entering without permission will be killed and thrown into the pits and animated. The location of this place is a state secret.

The Sardis Hills

The Mines of Sardis

A place of vile wretchedness. Slaves and undead toil the mines without any regard to safety or conditions. Many types of mines are found here..open pit, tunnel and other style mines litter this region. Iron and silver are the staples of the state run mines, with small deposits of copper,tin,gold and even smaller amounts of other metals. A paradise compared to the Silient Maze, life expectancy is between 3-10 weeks for most.

Atherium

A unique Crystal from the mines of Sardis. When this element is alloyed with steel it becomes easier to enchant. Reduce Enchantment costs by 10%. Atherium Costs about \$1000 per ½ lbs of steel to alloy.

Towns and Estates of Sardis

This rocky hilly badland is home to the above mentioned mines but is also a area of Petrine rebel camps and rural villages based on herding and cheesemaking.

Chaoronis

This large town is almost a city. Its cramped and built within a chasm like bluff of rocky badlands. It's smoky and grimy and seems to have smelters and foundries working almost 24 hours a day. It's managed by Zakra a female dwarf and follower of the Lazarite faith. Zakra is a true rarity a female living among humans and a necromancer. Zakra is a contradiction, and renounces most of dwarven ways and while claiming to be a Lazarite but has as little understanding on Christian morals as a Magdalene nun.

Zeldoria

Towns and Estates of Zeldoria



This is an area of heavy cultivation and many small villages dot the region. Most of what is said about Lemures can be said about here. This part of Agartha has a Gnomish village known as Tortuza where the Great Battle of Tortuza was fought in 1753 when a group of routing Megalan soldiers found them and attacked the village. Prior Hhelnut a Gnomish monk having no other course began raising slaughtered cattle, "Battle Cattle" to drive off the attackers saving the village and securing the region.

Tortuza

This is a small Gnomish town with a small monastery of 6 Gnomish Monks. The Abby of Saint Hhelnut. Within it are also some dwarves and a halfling that runs a tavern. Unlike most of the area the village is doing well without the common boarded up buildings of other places. The town to this day keeps an army of hundreds of cattle for defense and other uses.

The Estates here are less common than in Lemures but tend to be less run down or abandoned. One estate stands out the House of Oakenbeard. They claim relation to the "Saint" and this family of Dwarves have lived here for hundreds of years. They appear very unhealthy and misshapen, and suffering from numerous maladies. This could be from the fact that they are quite inbred and don't seem to deal with outsiders beyond the human village that supports them. Their estate and village is in poor repair and a vulgar statue "The Virgin of

Encounters in Lemures

- 3 Monster
- 4 Escaping Petrine looking for help
- 5 Group of 2d6 bandits (1-3 Petrine,4-6 just greedy)
- 6 Peasants being interrogated
- 7 Lazarite Priest/Monk/Nun
- 8 Travellers (1-2Pilgrims, 3-4 workers, 5-6 Bandits)
- 9 Travel past an abandoned Inn/other building
- 10 Merchants heading to Abydos
- 11 Merchants coming from Abydos
- 12 Undead working the field
- 13 Traveller (1 from Abydos, 2 to Abydos 3-6 heading elsewhere)
- 14 Undead Messenger on route
- 15 Small village (1-3 intact, 4-5 in decline, 6 abandoned)
- 16 Team of soldiers out looking for Petrines
- 17 Lepers/May be ghouls or disguised Petrines
- 18 Monster/Vampire if at night

Encounters in the Sardis Hills

- 3 Monster
- 4 Escaping Petrine looking for help
- 5 Group of 2d6 bandits (1-3 Petrine,4-6 just greedy)
- 6 Small Mine (1-3 intact, 4-5 in decline, 6 abandoned)
- 7 Lazarite Priest/Monk/Nun
- 8 Travellers (1-2Pilgrims, 3-4 workers, 5-6 Bandits)
- 9 Travel past an abandoned Inn/Mine/Other
- 10 Merchants heading to Abydos
- 11 Merchants coming from Abydos
- 12 Undead working a mine
- 13 Traveller (1 from Abydos, 2 to Abydos 3-6 heading elsewhere)
- 14 Undead Messenger on route
- 15 Small village (1-3 intact, 4-5 in decline, 6 abandoned)
- 16 Team of soldiers out looking for Petrines
- 17 Lepers/May be ghouls or disguised Petrines
- 18 Monster/Vampire if at night

Inns and Lodging

Abydos is in serious decline for many reasons and population rates are falling. This has lead to more than half of the old roadside Inns to close down. Agarthan inns tend to be small two story buildings with a greatroom and kitchen on the mainfloor and a common room upstairs. Often the owner will have a room downstairs or in a building next to the Inn.

A central fireplace heats the building and a bar is somewhat common in the greatroom. Few windows will be here as to conserve heat loss and an upstairs fireplace will sometimes be found as well.

Basements will be found in more than half of all inns and are used for storage.

Inns lock their doors at sundown but generally allow travelers in even at night if they are few and not armed. Adventurers will be turned away though as they could be bandits!

Highwaymen and Patrols

Most roads are patrolled, often by a lone guard and a dozen undead. This keeps Highwaymen down on the more patrolled roads. Caution needs to be used while traveling nevertheless as crime does happen on the roads and bandits have many places to hide and avoid patrols.

Encounters in Zeldornia

- 3 Monster
- 4 Escaping Petrine looking for help
- 5 Group of 1d6+1 bandits (1-3 Petrine, 4-6 just greedy)
- 6 Peasants being interrogated
- 7 Lazarite Priest/Monk/Nun
- 8 Travellers (1-2 Pilgrims, 3-4 workers, 5-6 Bandits)
- 9 Travel past an abandoned Inn/other building
- 10 Merchants heading to Abydos
- 11 Merchants coming from Abydos
- 12 Undead working the field
- 13 Traveller (1 from Abydos, 2 to Abydos 3-6 heading elsewhere)
- 14 Undead Messenger on route
- 15 Small village (1-3 intact, 4-5 in decline, 6 abandoned)
- 16 Team of soldiers out looking for Petrines
- 17 Lepers/May be ghouls or disguised Petrines
- 18 Monster/Vampire if at night

Encounters in Tenemos

- 3 Monster/ Forest Fire
- 4 Monster
- 5 Group of 2d6 bandits (1-3 Petrine, 4-6 just greedy)
- 6 Wild Game (Animal spotted)
- 7 Petrine Priest/Monk/Nun
- 8 Travellers (1-4 peasants, 5-6 Bandits)
- 9 Travel past an abandoned Inn/other building
- 10 Hunters (locals)
- 11 Hunters (1-4 locals 5-6 nobles)
- 12 Undead Chopping wood for lumber
- 13 Traveller (1 from Abydos, 2 to Abydos 3-6 heading elsewhere)
- 14 Undead Messenger on route
- 15 Small village (1-3 intact, 4-5 in decline, 6 abandoned)
- 16 Team of soldiers out looking for Petrines
- 17 Large dangerous animal
- 18 Monster

Megalos" is on display before their gates showing a woman assaulted by dwarves.

The Sleeping Forest

This forest in the north of Zeldoria is known to be quite dangerous as a plant or fungus within it seems to knock anyone out within it after an hour or so. It has gone fallow and is not used for timber or anything else and is a mystery what could be the cause or what's in it.

Tenemos

Towns and Estates of Tenemos

Tenemos is the northern arc of coastline. Much of it is forested, with deer, bear, wild pigs, wolves, unicorns and a few ragged bands of Petrine heretics. Many gentry go here to hunt but not many live here. Villages up here are small and live harsh lives and tend more often than not to not be in union with the Lazarite Church and those few that are, often hold pagan beliefs. The winters are brutal and it's forest rife with danger yet the people go on each day. They are almost a separate culture as they are so far removed from Agarthan society. The people of Tenemos don't dress in the Byzantine style of Agarthans but more like the Nomads and Nordheimers, but with more fur. Fur cloaks and clothing is very common here as they make much of their way by hunting and trapping. The only estates not abandoned are hunting lodges by Agarthans of other areas.

The Forest of Tenemos

As said above many creatures make their home here. The large old trees make a good environment for them and span over vast areas of land. Ancient elven ruins lie undiscovered within as do strange creatures found nowhere else on Yrth. Legends of hairy Wildmen are talked to live here and stories of evil hearted elves on wild hunts have been spoken of but no serious scholar put credence on them.

Petrine Rebels

Tenemos has far more rebels than Abydos and Sardis combined. They are supported by a melody of partisans, Christian charity, Megalan navy and spies from Quarterdec and Nordheimers sympathetic with the cause. They move about often and hide in no man's areas always keeping a step ahead from their oppressors. Often working with pirates, in fact many are pirates using the area as a striking point against the villainous Agarthans they can make useful allies or dangerous enemies.

The Lake of Styx

Commerce on the Styx

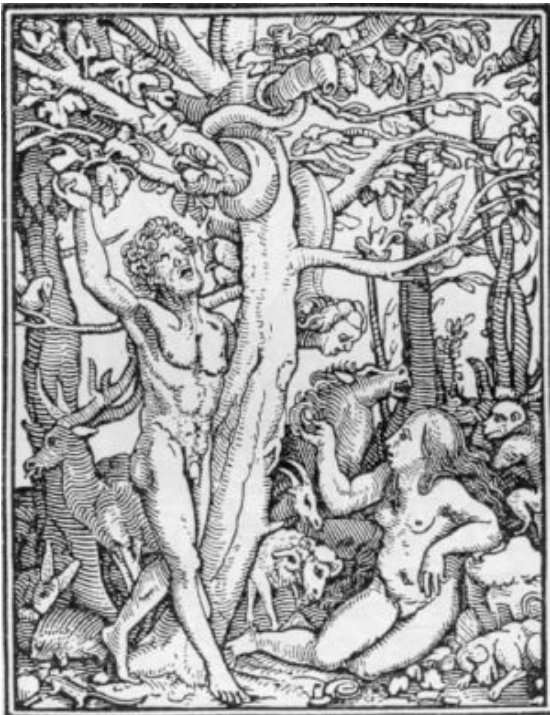
Trade is the staple of any island economy and Agartha is no different. The problem is heresy and the lack of interest and danger of doing business with them. Not to mention the extreme evil of the people. Make no mistake, the flesh scrolls, the Silent maze and other Agarthan atrocities are EVIL. The people who stand back and allow it in effect are collaborators with evil. To the minds of most Yrthians the idea of trading with them is itself a sin and a betrayal of faith. So who does it?

Mostly from non-Christians, the Dwarves of Zarak, Nordhiem and the Nomad Kingdoms and even Sahud. Jews from Megalos are not common as the danger of being caught mixed with the natural disgust of Agarthans drives them away. Gnomes are possible but again will be uncommon. Most merchants will be Argarthan going abroad and bringing back goods. Items made outside of Agartha will often cost 150-200+% more due to the danger, expense and rarity of the goods.

One important import is bodies, after all it takes 15-20 yrs to grow a good body but can be damaged beyond repair in under 10. To keep up with the constant need of bodies one needs to go abroad. Merchants of dead flesh are famous for raiding graves and tombs but also in hiring murderers, raiders and thugs to procure more. These charnelships bring back their "harvests" and are critical to the Agarthan economy.

Ships of the Styx

Ships of the Styx are primitive by the standards of other nations but effective none the less. The Styx is a lake and not a sea and the ships reflect this fact. Most are a reflection of Greek, Roman and Byzantine styles with single sails and lots of undead oarsmen to power the craft. Some are flat bottomed to aid in landing while others have more conventional designs. The greatest is the Abydosian caravel that is a



blatant copy of a Megalan ship in most ways but again is powered mostly by undead oarsmen. They all sport "eyes" like the Greek ships historically had. These are called "Ravens eyes" and are on all Abydosian ships.

Piracy on the Styx

Abydos has it's fair share of pirates. Some are privateers from Quarterdec motivated by morality or greed preying on Agartha trade. Others are from Agartha preying on their own for profit. Some are from the nomad lands, Nordheim or Megalos. Since this is not a major trading area and based in a lake piracy of course is limited and should not be over focused on. Often it's done at night under oar by a small crew on small boats. An unknown necromancer with a small landing boat and about 16 skeletons has been active lately

Lake Monsters

The Styx is teeming with life and supports a few large predators. The Styx shark is a medium sized white shark with sickly looking sores on it and a putruding lower jaw. These are the primary food of the top predators, the Agarthan Ketos. These are about the size of a large shark in general but never stop growing and can become terrible lake monsters.



Ketos (Styx lake monster)

Small Ketos

ST: 15-25	Move/Dodge: 13/6	Size: 2-3
DX: 13	PD/DR: 1/1	Weight: 500-2000lbs
IQ: 3	Damage: 2d-1 imp	
HT: 12/12-15	Reach: C, 1	

Medium Ketos

ST: 20-30	Move/Dodge: 13/6	Size: 3-5
DX: 12	PD/DR: 1/1*	Weight: 1-2 tons.
IQ: 3	Damage: 3d-1 imp	
HT: 13/15-20	Reach: C, 1	

large Ketos

ST: 30-40	Move/Dodge: 12/6	Size: 5-7
DX: 11	PD/DR: 1/2*	Weight: 2-3 tons.
IQ: 3	Damage: 4d-1 imp	
HT: 14/20-30	Reach: C, 1	

Huge Ketos

ST: 40-60+	Move/Dodge: 12/6	Size: 7-10+
DX: 10	PD/DR: 1/2*	Weight: 3-6+ tons.
IQ: 3	Damage: 5d-1 imp	
HT: 15/30-45+	Reach: C, 1	

Ketos are like a type of large headed mosasaur, very aggressive and preying on large fish and sharks. Like a snake it can dislocate it's lower jaw to swallow prey. Boney plates protect the top of its head PD2 DR3 (PD2 DR2 for small ketos). Small and medium Ketos are found in shallower water where larger Ketos favor the deep. They are not fish but are in fact Lizards, and thus need to breath air.

Animals

Wild

The forests have deer, bear, wild pigs, wolves, unicorns and other standards of Yrth. Bushwolves are not found in Agartha today.



Domestic

Sheep and Goats are also quite common in Agartha more so than woolens and hardings.

Horses tend to be slightly smaller and tend to be mottled grey and white breeds with stots of dark grey or black.

Cattle is primary of two breeds, Black Bonehorns- a black or very dark brown breed with white faces looking like skulls and long white horns (on the males)

Agarthan Roundhorns- a brown to white breed sometimes spotted that grows short curved horns almost like a rams as it rounds out.



Fantastic Beasts

Harpy are quite common and Hippogriff can sometimes be found in summer. Trolls can be found most often in the hills to the east and Ogres to the forests in the north. Wyverns can be found in the mountains anytime other than winter. Pegasi are very rare and will not often land in Agartha. Demons are too common here for many reasons (Backfires,Summonings as well as being attracted to Agartha)

Other Creatures and Races

Small communities of Hobgoblins and Orcs can be found but are very uncommon and tend to avoid humanity here for good reason.

CHAPTER 5 - NECROMANCY

Analyze Spirit

Information; resisted by IQ

This spell lets the caster determine the attributes, skills, advantages, and disadvantages of an undead creature, demon, or extra-planar being to within 80% accuracy. The greater the margin of success, the more accurate the information will be.

If the being to be analyzed is not present, long distance modifiers apply.

Unwilling subjects can resist (or mislead) this spell by rolling vs. IQ.

Cost: 5 points.

Time to Cast: 1 minute.

Prerequisites: Summon Spirit.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 250 points.

Animate Body

Regular

This spell allows the caster to animate a soulless body (like one left behind when its owner is sucked into a Soul Jar) or a body in a comatose state. The "robot" created by this spell will be a mindless servant with 1/2 the IQ of its original owner and the Slave Mentality disadvantage. Mental skills are based on the new IQ, Physical skills are at -5.

If the original owner of the body regains consciousness or frees their soul, they immediately reclaim their body (if it is still living) and the spell is automatically cancelled.

This is also a Body Control spell.

Duration: 1 hour.

Cost: 5, 3 to maintain.

Time to Cast: 1 minute.

Prerequisite: Animation.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 500 points. (b) Jewelry or Clothing. When placed on an appropriate body, the magic item casts this spell and animates the body for as long as the jewelry or clothing remains on the body. Energy Cost to Create: 250 points.



Appearance of Life

Regular

This spell makes a corpse appear lifelike for the duration of the spell. Pallor or lividity vanishes from the skin, rigor mortis is removed (or delayed) and the corpse appears to have a normal temperature, heartbeat, pulse and respiration. If this spell is cast on a recently dead corpse with only minimal wounds or mutilations, or on a body restored to the semblance of wholeness, this spell makes the corpse appear so lifelike that the Diagnosis or Physician skill and high tech medical equipment will be fooled. To casual observation, it appears that the body is alive, but in a deep sleep or coma.

Diagnosis rolls to specifically detect death are at -6 to effective skill. Magical spells to detect life must win a Contest of Skills. High tech lab tests or Ultra-Tech sensing equipment must win a Contest of Skills between the spell and the skill of the diagnostician.

This spell will not prevent rot and the body will eventually decay, so this spell is at an effective -1 to skill for every 2 hours since the body died. In very warm climates, the time is halved (-1 per hour), in cold climates the time is doubled (-1 per 4 hours). Roll vs. effective spell skill at the end of each period, if the skill roll is failed, the spell can't be cast (or renewed) for that corpse by that mage. If used in conjunction with the Slow Decay or Prevent Decay spell, a corpse can be made to appear lifelike forever, though injuries will not heal without magical aid.

If this spell is cast on a corpse more than 12 hours old (6 hours in hot climates, 1 day in cold climates), a body that is not intact, or on a corpse which has been badly mutilated, this spell only conceals the state of the body from casual inspection. Any attempt to diagnose the "patient's" condition will reveal the true condition of the body. In some cases, this might require the examining character to make a Fright Check!

This is also an Illusion and Creation spell.

Duration: 2 hours.

Cost: 2, 1 to maintain.

Time to Cast: 10 seconds.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 150 points. (b) Clothing or Jewelry.

When placed on a corpse

this spell is cast on the body. Energy Cost to Create: 50 points.

Attract Demons

Regular or Area, resisted by Will

This spell creates an area (or object) that is incredibly attractive to demons and similar malign spirits.

Any demon within up to 20 miles (7 leagues) will eventually be attracted to the object or area.

This spell doesn't compel demons to come. Instead, when they are able, they will come at their own pace. Under normal circumstances, this means that all the demons in the area will be attracted within 2d days.

Once attracted to an area, the demons will stay within 1 mile of the area or object unless they are forcibly removed or they make a Will roll. Within the area of attraction, the



The witch and the demon

demons will behave and interact normally.

If this spell is cast on an object, any demons in the area where the spell was first cast follow the object, though more demons are not "accumulated" as the item travels. Once the spell ends the demons lose interest and wander off.

This is also a Mind Control spell.

Duration: 1 day.

Cost: 6 points for an object, half to maintain. If cast as an Area spell, Base Cost is 6 per hex of radius, half to maintain.

Time to Cast: 1 minute.

Prerequisite: Summon Demon.

Item: (a) Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 1,000 points. (b) Any item can have this spell permanently cast on it. Energy Cost to Create: 500 points.

Bone Picker

Regular

When this spell is cast, it will instantly remove the flesh from a dead creature to produce a clean skeleton (or husk for creatures with exoskeletons).

At the mage's option, the flesh, cartilage, skin and other material can be piled next to the bones, or it can be made to vanish.

This is also a Making and Breaking spell.

Duration: Permanent.

Cost: 1 per hex of creature affected.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 75 points. (b) Urn, coffin, or similar container. Anything placed in the container has this spell cast on it. Energy Cost to Create: 50 points.

Bone to Ivory

Regular

This spell turns ordinary bone into ivory, horn, or similar material of mage's choice.

This is also an Animal spell.

Duration: Permanent.

Cost: 6 points per pound of material to be converted.

Time to Cast: 10 seconds.

Prerequisite: Magery 2, Shape Bone.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 1,000 points.

Coerce Spirit

Regular, resisted by Will

This spell allows the mage to coerce a ghost or other spirit to perform one task for him.

To resist, the spirit must roll vs. Will. If it fails its resistance roll, the spirit must do as the mage wishes or take 1d points of damage. Alternately, the mage can arrange for some other calamity to befall the spirit, either through mundane means, or by casting another spell linked to the Coerce Spirit spell. The mage and the GM must agree on the threat the mage uses before the spell is cast.

While the spell is in force, the spirit cannot attack the mage and it must work within the letter of the mage's command.

However, the spirit may try to pervert the mage's intent. It might also seek revenge on the mage once the spell ends. The details are left to the GM.

If the spirit is commanded to fight for the mage, it will do so for one battle before the conditions of the bargain are fulfilled and it is freed. The mage cannot command the spirit to perform endless or long-term tasks. Any task that doesn't have an obvious end point is "finished" after 24 hours. The spirit is free to ignore any task that cannot be completed within a day. Thus, a spirit would interpret "Guard my possessions." as "Guard my possessions for a day." It would be free to ignore the command "Guard my possessions forever."

Duration: 1 day or until the task is completed, whichever is less.

Cost: 3, can't be maintained.

Time to Cast: 1 minute.

Prerequisites: Magery, Summon Spirit, and Speak With Dead.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 450 points.





Command Undead

Regular; resisted by Will

This spell allows a mage to command an undead creature to do his bidding. Unless the creature rolls vs. Will to resist, it must obey the mage's orders to the best of its ability. While controlled, it cannot attack the caster, either directly or indirectly.

If the mage asks the creature to do something that goes against its principles or which is dangerous, it gets an immediate Will roll at +2. If the caster asks the creature to do something suicidal, it gets a Will roll at +6 to break the spell. If the creature is freed from the spell, it will either attack or flee, depending on the strength of the caster.

Duration: 1 hour.

Cost: 6, 4 to maintain.

Time to Cast: 10 seconds.

Prerequisite: Summon Spirit.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 500 points.

Create Zombie

Regular

This spell allows the mage to create a zombie or skeleton, which will fight for him.

The zombie appears unarmed and unarmored, but will use whatever weapons and armor the mage provides for it.

Note that this spell is not the same as the Summon Zombie or Zombie spell. The zombie is created from pure magical energy. The spell does not require a dead body and does not involve summoning a spirit. However, the magically created zombie behaves like a normal zombie in all other respects, including vulnerability to spells and powers that affect the undead.

This is also an Illusion and Creation spell.

Duration: 1 minute.

Cost: 3 points, 2 to maintain.

Time to Cast: 3 seconds.

Prerequisite: Create Body, Animation or Zombie.

Item: (a) Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 750 points

(b) A zombie created with this spell

can be made permanent. Energy Cost to Create: 500 points.

Command Spirit (type) **Regular;** **Resisted by spirit's IQ**

Like Charm (p. M68), but only affects spirits. Each class of spirit (spectral undead, banshees, manitous, etc.) requires its own spell. No version exists for demons (use Summon Demon) or elementals (use Control Elemental). Unlike the subject of a Charm spell, the spirit may try to pervert the caster's orders, just like a demon (see *Summon Demon*, p. M74).

Duration: 1 minute.

Cost: 1/8 the total of the spirit's four attributes (round up); half that (round up) to maintain.

Time to cast: 2 seconds.

Prerequisites: Summon Spirit, Turn Spirit (p. 48).

Bind Spirit (type) (VH) **Regular** **Resisted by spirit's IQ**

Similar to Enslave (p. M68), but for spirits. Like Enslave, it allows mental contact with a turn of concentration. There is a separate Bind Spirit spell for each Command Spirit spell. The spirit may interpret its orders creatively, as per Command Spirit.

Duration: Permanent.

Cost: 1/8 the character point value of spirit (round up). Minimum cost 30.

Time to cast: 5 minutes.

Prerequisites: Command Spirit (same type), Soul Jar.

Item: A spirit may be bound to an item or place. Bound spirits will serve the owner of the item and will not dissipate. Energy cost to create: 4 times the cost above, halved if the spirit is willing.

Dark Shadow

Special, resisted by Will

This spell must be cast over the body of a dying individual.

At the moment of death, unless the subject can roll vs. Will, a shadow emerges from the body that contains all of the person's negative emotions.

This shadowy creature slinks from wall to wall, causing poltergeist-like effects, and whispering to all those who come near it. Luckily, it is bound to the area near where its body died. These creatures are totally evil, and love to kill, maim, and cause trouble.

When the Shadow is created, it haunts the building where the subject died. If the subject died outdoors, it haunts an area up to 1/4 mile in radius, or the limits of some easily defined geographical feature (e.g., a forest, a hilltop). Within its area of haunting, it can cast either the Poltergeist, Spook, or Voices spell at no cost once per 10 minutes.

The Shadow has the same memories, mental skills, knowledge and mental attributes as the subject from which it came. It has no physical attributes or skills, no physical body and no direct physical attacks. It can become invisible at will.

When it manifests, it appears to be a vaguely humanoid shadow. It seeks to confuse, scare, harm or kill people in the haunted area, depending on its nature.

The shadow can't be killed, but it can be dispelled. Spells such as Remove Curse or Banish will dispel a Shadow. When appropriate, the shadow resists with the Will of its former owner.

Some say that this is actually a good spell, because the soul of the person who died can now go to the afterlife without any negative thoughts. Whether this is true has yet to be confirmed, it may just be a demon cloaking itself as the person.

"Good", innocent or "holy" might get a bonus to resistance rolls, at the GM's option.

Duration: Permanent.

Cost: 10 points.

Time to Cast: 5 minutes.

Prerequisites: Magery 2, Summon Spirit, and 5 other Necromantic spells.

Item: Staff, Wand or Jewelry. Mage only. Energy Cost to Create: 750 points.

Death Aspect

Regular; resisted by HT

This spell makes the subject look, feel and smell like a moldering corpse.

Unless the subject can resist with HT, for the duration of the spell, the victim has Monstrous Appearance and is afflicted with a version of the Perfume spell.

Anyone who sees the victim's face or bare skin must make a Fright Check. (At +2 if they don't see the subject's face.)

Most people who see the subject will assume that he is a zombie and will react accordingly, with fear, hatred and revulsion.

Anyone within 5 hexes of the victim must roll vs. HT or gag, even if they can't see the subject. Those who can only smell the character react to him -4.

Anything with a nose will be able to detect the character. Creatures that track by scent get +6 to track the character for the duration of the spell. In addition, this spell makes use of skills such as Stealth, Camouflage, and most Social skills impossible.

The mage, or the subject, if he is willing, determines the subject's exact appearance.

If the subject "plays dead," he will seem dead to cursory medical examination. However, a serious medical examination will quickly reveal that the subject is still alive. If this spell is combined with skills or spells that slow the subject's metabolism, this spell gives and additional +4 to skill rolls to feign death, or -4 to medical skill rolls to detect that the character isn't really dead.

This is also a Body Control spell.

Duration: 1 hour.

Cost: 4, 3 to maintain.

Time to Cast: 10 seconds.

Prerequisite: Destroy Flesh, Perfume, Alter Visage or Simple Illusion.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 250 points. (b) Clothing or Jewelry. Works for wearer only.

Always on. Can't be removed. Energy Cost to Create: 150 points.

Death Mask

Regular

This spell alters the appearance of a corpse. The mage can make the body appear newer or older than it actually is, he can alter the condition of the body, and he can alter the corpse's appearance.

If the mage alters the condition of the body or its age, Diagnosis, Pathology or Forensics skill rolls to positively identify the time or cause of death are at -6. If the mage alters the corpse's features, IQ or skill rolls to identify the body are at -6.

Using this spell, the mage can make a body seem newly dead, as a bare skeleton, or any state in between.

If the mage is attempting to "sculpt" the features of a body to match those of another person, he must make a skill roll vs. his Death Mask skill. Alternately, the mage can use the Surgery (Cosmetic), Disguise, Sculpture or Body Sculpting skill if his skill level with one of those skills is higher than his Death Mask skill.

Unless he is familiar with the person to be imitated, the mage is at -4 to skill. If the mage is familiar with the subject to be modeled, but doesn't have the subject (or a picture of the subject) present when he alters the body's features, he is at -1 to -3 to skill.

Spells that identify bodies or see through illusions must win a Quick Contest between the information spell and the mage's Death Mask spell skill.

Duration: Permanent.

Cost: 4 per hex of creature affected.

Time to Cast: 1 minute.

Prerequisite: Shape Bone, Destroy Flesh.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 250 points.

Death Watch

Regular, resisted by IQ

This spell forces the subject to experience the death of another person through dying person's senses.

Subjects resist with IQ. Those who fail must make a Fright Check, with bonuses or penalties based on the circumstances of the person's death. If the subject died instantly, or in a relatively peaceful manner, the subject gets a bonus to his Fright Check. If the person died slowly, painfully, or in a traumatic way, the subject gets a penalty to his roll. Further penalties apply if the subject knew the person or was somehow involved in the person's death.

The person whose death the subject experiences need not be present when the spell is cast. However, the mage must know of the person whose death will be relived, and he must have a general idea of how, when, or where, the subject died.

Mages will occasionally cast this spell on themselves, either to further their research, or to determine how a person died.

If the mage casts this spell on himself, he gets +6 to his Fright Check roll.

Duration: 1 minute.

Cost: 3, 2 to maintain.

Time to Cast: 3 seconds.

Prerequisite: Death Vision.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 350 points. (b) Large jewel or Mirror. Works for user only.

Shows the death of the subject on the surface of the mirror or "within" the gem. Energy Cost to Create: 250 points. (c)

Weapon or Jewelry. Works for wearer only. Always on. Can't be removed. Forces the wearer to see the deaths of the people he kills through their eyes. Energy Cost to Create: 150 points.

Death's Tale

Information

When this spell is cast on a dead body, the mage will learn one piece of information about the corpse, such as the name of the victim, the time and location of death, the cause of death, or the circumstances surrounding the death.

If the victim was murdered, this spell will not tell the mage who the murderer was, but the mage will get a hint as to the killer's identity.

This is also a Knowledge spell.

Cost: 3 points.

Time to Cast: 1 minute.

Prerequisite: Summon Spirit.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 500 points.

Deflect Wound Blocking, Resisted by HT

When the mage casts this spell, he can instantly transfer a wound he has just received to another person.

In order to transfer the wound, the mage must have taken the wound in the same turn as he casts the Deflect Wound spell, and the mage must successfully cast the spell, including penalties for long distance.

The subject gets a roll vs. HT to resist. If the victim fails his resistance roll, he suffers all the effects of the wound in place of the caster. If the wound would cause more than HT x 5 points of damage to the target of the spell, any excess damage is absorbed by the mage.

Duration: Instantaneous (effect are permanent until the wound is healed).

Cost: 5 points.

Prerequisite: Transfer Wound.

Item: Clothing or Jewelry. Works for wearer only. Energy Cost to Create: 500 points.

Eternal Rest

Regular, resisted by Special

This spell must be cast on a dead body. The spell prevents a corpse from rising as an undead creature and makes the body poisonous to all carrion-eating creatures. Finally, the spell masks any odor of decay with a faint, pleasant smell (such as cedar or roses). The smell has the additional features of repelling scavengers, who will avoid the body.

If this spell is cast on a corporeal undead creature, they must roll vs. HT-6. On a failed roll the creature takes 2d damage and is at -4 to DX for the next four days. On a Critical failure they die. Success means 1d damage and -2 to DX for the next three days.

Creatures who eat meat must roll vs. Will to taste the body due to the uninviting smell. Those who taste the flesh must roll vs. HT or take 1 point of damage to their mouth. They must also roll vs. Will to avoid spitting out the meat. Those who ingest the creature's flesh must roll vs. HT or take 1d points of damage. On a successful resistance roll, they take 1d-3 points of damage instead.

The spell has no effect on living creatures.

Duration: Permanent.

Cost: 4 points

Time to Cast: 1 minute.

Prerequisite: Preserve Body.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 200 points. (b) Clothing or Jewelry. Works for wearer only.

Always On. Can't Be Removed. Energy Cost to Create: 100 points. Elixir of Eternal Rest GURPS Magic Items 2 p. 79.

Energy Cost to Create: 100 points.

Free Soul

Regular; resisted by Will

This spell frees a soul trapped in Magic Jar, Soul Trap or similar container.

If the subject's body is intact, the soul is returned to the body. If the body is dead, the soul is released to the afterlife.

Undead souls released by this spell do not return to unlife.

Unwilling subjects resist with Will.

This is also a Metaspell.

Duration: Permanent.

Cost: 6 points.

Time to Cast: 1 minute.

Prerequisite: Magery.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 250 points.

Intelligent Zombie

Enchantment

This spell imbues a mindless undead (IQ 2 or less - typically a skeleton or a zombie) with intelligence.

To complete this spell, the mage must first enchant a specially prepared gem. Once the gem is enchanted with the spell, the mage must place the gem in the zombie's skull (or the remains thereof). The gem acts as a focus to concentrate and empower the dark spirits that animate the creature, giving it an intelligence of its own.

The intelligence and capability of the zombie depends on the size and quality of the gem (see the table below). In no case can the Intelligence of the zombie be greater than that of the mage who cast the spell.

Although the creature has Intelligence, it does not have free will - it is still subservient to its master. However, the added IQ enables it to remember and carry out commands that are more complex. Within certain limits, it can even display some initiative. The zombie also possesses skills appropriate to its IQ level, especially if the zombie's body had those skills in life. For example, the animated body of a deceased general would almost certainly have the Strategy skill if his corpse was given enough IQ. Psionic or spell casting abilities are not retained, however.

Gem Size	IQ	Skills (cumulative)
1 karat	5	P/E skills. Simple strategies, like ambush can be learned.
2 karat	6	P/A skills. Multi-step or conditional commands.
3 karat	7	M/E skills.
4 karat	8	P/H skills.

6 karat	9	M/A skills. Limited Initiative.
8 karat	10	Limited self-awareness.
10 karat	11	M/H skills. Initiative and Self-awareness present.
15 karat	12	M/VH skills. Limited leadership and planning.
20 karat	13	Extremely cunning. Leadership and planning possible.

+5 karat +1

Each additional level of IQ requires a gem of 5 extra karats in weight.

Undead with an IQ of 7 or better gain the ability to speak with a hollow, sepulchral tone. The gem actually serves as the source of the sound, which echoes in the otherwise hollow skull.

Intelligent undead perform at a level given by the table above. They can display initiative within their orders, but no more. For example, an undead general given the order "take these troops and defeat that army", would do so to the best of his ability, using standard, if uninspired, tactics. However, he would not break off the attack to inform his master that the army he is attacking is actually an allied army!

At the higher levels of intelligence, undead actually gain self-awareness. While intelligent undead are forbidden from disobeying their orders or from taking actions not supported by orders, but they can use badly formulated orders to their own advantage. Generally, the spirits than animate intelligent undead are malevolent and seek to destroy living things.

If they have been badly used by their master, they might seek to destroy or damage him or his cause. For example, the general in the former example, might order his troops to concentrate on the leaders of the allied army, knowing them to be friends of the caster.

Though there are risks in doing so, the temptation for necromancers to create intelligent undead is immense. Smart undead are absolutely loyal, and they will follow their orders with unrelenting patience.

Should their creator die, the undead created by this spell immediately gain their own free will, retaining their new IQ. Hits to the brain of an intelligent zombie with Cutting or Crushing weapons have a chance of smashing the gem in the creature's brain, automatically destroying the monster. The gem has DR 3 and HP 1. The skull provides a natural DR of 1 for the brain, so any hit to the brain by a crushing or cutting weapon that does at least 5 points of damage will destroy the gem.

If the undead is "killed" by other means, the spell ends and the gem loses its power. In this case, the gem can be extracted without breaking it. The gem can be used for other purposes. If the gem is subsequently enchanted into a Powerstone, any Quirks it acquires will be related to the gem's previous use as a zombie brain.

Cost: 3 per point of Intelligence bestowed, plus 1 point per point of skill, up to the mage's skill with the Intelligent Zombie spell.

Prerequisite: Magery 2, Zombie, and Wisdom.

Invisibility to Undead

Regular, resisted by IQ

This spell makes the subject invisible to undead for the duration of the spell.

Unless an undead creature can roll vs. IQ, it will ignore the subject, just as if he were affected by the Invisibility spell.

Other sorts of creatures, including unliving (but non-undead) creatures can see the character normally.

This is also a Protection and Warning spell.

Duration: 1 minute.

Cost: 3, 2 to maintain.

Prerequisite: Turn Zombie.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 350 points. (b) Clothing or Jewelry. Works for wearer only.

Energy Cost to Create: 250 points.

Identify Body

Information, resisted by Will

When cast on a set of remains, this spell tells the caster the identity of the corpse as well as other relevant information, such as next of kin, military rank, identification number and nationality. On a critical success, the mage gets a hint as to how (or when) the subject died and what his final hours were like.

If the person had multiple personalities or identities, this spell will reveal the name and information that the subject was using at the time of his death. Subsequent castings of this spell will reveal alternate identities.

This spell can also be cast on a gravesite. In this case, the spell will tell the mage who is buried in the grave.

If spells are used to obscure the identity of the victim, the Identify Body spell must win a Quick Contest of spell skills before it can take effect. Spells that alter the appearance of the body (such as the Death Mask spell) have no effect on this spell.

If the deceased person would have wished to keep his identity secret from the mage, he gets a Will roll to resist.

This is also a Knowledge spell.

Cost: 3 points.

Time to Cast: 1 minute.

Prerequisites: Death Vision, Find Body.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 250 points.

Locate Remains

Information

This spell gives the mage the direction and distance to the remains of a specific person. The better the skill roll, and the closer the mage is to the grave, the more precise the information will be. In addition to normal Long Distance penalties for information spells, also use the modifiers for Familiarity given in the description of the Telescan ability (Psionics p.26).

If the remains have been atomized or scattered (such as ashes into an ocean) the caster will get a vague sense of the area in which the remains were scattered. If the subject is still alive the spell will fail, but the mage will know that the subject is not dead.



Lich (VH) Enchantment

Lets the caster become a lich (p. 70). He retains his personality, knowledge, IQ, skills and spells, and all his mental advantages and disadvantages (including Magery), but gains the physical and supernatural traits of a lich, as determined by the GM. The more powerful the form, the higher the energy cost.

To use this spell, the lich's final form and the energy cost are set by the GM. The mage proceeds as for any other enchantment (p. M19), but with himself as the subject. The dice are rolled at the end of this time. Any failure results in 6d damage. On a success, the wizard's body is properly prepared for the next step.

For a wizard under the Lich spell to become a lich, he must drink a special potion and make a HT roll. If he succeeds, he dies, then rises as a lich in 2d days; otherwise, he just dies. Luck, as well as the Bless and Wish spells, can influence this HT roll.

The potion used in this spell is called Tiresias. It's prepared with Alchemy skill, learned like any other elixir and used only as part of this spell. Treat it as Thanatos elixir if consumed by someone who isn't under the Lich spell. Its effects are instant and irreversible; even Janus (p. M101) can't neutralize it. It requires \$15,300 in materials, 50 weeks and a skill roll at -6 to prepare. It costs \$31,800, when it's available at all.

Energy Cost to Cast: Equal to the lich's point total in his undead form, including both personal abilities and those on the lich template. It costs more for a more powerful subject because there are more abilities to preserve. Minimum cost is 100.

Prerequisites: Magery 3, IQ 13+, Enchant, Soul Jar and Zombie.

Continued on next page . . .

This is also a Knowledge spell.

Cost: 4 points.

Time to Cast: 1 minute.

Prerequisites: Seeker, Identify Body.

Item: Divining rod made from bone or sinew. Energy Cost to Create: 400 points.

Maloccio

Regular; resisted by Will



This spell singles out the subject for the attentions of malign spirits who bring him woe. Unless the subject can roll vs. Will, he attracts the attention of various minor evil spirits.

Though the spirits can't kill the victim outright, they can make him sick, bring him bad luck, and inflict other minor miseries. As long as the spirits are active, the victim has the Unluckiness disadvantage. He is also at -1 to HT, DX, IQ and all skills.

This spell is cancelled by the

Bless, Banish, or Remove Curse spells.

This is also a Metaspell.

Duration: 1 week.

Cost: 8, 6 to maintain.

Time to Cast: 1 minute.

Prerequisite: Magery, Curse, Summon Spirit.

Item: (a) Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 350 points. (b) This spell can be made permanent for of 200 points.

Mend Body

Regular

This spell heals all damage to a relatively intact, but dead body. The spell will reattach body parts, close wounds, repair organs, and erase the ravages of disease, leaving behind an intact, healthy-looking corpse. If a body part is missing, the spell will make the injury appear to be an healed-over. However, if the missing part is subsequently found, another casting of the Mend Body spell will reattach the part. At the GM's discretion, the effects of aging a can be repaired as well, making the body appear younger than it did in life.

The older the body, the more difficult it is to cast this spell. The mage gets -1 to skill for every 2 hours since death. In warm climates, the time is halved (-1 per hour), in cold climates the time period is doubled (-1 per 4 hours). Roll vs. effective spell skill at the end of each time period, if the skill roll is failed, the spell can't be cast (or renewed) for that corpse by that mage. In addition, the mage gets -1 to skill for every 10 points of damage inflicted on the body. He also gets -2 to skill for each major missing section of the body.

Note that this spell has no effect on the appearance of the body other than making it more complete. Effects of decay or obvious signs of death (such as rigor mortis or pallor) are not removed, and the body will decay normally.

This spell has several uses beyond making badly damaged bodies more presentable. It can be used to repair organs or limbs before they are transplanted. It will also make bodies more suitable for use as Zombies.

If cast on a zombie or skeleton, this spell will "heal" 1 point of damage per application.

Duration: Permanent, until the body decays.

Cost: 2 points.

Time to Cast: 1 minute.

Prerequisite: Appearance of Life.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 150 points. (b)

Clothing or Jewelry. Will cast this spell when

placed on a body. Energy Cost to Create: 75 points.

Miscarriage

Regular, resisted by HT

This spell spontaneously aborts a fetus, killing the child and doing 1d points of damage to the mother.

The mother resists this spell with vs. HT. This is illegal to know or use within Abydos or in Agartha (as well as other kingdoms) and will get the caster executed by the Holy Blood if found out.

This is also a Body Control spell.

Duration: Permanent.

Cost: 4 points, can't be maintained.

Time to Cast: 10 seconds.

Prerequisite: Steal Health.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 150 points.

Mortal Appearance

Information, resisted by IQ

This spell gives the mage a vision of how a corpse appeared in life. If cast on a living subject, the mage gets a vision of how they appeared when they were younger, or how they will appear when they age.

This spell will counter spells such as Death Mask if the mage wins a Contest of Skills.

Living subjects get a roll vs. IQ to resist.

This is also a Knowledge spell.

Duration: 10 seconds.

Cost: 2 points.

Time to Cast: 3 seconds.

Prerequisite: Locate Remains.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 250 points.

Necrosulpt

Regular

Necrosulpt allows the caster to create designer Zombies by mixing and matching parts. The necromancer simply joins the body parts and casts Necrosulpt to create unique horrors. A mage can create 4-armed zombies, zombie-centaurs made of human and animal corpses, winged zombies, or anything else he can imagine. He is limited only by "what he has on hand."

Although, initially, the mage must physically affix the body parts (sewn on, glued together, or what have you), once the creature is animated, the pieces are held together by magic and won't come loose. Necrosulpt does not, itself, animate the hodge-podge the mage produces - it simply allows such a construct to be subject to the Zombie spell.

On a regular failure, the Zombie spell only works on part of the creature. The rest remains inert, or comes to life but is not under the mage's control. In the latter case, the Zombie is likely to go Berserk! Every minute that the zombie is animated, the mage must concentrate and make a Will roll to control the zombie. Otherwise the zombie moves in a random fashion and attacks anyone who gets near it.

On a critical failure, some sinister spirit likes the mage's handiwork so much that it decides to possess the Zombie. The nature of the spirit and the nature of its control is entirely up to the GM's whim.

Once the zombie is animated, the GM is the sole arbitrator of the hybrid zombies abilities and statistics. He should base Hit Points, Move, and Advantages based on living creatures with similar characteristics. GMs are encouraged to be creative.

Duration: Permanent.

Cost: 2 per hex that the creation occupies when standing upright, multiplied by the number of corpses (or different types of corpses for corpses of small creatures).

Time to Cast: 1 minute, multiplied by the number of corpses from which parts were taken. Each hex worth of small creatures counts as one corpse.

(Continued)

Wraith (VH)

Enchantment: Resisted by HT

Enchants a ring or an amulet that will turn the wearer into a wraith (p. 86). It attempts to affect the wearer every time it is put on. The spell is resisted normally by HT. If the subject ever fails to resist (or chooses not to), he "dies" and rises as a wraith 24 hours later.

The exact abilities of the wraith are determined by the GM, but mental traits are preserved as per the Lich spell (p. 43). The wraith always has a Dependency (p. C181) on the Wraith item (a rare item, required constantly, for -150 points), and will shrivel and die if it is removed or destroyed. This item *isn't* hexed; the victim can remove it and die if he wishes. Only Remove Enchantment can reverse the Wraith spell without harm.

Each Wraith item can sustain one wraith at a time. Once a given item has produced a wraith, it has no effect on other wearers until its wraith has been destroyed. The Wraith spell has no effect on the undead.

At double energy cost, the enchanter can create an item that makes the wraith his undead servant. The wraith automatically has a Reprogrammable Duty (-25 points, p. C1104) to the enchanter in addition to his Dependency, and *cannot* remove the Wraith item himself.



At half cost, the enchanter can create an item that turns the wearer into an undead tomb guardian. The usual form is that of a mummy (p. 72), with its abilities set by the GM. This works exactly as a regular Wraith item, except that the undead has Compulsive Behavior (Remain in tomb and guard it; kill abductors and return if forcibly removed from tomb) [-15].

Energy Cost to Cast: 500. Double this if the wraith is automatically loyal to the item's creator; halve this to create a mummy amulet.

Prerequisites: Magery 3, IQ 13+, Enchant, Halt Aging and Soul Jar.

Item: A ring or funerary amulet, which need not be ornate.

Prerequisites: Enchant, Zombie, Shape Bone, 3 Necromantic Spells.
Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 350 points.

Night Watchman

This forces a ghost to guard an area.

To cast this spell, the necromancer must bury or burn a corpse (or part of a corpse) at the site he wishes to protect, or place the remains in the object to be guarded. From the next night on, the area will be haunted by the ghost of the deceased. The ghost will attempt to frighten away anyone who comes near, no matter what its wishes would have been in life.

The ghost created by this spell is normal spirit in all respects. It has ST 12, IQ 9, DX 10, HT 13/15 and Move 6. A ghost has the Insubstantial (Limitation: Costs Fatigue to Materialized), Invisible (Limitation: Costs Fatigue to become Visible), Flight, Doesn't Sleep, Doesn't Breathe, Doesn't Eat or Drink, Injury Tolerance (No Cutting or Impaling Bonus, No Neck, No Brain, No Vitals). They have the Unliving, Body of Air (Always On) and Horrifying Appearance disadvantages. The spell also imposes the Slave Mentality and Involuntary Duty (Guard This Place/Object) disadvantages on the ghost. The GM should assign other advantages and disadvantages as appropriate. All the ghost's powers and spells have the Limitation: Won't work in sunlight.

Night Watchmen do no actual damage, but they can have a variety of inherent magical powers, all at skill level 12. The powers of a given ghost are up to the GM. Typically, a ghost can make spooky noises, create cold spots, manipulate small objects, create odd lighting effects, interfere with machinery, and cause Fright Checks. Due to their Horrifying Appearance, Fright Checks required when a ghost materializes.

The ghost is powerless in sunlight. Their powers only work at night or in places where the sun doesn't shine. It costs the Ghost 1 point of Fatigue to materialize or to become visible for 1 minute. Because of this, ghosts prefer to stay hidden.

The spell forces the ghost to obey its masters orders and to guard the location or object to which it is bound. However, after each month of service, the ghost gets a roll vs. Will. If the ghost had any levels of Strong or Weak Will in life, it can apply them to the Resistance Roll. On a successful roll, the ghost loses the Slave Mentality disadvantage and regains some of its free will. It is still bound by the spell, but it will attempt to get others to free it. Unfortunately, the spirit might not speak coherently, and it might frighten away potential rescuers. A guardian ghost can be freed either by removing or destroying the object they are assigned to guard, or by giving the ghost's remains proper funeral or burial rites. In addition, certain spells and religious rites will prevent a body from being used as a Night Watchman or will free a ghost from its duty.

The distance a ghost can move from the location where its body is buried is equal to the mage's Night Watchman spell skill in feet. If the remains are placed inside the object the ghost must guard, the ghost moves with the object.

The cost of this spell is based on the volume of the remains used to bind the ghost. A mage can use an object as small as a tooth or finger bone rather than using a whole body. The advantage of using just part of a body is that it's easier to incorporate a body part into an object and it's harder to find a small bit of bone to properly inter it.

Some particularly nasty necromancers will cast Night Watchman on a corpse purely as an act of revenge.

Duration: Permanent, until the ghost's body or guarded object is disrupted.

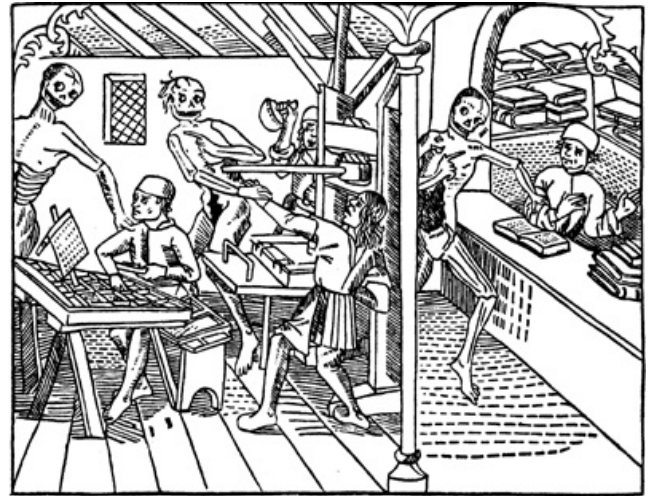
Cost: 10 for a body, 15 for a body part as small as a hand, or for an urn full of ashes, 20 for a body part as small as a tooth.

Time to Cast: 30 minutes.

Prerequisites: Magery, Enchantment, Summon Spirit.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 500 points.

Regular



Permanent Death

Regular; resisted by Spell

This spell cancels spells that resurrect or animate a corpse. This includes spells such as Resurrect, Reincarnate, Revive, Wraith, Lich or Zombie.

Unless the mage can win a Quick Contest of his spell skill against the Permanent Death spell, his spell fails. Even if he wins the contest, he is still at -5 to skill (or the corpse is at -5 to HT rolls to revive). This penalty is cumulative with any penalties for the Destroy Flesh spell.

This is also a Metaspell (Clerical) spell.

Duration: Permanent.

Cost: 2 per hex of creature.

Time to Cast: 10 seconds.

Prerequisite: Destroy Flesh.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 150 points.

Preserve Body

Regular

Allows the caster to magically mummify or embalm a corpse, preserving it from further decay.

Bodies preserved with this spell are obviously dead, but decay at an extremely slow rate. Even in the wettest and warmest conditions, bodies will decay at 1/10 the normal rate. In cool, dry conditions, bodies preserved with this spell can last for centuries. A body with this spell cast on it can be turned into a zombie or mummy using the Zombie spell.

Duration: Permanent.
Cost: 3 per hex of creature.
Time to Cast: 1 minute.
Prerequisite: Prepare Body.
Item: Staff, Wand or Jewelry. Energy Cost to Create: 200 points.

Reanimate Body Part

Regular

This spell allows the caster to animate severed body parts. The mage can then order the parts around as he sees fit, just as if they were Zombies.

Severed heads have PD 0, DR 1, and HP 3 and are -at 5 to hit. They roll along at Move 2 and bite for 1d-3 thrust/crushing damage.

Severed arms have PD 0, DR 0, HP 4 and are at -4 to hit. They drag themselves along at Move 3 and punch for 1d-2 Thrust/Crushing damage. A severed arm can use a small melee weapon (like a knife) or pistol at -4 to hit. An arm has 1/3 its former owner's ST and can grapple.

Severed legs have PD 0, DR 0, HP 5 and are at -3 to hit. They drag themselves along at Move 2 and kick for 1d-2 thrust/crushing damage.

Severed hands have PD 0, DR 0, HP 2, and are at -6 to hit. They scuttle along at Move 5. A hand has 1/6 its owner's ST and can grapple. Hands can't use melee weapons. They can use light pistols (ST 8 or less) and similar weapons. They can also pull the triggers on larger weapons, if the weapon is braced in some way.

Duration: 1 minute.

Cost: 2 for a hand or head, 3 for an arm or leg, same to maintain.

Time to Cast: 3 seconds.

Prerequisite: Zombie.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 200 points. (b) A body part can be permanently animated for 10 times the normal cost.

Reanimation

Regular, resisted by Will

This spell puts a person's soul into a dead, but intact corpse.

The spell lasts until the corpse rots away or is physically destroyed. Any mind can be put in any available body, even a non-human one.

If the Resurrection spell is subsequently cast on the body, the body is restored to life and the soul that inhabits the corpse is permanently attached to the revived body.

Revived bodies have all the characteristics of a Zombie. When the body is first reanimated, Move is reduced to ½ normal and DX and IQ are reduced by -2, but ST, HT and HP are increased by 2. As the body rots the body will lose ST, DX, HT and IQ. When any characteristic reaches 0 the body is too badly decayed for the spirit to inhabit and the spell ends.

Decay progresses normally except that rigor mortis never sets in. In cold temperatures, the body will keep better, but the victim must roll vs. HT every hour in freezing temperatures in order to avoid freezing into a motionless "corpsicle". In hot temperatures, the victim will quickly become flyblown and will rot away.

Initially, being dead will have many advantages. A Reanimated body is immune to the extremes of heat and cold, they Do Not Breathe, Do Not Eat or Drink, have High Pain Threshold, and have Damage Immunity (No Vitals, No Cut/Impale bonus, Doesn't Bleed). On the negative side, they have the Unliving disadvantage (they die when they go below 0 HP) and they quickly deteriorate to Horrifying appearance with a Disgusting Smell.

Under normal circumstances, the body must roll vs. HT each day or lose 1 point from each attribute. This roll is at +1 or more in conditions which favor preservation of the corpse (i.e., cool, dry conditions), or -1 or more in bad conditions (i.e., hot, humid conditions). In addition, the subject must roll vs. HT each day or lose a level of Appearance as the body deteriorates. Roll separately for each attribute.

Reverse Decay or Preservation spells can halt or reverse this process, but levels of attributes lost due to decay are permanently gone. Without magical aid, the subject will eventually rot so badly that the soul can no longer inhabit it.

Duration: Until the inhabited body rots, see above.

Cost: 10 points.

Time to Cast: 1 minute.

Prerequisite: Magery 2, Zombie, and Soul Jar.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 1,000 points.

Shape Bone

Regular, resisted by HT

Using this spell, the mage can mold bone as if it were soft clay. Bones can be bent, joined together, added or altered in shape. If the mage uses this spell on living or magically animated bone, the subject gets a roll vs. HT to resist.

If this spell is cast on a living subject for therapeutic reasons, the mage must also roll vs. his Surgery skill to properly reshape (or join) the living bone.

Generally, this spell is used by necromancers to "customize" skeletons, but healers occasionally use it to quickly knit broken bones or to repair skeletal deformities.

This is also a Healing spell.

Duration: Permanent.

Cost: 1 per 10 pounds of material.

Prerequisite: Zombie or Minor Healing.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 250 points.

Singing Bone

Enchantment

To cast this spell, the mage must have one of the long bones (e.g., a tibia or femur) from the body of an evil person. When the spell is cast, the mage binds the soul of the bone's former owner into the bone, allowing it to act as a divination aid. When used for Divinations or other Information spells dealing with information about death, summoned spirits, or the undead, the bone will vibrate, hum or even moan in ways that aid the mage. This gives the mage +4 to his spell skill in divination.

Cost: 75 points.

Prerequisite: Enchantment, Bind Spirit.

Soul Trap (VH)

Regular; Resisted by Will

This spell is similar to the Soul Jar spell, but the "trap" may be prepared in advance. To cast this spell, the mage must touch the item to be trapped. If he wishes, the mage can specify the person or class of person to be affected by the spell.

When the subject touches the Soul Trap, he must roll vs. Will or his soul is sucked into the item, as if he were trapped by a Magic Jar. If a class of person is specified by the caster (as opposed to an individual person) the victim gets +2 to his Will roll.

The trap can be any object that is suitable as a Soul Jar. Gems and weapons are common.

Duration: 1 hour (effects are permanent once the trap is triggered).

Cost: 8, 4 to maintain.

Time to Cast: 1 minute.

Prerequisite: Soul Jar, Delay.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 500 points. (b) Any item. When the selected class of victim touches the item, this item casts the spell once. Energy Cost to Create: 250 points.

Speak with Dead

Information, resisted by Will

This spell allows the mage to speak with the spirit of a dead person.

In order for the spell to work, the mage must have part of the body or an item closely associated with the person to whom he wishes to speak. The mage is at -4 to skill if he just has an item linked to the subject. He is at -3 if he only has a fragment of the body. If he only has the skull of the person he is at -2 to skill, if he just has a partial body, he is at -1 to skill.

In addition, there is a penalty for the length of time that the subject has been dead: -1 for 1 week or more, -2 for 1 month or more, -3 for 1 year or more, -4 for up to 5 years, -5 for 25 years, and -1 for every 25 years beyond the first 25.

The mage may ask and receive an answer to one question per minute. When the spirit appears, the GM should make a reaction roll for the spirit, modified as he sees fit. On a reaction of Poor or worse, the spirit will attempt to resist the spell using Will. If the spirit makes its Resistance Roll, it can flee or lie to the mage. If the spirit fails its Will roll, it must answer the mage's questions truthfully, although it can omit information or twist the mage's words.

Spirits of the dead will only know answers to questions that they knew in life. There is also no guarantee that the information the spirit gives will be correct, they might be just as ignorant or misinformed as a living person.

This is also a Knowledge spell.

Duration: 1 minute.

Cost: 3, 2 to maintain.

Time to Cast: 1 minute.

Prerequisites: Magery, Divination, Compel Truth, Summon Spirit.

Item: (a) Staff, Wand or Jewelry. Energy Cost to Create: 450 points. (b) Talking Bone. This binds the soul of a specific dead person into one of their long bones. Anyone who grasps the bone can talk with the spirit as if the Speak With Dead spell had been cast on it. Energy Cost to Create: 300 points.

Summon Undead

Special

Allows the mage to summon any sort of undead creature that he is familiar. If the GM rules that the sort of undead creature that the mage wants isn't immediately at hand, use the Long Distance modifiers to adjust the caster's skill with this spell.

If successfully summoned, the undead will proceed towards the caster's location as fast as it safely can. If the spell expires before the creature reaches the location where the spell was cast, they are dismissed and can move freely. If the mage is summoning very rare or slow-moving undead, he would be wise to maintain the spell for a long time.

Once the undead reach the caster's location, they must roll for reaction. On a neutral or better reaction, they will listen to what the mage has to say. On a poor reaction or worse, they will leave immediately or possibly even attack. Mindless undead can be commanded to service using the Control Zombie spell. The mage must bargain with free-willed undead or command them to service with the Lesser Geas or Command Undead spell.

Undead commanded to service will serve until the expiration of the Summon Undead spell, one hour, or until their task is completed, whichever is less. After they are freed, they will leave, attack, or stay near the caster as their nature takes them.

A caster can specify a given type of undead and can exclude known undead of the same type if he does so before he casts the spell. The mage can also attempt to summon a specific undead creature. In this case, the mage is at -4 to skill if he doesn't know the full name of the being he wishes to summon.

Duration: 1 hour (creatures commanded to service stay until the spell ends, their task is complete, or one hour, whichever is less).

Cost: 6, 2 to maintain.

Time to Cast: 1 minute.

Prerequisite: Summon Spirit.

Item: Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 500 points.

Wall of Bones

Area

This spell makes a wall of bones to erupt from the earth in a any shape desired by the mage.

The wall is not solid, having many small gaps and openings, but it will impede weapons and travel. Swinging melee weapons can't penetrate a wall of bones (although they can smash through it). Thrusting melee weapons can poke through gaps in the wall at -4 to skill. Large missile weapons are at -6 to hit through the wall. Narrow missiles such as arrows and bullets are at -3 to hit through the gaps. Vision rolls to see through the wall are at -4.

Anyone moving through the area must climb over or smash through the wall of bones. If the climber is careful and skillful, they can climb over the wall without damage. They must make a DX roll and a Climbing roll every 10 seconds. On a failed DX roll the character is caught on the bones and is at -3 to his Climbing roll for that period. On a critical failure, he falls and takes +1 to each die of falling damage (up to +3 maximum) as he falls and slides past the jagged bones.

The wall can be climbed in half normal time turns if the climber is willing to take 1d-2 points of damage to his hands and feet from sharp spikes, horns, and broken bones. The climber must still make DX or Climbing skill rolls to avoid being caught or falling.

The wall can be smashed down with crushing or cutting weapons. Each 1 hex section has DR 3 and 20 HT.

If a Wall of Bones spell is cast on an occupied hex, the wall will spring up around the target. In this case, the sharp bones inflict 1d-3 different wounds on random parts of the victim's body. Each wound does 1d-3 damage each. In addition, the subject is trapped unless they can make a roll vs. ST-5 to escape.

Duration: 1 minute.

Base Cost: 2 per hex to cast, same to maintain.

Prerequisite: Magery 2, Zombie, Necrosculpt.

Item: Staff, Wand or Jewelry. Energy Cost to Create: 500 points.

Ward Undead

Regular, resisted by Special

This spell wards undead (or similar creatures) against spells designed to banish, control, damage or destroy them. Spells cast against warded undead must win a Contest of Spells against this spell before they can attempt to affect the undead.

Note that this spell has no effect on magic spells that would naturally do damage to anyone. It only protects against spells which have special effects or which only work against the undead.

Duration: 1 minute.

Cost: 4 points, 3 to maintain.

Time to Cast: 3 seconds.

Prerequisite: Magery 2, Summon Spirit.

Item: (a) Staff, Wand or Jewelry. Mage Only. Energy Cost to Create: 1,000 points. (b) Clothing or Jewelry. Works for wearer only. Energy Cost to Create: 750 points.



6

CHARACTERS AND CAMPAIGNS

Characters

This section describes several significant characters who may play an important role in adventures in or near Abydos.

Praetor Basil Stephanos

Male, age 52, 5' 8", 218 lbs., black hair, brown eyes.

ST 13, DX 12, IQ 12, HT 11.

Advantages: Common Sense; Literacy; Magery 1; Reputation (+3 in Abydos as dashing privateer); Status 4; Wealth (Filthy Rich).

Disadvantages: Fat; Gentleman's Code of Honor; Gluttony; Lecherous; Sense of Duty (Abydos).

Quirks: Loves hunting; sensitive about his weight; curses like a sailor; prefers big Northlander girls.

Skills: Administration-14; Broadsword-14; Diplomacy- 12; Carousing-13; Hawking-14; Latin-12; Leadership-14; Politics- 14; Riding-12; Savoir-Faire-15; Seamanship-15; Shield-12; Spear- 10; Strategy-15; Tactics-14.

Possessions: House on Windspider Hill; though not a mage, has numerous magic items, including a fine dancing bastard sword.

A former gentleman privateer, Stephanos is still known as "the Hellshark" after the name of his pirate galley. He used his fame and fortune to enter the senate. After a distinguished career he has now been elected praetor. His main policies are low customs duties (he's supported by many merchants) and a stronger navy. This has also made him popular with those working in the shipping industry, but the short-term increase in property taxes to pay for the ships have made him unpopular with wealthy landowners, and he is fighting hard to keep his ships funded.

Although overfond of fine food and drink, Stephanos is touchy about his increasing weight: enemies sometimes refer to him as "the hell-whale." If he finds out, he'll likely challenge them to a duel. Stephanos is unmarried but has many suitors.



Archbishop Narses (Patriarch of Agarthia)

Male, age 117 (looks 50). Black hair, grey eyes. 5'11", 138 lbs.

ST 11, DX 10, IQ 14, HT 13

Advantages: Clerical Investment; Literacy; Status 3; Unfazeable; Wealth (Comfortable).

Disadvantages: **Callous**, Fanaticism; No Sense of Humor.

Quirks: Ascetic, Judgemental, Secretive, **Ruthless**, **Does not realize he's corrupt**.

Skills: Administration-18, Architecture-15, Chess-18, Detect Lies-14, Diplomacy-14, Forgery-15, History-15, Leadership- 14, Riding-10, Intimidation-12, Languages (Greek-15 and Latin- 16), Law-14, Literature-16, Politics-16, Research-15, Savoir- Faire-15, Theology-17, Writing-15.

Spells: All healing, necromantic and meta-spells (save Summon Demon) and GM's choice of prerequisites at skill-16.

Praetors come and go, but Narses is the real power in Abydos. He devotes his life to scheming to weaken the city's enemies at home and abroad, preferring intrigue to brute force.

For example, last month, he learned two powerful Quarterdec barons planned to end a generation-long feud by marrying their children. Not wanting to see Quarterdec strengthened, Narses has ordered an agent to spread rumors that the groom-to-be visits brothels in disguise. After these circulate, a pregnant whore is to be murdered, to make it look like someone was "hushing up" evidence of a bastard child. Hopefully, the scandal will scuttle the engagement and the barons will be at each other's throats again.



Lady Raven Gabrielle Boneshanks



Female zombie, age 96. 5'9", 77 lbs. Disguised as a beautiful woman with short black hair and blue eyes.

ST 12, DX 14, IQ 14, HT 17.

Advantages: Ambidexterity; Magery 2; Status 4; Wealth (filthy rich). As a zombie, she is immune to poison and disease, and doesn't eat or drink.

Disadvantages: Bad Temper; Lecherous; Gentleman's Code of Honor*; Impulsiveness; Reputation (-4 among normal Christians, as evil lich); Sense of Duty (to Abydos). As a zombie, she has a Hideous appearance without her illusion, and is vulnerable to spells that turn or control zombies or drain mana. *Her code is modified and is not considered honorable outside Agartha.

Quirks: Arrogant, Cruel, Loyal to Friends, Takes prisoners as lovers, **Perverted**.

Skills: Administration-13, Carousing-14, Cloak-16, Falconry-15, Fast-Draw (Sword)-14, Fencing-21, Knife-14, Leadership-17, Politics-16, Riding-14, Savoir-Faire-18, Seamanship-14, Spell Throwing-15, Strategy-17, Tactics-16.

Spells: Knows all Water and Necromancy spells except Rain, Summon Demon and Planar Summons. Also knows Beast Soother, Purify Air, Create Air, Shape Air, Predict Weather, Lend Strength, Lend Health, Recover Strength, Awaken, Minor and Major Healing, Halt Aging, Youth, Sense Foes, Sense Emotion, Apportation, Levitation, Truthsayer, Detect Magic, Identify Spell, Analyze Magic, Aura, Seek Water, Seek Earth, Seeker, Trace, Counterspell, Ward, Dispel Magic, Delay, Link, Reflex, Restore Mana, Enchant, Scroll, Powerstone. All spells are skill- 15 except Seeker-18, Control Zombie-21 and Soul Jar-17.

Possessions: An estate in the countryside, but lives in her Ravensbeak tower. Carries a broadsword (very fine, often with Icy Weapon on it), Raven's cloak and uniform, 32-point powerstone.

Gabrielle has been the Lady Raven for most of this century. Fierce, proud, direct and impatient, she is a law unto herself and a terror to criminals and heretics. She always speaks her mind and never ignores an insult or forgets a friend. While not especially religious, she is a staunch defender of Abydos. She is famous for her daring raid that burned the Quarterdec docks ("we should have razed the city!") and for being dead.

She was killed in a sorcerous battle with a Naglfari mage. She had created a Soul Jar, but didn't know the Possession or Exchange Bodies spells and so was unable to escape. Eager to get back into action, she had a friend cast a Zombie spell on her corpse, then a second Soul Jar spell to transfer her soul back into that zombie. Gabrielle then used her own Control Zombie spell to seize control of it. Since someone within a soul jar can communicate mentally with whatever they are in contact with, she can give orders to her zombie body. Effectively, the Lady Raven is a zombie with free will. While she doesn't consider it ideal, she hasn't let it slow her down and has refused to retire.

Gabrielle uses a Complex Illusion Disguise at all times: her zombie body is a burned, partly-skeletal corpse. Her left leg is just bones, as is her right arm, though much of her torso and half her face is intact. She uses the Elixir of Elysium to prevent any further decay. Her epithet means "boney legs".

Senator Donovan Hawk

Male, Age 49. 5'8", 130 lbs. Blond, wispy hair, sad blue eyes.

ST 10, DX 12, IQ 15, HT 12.

Advantages: Literacy; Magery 2; Status 3; Wealth (Very Wealthy).

Disadvantages: Greed; Sadism; Secret (murdered his wife).

Quirks: Status-conscious, Breeds fierce dogs, Always smoking, Quietly vengeful.

Skills: Animal Handling-14, Diplomacy-13, Fencing-14, Law-15, Politics-15, Riding-11, Savoir-Faire-14.

Spells: Beast Soother-15, Test Food-15, Lend Strength- 15, Lend Health-15, Recover Strength-15, Awaken-15, Minor Healing-15, Major Healing-15, Halt Aging-15, Youth-15, Death Vision-15, Sense Spirit-15, Summon Spirit-15, Summon Shade-15, Zombie-15, Control Zombie-15, Turn Zombie-15, Animation-15, Soul Jar-15, Steal Strength-15, Steal Health-15, Age-15, Steal Youth- 16, Sense Life-15, Sense Foes-15, Detect Magic-15, Counterspell- 15, Ward-15, Dispel Magic-15, Restore Mana-15.

Possessions: He owns a big house with many servants. He wears black and white clothing, walks a dog and carries a sword-cane (as rapier).

Donovan Hawk studied necromancy at St. Magdalene's but after inheriting the family lich-merchant business, he sold it to invest in real-



estate -- he wanted a more respectable career. For the last decade, he's been the biggest slumlord in Abydos. He used his money to get him a respectable wife and a seat in the senate. He has ambitions of becoming praetor.

Donovan's wife is Camilla Rossatina, a lovely 17 year old baronet's daughter. The marriage gave him an aristocratic trophy wife and Camilla's father a lot of money, but Donovan wasn't the man Camilla had hoped he'd be. Donovan's household was also boring: he had no human servants, only undead and a pack of hounds.

Donovan's secret: After two years of being treated as a fashion accessory, the love-starved Camilla had an affair with a poor but charming law student she met at a book shop. Donovan noticed a change in her behavior and forced a confession out of her. He could have divorced her, but the scandal would have damaged his career. Instead, he used a Soul Jar spell to trap her soul in the body of one of his dogs, then strangled her.

Her soul is now trapped in a wolfhound bitch named Fidelity. Camilla can see out the dog's eyes, but cannot control the dog. Donovan sometimes takes Fidelity on walks in public. He is careful not to let anyone but him pet the dog -- if so, Camilla could communicate with them. It's a risk, but a slight one: the huge dog growls and snaps viciously at everyone, and few strangers would risk losing a finger. Anyway, he finds Camilla's mute suffering within her canine prison too delicious to give up.

To keep the Ravens from investigating, Donovan animated her corpse, and uses an Elixir of Elysium. She doesn't appear in public, but he allows her to be glimpsed by occasional visitors.

As for the law student, Donovan used a skull-spirit to kill the boy in his sleep. He never knew how or why he died, and the crime remains unsolved. Because the boy was poor, his body was sold in the meat-market. Donovan arranged to purchase it, but he did not have it animated. Instead he fed the corpse to his dogs.

Ogmund Snorrison, Merchant



Male, age 56. 6', 193 lbs. Blond hair, grey eyes.

ST 12, DX 13, IQ 13, HT 10.

Advantages: Ally Group; Literacy; Status 1; Wealth (Filthy Rich).

Disadvantages: Dependents (wife Katla, daughter Astrid); Secret (Naglfari Jarl); Social Stigma (Minority Group).

Quirks: Careful planner; Never raises voice; Rarely smiles.

Skills: Administration-15, Area Knowledge (Abydos)-13, Diplomacy-13, Intimidation-14, Knife-14, Merchant-15, Politics- 13, Streetwise-14.

Spells: None, but employs a number of "Hanged Men" as wizards and assassins.

Snorrison is the owner of the House of Ogmund, a powerful merchant company, but this is just a front for his operations. He is one of the "Hidden Jarls" that control the Naglfari criminal brotherhood. His main interests are in protection, smuggling and prostitution rackets in Port Gebura, but he is expanding his operations into the Old City. Recently, some of Snorrison's activities have been hindered by Blood of the Martyrs gang, and he is planning to retaliate.

Doctor Sabelia, Librarian

Age 166 (looks 30). 5'7", 100 lbs.; short blond hair, blue eyes, fair skin.

ST 10, DX 11, IQ 16, HT 11.

Advantages: Alertness+2; Clerical Investment; Literacy; Magery 3; Reputation+2 (mages in Abydos); Status 2

Disadvantages: Obsession (magical research); Sense of Duty (to Flesh Library); Vows (Poverty, Obedience, Chastity).

Quirks: Amoral scientist; Cruel sense of humor; Dreams she is a cat; Not seriously religious; Workaholic researcher.

Skills: Administration-16, Arabic-15, Calligraphy-15, Cooking-15, Greek-15, Knife-12, Latin-16, Leadership-14, History (of magic)-19, Literature-18, Mathematics-15, Research-20, Savoir-Faire-15, Teaching-15, Theology-14.

Spells: All Necromancy spells except Summon Demon at skill-18, and also: Sense Life-18, Sense Foes-18, Sense Emotion- 18, Truthsayer-18, Mind-Reading-18, Mind-Sending-18, Soul Rider- 18, Control Person-18, Possession-21, Permanent Possession-21, Exorcism-18, Enchant-18, Scroll-18, Suspend Enchantment-18, Powerstone-18, Test Food-18, Lend Strength-18, Lend Health-18, Recover Strength-18, Awaken-19, Share Strength-18, Minor Healing- 17, Suspended Animation-23, Halt Aging-19, Youth-17, Simple Illusion-18, Detect Magic-18, Aura-18, Seeker-20, Trace-18, History-18, Ancient History-18, Identify Spell-19, Analyze Magic- 18, Light-18, Scryguard-18, Scrywall-18, Magic Resistance-18,



Spellshield-18, Counterspell-18, Ward-18, Dispel Magic-19, Pentagram-18, Drain Mana-18, Restore Mana-18, Delay-18, Link-18, Reflex-18, Foolishness-18, Daze-18, Sleep-18, Apportation-18, Teleport-17, Teleport Other-17, Teleport Shield-18, Blink-18, Magelock-18, Sense Danger-18, Watchdog-20, Sound-18, Silence-18.

Possessions: A jewelled cross with a 13-point powerstone (quirk: only recharges within Flesh Library). She holds her soul in a well-hidden Soul Jar. Her only weapon is a silver dagger with Accuracy+2 and Puissance+2.

Doctor Sabelia has been the Librarian of St. Magdalene's College since 1877. A Magdalene nun, she has devoted her entire life to sorcerous research. Her necromantic skills are typical of clergy holding the most senior ranks of the Lazarite church.

She divides her time between administering the library, teaching a circle of students and necromantic research. As Librarian, she is responsible for the protection of Nicasia Hall and its contents, maintenance of the flesh scrolls, and testing and recording all new spells developed by the college. She is not especially religious, but is devoted to her position and utterly ruthless in the name of magical science, loving strange necromantic experiments.

Sabelia may become a mentor and patron to any students interested in magical theory and necromantic spell design. She does not like Magister Blake, who she considers a sloppy theorist as well as ill-mannered, and warns her students about him. Some of her students have been harassed by Blake's students, but she is confident in the ability of anyone she teaches to defend themselves.

She extends her life through Steal Youth spells on slaves and those she catches trying to steal library materials.

Tobias Ghent, Merchant

Male, age 47. 5'6", 145 lbs., grey hair.

ST 12, DX 10, IQ 14, HT 11

Advantages: Literacy; Status 1; Wealth (Filthy Rich).

Disadvantages: Dependents (family); Secret (ex- Petrine).

Quirks: Collects necromantic toys and curios.

Skills: Administration-15, Diplomacy-13, Intimidation- 14, Merchant-15, Politics-13, Seamanship-13, Streetwise-14.

The serving Guildmaster of the Merchants Guild and head of the wealthy merchant house of Ghent, Master Tobias is a skilled businessman who (with his wife Martha) rules his large family with an iron hand. His son Justin will inherit the business, and now serves as captain of a merchant ship. He is trying to marry his twin daughters Agnes and Mary to rich gentry (although Mary wants to become a lawyer). The black sheep of the family is grandson Tristan, a lecherous student necromancer who is currently a leader of the Solomon Society; thanks to him, Master Ghent has spent a lot of blood and gold to ensure the family name remains free of scandal. He does not punish the boy too much: he remembers the follies of his own youth.

17 years ago, while a merchant ship captain working for his father, Ghent fell in love with a young and beautiful weaver's daughter named Eleanor Locke. She was secretly a Petrine Christian, and persuaded him to help smuggle her and some relatives out of the city to Nordheim. Ghent planned to join her, but had second thoughts and remained in Abydos. Later he learned that at least one of the "relatives" he had smuggled out with her was a wanted Blood terrorist.



Ghent returned to the Lazarite faith and later happily married, and now considers his acts youthful folly best forgotten. But last week he caught sight of a woman who looked like Locke at the docks in Gebura Port. He lost sight of her in a crowd, but is shocked. Is she here to see him, or working for the Blood? Will she try and blackmail him into helping her? Is she really Locke? Ghent is thinking of hiring a trustworthy person to investigate her -- without telling them why, of course!

Edward Hook

Male, age 32. 6'1" cm tall, 160 lbs. Brown hair, black eyes.

ST 12, DX 13, IQ 14, HT 12

Advantages: Ally Group; Strong Will+4.

Disadvantages: Fanaticism; Secret (Blood of the Martyrs).

Quirks: Boyish grin; tells fish stories; washes his hands after touching zombies.

Skills: Area Knowledge (Abydos)-14, Boating-15, Fast- Draw Knife-10, Fishing-14, Interrogation-13, Intelligence Analysis-15, Knife Throwing-13, Languages (Latin)-10, Law-11, Research-13, Shortsword-16, Stealth-14, Streetwise-14, Swimming- 12, Tactics-12, Traps-12.

Edward's father worked as a fisherman but was secretly a Petrine priest. When Edward was nine, Brother Demetrios of the Hand of Glory arrested his parents. Jack and his brother Sean escaped: they hid with a roofrat gang, but he never forgot the disgusting sight of the vampire monk drinking his mother's blood, urging her to "confess her sins" and the look of sinful pleasure on her face. When they grew up, he and Sean gathered other "true Christian lads" and restarted Blood of the Martyrs.

After some early successes, Sean was caught by the Ravens. Knowing that no one could resist the Hand's inquisitors, Edward swallowed his pride and escaped in a fishing boat to Quarterdec. There he raised money for the Cause from sympathetic priests and nobles and paid a mage to use Alter Visage to permanently change his face. Now he's back in the city,



reorganizing his people, and planning new strikes to get revenge for Sean, his parents and all the other true Christians the Lazarite scum have killed.

Edward presently maintains an alias and cover identity as a poor dock worker. He is not the only Blood leader, of course -- he has a few junior lieutenants who can step into his place.



Master Prospectus Blake

Male; age 115 (looks 40). 6', 150 lbs. Brown hair and eyes, beard.

ST 11, DX 13, IQ 15, HT 11

Advantages: Curious; Magery 3; Status 1; Wealth (Comfortable).

Disadvantages: Lecherous; Overweight; Secret (angel research).

Quirks: Collects stuffed owls; messy dresser; prefers to steal youth from cute slavegirls; devote Lazarite; loves fish pies.

Spells: Knows all Fire, Food, Healing and Necromancy spells, all at skill 17 except Planar Summons-20. Also knows Sense Life-17, Sense Foes-17, Detect Magic-17, Pentagram-20, Scryguard-17, Scrywall-18, Magic Resistance-17, Spellshield-19, Identify Spell-17, Analyze Magic-18, Aura-17, Seek Water-17, Seek Earth-17, Seeker-17, Trace-17, Counterspell-17, Ward-17, Delay-17, Link-17, Reflex-17, Dispel Magic-19, Drain Mana-17, Restore Mana-17, Enchant-19, Scroll-17, Powerstone-18, Teleport-16.

Blake is a Master of St. Magdalene's College. He currently teaches about two dozen students. A skilled enchanter, he spends a lot of time working in circles of mages to create various magic items for sale to wealthy clients. He is strongly religious, albeit in a scientific fashion. He enjoys summoning the spirits of dead Lazarite priests, saints and mages to ask them difficult philosophical and theological questions so that he can better understand the strange and sometimes contradictory glory of God.

Blake has a tendency to get involved with his female students. Years ago, one of his favorites, a student fire mage named Irene Tsaphina, was practising a Flame Jet spell when she had a magical backfire and accidentally toasted a flesh scroll that Blake was using for reference. Librarian Sabelia forced Irene to take the burned scroll's place in the Library. Blake has hated Sabelia ever since, and encouraged his circle of students to do the same. He suspects Sabelia deliberately taunts him by ensuring certain scrolls are "on loan" when he needs them -- he has been trying to borrow Irene (who now has the formula for Control Fire Elemental tattooed upon her) for 60 years.

Blake and his most trusted students are secretly working to develop spells to summon angels, using variations of Planar Summons -- he hopes to eventually conjure the very angel that showed St. Samuel Hood where to find the Renewed Testament. He has full confidence in his work, but if the Lazarite faith is a lie, he may end up developing a glorified demon-summoning spell that calls forth a cunning demon that pretends to be an angel. It is likely that the Hand of Glory would not approve.

Brother Demetrios the Icon-Painter

Male; age 60 (looks 24). 5'10", 142 lbs. Black hair (wears a wig when disguised to cover monk's tonsure), golden eyes.

ST 22, DX 13, IQ 13, HT 17

Advantages: Very Handsome; Legal Enforcement Powers; Patron (Order of the Holy Blood, 6 or less); Vampire.

Disadvantages: Callous, Duty (to the Hand of Glory); Intolerance (Petrine Christianity); Reputation (-3 from Petrine Christians and pagans, in lands near to Abydos); Monastic Vows of Chastity, Poverty and Obedience. Note that the Holy Blood does not believe "chastity" extends to blood drinking, only sex.

Quirks: Spends free time painting beautiful icons; loves disguises; enjoys making female heretics fall in love with him to get them to betray their faith, then drinking their blood.

Skills: Area Knowledge (Abydos)-12; Artist-15; Brawling-14; Broadsword-13; Detect Lies-14; Disguise-15; Intimidation-14; Law (Canon Law)-15; Sex Appeal-13; Shadowing-13; Stealth-14; Theology-13.

Originally a young painter from Cardiel, Andre Bouchard was transformed by a capricious lady vampire who collected handsome artists. After his vampire master was staked, Andre endured many tormented decades of hiding, feeding, running from mobs and trying to paint by candlelight. Eventually he found his way to Abydos. Discovering vampires were welcomed with an honored place in this church, he embraced the Lazarite faith and took his vows as a Deathless Monk, choosing the name brother Demetrios.

Demetrios believes the Lazarite church saved his soul and that it is his duty to save others. His unwavering faith caught the attention of his superiors, and five years ago he became an inquisitor of the Hand of Glory. His fanatic devotion to his adopted church combined with the ruthlessness and deception he learned as a hunted vampire make him an excellent inquisitor. Although not a mage, his drive coupled with his vampiric powers, make him one of the most feared agents of the Hand of Glory.



Anastasia Psilena, Raven-Captain

Female, age 33. 5'6", 110 lbs. Blue eyes, black hair.

ST 11, DX 14, IQ 13, HT 12

Advantages: Attractive; Legal Enforcement Powers; Intuition; Literacy; Luck; Magery 2; Status 1; Wealth (Comfortable).

Disadvantages: Duty (to Ravens), Enemies (Blood, 9 or less); Honesty; Jinx; Sense of Duty (to Abydos); Vow (to Ravens').

Quirks: Cheerful, Idealistic, Thinks She Can Cook, Collects Zombie Cats.

Skills: Area Knowledge (Abydos)-14, Broadsword-16, Cloak-15, Criminology-13, Fast-Draw (Sword)-13, Intelligence Analysis-12, Language (Latin)-12, Law-13, Leadership-14, Literature-13, Research-14, Riding-13, Savoir-Faire-12, Strategy- 16, Streetwise-14, Tactics-15.

Spells: Sense Life-14, Sense Foes-14, Sense Emotion- 14, Truthsayer-14, Lend Strength-14, Lend Health-14, Recover Strength-14, Share Strength-14, Minor Healing-14, Tell Time-14, Alarm-14, Detect Magic-14, Aura-14, Seek Water-14, Seek Earth-14, Seeker-14, Trace-14, Counterspell-14, Ward-14, Dispel Magic-15, Restore Mana-13, Fear-14, Panic-15, Foolishness-14, Daze-15, Mass Daze-15, Apportation-14, Levitation-14, Death Vision-14, Sense Spirit-14, Summon Spirit-14, Zombie-14, Control Zombie-15, Turn Zombie-15, Skull Spirit-14, Stealth Strength-14, Stealth Health- 14, Shield-15, Sense Danger-14, Missile Shield-15.

This young Raven is a dedicated officer with an excellent arrest record and a friendly personality. But her fellow Ravens avoid her like the plague, and the Lady Raven punishes guards who foul up or disobey orders by assigning them to Anastasia's squad.

Anastasia was born to merchant parents. Her mother died in childbirth. At age 10, she had lost count of how many pets had died. When she was 13, she sailed with her father on a trip to Nordheim and back, only to have a storm smash his ship into the rocks. She was the sole survivor. Her inheritance and magical aptitude got her into St. Magdalene's College, but one night a roommate's Cooking spell backfired and a major demon crawled out of the stew pot. Luckily, Anastasia had learned the Banish spell and dispelled it, though not before her friend was devoured.

After a few similar incidents, Anastasia's teachers convinced her that she would make a better Raven Guard than master mage. She quit school to join the guard. A brave and diligent officer, she has helped catch several wanted criminals including former Blood leader Sean Hook. Sadly, her first two partners were killed and the third was crippled in the line of duty.

Despite her tragic life, Anastasia does her best to stay cheerful and happy. By nature optimistic, she is sure that if she does the right thing, everything will work out in the end...



Ragnar Bjornsson, Hanged Man

Age 20, 6'3", 210 lbs. red hair, blue eyes.

ST 16/32, DX 12/13, IQ 10, HT 14/16

(Attributes after / are his bear form.)

Advantages: Combat Reflexes; Patron (Naglfari); Werebear (can change deliberately). As werebear, PD 1, DR 4, and bites for 2d-1 cutting or claws for 3d cr.

Disadvantages: Bad Temper; Secret; Spendthrift.

Quirks: Worships Thor in private.

Ragnar's parents died when he was young. When he was 13, his uncle nailed him to a tree, telling him to break free or die. Ragnar suffered for hours, praying to Thor for the courage to face death -- and then the moon rose, and he changed.

As one of the Hanged Men, Ragnar is hired by agents of the various Hidden Jarls whenever they need to deliver a particularly messy message. The Ravens know him only as "the red bear" linked to 14 bloody murders. There is a \$10,000 bounty on his hide.

Megethia Andronica, Female student,

Age 19; 5'3", 97 lbs. curly black hair, big brown eyes.

ST 9, DX 13, IQ 13, HT 11.

Advantages: Ally Group (junior Rose society members); Attractive; Literate; Magery 2; Status 3; Wealth (Very Wealthy).

Disadvantages: Bully; Enemies (Hecate Club, 6 or less); Jealousy.

Quirks: Loves lavish parties; buys latest fashions; wears undead mice as earrings; insults lower-class students; likes to test poisons and elixirs on small animals and ex- boyfriends.

Skills: Alchemy-12; Dancing-14; Cooking-13; Fencing- 15; Knife-10; Literature-12; Poisons-12; Savoir-Faire-15; Sex Appeal-13.

Spells: Ignite Fire-14, Apportation-14, Missile Shield-15, Test Food-14, Itch-15, Spasm-15, Pain-14, Clumsiness- 15, Strike Dumb-15, Curse-Missile-14, Paralyze Limb-14, Wither Limb-14, Deathtouch-15, Fatigue-14, Hinder-14, Rooted Feet-15, Tanglefoot-14, Light-14, Find Direction-14, Ward-14, Death Vision-14, Seek Plant-14, Enchant-15, Powerstone-15, Summon Demon-15, Summon Spirit-14, Zombie-14, Skull Spirit-14.

Possessions: 10 point powerstone (opal, replaces one tooth); rapier (fine, named bloodrazor, coated with Morpheus unguent); large knife (fine, caustic tar on blade); zombie guard "servant".

Megethia is a rich and somewhat spoiled heiress, a potent necromancer and president of the Rose Society. She has a habit of seducing masters and upper-year students in exchange for private magic lessons. Megethia is one of the college's worst bullies.

Resident Evils

Over the centuries, sorcerous accidents have summoned a number of demons into Abydos. A few were cunning or powerful enough to avoid banishment, usually by finding a niche in the wicked city's ecology and occupying it. For example:

Glittertooth

Glittertooth looks like a handsome man or beautiful woman: tall and fit, with long black hair and piercing eyes. It wears dark travel-stained leathers and a heavy cloak. Its tone of voice is always low and faintly amused. Glittertooth seems human until opening its mouth: the teeth are diamonds, and very sharp...

It walks the streets of Abydos, seeking souls. Glittertooth can sense emotions, and looks for hopeless people who want revenge. It enjoys finding betrayed lovers, rape victims, battered wives, and those whose loved ones were murdered. It is a killer-for-hire. Glittertooth charges \$1 -- and your soul, which it makes perfectly clear. Only the lost and desperate agree.

The demon uses its Mind-Reading spell to help it bargain with clients. If a customer agrees to its terms, Glittertooth uses Soul Jar on them. The "jar" is one of the demon's diamond teeth. There is no immediate effect -- but if they later die, they can't be resurrected, and their consciousness will awaken to find itself trapped in the demon's tooth, aware and helpless...

Glittertooth always does its best to fulfil its commission. It is a deadly assassin: it can change shape, walk through walls, and read minds. Its one weakness is that it is a demon. It studies its targets carefully, plays with them, and then kills them in the most horrific, sadistic and ironic fashion it can.

For example, after a drunken fisherman brutally raped a beggar-girl, she hired Glittertooth. In female form, the demon lured the rapist into an alley with the promise of sex, then beat him unconscious. The man awoke tied up in his boat, drifting on the river. The demon told him "I thought we'd go fishing for our date. I brought a hook, but oops, I forgot bait..." Next morning, a group of fishermen found a pile of fish in their friend's boat. When they gutted the fish, they found fingers, toes, and other body parts.

Glittertooth

ST 20, DX 13, IQ 13, HT 15/45.

Speed 7, PD 3, DR 3.

Abilities: Beautiful/Handsome; regenerates at 1 HT turn until dead; fights as a human, but can bite for 1d+2 cutting in close combat; armor is at half DR against its diamond teeth!

Spells: Has these at skill-25: Alter Body, Alter Visage, Ethereal Body, Hinder, Mind-Search, Sense Emotion, Soul Jar. It likes to play cat-and-mouse games; it may use Alter Body or Visage on his victims to horrify them before slaying them.

Skills: Area Knowledge (Abydos)-16, Brawling-16, Broadsword-14, Cloak-14, Intimidation-19, Sex Appeal-13, Stealth- 15.

If slain, Glittertooth's 40 teeth are worth \$1,000 each. Each holds one or more souls, some of people still alive. Glittertooth has been slain/banished before, to reappear in Abydos a few years later, drawn back by another backfire. Something attracts it...

The Cat Fairy

In Abydos, a woman with an unwanted pregnancy who doesn't wish to risk an abortion will sometimes perform this ritual. She traps a mouse, then hangs it with a strand of her own hair. A few days later, if she's lucky, her pregnancy may painlessly disappear. They say the unborn babe was taken by the "cat fairy."

Cat Fairy

ST 18, DX 17, IQ 11, HT 15/25

Speed 8, PD 2, DR 2.

Abilities: Claws and bites for 2d-1 cutting damage. She has the usual demon abilities and disabilities. Cast the spells: Seeker, Body of Air and Mass Sleep at skill-21. The cat fairy can also transfer a pregnancy from the mother into her own womb. She must be touching the mother's belly; it takes a second of concentration and costs her 2 energy.

Skills: Stealth-20, Tracking-17.

The "cat fairy" is a demon. She appears as a woman-sized house cat with black fur and yellow eyes. The mouse-offerings are brought to her by hellkittens (see page 00): there's a 2-in-6 chance any offering will be found by one of her children. After it is brought to her, she uses a Seeker spell on the hair-strand to find its owner. Then she comes for the unborn child.

She can turn into smoke, and enter buildings that way. She materializes in a bedroom, then uses a Mass Sleep spell to put anyone living asleep. If the cat fairy is seen by a living soul, she will either flee or fight as the situation demands.

After taking a pregnancy, the cat fairy retreats to her lair: usually the cellar of an abandoned building. A month of pregnancy passes each hour for her, and soon she goes into labor. The baby is born not as a human but as a cat: a hellkitten.

Hellkittens

ST 6, DX 14, IQ 7, HT 13/6

Speed and Move 10, Dodge 7.

Abilities: They bite and claw for 1d-2 cutting damage.

Skills: Stealth-18.

These half-demon cats can roam about at night in Abydos.

They look like ordinary housecats, but are strong and smart. Hellkittens behave much like normal cats. They are attractive and tend to let themselves be adopted by a particular human, often a teenager, as pets.

They prefer to sleep on their owner's bed, curled up with them, purring quietly. Someone who lets a Hellkitten sleep with them experiences odd dreams: always power-fantasies in which they relive wrongs done to them, but then humiliate and torture the perpetrator. If the person continues to keep the hellkitten with them, the dreams continue, but getting more sadistic and bizarre. After a week with a Hellkitten, roll vs. their Will, with a bonus for Magic Resistance. On a failure, they gain Sadism as a disadvantage; after this happens, or if already a sadist, further failures mean the victim is driven to act out their dreams ...

Undead

Greater Undead

Draugr

A draugr (original Old Norse plural draugar, as used here, not draugrs), draug or draugen (meaning the draug) are corporeal undead from Nordheim mythology. One will find clear distinctions between Sea-draug and land-draug as listed below. Draugar are believed to live in the graves of dead northmen, being the body of the dead.

Views differed on whether the personality and soul of the dead person linger in the draugr. As the graves of important men often contain a good amount of wealth, the draugr jealously guard their treasures, even after death. GM's are free to make each one different in this nature.

Traits

All draugar possess superhuman strength, the ability to increase their size at will and the unmistakable stench of decay. They were also noted for the ability to rise from the grave as wisps of smoke. The draugar slay their victims through various methods including crushing them with their enlarged forms, devouring their flesh, and drinking their blood. Animals feeding near the grave of a draugr are often driven mad by the creature's influence.

Treat them as standard Vampires, but instead of shapchanging the can become larger (Treat as Hyper-Strength with size gain as a special effect)

Treat animals madness also as a special effect power.

Some draugar were gifted with immunity to usual weapons. To defeat a draugr, a hero was often necessary, since only such a man had strength and courage enough to stand up to so formidable an opponent. The hero would often have to wrestle the draugr back to his grave, thereby defeating him, since weapons would do no good.

Again treat as a vampire without the standard weakness. Draugar are powerless if forced into the grave and may only be affected by magic weaponry. If a Character tries to wrestle it roll a contest of wills and add or subtract this from the characters Strength in the wrestling contest.

It is said that the draugr, even when defeated, would come back, requiring the hero to dispose of the body in unconventional ways. The most preferred method was to cut off the draugr's head, burn the body, and dump the ashes in the sea, the emphasis being on making absolutely sure the draugr was dead and gone.

The draugar were said to be either hel-blár ("death black") or, conversely, nár-fölr ("corpse-pale").

Some draugar were able to leave their dwelling place, the burial mound, and visit the living during the night. Such visits were universally horrible events, and often end in death for one or more of the living, and warrant the exhumation of the draugr's tomb by a hero.

A subtype of the draugr was the haugbui. The notable difference between the two was that the haugbui was unable to leave its grave site and only attacked those that trespassed upon their territory.

Lesser Undead

Skeletons, Zombies, Zombie Animals*

Zombies

These are magically animated corpses, created by the Zombie spell (p. 73). They have a +5 HT, +1 ST, -2 IQ. DX and weapon skills are as in life — usually 14 to 16, but more if the wizard had good raw material. A zombie follows the verbal orders of its creator, or those its master says to obey. It will always obey its master, rather than another, if a conflict arises. Zombies feel no pain. They are never stunned, and never suffer any skill penalty because of wounds. Should a zombie be crippled, or even lose a limb, it will continue to fight. A zombie with a missing foot moves at 4 (or 1 less than its normal move, whichever is worse). With a missing leg, it hops along at 2; legless but with at least one arm, it drags itself along at 1. When its HT reaches 0, the spell is broken and the zombie "dies."

Minor and Major Healing spells will work on a zombie, but no other healing spells will have an effect. Once a zombie is "killed," the spell will not work on that body again.

The Zombie spell will work on the body of any living being. Stats given here assume that the zombie was formerly human, but the GM can "zombify" any living being by extrapolation. Once cast, the Zombie spell lasts until the zombie is killed. Often they outlast their creator. After a couple of years, their flesh falls entirely off. Their HT drops by 5 (to normal human level) and ST drops by 2, but their DX goes up by 2 and they become...

Skeletons

Actual human skeletons, activated by the Zombie spell.

They have -2 on IQ, -1 ST, +2 DX, normal HT. A skeleton has a +1 basic Move; with no flesh on its bones, it is much more lightly encumbered!

A missile, beam or impaling attack does -2 damage, and *no* bonus damage, to a skeleton. But a crushing blow that gets through the armor does *double* damage to those dry bones.

Otherwise, skeletons are just like zombies.

Mummies

Like zombies, but with normal human IQ (the preservation process keeps the brain in better working order). They tend to go up in flame if ignited — more than 4 hits of fire damage does it automatically — but some have been magically fireproofed! They do not become skeletons. They are rare, because the mage must start with an actual prepared mummy . . . which is free if you rob tombs, but \$1,000 or more at the magic shop (if not illegal).

Skull-Spirits

Evil spirits, each created from the life-force of a human skull (see p. 73). A skull-spirit has a ghostly, vaporous form with ST 0, DX 14, IQ 10, HT 20, Move 6 and Speed 6. It uses no weapons, but strikes with a chilling touch that cannot be blocked or parried — it must be dodged.

This touch does 2 hits of damage; armor is no protection. The skull-spirit can sometimes be confused, but it will never listen to pleas or negotiation. To fight a skull-spirit, use Fire spells or Air Jet; other combat spells are ineffective. Magic weapons do normal damage.

Swords, axes, and other large metal weapons do 2 hits of damage, regardless of their exact size. Wooden weapons, arrows, bullets, etc., do 1 hit of damage.

Beam weapons do no damage at all and that's good because where would one get them in Agartha anyway?.



Sea-draug

The creature is said to either swim alongside boats or sail around them in a partially submerged vessel, always on their own. In some accounts, witnesses portray them as shapeshifters who take on the appearance of seaweed or moss-covered stones on the shoreline.

Means of prevention

A pair of open iron scissors were placed on the chest of the recently deceased while straws or twigs might be hidden among their clothes. The big toes were tied together or needles were driven through the soles of the feet in order to keep the dead from being able to walk. Tradition also held that the coffin be lifted and lowered in three different directions as it was carried from the house to confuse a possible draugr's sense of direction.

Ghosts, Liches, Vampires, Wraiths (See GURPS UNDEAD and GURPS SPIRITS)

Dwarven Necromantic Machines* (See adventure supplement Infernal Devices)

ADVENTURES IN ABYDOS

Abydos can be used as the setting of a single adventure, or an entire campaign can be developed in and around it.

Agents of Christendom

Abydos is the perfect destination for Christian knights or clergy on a dangerous mission....

Templar Treasure: The Mason's Guild Hall in Abydos is built overtop the ruins of a chapterhouse of the Knights Templar. The adventurers or their patron may find old Templar documents that hint at a secret underground level beneath it. When Lady Ravenjoy and the Lazarites took power, the Templars sealed and hid it using earth magic and Scryguard spells to protect their treasures... what powerful artifacts or saintly relics might exist there now? Of course, there could also be guardians: magical traps, golems or even sleeping Templar knights, buried for 400 years but kept alive through Suspended Animation!

Blood Brothers: Characters working for the Church may be sent to Abydos to assist the Blood of Martyrs -- or perhaps to investigate rumors that they have degenerated from Christian patriots into common criminals, and if so, to set things right.

Rescue Missions

Travellers who encounter Abydos' privateers may be captured and sold as slaves, perhaps ending up as a necromancer's youth battery or in the Flesh Library. Anyone arrested for crimes or heresy may face the Silent Maze or the Chamber of Melting Souls.

If a friend of the PCs is captured, or they are hired to rescue someone, the characters may know only that the person was sold as a slave, not what happened to them... discovery of their true fate could come as a shock.

Someone whose youth was stolen, or who was mutilated and cast into the Maze or made into a Flesh Scroll can be healed magically -- but would they still be sane?

Of course, not all captives may be lucky enough to remain alive: troublesome slaves are often killed. The adventurers might encounter a pretty zombie waitress serving drinks in their inn, only to discover it is the merchant's daughter they were to rescue. Of course, their client may want the body returned for a decent Christian burial ... and there is always revenge.

Treasure Hunting

Adventurers and thieves may be drawn by rumors of great treasures in the Cathedral of St. Lazarus or Ravensbeak Tower. The biggest prize is the original Book of the Renewed Testament. Besides being covered in

gold and jewels, it is a major relic. The Curia would love to acquire it, both to confound the heretics and so their scholars could study it and find proof that it is a fake or forgery. Of course, the Church of Lazarus would devote their every resource to recovering it and punishing the thieves, but if necessary, they would also pay a huge ransom for it!

Pirates of the Styx

The characters may sail as privateers on either side of the undeclared naval conflict between Abydos and Quarterdec. Or they might be innocently travelling across the Styx on a merchant vessel when the lookout sights a war galley with a Raven banner. Can they defeat a ship commanded by necromancers and crewed by the undead? Or will they be carried in chains to Abydos to serve as slaves to some necromancer, flesh scrolls or worse?

Join the Guards!

Of course, no one says that PCs have to be enemies of Abydos. Characters could be natives, born and bred in its peculiar ethos, patriotically defending their home and faith from "Petrine heretics" or domestic enemies. The Ravens, Northland Guard and Eumenidies Guild are eager for new recruits: As city cops or bounty hunters, the PCs can fight the Naglfari, Bloods and foreign spies, uncover sinister conspiracies like those of Donovan Hawk, bust ghosts and demons, and butt heads with rival organizations such as the Hand of Glory. This could turn into either a grim "dark city cops" campaign or a light-hearted "three musketeers with spells" romp. For a unique challenge, they can try to keep headstrong teenage wizards of St. Magdalene's from destroying the town with magic during the school's end festival.

The Underworld

The Abydos underworld, with its feuding "Viking Mafia" Naglfari families, Hanged Men, Blood terrorists, Roof-rat gangs, duelling student mages and demon assassins is a good place for a dark fantasy campaign. Players can work for (or lead) their own Naglfari family or Blood cell, or simply be freelance thieves or assassins operating for whoever pays the best.

Who assassinated the Jarl of Jarls? Was it a Hanged Man working for a upstart Jarl? Agents of the Blood? The Ravens? A demon? Players may be hired by his family or former lieutenants to find out, or work as mercenaries for one of the factions that are jockeying for control of the Abydos underworld.

Off to College

For an interesting campaign, players may be foreign or native students who study magic at St. Magdalene's college. They could become pawns in battles between rival Masters, join the various clubs or found their own, fight duels or befriend fellow students, discover the truth behind the Society of Solomon, learn forbidden spells and borrow (or fall in love with?) flesh scrolls. Perhaps their rooming house is haunted or the teashop or inn they frequent is being shaken down by the Naglfari...

Notes

Everything written in red was added by me and often whole sections in black under red headings was written by me expanding on sections of the original playtest copy.

I hope you can use this in your GURPS Yrth/Banestorm campaign. While it's for 3rd edition it can easily be used for 4th edition.

Below are notes from a GURPS ABYDOS campaign of mine, perhaps they can be useful to you as well.

Greek Vampires

Perhaps the greatest surprise to the novice is how at home the vampire feels in Greece, where it is called a vrykolakas.

Other Greek terms for the undead are often wonderfully descriptive and evocative. Among them: "timpanios", which denotes the tight, drum-like skin of a bloated corpse; in Cyprus "sarcomenos", eager or wrathful corpse; in Tinos "anakathoumenos", one who has sat back up; in Kithnos "Alitos", unsolvable or indissoluble; lampasma - a brightness or an entity.

The island of Santorini is particularly rife with vrykolakas folklore. A story goes that the Island of Hydra was infested with vampires who were banished by the local Bishop to Therasia in the Santorini group, where they were stranded, lacking the capacity to travel freely across water. The phrase "taking vampires to Santorini" has the same connotations in Greece as "taking coals to Newcastle" does in England or "taking beer to Milwaukee" does in the USA.

The most eminent writer on the subject of Greek vampires was Leone Allaci, more commonly known by his Latinised name of Leo Allatius. Allatius was born on the island of Chios in 1586 and had a distinguished career in the Roman Church, during which he travelled extensively. As a boy, he had witnessed the opening of a tomb of an alleged vampire at the Church of Saint Anthony, and this seems to have affected him profoundly: "the skin was stretched tight, hard, and livid ... the face was covered with crisp, dark hair, but the head was partly bald, and a little hair appeared on the limbs which were smooth; so swollen was the trunk that the arms had been forced out on either side; the hands were open, the eyelids drooped, the mouth gaped wide with sharp, gleaming teeth"

Allatius wrote that a vrykolakas was the corpse of a wicked person who had been possessed by a demon. Vrykolakes would rise from their graves, knock on doors and call out the name of a person inside. Anyone who answered would meet their demise the next day. The vrykolakas would never call a name more than once, so people would only reply to hails from outside the door on the second time of calling.

The causes of vampirism in Greece were broadly: to die excommunicate or under a curse, to die having committed a great crime, or to die unbaptized or apostate. Those whose baptism ceremony had not been completed properly were also at risk. When Greek clergy excommunicated people, they added the dreadful "after your death, you shall be indissoluble and unchanged".

Wightsborough

Is a small sleepy looking town today, but looks can be deceiving. It's somewhat isolated by local terrain as it is between two rivers, one the Nyx river flows through the village. The other is the Erebus river. Making matters worse is to village's roads must go through a rocky craggy hilly region if coming from the north or go through a lonely valley to the south known to be plagued with Harpies. An abandoned Inn within the Valley has a Gorgon that is known to stay their at times.

The southern road leads to Abydos and the north leads to Tenemos, eventually.

The Tithe Barn

A tithe barn was a type of barn used for storing the tithes - a tenth of the farm's produce which has to be given to the church. Tithe barns are to where independent farmers take their tithes.

Abbey of St. Magdalene's

Run by the Abbess Hildegard of Nordhiem and her 13 Nuns.

Sister Ophelia Maria is the town Barber-surgeon: A monastic who shaved faces/heads and performed light surgery.

The Haunted Manor

An Adulterine Castle (Castle built without the liege lord's approval) 150 years ago and currently unoccupied by anyone living. It was built by Eleftherios a necromancer and alchemist without permission and was his residence until he was found dead one day about 70 yrs after the manor was built. He was killed by a demon that may still live in the region still. The home is in bad repair with leaks and water damage, broken windows and bird nests within. The old wizard still haunts it as he is now a wight. Totally mad and no longer with any magics he is still dangerous but only to those who enter.

St. Gilli's Church

A larger church than one would expect here it is an imposing sight even though it's in somewhat of a state of disrepair and it's grounds are overgrown and poorly cared for. It's run by two priests Fathers Gregoric and Nicholas, Gregoric is old blind and somewhat deaf. They are cared for by Hannah, a converted Jewess who lives with them in the Recotory.

Rectory

A long thin home with a poorly patched roof and mostly untended grounds where the above mentioned priests live. It was made for more priest to live here but only the two remain. Of not is an old Oubliette:

A Concealed dungeon having a trap door in its ceiling as its only opening, where prisoners were often left to starve to death, sometimes in total darkness.

Inn

This is the "Ale & Spirits" tavern run by Sebastiano Meade and his wife. It is the center of all life in town and always has old men in it, and younger men as well later in the evening. It has a large tavern on its main floor where food and drink are served with private rooms above and a common room in the attic.

Smithy

Run by Beoruma the she-dwarf, who took over for her father after he died. Items of better quality are offered by her though she generally only offers common goods. A statue she carved of St. Gilli is on display before her shop.

Laws and Customs of Wightsborough

Assart:

To turn woodlands into pasture or crop land. To assart lands within a forest without licence was a grave offence. This right is granted by the Lord of the land.

Hook or Crook (By hook or by crook):

Dispensation permitting villagers to gather firewood from woodlands, but using only their hook and crook. Effectively permitted the collection of dead branches from the trees.

Hue and Cry:

Requirement for all members of a village to pursue a criminal with horn and voice. It was the duty of any person discovering a felony to raise the hue and cry. His neighbours were bound to assist him in pursuit and capture of the offender.

Jus Primae Noctis:

The right by which a lord could sleep the first night with the bride of a newly married serf, although the custom could be avoided by the payment of a fine.

Moneyer:

Person licensed by the crown to strike coins, receiving the dies from the crown, and keeping 1/240 of the money coined for himself.

Pannage:

Food such as acorns that swine (pigs), etc., feed on in the woods. The right to let your swine feed in the woods. Restricted to a certain number of days per year or to a set period. Can be increased by "gift" to Lord of the Land.

Primogeniture:

The right of the eldest son to inherit the estate or office of his father.

Sanctuary (Right of):

Temporary protection of fugitives from pursuit, pending investigation or exile. By reaching a church or certain land under church jurisdiction, a fugitive from the king's justice could claim refuge for forty days after which they had to leave its safety and submit to justice or abjure the realm as an outlaw. Some church buildings had large Sanctuary Rings or door knockers. Some had marker posts showing the extent of the safe area.

Serf:

Bonded peasant who work the lord's demesne and pay him certain dues in return for the use of land, the possession (not ownership) of which was heritable, and protection. These dues, usually called corvee, were usually in the form of labor on the lord's land. This averaged three days a week. Some serfs work as craftsmen, providing transport or other specialized services.

Usually, serfs are bonded to the land rather than to a particular lord: This means that they could not be sold to a new "owner" unless the relevant parcel of land was also sold. Serfs were generally classified as: "Cottagers," "small-holders," or "villeins" although the later originally meant free peasants who were burdened with additional rents and services.

Most in the Village are Serfs, about 75%, Villeins make up the other 25%

Turbary:

The right to cut peat or turf, also the place where these are cut.

Waste:

Term generally given to land which was unusable or un-cultivated within a holding. It was not taxed. It sometimes referred to land destroyed by war or raids, which likewise was not subject to tax.

Old Village Hall

The town extends some freedoms to the people of the village, as long as they are freemen. The collection of garbage, the holding of low court and the keeping of public records is all under the control of the Boroughmaster who also acts as town judge (A common law court to hear please involving disputes between individuals.). Issues to the lord are first filed here before reaching the lord. The Boroughmaster is part mayor and part citizen advocate to the village before the lord of the land. Serfs also bring items here and have limited voting rights as well. Only male serfs can vote and their votes count for 1/4th of a free mans vote. Free women can also vote, but they count for 1/2 of a free mans vote if they are married.

The Midden:

A rubbish pit where the Middenwagon pulled by undead oxen and a pair of skeletons collects daily garbage.

The Reeves home

Official once appointed by the lord but is now elected by the peasants. A town constable. Once had jurisdiction over the forests but no longer.

The Waste

A site where the fields were Cursed by the Necromancer Eleftherios to intimidate the population that to this day can not be used.

Population

There are about 18 homes inhabited with the village, 13 are Serf families and 5 are Villiens. Outside the village proper are about 12 more serf families and about 3 more are villiens. About 15 unoccupied surround the village not on the map.

Each Family is made up on average of 1or 2 parents, and 1-5 children, some will be adult or near adult and a Grandparent perhaps.

Harvesting Times

	Harvest Begins	Harvest Ends
spring	Mar 01	May 31
early spring	Mar 01	Mar 31
mid spring	Apr 01	Apr 30
late spring	May 01	May 31
summer	Jun 01	Aug 31
early summer	Jun 01	Jun 30
mid summer	Jul 01	Jul 31
late summer	Aug 01	Aug 31
fall	Sep 01	Nov 30
early fall	Sep 01	Sep 30
mid fall	Oct 01	Oct 31
late fall	Nov 01	Nov 30
winter	Dec 01	Feb 28
early winter	Dec 01	Dec 31
mid winter	Jan 01	Jan 31
late winter	Feb 01	Feb 28



Holidays

Candlemas: 2nd February.

St. Samuel's Day (February 7). Celebrates the day he found the Renewed Testament. Icons of the saint are carried in a pilgrimage to the cave where it was found.

Lazarus Day (a week before Passover).

Celebrated by numerous processions and masses in the Church. Priests visit the meat-market and boneyard, and collect some of the recent undead, who then carry candles in solemn procession through the city.

Lady Day: 25th March. Feast of the Annunciation of the Blessed Virgin.

Easter. Celebrated much as in the mainstream church, but three penitents chosen by lot are crucified. Survivors who last till Sunday are taken by the Deathless Monks.

Beltane Eve: Night of April 30, one of the two times of the year when mortal rules are believed to be suspended and supernatural occurrences were most common. Sometimes called May Day Eve. See Samhain Eve.

Whitsun: 15th May.

Lammas: 1st August (also a harvest festival).

St. Gilli's Day (August 10). Dwarves who follow the Lazarite faith feast, drink, bang pots and sound horns. A float made to look like a dragon is driven through the town, propelled by undead horses, while all church bells are rung.

Michaelmas Day: 29th September. Feast of St. Michael the Archangel.

Ravensday (October 7). The birthday of Lady Ravenjoy

Samhain Eve: Hallowe'en. 31st October. Eve of All Saints Day.

The Day of the Dead (November 2nd). Celebrated by the Dance of the Dead, where zombie skeletons dance through the streets with young maidens.

Martinmas: 11th November.

Taxes & Tribute

Kaiaage:

Toll paid on loading or unloading goods, especially at a market town or wharf.

Lease for Three Lives:

A term of lease of land, usually for the life of its holder, his son or wife, and a grandson.

Merchet (also called formariage):

Sum commonly paid by a serf to his lord when the serf's daughter married a man from another manor.

Passage:

Toll (tax) levied for passage or wayleave.

Payage (or paage):

Toll (tax) levied on pasturage.

Pickage:

Money paid for breaking the ground to set up booths at the fairs held at places such as market towns, charter towns and abbeys.

Cost is 1 Copper farthing

Pontage:

Toll (tax) levied for crossing a bridge. Collected by the Nuns they pay half of these earnings to the Lord of the land.

Relief:

Fee paid by the heir of a deceased person on securing possession of a fief. Effectively, inheritance tax. The amount demanded was determined by tradition.

Scutage:

Sum that the holder of a knight's fee could pay his lord in lieu of military service. Sometimes used as a form of tax.

Tithe:

One tenth of a person's produce and income, due as a tax to support the church.

Waste:

Term generally given to land which was unusable or un-cultivated within a holding. It was not taxed. It sometimes referred to land destroyed by war or raids, which likewise was not subject to tax.

Quarter Days:

Days when rents and taxes were due.

* Lady Day: 25th March (Feast of the Annunciation of the Blessed Virgin).

* Midsummer Day: 24th June (Feast of St. John the Baptist).

* Michaelmas Day: 29th September (Feast of St. Michael the Archangel).

* Christmas Day: 25th December (Feast of the Birth of Jesus).

Encounter Tables

On the road

Encounters in Lemures

- 3 Monster (Roll on the Monster table)
- 4 Escaping Petrine looking for help
- 5 Group of 2d6 bandits (1-3 Petrine, 4-6 just greedy)
- 6 Peasants being interrogated
- 7 Lazarite Priest/Monk/Nun
- 8 Travellers (1-2 Pilgrims, 3-4 workers, 5-6 Bandits)
- 9 Travel past an abandoned Inn/other building
- 10 Merchants heading to Abydos
- 11 Merchants coming from Abydos
- 12 Undead working the field
- 13 Traveller (1 from Abydos, 2 to Abydos 3-6 heading elsewhere)
- 14 Undead Messenger on route
- 15 Small village (1-3 intact, 4-5 in decline, 6 abandoned)
- 16 Team of soldiers out looking for Petrines
- 17 Lepers/May be ghouls or disguised Petrines
- 18 Monster

Monsters

Roll 2 d6 (add +1 to the second roll if at night and -1 if at day) Feel free to modify or change anything rolled before.

- | | | |
|---|---|---|
| 1 | 1 | Harpy |
| | 2 | Humaniod (1-3 Half Orc, 4-5 Orc, 6 ½ Ogre) |
| | 3 | Creatures working together or fighting roll twice again and combine. |
| | 4 | Ogre |
| | 5 | Ogres (1d) |
| | 6 | 1-3 Wraith 4-5 Roll again |
| 2 | 1 | Harpy |
| | 2 | Humaniod (1 Medusa, 2 Gargoyle 3-6 Minotaur) |
| | 3 | Bandit mage working with creature (Roll again for creature) |
| | 4 | Giant |
| | 5 | Troll (1-4 stalking player, 5-6 minding it's own business) |
| | 6 | 1-3 (1-3 Revenant hunting and woe to those interfering, 4-5 Taxim revenant, 6 Skeleton, willful) 4-5 Roll again |
| 3 | 1 | Harpies (1-6) |
| | 2 | Humaniod (1 Medusa, 2 Gargoyle 3-6 Minotaur) |
| | 3 | Mummy |
| | 4 | Dark Elf |
| | 5 | Ghoul (s) |
| | 6 | 1-3 Vampire (1-3, a clergyman, 4-5 a predating vampire, 6 a Lich) 4-6 Roll again |
| 4 | 1 | Harpies (2d6-1) |
| | 2 | People being attacked Roll once on the road and once on Monsters |
| | 3 | Creatures working together or fighting roll twice again and combine. |
| | 4 | Ghoul |
| | 5 | Nightstalker |
| | 6 | 1-3 Spirit (1-3 Ghost, 4 Shade 5, Shadow 6 Spector) 4-6 Roll again |
| 5 | 1 | Harpies (2d6+2) |
| | 2 | Bandits lead by a Minotaur, Ogre or Mummy |
| | 3 | Creatures working together or fighting roll twice again and combine. |
| | 4 | Group of Zombies backing Necromancer bandit |
| | 5 | Were Creature |
| | 6 | 1-3 Wight (1-4 Wight , 5-6 Zalozhniy) 4-6 Roll again |
| 6 | | Roll Again (or choose something interesting) |



Wightsborough



Local Threats

Abydos seems to attract unique individuals from the banestorm that may explain these sub-groups of the common Vampire that are found here. (Blood Types = BT)

Lamia (BT 96)

Nosferatu (BT100) Nosphoros as they are called.

Strix (BT102)

Callicantzaros (Ustrel BT 103)

Vyrolakos and Tympanios (BT105)

On the small island between the Nyx is a dormant vampire.

Harpies are Very Common in the valley to the south and are often annoyances in the village.

Possibilities

A dungeon (Actually an ancient underground elven crypt) is home to a Minotaur who has been known to rob people on the road. (Can occur anytime in the campaign, perhaps he has not found it yet)

A group of Dark Elves is exploring the local forests looking for an (ancient sword, book, holy artifact, etc.)

A family of Ghouls lives near and is beginning to get hungry.

An ancient elven mummy spontaneously awakens due to aspected mana.

A group of Orc's begins raiding sheep.

NPC's

Lascaris Family (Servants to House Palaelogos)

ADRASTEIA LASCARIS

Age:23 **ST:**8 **IQ:**12 **DX:**11 **HT:**10

Advantages:

Attractive Appearance, Danger Sense

Disadvantages: Generosity

Quirks: Dislikes undead, likes to run more than walk, Not very serious, Casual

Other:

Adrasteia and her mother are servants of House Palaelogos. She is a generally upbeat girl, kind hearted and generous. Adrasteia lives life in a rather carefree manner always knowing what's dangerous and what's not and finds herself "worldly" in a manner more fanciful than true.

DEMETRA LASCARIS

Age: 46 **ST:**9 **IQ:**11 **DX:**10 **HT:**10

Advantages:

Divination Talent

Disadvantages:

Dyslexia, Overconfidence

Quirks: Thinks of herself as a Jack(ess?) Of all trades, Never asks for help, Flirtatious, Finds herself more attractive than she is

Other: Always carries a dagger

Demetra's mother is what people call Gypsies today and she has certain "Hedge witch" skills because of it as well as being able to divine the future.

Occultism-14

House Palaeologos

EUMELIA PALAELOGOS

Age:28 **ST:**9 **IQ:**10 **DX:**12 **HT:**10

Advantages:

Attractive Appearance, Magery 1 (Necromancy)

Disadvantages:

Bad Temper, Intolerance non humans, Selfishness, Stubbornness, Miserliness

Quirks: Tries to emulate her mother, Flirtatious, Makes faces at things she finds boring or stupid, Rude

Other:

Poorly behaved and bad mannered, she open laughs at halflings and dwarves as “Gods little Jesters” and tends to mock anything she does not fully understand. She is somewhat intolerant to other races and religions in a dismissing and mocking sort of way. She was engaged for a time but called her suitors mother a “Fat slovenly whore” and has remained unpursued ever since.

PHILOMENA PALAELOGOS

Age:44 **ST:**8 **IQ:**13 **DX:**10 **HT:**10

Advantages:

Attractive Appearance, Magery 2 (Necromancy)

Disadvantages:

Lecherousness, Impulsiveness, Bloodlust.

Quirks: Irreverent, Rude, Does not hide emotions very often

Other:

Ruthless, amoral and selfish Lady Ioanna killed her husband years ago. She knows how to keep her temper in check and prefers to get even at later dates, that said she’s impulsive in what she wants but no necessarily in matters of immediate vengeance.

Philomena often gets herself and her family into trouble. She has slept with other womens husbands only to then laugh at their outrage and throws off ill worded or rude comments without care or concern. Her daughters are having a hard time finding husbands because the family has had their land seized by a neighbor leaving them with only their keep to live in and a small percentage of their lands crops to survive on but nothing more

KALLISTRATE PALAELOGOS

Age:26 **ST:**9 **IQ:**10 **DX:**10 **HT:**11

Advantages:

Attractive Appearance

Disadvantages:

Gullibility, Bad Temper, Jealousy

Other:

Catty bad tempered and not the quickest most of her issues stem from living in an isolated area with sycophants agreeing when they should not. Unable to get a proper marriage due to a somewhat known seduction from a now deceased local peasant she sits and stewes about her current situation. He harbors ill will often to her sisters and begrudges them for their magery and often finds ways to disrupt their studies.

NIKOLETA PALAELOGOS

Age: 25 **ST:**8 **IQ:**13 **DX:**11 **HT:**10

Advantages:

Attractive Appearance, Magery 1 (Knowledge, C&E)

Disadvantages:

Secret (Atheist), Secret (Illegitimate) Curiosity, Procrastinator

Other:

Her Father was a Megalan slave, this is unknown to her but perhaps explains why she is not as wicked as her sisters. She questions everything but knows how to keep silent about it. Nikoleta takes time to do things and tends to need a lot of time for her own interests.

Compulsive Behavior: Procrastinator (-5/-10 points)

You cannot get anything started early. Any time you want to start to do a major project without outside pressure, make a Will roll, at -1 for every day of additional time you have, at +1 for every day you need that has already passed by, and at +1 to +4 if someone is pressuring/watching/you'll lose your job otherwise. At the -10 level, roll at -4. If using the Much Maligned Will rules, the base cost is -5 points.

Iskana Vlattera

Age:39 **ST:**9 **IQ:**14 **DX:**12 **HT:**12

Advantages:

Beautiful Appearance , Magery 3

Disadvantages: Bully, Secret (Thinks the Lazarite faith is stupid), Quirks: Vain, often petty, Manipulative

Other: Her father was Northerner and her mother Agarthan, borne a bastard and never knowing her father lead her to lead a rough and ruthless life. She met Philomena and now acts as her tutor and advisor on the promise of a large plot of land once Lady Philomena gets her lands back. Iskana tends to be a bully, even to Philomena both physically, mentally and even emotionally always making Philomena feel ashamed and victimized by her neighbors. This is of course to quicken the gaining of her lands.

POLYXENE

Age:19 **ST:**9 **IQ:** 9 **DX:**10 **HT:**12

Advantages: Voice

Disadvantages: Overweight

Quirks: Flirt, drinker, enjoys singing while working

Other:

Poly works in the Kitchen to the manor but lives in the village and resents the new lords takeover of the land as his men have threatened to outrage her while passing through drunk. She now spends most of her time in the Kitchen.

LEDA

Age:21 **ST:**9 **IQ:** 13 **DX:**10 **HT:**10

Advantages: Empathy, Attractive appearance

Disadvantages: Truthfulness

Quirks: Out of shape, lazy, immodest, aloof

Other:

Leda works in the Kitchen with Poly. Her father was killed when the lands were taken over and has moved into the keep. Leda keeps to herself and does not know why Philomena finds her so amusing.

Spells

Leda knows the spells Lend Strength, Lend Health and Sense Life

HEKUBA

Age:21 **ST:**9 **IQ:** 13 **DX:**10 **HT:**10

Advantages: None

Disadvantages: Fat

Quirks: Prefers to complicate meals

Other:

Leda works in the Kitchen with Poly.

Spells

Leda knows the Spell Test Food

Cooking skill -15

Lord Boreas the Necromancer

Skills	108	Advantages	157	Total	350
Attribs	130	Disadvantages	-45		
Status	4	Unspent Points	0		

45	ST	14	Fatigue Used	
20	DX	12	Swing	2d
45	IQ	14	Thrust	1d (HTH +1)
20	HT	12	Hits Taken	

Encumbrance		Move
None	28 lbs	7
Light	56 lbs	6
Medium	84 lbs	5
Heavy	168 lbs	4
Extra-Heavy	280 lbs	3

- Advantages
- 1 Claim to Hospitality (Ravens) -
 - 5 Collected -
 - 15 Combat Reflexes -
 - 15 Feel for Treachery *
 - 10 Legal Enforcement Powers -
 - 5 Legal Immunity -
 - 35 Magical Aptitude 3 -
 - 2 Second Sight -
 - 15 Status - High Status 3 -
 - 4 Strong Will -
 - 50 Wealth 4:Filthy Rich (x100) -

Defensive	
Dodge	8
Parry	7
Block	7
Saving Throws	
Will	15
Vision	14
Hearing	14
Taste/Smell	14
Fright	20

- Disadvantages
- 10 Bully -
 - 5 Enemy (Other Nobles) -
 - 15 Greed -
 - 10 Paranoia -
- QUIRKS
- 1 Q : Callous -
 - 1 Q : Cruel -
 - 1 Q : Power Hungry -
 - 1 Q : Pretends to have a code of honor -
 - 1 Q : Enjoys gloating before his adversaries -



Feel for Treachery * (By S.John Ross)

The mage can sense treachery against him. Whenever anyone, anywhere discusses cheating, harming, lying to or inconveniencing the character, the mage will recieve a vague impression that somebody is plotting against him. This is automatic, and isn't traumatic enough to be distracting in any way. It doesn't include visions of any kind; it's just a tingle at the back of the neck, above the eyebrows, or something similar (the player should define the exact effect when designing the character).

The mage will also (with a successful IQ roll) be aware of the type of plotting: whether someone is trying to (for example) rob him, poison him, or humiliate him. The Sight never reveals who is plotting, but Divination and other Knowledge spells may be used to investigate the matter further, and any spells used for that purpose are cast at +2 to skill. Furthermore, if the eyes of the mage ever meet the eyes of one of the conspirators, the mage will instinctively recognize him as such. Hiding such recognition requires an Acting roll (see p.B62) on the part of the mage!

The discussion of treachery must mention the mage by name, but any kind of name (including nicknames and aliases) will suffice. The mage always knows the nicknames his is given. If his apprentice calls him ``old stinky" around the kitchen staff, the mage will know it the first time it is spoken aloud.

Many Paranoid mages believe that they have this kind of Sight. Some of them do; this advantage can lead to Paranoia.

Skills

---- Animal Skills ----

Riding/Horse	12	PA	DX	2	0
Falconry	14	MA	IQ	2	0

---- Artistic ----

Writing	14	MA	IQ	2	0
---------	----	----	----	---	---

---- Athletic ----

Swimming	11	PE	DX	½	0
Running	9	PH	HT	½	0

---- Combat ----

Broadsword	14	PA	DX	8	0
Brawling	12	PE	DX	1	0
Flail	10	PH	DX	1	0
Two-Handed Sword	12	PA	DX	2	0
Two-Handed Axe/Mace	12	PA	DX	2	0
Shield	14	PE	DX	4	0
Lance	12	PA	DX	2	0
Bow	10	PH	DX	1	0

---- Language ----

Language English	14	MN	IQ	0	0
Language Greek	14	MA	IQ	2	0
Language Latin	13	MA	IQ	1	0
Language Hebrew	12	MA	IQ	½	0
Language Dwarvish	14	MA	IQ	2	0

---- Medical ----

Herbalist	12	MH	IQ	1	0
-----------	----	----	----	---	---

---- Outdoor ----

Naturalist	11	MH	IQ	½	0
Tracking	12	MA	IQ	½	0

---- Professional ----

Law	11	MH	IQ	½	0
-----	----	----	----	---	---

---- Scientific ----

Alchemy/TL3	12	MVH	IQ	2	0
Astrology	12	MH	IQ	1	0
History	12	MH	IQ	1	0
Mathematics	12	MH	IQ	1	0
Literature	12	MH	IQ	1	0
Research	13	MA	IQ	1	0
Thaumatology	14	MVH	IQ	1	0
Thanatology	12	MH	IQ	1	0
Theology	12	MH	IQ	1	0
Occultism/Demonology	13	MA	IQ	1	0
Occultism/Yrth	12	MA	IQ	½	0

---- Social ----

Area Knowledge/Agartha	13	ME	IQ	½	0
Tactics	12	MH	IQ	1	0
Strategy	12	MH	IQ	1	0

Magic Items

Spectral Advisor MI2 pg 80
Banishment Censer MI1 pg 103
Demon Wand MI1 pg 103

Magic Broadsword (Very Fine)+2 to hit and Damage.

Wears plate mail into combat lacquered black with sliver buckles it's enchanted to have +1 DR.

Potions

He keeps a potion of healing on hand at all times.

Scrolls

He also has a scroll with Skull Spirit and will use it as an assassin before waging battle.

Appearance: Appears in late 40's early 50's with a athletic muscular build, Bald head and sunken eyes on his skull like head. Wears elaborate "wizardly" clothing to intimidate and impress others with his powers. Carries his Demon wand almost always. Prefers to wear Black and Dark Reds (Not bright ones)

Spells

	Score	Energy	Dur	TTC	Type	CPs	Hrs	Comments
---- Animal ----								
Shapeshifting/(Raven)	15	6/2	1h	3s	Sp	2	0	
---- Body Control ----								
Vigor	15	2/HT+/s	1m	1s	R	1	0	
---- Communication and Empathy ----								
Sense Emotion	15	2	I	1s	R	1	0	
Sense Foes	16	1Min(2)	I	1s	I;A	2	0	
---- Elemental Fire ----								
Ignite Fire	15	1-4	I	1s	R	1	0	
---- Elemental Water ----								
Seek Water	15	2	I	1s	I	1	0	
---- Food ----								
Test Food	15	1-3	I	1s	I	1	0	
---- Healing ----								
Recover Strength	15	0	P	1s	S	1	0	
Healing - Major	14	1-4	P	1s	R	1	0	
Healing - Minor	15	1-3	P	1s	R	1	0	
Lend Health	15	1+	1h	1s	R	1	0	
Lend Strength	15	1+	P	1s	R	1	0	
---- Knowledge ----								
Analyze Magic	17	8	I	1h	I	4	0	
Detect Magic	15	2	I	5s	R	1	0	
Identify Spell	15	2	I	1s	I	1	0	
Mage Sight	15	3/2	1m	1s	R	1	0	
Mage Sense	15	3/2	1m	1s	I	1	0	
---- Meta - Base ----								
Pentagram	17	10/hex	P	5s/hex	Sp	4	0	
Spell Shield	15	3/2	1m	1s	A	1	0	
Scryguard	15	3/1	10h	5s	R	1	0	
Magic Resistance	15	1-5/s	1m	3s R;R(IQ+Magery)	1	0		
---- Mind Control ----								
Fear	15	1	10m	1s	A;R(IQ)	1	0	
---- Movement ----								
Apportation	15	var	1m	1s	R;R(IQ)	1	0	
---- Necromantic ----								
Summon Spirit (N)	16	20/10	1m	5m	I;R(IQ)	2	0	
Turn Zombie	16	2	1d	2s	A	2	0	
Turn Spirit	16	4/2	10s	1s	R;R(IQ)	2	0	
Death Vision (N)	15	2	1s	3s	R	1	0	
Control Zombie	17	3	P	1s	R;R(Spell)	4	0	
Zombie	17	8	P	1m	R	4	0	
Sense Spirit (N)	16	1/2	I	1s	I;A	2	0	
Summon Demon	17	20	1h	5m	Sp	4	0	
Summon Minor Demons (N)	17	15	1h	2m	Spec	4	0	
---- Protection ----								
Missile Shield	16	5/2	1m	1s	R	2	0	

Army

He keeps a small army of Undead they are

Zombie	Table	Type	ST	DX	IQ	HT	Speed	Weapon skill
20	Zombies	Servants	11	10	8	15	6	
20	--	Laborer	13	10	8	16	6.25	
40	--	Guard	13	11	8	16	6.5	3 at skill-14
10		Knight	14	12	9	17	7.25	3 at skill-16
25	Skeletons	Servant	9	13	8	10	5.75	
20	--	Laborer	10	12	8	10	5.5	
50	--	Guard	11	14	8	11	6.25	3 at skill-16
10		Knight	12	14	9	12	6.5	3 at skill-18

His 20 Zombie laborers and 20 Skeleton Laborers do not fight they just act as sappers and engineers to tunnel and undermine enemy fortifications.

His 20 Zombie Servants do not fight but constantly resupply archers with arrows or assist the above sappers as needed.

His 25 Skeleton Servants are coated in tar and pitch and rolled in horse hair and are ignited to run amok among enemy forces to set fires, blind with smoke and cause confusion.

The main body of troops are 40 Zombie spearmen, (also with broadswords) and 50 skeleton Archers (Also with shortswords) with the 10 Zombie and 10 Skeleton Knights acting as heavy infantry carrying greatswords.

The Zombies are unarmored but the Skeletons wear padded armor and the Skeletal knights wear heavy leather. All wear tabbards

In addition

He has 6 Skeletal Harpies (Wings intact) and 1 skeletal Elephant (Holds 5 skeletal archers and 1 Zombie spearmen)

Often since he has a wand of Demon summoning he will call up demonic aid in combat as well.

He also keeps 10 trained Serents at Arms (all in chain except one who wears platemail) and will bring about 10-35 untrained peasants to bolster foces and reuse them if the die in battle as undead.

RISING FROM THE DEAD

The GM may wish to give sentient beings who die during the campaign a chance to become undead spontaneously, without magical aid. This can only occur if undeath is compatible with the outlook held by the deceased in life (player's call for a PC, GM's option otherwise; most people prefer final rest to undeath) or if he was Cursed or Unlucky. If so, roll vs. Will, modified as follows:

Circumstances of Death (choose one):

Natural death	-5
Accidental death	-4
Honorable death in combat or duel....	-3
Lawful execution	-2
Dishonorable death in combat or duel	-1
Murder, suicide or wrongful execution	0

Age at Death (adjust for nonhumans):

Under 18	+1
18-49	0
50-69	-1
70-89	-2
Over 90	-3

Funerary Rites (choose one):

Final Rest spell (p. 47)	Roll fails.
Full	-5
Hasty or partial	-3
None	0
Willfully denied	+1

Other Modifiers:

Relevant Obsession ..	+1 per -5 points*
Stubbornness disadvantage	+1
Unfinished task	+1 to +3*
Weirdness Magnet disadvantage	+3

* At the GM's option.

The GM should apply an additional modifier that reflects how common the undead are in his campaign. As it stands, the chart above is suitable for semi-realistic campaigns with the occasional undead. A +1 or +2 will make the undead very common, while a -2 or more will essentially eliminate them.

If the final, modified Will of the deceased is 2 or less, he cannot rise. If it's 3 or more, roll 3d. On a success, he becomes undead! There is often a delay between death and undeath. The traditional three-day delay of Christian myth makes a good general rule, but the GM is free to vary this delay to fit the setting, or dispense with it altogether.

Form: Spontaneous undead are always restless, never willful or enslaved. The wrongfully-slain may return as revenants (p. 73), but most restless dead are ghosts (p. 68). If the body was cremated, a ghost is the only possibility. The GM determines the exact abilities of PC undead, *not* the player!

TOMB VIOLATIONS

Whenever a tomb is opened, entered (by someone who isn't supposed to be there), damaged or desecrated; whenever the remains of the dead are disturbed, and whenever a tomb is robbed, there's a chance that the dead will rise spontaneously. The GM can decide this on a case-by-case basis, or leave it to the dice. The basic chance of awakening the dead is a 3 on 3d, modified as follows:

Tomb Disturbed (use highest):

Opened	0
Entered or accidentally destroyed.....	+1
Vandalized or deliberately destroyed	+2
Ritually desecrated	+4

Remains Disturbed (use highest):

Touched or tampered with	+1
Removed	+2
Mutilated	+3

Robbery (cumulative):

Mundane items (any number)	+1
Ritual items	+1 per item

Roll for the first violation and *each time one of these modifiers increases*. All modifiers for other kinds of violations (even unrelated ones) stand! Enough digging around in a tomb *will* eventually awaken the dead.

Example: A party of archaeologists open a tomb. The GM immediately rolls vs. 3. He rolls again when they enter, this time at 4. Opening a mummy case (tampering) forces another roll at 5. Later that night, tomb robbers come along and hack the mummy's hand off, requiring a new roll at 3 + 1 (entry) + 3 (mutilation) = 7. They then steal a ritual amulet, and the GM rolls again at 8. If *any* of these rolls succeed, the mummy wakes up . . .

Form: Tomb guardians tend to be ghosts (p. 68), mummies (p. 72) or wights (p. 84), with whatever abilities the GM has decided upon.

The Blacksmith and the Devil

(An old Abydosian tale)

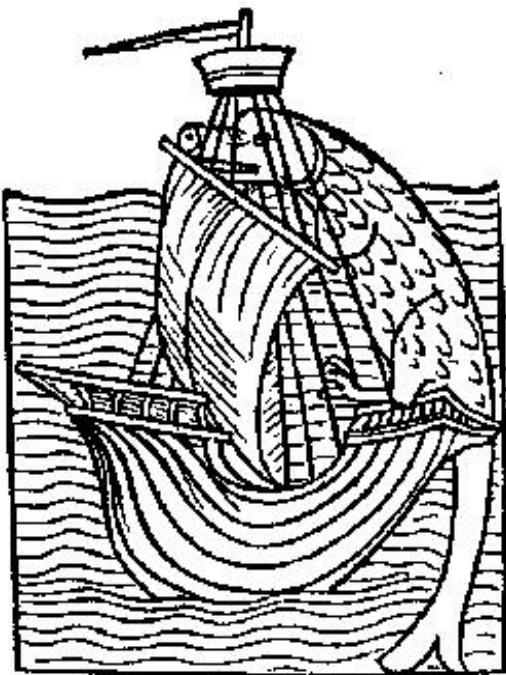
There was once a village and in that village all the people were wicked. There was only one man who was very good. His name was Temerjis, meaning Blacksmith, and he used to work at the smithy. The devil wanted to make him as wicked as the others. He rushed to his shop and told him, "I am a blacksmith: I know the craft well. I can forge ten mattocks in one heat. If you want to learn my wage, I will tell it to you now, fifteen ghurush a day." The blacksmith rejoiced greatly and hired him. The devil began to work and in one heat he made ten mattocks.

One day an old man came by the workroom of the blacksmith. He said to the blacksmith, "Blacksmith, we have heard much about you. Can you make an old person young again?"

"Are you insane? What is it that you are saying? All we do is temper hammers and shovels. We cannot make people young."

Then the devil jumped in. "Master, I can make old men young. Come, old man, sit down on the anvil. Blacksmith, take up the hammer. Come, make the crockery rattle, and the old man will become young." When they stopped, everyone was surprised. What did they see? The old man had become a young man. He ran to the village and told it to everyone.

A man from the old man's village went to the blacksmith. "Blacksmith, I heard that you can make people young. Please, I beg you, make me, who am so wretched, a young man again." "Come, let's see what we can do for you." At that time the blacksmith did not have the devil with him. He was alone. But he sat down and began to beat him. He beat and beat, but he could see that he was still as he had been. A good while later he saw that he had killed him. He ran to the devil. "Devil, you know, you are my apprentice. We killed that old man. Tell me what we should do now." The devil became angry: "Son of a dog, son of a donkey, are you only now figuring out how I hard I have worked to make you like everyone else? I wore out a load of old shoes [because of worrying over you], and as soon as I could I made you like the others, made you kill people. Go now to perdition and keep company with Judas."



Specters

Options for the Uneasy Dead by Steffan O'Sullivan

Specter

ST: 0	Speed/Dodge: 4/5	Size: 1
DX: 11-14	PD/DR: 0/0	Origin: ML/Universal
IQ: 10	Damage: *	Habitats: Other, Sub
HT: 10-30	Reach: C,1	

Specters are ghosts, of course. There is no real difference between a ghost, specter, shade, revenant, etc. -- the choice of name is an arbitrary one. If the GM wills it so, they have all the capabilities of classic ghosts: the ability to walk through walls, moan and clank chains, float through the air, appear and disappear at will, etc. The ability to appear or disappear requires a whole action -- they may not attack and disappear before the PC has a chance to make an action.

A specter in GURPS is a type of ghost that resents the living, so much so that it attempts to destroy us. It haunts old burial grounds, dungeons, prison cellars -- anywhere a vindictive and disgruntled human has been buried. A specter is usually bound to a specific territory: a room, tomb, graveyard, castle, etc.

To represent the unknown qualities of specters, this creature is not defined specifically. The GM may choose offensive and defensive options from the following lists, or create his own. The PCs might meet different types of specters even in the same locale -- this will keep the game fresh and the players from knowing in advance what tactics will work. Of course, a GM may decide all specters in his world are of a certain type, making his own job a little less complex!

Specters can be designed to be easy, average, or hard opponents to overcome. Choosing just one of the following capabilities makes for a relatively easy opponent, two make for a good challenge, and three can create a killer. Combining a physical attack capability (types 1 through 5) with one of the spell-casting abilities (types 6 through 12) is a good way to make a specter more interesting.

Offensive Capabilities

In general, specters attack with their DX, even those with weapons (thus, it is not necessary to keep track of their weapon skills). Those who attack with a touch cannot be parried or blocked, only dodged. If they move into the PC's hex and attempt to touch, treat it as an attack, not a slam. Specific possibilities for spectral offense include:

1. The specter resembles a Skull Spirit (p. F90 / M105) in its attack. It uses no weapons, but strikes with a chilling touch. This touch does 2 hits of damage; armor and Toughness are no protection.
2. The specter attacks as above, but instead of damage to HT, the victim must make a HT roll or be physically stunned and take 2 points of fatigue damage.
3. The specter uses a weapon that it is able to materialize and de-materialize at will. Materialization and de-materialization require a 1-second Concentrate maneuver, and may be accomplished while it performs the same action on its own body. Thus, a specter may walk through a wall carrying such a weapon, and then materialize on the following turn. On the third turn it may attack with it -- though the PCs may not be aware of it until that turn! The weapon does normal damage for a weapon of that type as wielded by a person of ST 15. If the specter is that of a famous warrior, use the ST and skill he had in his life.
4. The specter cannot draw blood, but is deadly nevertheless. The first time a specter touches a person, the victim must make a HT roll (Strong Will helps here, but Magic Resistance does not). At the second touch, the roll is at HT-1, the third touch at HT-2, etc. A failed roll means the victim loses one level of the highest attribute, and falls unconscious for one hour. Thus, a PC with ST 12, DX 14, IQ 10 and HT 11 would have his DX drop to 13 -- and all DX-based skills would be lowered one point! Only a Remove Curse spell or Great Wish can restore the lost attribute point magically, though it can be regained through normal character development (p. B81). A character can only lose one level from one attribute from any given specter. Roll randomly to choose which attribute to lower if two or more are equally the highest.
If the victim makes the HT roll, no physical harm is done, but he is stunned until he makes another HT roll, and will experience a cold chill running through him.
5. The specter has a chilling scream which is, in effect, a sonic attack. Treat this as either the Thunderclap spell (p. F22 / M66) or the Sound Jet spell (p. M67), though it's not really a magic attack in this case.
6. The specter has such a grisly appearance that viewers are often stunned or worse. Use the Fright Check rules on p. B93. Truly ghastly specters, such as those that carry a dripping head, can have up to a -3 modifier to the Will roll. Alternately, the specter can cast the Terror spell (p. M55) or the Panic spell (p. M57).
7. The specter casts the Madness spell (p. F33 / M57) at level 15. All rules apply: -1 per hex range, resisted by IQ-2, etc., except that it costs no fatigue and can be cast in 2 seconds. As an option, the specter may cast the Permanent Madness spell (p. M57).
8. The specter casts the Daze spell (p. F33 / M56) at level 15. The victim must be IQ 7 or above. All rules except fatigue apply. Note that although the specter itself can do no harm in this case, other denizens of a haunted area will have learned about this free-lunch program.

9. The specter casts the Sickness spell (p. F33 / M56) at level 15. The spell lasts until the victim leaves the haunted area or the specter is banished or destroyed. This spell may be cast on only one victim at a time. The GM may reduce casting time to 3 seconds or even less.
10. The specter casts the Death Vision spell (p. F30 / M61) at level 15. All rules except fatigue apply.
11. The specter casts the Possession spell (p. F27 / M27). It might be a while before the other PCs know one of their party has been taken over -- then again, they might know immediately if he starts attacking them!
12. The specter casts the Lesser Geas spell (p. F34 / M58) to compel the PCs to help it fulfill its goals -- see Specters' Motivations, for some possible missions.

Some specters might have no direct offensive powers, but great nuisance abilities. Such a creature might guide physical enemies to the object of its revenge, or make groans to attract attention at inopportune times. This type of specter might not be bound by geographical constraints -- the specter of an unjustly murdered man might follow its murderer, hoping to bring about revenge. Note that this might work in the PCs' favor or against them.

Defenses and Weaknesses

Most specters can walk right through physical barriers. Some specters are stopped by Utter Domes, while others are not. None are bothered by Force Domes.

In general, a specter's only defense is to dodge (unless it has a materialized weapon). It cannot be stunned and is dispelled (permanently laid to rest) when its HT reaches 0 -- unless number 12, below is true! If that's the case, the specter is only temporarily dispelled when its HT reaches 0. The GM decides how long of a reprieve the PCs have -- legends suggest anything from a few minutes (or even seconds!), to a day, to a year, to a century!

Which of the following defenses (if any) exist is entirely up to the GM. Obviously, since many conflict, not all of them will be true -- but they make lovely rumors!

1. The specter cannot be harmed by any physical weapons except magical ones, which do their usual damage.
2. Magic weapons do normal damage. Large metal weapons (swords, axes, halberds, etc.) do 2 hits of damage. Knives, wooden weapons, bullets, arrows, etc. do 1 hit of damage. Beam weapons do no damage at all.
3. Mental spells affect it. Missile spells have no effect on it, nor does any spell that produces a physical result (fire, water, earth, body control, etc.).
4. The Air Jet spell (p. F18 / M31) affects it as if it were a vaporous creature.
5. Fire spells and Air Jet are the only spells effective against it.
6. The specter can be harmed and turned away by the Turn Zombie spell (p. F31 / M62), exactly as if it were a zombie.
7. Persons with the Clerical Investment advantage (p. B 19 / M84) or Blessed advantage (p. M86) can dispel a specter by taking the Concentrate maneuver for 2 seconds and then making a quick contest of Wills with the specter. (The GM may grant a bonus for consistent "holy" roleplaying.) The GM makes the specter's Will roll in secret to represent the uncertainty of this working -- in case of failure, the PC won't know if the roll failed or the rumor is false!
8. Holy symbols, water or oil may dispel a specter. A DX roll to hit is needed for holy water or oil, though not for held symbols. The GM may require a quick contest of Wills, as above, or may simply require Clerical Investment or the Blessed advantage for holy symbols to be effective.
9. Burning down a haunted structure will often cleanse it of a specter (though it makes it useless as a dwelling, and may destroy any treasure the specter was guarding).
10. Exorcism (p. H37 / F27 / M27) might also be effective against a specter.
11. The Banish spell (p. M64) might banish a specter for a limited time -- anywhere from minutes to hours to days -- or even permanently, at the GM's option.
12. There are legends of specters that could not be dispelled until someone walked through them -- this can be true, even if the specter is capable of reducing an attribute of anyone who tries this! Sometimes only courage and self-sacrifice work against evil . . .
13. Some specters cannot be dispelled until a certain event occurs -- see Specters' Motivations, above. The PCs may have to undertake a such a task to lay a specter at rest. If the mission is no longer possible to fulfill, the PCs may have to convince the specter that this is so -- this may not be an easy task if the specter is bound to a physical location. It may even make no difference to the specter, in which case the PCs may be in for big trouble!

Ifrits

by Chris McCubbin

This race was designed for the new GURPS Fantasy Folk, but we ran out of room in the book . . . and this was the one that got cut. But the Ifrits were too good not to publish, so here they are! This presentation, with general information, campaign information and a sample character, follows exactly the same format as the actual Fantasy Folk book.

Ifrits are a rare and mysterious race. Some whisper that they are demonic; others say they are simply a very strange type of human. They can have the features and coloration of any human race, and their appearance is usually attractive and healthy (although a small minority are monstrously deformed). Ifrits have normal height for their ST without the racial ST bonus, and normal weight for their ST with the racial bonus. This extra weight is mostly in the wings and muscles -- Ifrits are usually slender. They are distinguished by their small horns, distinctly pointed canine teeth, and small wings (typical wingspan: 4 or 5 feet) which they can fold across their back so they make hardly a bulge under clothing. Some individuals are also said to have barbed tails, cloven hooves and other diabolical accouterments, but this may just be a tall tale.

Advantages and Disadvantages

Ifrits get a +2 each to ST, DX, IQ and HT (20 points each for a total of 80 points). They have the advantages Extended Lifespan (5 points), Magical Aptitude (15 points), Night Vision (10 points) and Winged Flight: Small Wings (35 points). They have the disadvantages Bad Temper (-10 points), Lecherousness (-15 points), Overconfidence (-10 points), Reputation -3 on the average (-15 points).

It costs 95 points to play an Ifrit.

Psychology

All Ifrits share a strong ego, a fiery temperament and an unquellably mercurial nature. It is most unhealthy to deliberately insult even the most high-minded of Ifrits. Their natures are intrinsically passionate; an Ifrit is the most ardent of lovers, the most loyal of friends, and the most relentless of enemies. Some philosophers say that an Ifrit is naturally inclined towards destruction, and is innately better suited to slaying and hindering than healing and helping. However, whether the individual's destructive energies are directed against good, evil or both indiscriminately appears to be his or her own choice.

Because all Ifrits are violent, and many are evil, they are widely feared. This is an unfortunate oversimplification. Ifrits have the human power to choose. If many of them are evil, it's because they have been raised in secret by dark cults, to become dark messiahs -- champions of evil upon the earth. Such specially conditioned Ifrits are often more evil . . . or at least more creatively so . . . than real demons.

But often a newborn Ifrit escapes such a fate, and is raised by good people. Just as with humans, a virtuous upbringing is no guarantee of a virtuous adulthood, but most Ifrits raised in a loving environment become very admirable people . . . in a fiery, inflexible, violent way. They become paladins, adventurers, heroes or martyrs.

Ifrits live twice as long as humans, and mature twice as slowly. The extended adolescence of an Ifrit is a terrifying time -- consider a young woman with the keen intelligence and magical ability of an Ifrit, the experience of a 30-year old, and the mind, body and personality of a 15-year old. The opportunities for severe mischief boggle the mind.

They are intensely magical creatures, and almost all are accomplished spellcasters. Many have become mighty wizards. They can master all of the various schools of magic, but usually avoid Healing and Enchantment

Ifrits in the Campaign

Ifrits should keep the adventurers guessing. They can be built on anything from 150 to 1,000 points, so the characters never know exactly how powerful they are. More importantly, the party should never know exactly where the Ifrit stands or what he's thinking. No matter how long the party's known the Ifrit, or how many favors he's done for them, they should never be entirely sure of his friendship and good will. If the party seems to be becoming complacent about their relationship to an NPC Ifrit, the GM should take it upon himself to teach them the error of their ways.

Meeting a Ifrit is very unusual -- even a traveler can go a lifetime without meeting one. The GM should see that his PCs are suitably impressed upon encountering their first Ifrit.

Ifrits react normally to all other races. Most other races react to them badly; see Politics in the main text. An individual Ifrit may eventually gain a Reputation which will outweigh his racial reaction penalty. Individuals who happen to know one Ifrit are likely to assume that any other one they meet is a similar individual . . . which is usually a bad mistake.

The Ifrits are the ultimate generalists. They can be equally outstanding as wizards, warriors, thieves, rangers, bounty hunters, bodyguards and assassins. There are a few professions they'll be much less likely to succeed in -- trader, because of other races' prejudices, and healer, because it goes against their temperament -- but designing an exception to those rules could be an entertaining challenge. One thing about all sorts of Ifrits: they'll all be at least a little magical.

They are outstanding as Allies, Enemies and Patrons. Of course, if the Ifrit is an "official" Patron, Ally or Enemy, the players are entitled to know a little more about his motivations . . . a little.

Ifrit PCs

Despite the high racial point cost, it is actually quite possible to have a viable Ifrit PC in a 100-point campaign. The player should simply leave the characteristics and advantages alone (Ifrits already have plenty of both), take the full amount of disadvantages, and split the remaining points between combat skills and spells. The result will be a reasonably well-rounded fighter/mage type who can also fly and see in the dark. He would probably be a very young and inexperienced member of his race.

However, Ifrits can be used to much greater advantage in a cinematic or higher-level campaign. Such a flamboyant race also fits in much better in a more extravagant setting. As mentioned above, once they have the requisite points, an Ifrit PC can excel at almost anything.

The GM does not have to allow Ifrits to exist at all. If he decides they do exist, and that he will allow them to be PCs, he should not allow more than one Ifrit in the party at any given time. Remember, there are very few of them, and they do not get along well with one another.

Finally, the race's advantages and disadvantages have been deliberately written so they never have to behave in either an evil or a dangerously erratic manner. Ifrits are unpredictable, but that does not mean they have to be loose cannons. If the character is endangering the party or indulging in sociopathic behavior under the player's excuse that it is in his racial character to do so, the GM should correct the misconception.

spells as unsuited to their temperaments. As might be expected, spells of elemental fire are tremendously favored by all Ifrits. Those of evil intent often excel at necromancy.

Their natural strength, speed and vigor, combined with their fiery temper, make them opponents to be feared in battle. They favor edged weapons -- swords and knives -- both because these are the best weapons to take advantage of their overall physical prowess, and because they are the most common enchanted weapons. Ifrits are fascinated by enchanted weapons, and few members of the race will reach adulthood without having acquired a powerful weapon. Other magical objects are also of interest to an Ifrit, of course, but their most profound obsession is reserved for those items capable of dealing destruction to an enemy.

Few Ifrits excel at craft, art or music. This may be evidence of their intrinsically destructive nature, or they may simply lack the requisite patience for such pursuits. Although they are not themselves artistic, often they are connoisseurs, who surround themselves with rare and valuable things of craft and beauty.

Ifrits, as a group, love learning and new knowledge, and almost all are literate. Many will also write, and some have produced notable literary classics, an exception to the racial tendency against creative pursuits. Rarely, however, is an Ifrit book poetry or a story. Usually they're factual works on learned subjects. The arts of war and magic are by far the most popular subjects, but Ifrits have also produced notable works of science, engineering, history, artistic criticism and philosophy.

Many Ifrits are profoundly religious. They worship, as a rule, according to how they were raised. Thus, an evil Ifrit will loyally serve dark masters -- which encourages those who say the race is demonic -- but a good Ifrit is likely to be a passionate champion of some non-pacifistic "good" religion.

Ecology

The genesis of the Ifrits presents many mysteries. Almost all Ifrits are born to human parents. This happens very rarely -- perhaps one birth in a million! Ifrits can breed with mankind, though they are not very fertile. The child of an Ifrit and a human will always appear human . . . with a tendency to be attractive, healthy, and mageborn. When two Ifrits breed, the child will always be an Ifrit. However, the race is so uncommon, and Ifrits get along with each other so badly, that most Ifrits come of human stock.

Thus, it seems likely that Ifrits represent a very rare recessive gene combination among humanity. The great-great-great-grandchild of an Ifrit, while appearing fully human, may give birth to another Ifrit. But some religions, both good and evil, teach that the Ifrits are not human at all . . . they are the children of demons! Some who believe this will seek to slay any Ifrit they encounter. Others will wish to worship or control this "demonic" force.

This belief makes the race rarer still. Many newborn Ifrits put to death immediately by terrified or superstitious parents. Most of the survivors are given up by their parents at an early age and raised under the auspices of a religious organization. Evil cults want to insure that their child grows up, as much as possible, with a demonic disposition, free from any moderating love or human emotion. On the other hand, when a benign religion stumbles upon a young Ifrit, they will do their best to raise the strange child as a power for Good.

A very few Ifrits have tails, hooves, and horrible, mask-like visages. It is notable, however, that all these spent their earliest life under the direct care of an evil cult. Some scholars believe that such features are not born to the individual at all, but are produced by magical operations immediately after the birth, and designed to enhance the demonic appearance of the child. Others say that an evil Ifrit grows to look evil . . . but some of the worst villains of history have been beautiful Ifrits.

Ifrits age very slowly, not reaching puberty until after age 20, and achieving their full growth at about age 35. They begin to age at 100, but twice as slowly as human beings. Curiously, while Ifrits become weaker and more unstable as they age, their outward appearance changes little.

Ifrits can eat anything a human can, but usually prefer red meat, either very rare or raw. Some have a distinct affinity for the taste of blood.

Culture

Ifrits have no indigenous culture. This is hardly surprising, since there are seldom more than a few dozen alive at any one time. There are tales of a land of Ifrits, but few believe them . . . because Ifrits do not get along at all well with one another. Even when two Ifrits happen to have identical ethics and world-views (which is very unlikely), they usually still prefer to carry out their respective life-missions far away from one another.

More often two Ifrits will instinctively hate one another and become lifelong enemies; roll any reaction between Ifrits at -6. If they team up temporarily to accomplish some short-term objective, that simply means they will hate each other all the more fiercely later on. Enmity between female and male Ifrits runs particularly hot, though there is sometimes also mutual passion. A Ifrit's interpersonal relationships are usually complex.

Whatever the Ifrits' own true origin, they have little fear of true demons. Indeed, they seem to hold them in contempt, bullying or destroying the lesser spirits, and behaving as impudently as they dare to the greater.

Politics

Most races, especially humans, fear the Ifrits. In many human kingdoms, it is a capital crime to bear or to be an Ifrit. Local reaction to Ifrits will vary from -1 to -4. However, the human stories about Ifrits always portray them as mighty warriors and mages, so many humans will react at +2 to an Ifrit in a situation where combat is imminent.

Dwarves scorn the Ifrits as an abomination, reacting at -4 with a strong tendency toward violence. The sylvan races also react at -4, but they will flee or avoid rather than attack. Some Elven tribes, however, have been known to raise Ifrit children, ensuring that they remain free of evil influences during their early years.

Of the major races, only the Goblins truly admire the Ifrits. Their fascination with all things magical and mysterious gives them an intense curiosity about the race -- sometimes to their detriment. Goblins will always react at + 1 to an Ifrit.

Of course, evil races tend to prize the Ifrits. Dark Elves and Bales both seek out Ifrits as slaves and champions. Orcs look up to them with an almost worshipful fear. Gargoyles feel a certain kinship with the winged, horned Ifrits, and can easily be led from their usual indolent lives into evil ways by a charismatic and unscrupulous Ifrit.

Ifrit Adventure Seeds

Little Hellion

A major religious organization, or perhaps a martial religious order like the Knights Templar, is planning a "preemptive strike" against a dark cult of considerable mystic power. This operation is meticulously coordinated, and based on extensive intelligence information (perhaps previously gathered by the PCs). Across the kingdom, every known shrine or base of the evil cult will be attacked simultaneously. The adventurers are assigned a small but pivotal role in the operation.

The cult has been raising a Ifrit child from birth. The party is to raid the remote sanctuary where the child is being raised, and deliver him (alive, if possible) to the attackers. The attackers have assured the PCs that the child will be treated kindly and raised properly; whether this is really true, and whether the PCs believe it, is another question.

The raid itself will be tough enough -- the adventurers will have to face physical, spiritual and magical guardians. Once they've performed the extraction, however, their lives will really get miserable. The child is 10 years old, with the physical stats of an 8-year-old (see p. B14) and the body and disposition of a recalcitrant 5-year-old. He's already a 100-point character, with most of that going to fully-mastered spells. He's angry, scared out of his wits, intelligent, resourceful, and absolutely determined to get free and then see that his captors get what they deserve.

It's a three-day trip from the evil sanctuary to the rendezvous point, without a mystically-active juvenile doing everything he can to make the party's life miserable.

To Hell and Back

Infernal forces have stolen a mystical talisman of great power from the archmage who was guarding it. The talisman has been delivered to a powerful demon lord in the underworld. If this creature unleashes the power of this item at the proper time, the world will be plunged into chaos. The stars will be in the proper alignment in just two weeks.

Being too old to undertake the mission himself, the archmage engages a Ifrit of his acquaintance to retrieve the object. The Ifrit can't do it alone, however, and he recruits the PCs to assist him.

The Ifrit knows his way around the netherworld (he jokes that he has family there) and he has a workable plan, but the players are still, after all, in hell, and things are going to be tough. A particularly sadistic GM might have the Ifrit killed or removed from play at a crucial moment, leaving the PCs to fend for themselves.

Character Example

Tarya

Tarya is a young Ifrit in her mid-30s. A young lady of exceptional beauty and charm, she has a delicate oval face, large blue eyes and naturally-curly platinum blonde hair, which nicely compliments her small, ivory-white horns and pinkish-white wings.

Tarya was left at the entrance to the cave of a holy hermit at birth, and stayed with the old man until his death 10 years ago. Although she was fond of her foster father, she is neither particularly good nor evil. At his death she wandered to the nearest city, and was completely smitten with the excitement of urban life. She currently works as a mercenary mage to finance her expensive tastes.

She does not work for individuals or organizations she considers unworthy. Her magical style is literally flashy, consisting mostly of Fire and Light/Darkness spells (with a few healing spells learned from her foster father). She fights unarmored, with a shortsword and buckler. She likes to fly and to rest on high perches.

Tarya is a 220-point character suitable for use as an NPC encounter, or a PC in a campaign of that level.

Characteristics

ST	12
DX	13
IQ	14
HT	13

Advantages

Alertness +2; Appearance (Very Beautiful); Charisma +3; Extended Lifespan; Literacy; Magical Aptitude 3; Night Vision; Toughness; Winged Flight.

Disadvantages

Absent-Mindedness; Bad Temper; Greed; Jealousy; Lecherousness; Overconfidence; Reputation -3.

Quirks

Always Wears White; Likes High Places; Keeps Nails Extremely Long.

Skills

Bow-12; Brawling-12; Buckler-12; Carousing-12; Dancing-13; Detect Lies-12; Fast-Talk-13; Knife-12; Knife Throwing-12; Savoir-Faire-13; Sex Appeal-12; Shortsword-13; Stealth-12; Streetwise-12; Ventriloquism-13.

Grimoire

Breathe Fire-15; Cold-15; Continual Light-15; Create Fire-15; Darkness-15; Explosive Fireball-1 5; Extinguish Fire-15; Fireball-15; Flame Jet-15; Flash-15; Heat-15; Ignite Fire-15; Lend Health-15; Lend Strength-15; Light-15; Minor Healing-15; Recover Strength-15; Resist Fire-15; Shape Fire-15.

Bronze Skeletons

Magical Monsters -- or Machines?

by Robert Collins

Bronze skeletons look like actual human (or other) skeletons formed of solid bronze -- darkly glinting, or greenish and corroded, as the case may be. Typically, they are used as guardians of great treasures or dangerous items. They can also be used as menial servants, carrying or moving things. They may occur either in science fiction or fantasy campaigns. In a fantasy situation, they are magical, created by a variation on the Golem spell. In a SF scenario, they are elaborately-designed robots.

They may be "programmed" either for combat or for simple work, but not for both. Combat-programmed skeletons can be set either to attack anything within range (no more than five yards), or to attack specific targets. They can carry one weapon and a shield, or two weapons. Fantasy skeletons won't use missile weapons; robotic skeletons are usually not programmed for anything but primitive hand weapons, but occasionally there are surprises!

Skeletons may also be set for menial labor, following very simple instructions, like "Push that," or "Pick that up and carry it over there." They may be set to follow any instructions, any instructions prefaced with a code word, any instructions given by a certain person . . . If labor skeletons are ordered to attack, they will, but the attack will be clumsy (see below) and weaponless.

Fantasy skeletons will continue to fight until destroyed, or unless hit with a Dispel Magic spell.

SF skeletons will fight until destroyed, but can be slowed by jamming a joint or joints with a small metal object, like a small knife or a nail. This requires a DX-4 roll in close combat. There may also be special gadgets that can halt or disable them.

Skeletons of all types can be knocked down; if downed, a combat skeleton will flail at anything "hostile" that comes close, but will be unable to stand easily. A skeleton must make a DX-4 roll to stand, and will try to stand on any turn that there is no target within range.

Because of their open structure, bronze skeletons are immune to impaling damage from primitive weapons. Even bullets bounce off without effect unless the skull is targeted, then PD is 6. Lasers and other impaling beam weapons can attack them, but their PD against such weapons is 6.

Bronze Skeleton Statistics

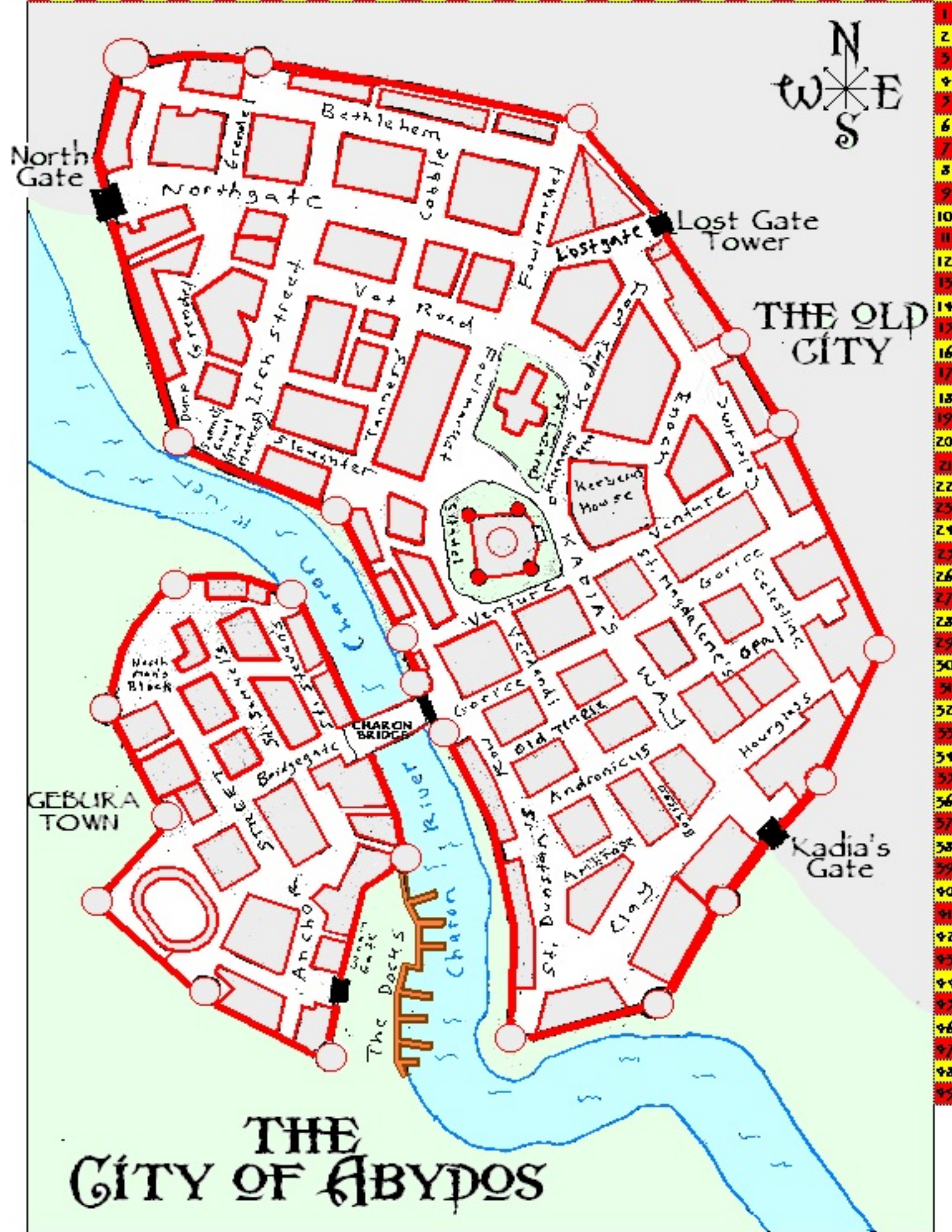
ST 16, DX 10, HT 13, IQ 8 (for sense rolls).

Metal body has PD 3, DR 2; PD 6 against fire, laser and similar damage; skull PD against bullets is also 6. The "brain" of a metal skeleton may be either in the skull or the chest; if it is the skull, decapitation, or 7 hits of head damage, will immobilize the skeleton. If it is in the chest, 10 hits of torso damage will destroy it.

Base weapon skill 14; second weapon or shield 12.

Weaponless skeletons strike at DX level for 1d-1 crushing damage. Some have also been known to bite with sharpened or even poisoned teeth; this is up to the GM!

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z aa bb cc dd ee ff gg hh ii jj kk ll mm nn oo pp qq



THE CITY OF ABYDOS

