

A Rough Visit to Glamour

A detailed Scenario outline based around Reaching Moon Megacorp's "Rough Guide to Glamour". It also uses location descriptions and the map of the Lunar Empire from Avalon Hill's "Glorantha: Crucible of the Hero Wars"

Author: Ian Thomson. Originally published in 'Pavis and Big Rubble Companion: Vol. 1', which was part of 'Ye Booke of Tentacles 3' (Tentacles Press, 2000)

Essential Accompanying Material: 'Rough Guide to Glamour'

This piece is designed as a companion to that publication. Otherwise the Storyteller would have to create a detailed map and spend some serious time and imagination to fill in the gaps. Hero Wars details are not included, only RQ3.

Also Recommended: Tales of the Reaching Moon: Iss. 15 (Prax 2) + 16 (Lunar Special); Gloranthan Bestiary; RQ 'Monsters' book; Genertela: Glorantha (Crucible of the Hero Wars); Rough Guide to Boldhome.

Without these the Storyteller will need to: create an outline map of the trip across the Empire; exercise some imagination; create statistics; and skip the day in Boldhome. Also lost would be some useful visual aids.

Acknowledgements:

Principally: The 'Rough Guide to Glamour' by Nick Brooke, Chris Gidlow, Kevin Jacklin, Mike Hagen, David Hall, Michael O'Brien, Sandy Peterson, and Greg Stafford (Reaching Moon Megacorp, 1998)

Also: Rough Guide to Boldhome; Tales of the Reaching Moon: 15+16; Glorantha Con IV Compendium; Ye Booke of Tentacles 1; Michael O'Brien's 'Vivisculpture' ideas and Moonboat suggestions.

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Playtesters: James Squirrel, Peter Ujvari, and Andrew Shelton

Proofing: Rex MF Smith and Derek A Stoelting.

Gian Gero for the details on Agrestis.

1) Explanation

This scenario could commence from a variety of places across Glorantha. I set it to start in New Pavis, because that was where the campaign was happening, and the Players/PCs had been fascinated by the arrival of the Coders. I wrote this scenario outline due to my appreciation of the wonderful 'Rough Guide to Glamour'. It was an experiment, starting with the idea to take the PCs to Glamour and see what occurred. The experiment worked, the Players hugely enjoyed wandering around the decadent capital, talking with odd people, taking in the sights, and even enjoying simple things like eating at "Moonrock Cafe".

Notes: Currently, I am unclear as to the visibility of the Red Moon outside the Glowline. So you might wish to decide on this for your Glorantha and then reword a few parts of this piece. Running the Moonboat voyage served as a useful vehicle for reading out excerpts about the Lunar Empire from the Genertela book, and other sources, disguised as summaries of conversations with fellow passengers. Finally, please note that some favorite PCs might be unsuitable for some, or all, of this scenario. For instance, No Stormbulls!

Abbreviations:

G:G - Glorantha, Genertela: Crucible of the Hero Wars

RGB - Rough Guide to Boldhome

RGG - Rough Guide to Glamour

RM - RuneQuest 'Monsters' book

TRM - Tales of the Reaching Moon

2) House Campaign Introduction

Following on from an expanded version of Borderlands, I was enthused by an idea on the Glorantha Digest (Nick Brooke or MOB I think) that Raus made a reasonable choice for next Governor. With the Coders in town and the Cradle episode about to occur, I was lucky with the timing. Suddenly Sor-Eel was in disgrace, sacked on the recommendation of the Coders. Raus saw his chance and petitioned Count Julan. Julan responded favorably, but said that they must wait on the approval of the Emperor, and Raus felt his hopes dashed! After all, the time it took to process the paperwork merely for an application to be considered! During that time any number of people in Glamour would have twisted the Emperor's ear and been appointed to the Governorship. Then Raus overheard a discussion about a Moonboat being diverted urgently from Boldhome, called to take Sor-Eel and his family and retinue back directly to Glamour for debriefing.

Raus had a flash of inspiration, and, pulling in his every favor, managed to book passage for himself and a handful of retainers all the way to the Capital. (In my game Raus has an Irripi Ontor brother living in Pavis - 'Sardeus of Rone' - who helped significantly in calling in these favors, and in dealing with Glamour bureaucracy. If you want to use Raus, and yet such a brother cannot be added in Pavis, Sardeus might be either an old friend in Pavis or still Raus' brother but one who lives in Glamour. Whatever you decide, he is a useful plot device for explaining Raus' relatively quick success (or lack of, if that is what you decide). Various parts of the scenario refer to that rationale of this introduction, so be prepared to edit accordingly if required.

Incidentally, the game reason I gave for taking his local mercenaries along as retinue, rather than polished Lunar soldiers, was that Raus was hoping to impress the

Emperor with his command of loyalty from Praxian residents. Certainly he would still make sure they were all immaculately groomed to fit the stereotypical image of the noble savage, exotic nomad, or esoteric specimen of an Elder Race (dependent on PC types).

2A) Alternate Introductions

From Pavis or from Boldhome, couriers travel throughout the Empire. Some of these couriers are shining examples of Pelorian youth - men and women destined for Lunar greatness. Others are more secretive and dubious, recruited from local populations or suspicious foreigners. Perhaps someone you've known for a long time is a Spoken Word agent? He or she might be suddenly summoned to the Heartlands, given a cover as an official courier, merchant or ambassador, given cash to hire some bodyguards, and told to be ready to leave in two days. Or, they might instead be operating under their own brief, carrying a vital message for the Emperor that will somehow also motivate the PCs to join them (see below). With no time to find regular mercenaries that can be trusted, this person comes running to the PCs, desperate for their help as his bodyguards, and offering a suitable cash incentive, plus full bed and board for the trip.

Using an alternative introduction might also require adding a couple of extra encounters. After all, if the contact NPC is worried enough to hire them as bodyguards, then perhaps someone will try and kill him in Glamour, or even on the Moonboat, before he can deliver his important message to the Emperor. Perhaps the assassins will even succeed, leaving the PCs to deliver the message. (The assassins should not succeed before the PCs have been left for at least two days to wander Glamour alone, whilst the NPC spends his time struggling with the bureaucrats just to get an appointment with the Emperor - whom he insists he must see personally.)

The plot thickens if this message is something like the one destroyed in "An Interview with Roan-Ur" (Penny Love, Tales of the Reaching Moon: Iss. 16). In brief, that message recommended Roan-Ur's dismissal, due to chaotic activities likely to seriously undermine any chance the Empire has to convince any Orlanathi peoples of its benign overplan. (See also 'Kree Mountain' if you can find a copy.) The motivation for PCs to take over the messenger role could be Lunar: 'the courier must get through!'. Or even Orlanathi: 'Roan Ur must be stopped!'. Perhaps one of the PCs needs to assume the courier's identity, although such a thing might not stand up to zealous Lunar scrutiny once within the Empire.

3) Preparations for Departure

Raus knows that a Moonboat is arriving in Pavis any day now, to collect Sor-Eel and his family and then return them to the Lunar Heartlands. (The Lunars don't want to be seen to be losing face and so it has to look all nice and official.) Raus calls the chosen PCs together, probably only 3-5, and tells them his plan. He has arranged permits through his brother to allow them to be in the Empire for up to one Season on special business.

"My mercenaries. As you well know, the Cradle fiasco caused Sor-Eel to overextend himself and he squandered his resources. The Coders had also cautioned him for mishandling the Air Temple incident. (Delete this second reference if you have not run "One High Priest Too Many" from Strangers in Prax.) In private I think he is prone to foolish actions. If the Empire is to continue here in Prax, we must cultivate a relationship of respect with the natives and the Sartarite colonists. We should have halted the Cradle at Pavis or Corflu only to study it temporarily, simply putting Knowledge cultists on board. We should not have attacked it like it was treasure in a locked chest protected by dogs.

I believe that rebellion is fermenting here as it has been in Sartar, and if we want to avoid massive bloodshed then changes must be made. I believe I am the man to make those changes. At the moment, Centurion Radak is acting Governor. However this cannot continue, as he is not fit for that position. I believe I am, but Radak is Sor-Eel's man and will not support my proposal. The only way I can see to cut through all the red tape is for me to petition the Emperor himself. Therefore we will be accompanying Sor-Eel and his retinue aboard the Moonboat that will collect him, and flying to Glamour, the capital city of the Empire.

I wish you to accompany me as representatives of the various cultures that support me. I think that will help my case. My brother, Sardeus the Sage, will also be coming with us (or "will be meeting us in Glamour"), and Daine will remain in charge of the Fort in my absence." (Note: Daine is still alive in my Campaign.)

Duke Raus draws the Rone Sword from its scabbard and suddenly seems taller and more commanding. (Any PC that fails a POW-2 roll bows automatically in deference.)

"With the power of my ancestors bound into the Rone Sword to support and advise me, I feel my case is strong. I am the right man for the job, and can turn Prax into a place that Lunars, Praxians, and Orlanathi will be proud to live in. I do not believe that brutal oppression wins anything except armed resistance in the long run, and forging a new Prax requires diplomacy and understanding. I am hoping you will support me in this! (Pause) It is a great journey, but swift by Moonboat. If my petition is accepted we shall return swiftly the same way. If it is rejected we shall have to make our own way back along the Oslir River and then I would be greatly appreciative of your

protection and loyalty, as I shall be if I become the new Governor."

(Note: It is entirely possible that Raus is a dangerously deluded idealist, but for this scenario that does not matter.)

4) Sor-Eel's Retirement Party

The Lunars organize a street Festival for Sor-Eel in New Pavis. The Moonboat will arrive in the early morning and depart in the evening. It moors again (use cover of "Strangers in Prax" as a visual aid if available) atop the Pavis Temple. This day is declared a public holiday, and the Lunars 'encourage' the whole populace and the different interest groups to come out and throw flowers, and send representatives to make speeches. Even Sor-Eel is forced to take part in this charade. The official word is that he is retiring for family reasons, but anyone with half a brain knows that it is because he made such a mess of the Orlanth Temple Incident and the Cradle Fiasco. Krogar Wolfhelm is ill and unable to attend the festivities, however Faltikus the Good thanks Sor-Eel on behalf of the Orlanthi Citizens of Pavis. PCs in the streets may notice that much of the cheering for Sor-Eel actually consists of howls of the foulest abuse.

As the day draws on, and the festivities fade to a close, Sor-Eel, Bor-Eel, Agrestis (Sor-Eel's jester in 'Sun County'), and the rest of the ex-Governor's retinue and family (about 18 souls in all) gather together outside the Lunar Barracks with their packed belongings. They are bodyguarded by the Lunar Coders, and Julian shakes Sor-Eel seriously by the hand, wishing him the fortune of the Goddess in his future endeavors.

Raus has been ready for a few days and has ascertained that there is space for him and his people aboard the Moonboat. He has obtained from the Irripi Ontor Temple (via Sardeus or some other friendly contact) a permit for himself and his bodyguard to be given passage. He has also made

a generous 'donation' to the Temple of the Seven Mothers, and gained Visitors' Visas for himself and his party for the City of Glamour, itself. Raus will wait until all other passengers and their luggage has gone aboard the Moonboat. Then he will have his party and their belongings rushed up the boarding plank. This gives less chance for anyone to argue, especially as his paperwork is in order and the Moonboat has some space anyhow. He will browbeat the Moonboat Security Officer into allowing them on board, flourishing their passes, and using the full power of the Rone Sword.

5) The Moonboat "Darjini Enterprise" and her Crew

Notes:

i) It is likely that Moonboats, like Lunar Regiments, are quite varied in personnel structure, due to the requirements of individual missions. (The single common factor is that all essential flight crew are worshippers of Vargar the Sky-Mariner.) What follows is merely one (attempted MGF) example of a crew, albeit based strongly on current 'Hero Wars' thinking.

ii) For this part of the scenario you might like to devise a simple series of deck plans as further aids for players in visualizing their situation during the voyage. (See later for Moonboat details.)

iii) All worshippers of Vargar are Darjini, or descendants of Darjini, and their secrets are handed down only to blood relatives. They will not discuss any such secrets, but otherwise are boisterous and approachable in a rough moon-sailor kind of way. As senior crew, their coarse and unusual ways have been transmitted to varying degrees to the other non-Darjini personnel.

Vargar the Sky-Mariner

This is a Lunar hero-cult of Yestendos the Reed-Boatman, who is the Darjini god of boat builders and sailors. Vargar himself was an outspoken Lunar advocator and led

pirate raids against the Alkothi during the Jannisor rebellion. He was later rewarded with a trip to the Red Moon, where he accidentally discovered that objects made of moonreeds would float in response to his magic. Much experimentation later, the first Moonboat was launched, and their construction and operation have remained secrets known only to the Vargari ever since.

Voyage Procedures

Behind the scenes, a Moonboat operates through a Vargari altar that focuses Lunar magic attuning the vessel to the Moonbeams. Moonbeams are available at any time, except during the dark phase of the moon whilst outside the Glowline. (The moon's phases outside the Glowline of course regulate the ease and speed of travel.) A Moonboat outside the Glowline can travel for only very limited (and POW expensive) periods if it is out of sight of the Red Moon. The onboard altar is a shrine to Vargar, and the Red Goddess, but such details are probably unimportant to 'landlubber' PCs in any case. I do share (unofficial) visions with Wesley, of such an altar requiring constant attention from Vargar Initiates overseen by the crusty First Motivator: "I'm tellin ya Capt'n, the moonreeds are almost gan, we've given it all we can. If ya push her any hardar, we'll drap like a stoon!"

At the start of each section of the voyage, the main flight crew (all followers of Vargar Sky-Mariner) - Captain, First Officer, Pilot(s), and Ship's Magicians - perform the embarkation ritual. This is a relatively brief ceremony performed on the foredeck, and the publicly comprehensible sections call for the blessings of Vargar and the Goddess on their voyage. The Captain activates the Rune Spell "Attune to Moonbeam", and the boat begins to move. (This spell has no cost to the crew within the Glowline, but costs 1POW outside it. This POW may be

donated by any willing participant in the ritual, and is sometimes stored in the boat's Truestone.)

Whilst this occurs, the passengers are invited to a talk on procedures on the stern deck. In this voyage, the Medical Officer gives this talk. She informs them that naked flames are not permitted anywhere on board, gives an outline description of the crew and their duties, and describes the route they will take and any specific sites to watch out for. She also offers any Initiates of Lunar Cults the opportunity to sacrifice for the special Rune Spell: "Moonfall".

At the end of each section of the voyage, the Moonboat must moor to some object, as it is continually buoyant during its active life. In the Heartlands these are pylons on special Moonports, but outside the Glowline they might be such places as the top of the Pavis Temple, or even a particularly sturdy palm tree. The mooring ceremony is less impressive than the launch ceremony, but just as essential, as it holds the vessel in place long enough for a secure mooring to take place. At each mooring, a specially trained 'ground crew' comes aboard the vessel, to politely and efficiently clean it and restock the supplies (food, linen, moist towelettes etc). Occasionally a stopover will also bring Lunar Priests or Priestesses on board, to ceremonially renew the formidable protective enchantments.

Moonfall: 1POW, automatic on leaving a Moonboat during flight.

This single-use spell will, in the extremely unlikely event of Moonboat failure, cause the user to drift slowly and safely to the ground. Directly above the user, a dome of pink glowing Moon-energy hangs, acting as magical interference with the forces of the earth (gravity) and the air (wind). (In practice, strong air currents may still make a controlled descent difficult.)

Captain

Identity: Kulandro Ivedenus, Champion of Vargar the Sky-Mariner. Age 46

Specific Duties: To oversee the Ceremony required for each launch and each landing. The Captain acts as much like a Priest as he does a commanding officer, activating (with the assistance of the Ship's Magician) the ship's altar that generates the link to the moonbeams, and monitoring that magic throughout each voyage.

General Duties: Command of the crew, ultimate decision-maker in any non-routine situations

First Officer

Identity: Hodigus Jurrallar, Rune Lord of Vargar Sky-Mariner. Age 42

Specific Duties: Advise the Captain when requested.

General Duties: Act as the Captain's voice in commanding the crew, oversee general running of the ship and report to the Captain anything noteworthy

Ensign

Identity: Darnel Fromakk, Initiate of Vargar Sky-Mariner. Age 25

Specific Duties: To learn the ways of the Moonboat from his superiors

General Duties: To assist his superiors with unfailing alertness and dedication

Security Chief

Identity: Frek Tordannov, Senior Spoken Word Officer, Tarnils Scimitar. Age 39

Specific Duties: Organize watches, visa and security checks, clear goods and baggage before loading, oversee exchange of intelligence with Lunar operatives outside the Empire

General Duties: To oversee onboard, and external, security, and to ensure discipline amongst the crew

Security Officers

A dozen superior Yanafal Initiates in their mid-late 20s: chosen for strength, speed, clipped politeness, and unswerving loyalty to the Lunar way. Each is enhanced with Lunar

Sorcery before each voyage, and equipped with a variety of matrices and POW storage devices.

Duties: Security in all its forms (including boarding-pass validation), first line of physical defence during the unlikely event of attack. Each one is also assigned to one or two officers as their personal assistants during the voyage, to fetch and carry as required.

NOTE: Each Moonboat is of course heavily protected by enchantments and so the chances of actual boarding are minimal, even outside the Glowline. This size of Moonboat is simply not capable of supporting a huge number of warriors, although it is well suited for speed and maneuverability.

Archers

Attached to Security are ten superior archer followers of Sagittus, whose duty is to pick-off flying assailants, in the improbable event of their existence, as well as dissuade aerial creatures from coming too close. Five archers will be on deck at any moment, day or night, including one each on the fore and aft observation platforms. These last two double as lookouts.

Pilot

Identity: Danton Solos (Arrolian), Initiate of Vargar Sky-Mariner. Age 26

The Pilot's Role on a Moonboat

Within the Glowline this is largely straightforward, to assist the Captain in the launch and mooring ceremonies. Outside of the Glowline, Moonboats are much more subject to the vagaries (and sometimes hostilities) of the air currents. Navigation requires that the Moonboat is kept steady, riding (or tacking between) moonbeams. Any significant mistake at best brings a crash-landing, and at worst causes the Moonboat to plummet from the sky. Many Moonboats that travel outside the Glowline employ pilots from borderland areas such as Arrolia, due to their greater skills, honed in areas where the Moon does not yet

reign supreme.

Unlike common practice on water-going vessels, a Moonboat pilot on missions outside the Glowline does not usually stand vulnerably on deck, but rather has a seat in the cabin that holds the boat's altar. From here the pilot controls the vessel's speed and direction whilst in a semi-trance. It is also worth noting that pilots must attune to the spirit of the individual Moonboat before the commencement of a mission, and only they and the Captain share this magical empathic link with their vessel. The altar cabin is protected at all times by two guards, who have sworn to protect the secrets of the Moonboats with their souls if necessary. Casual observation is not possible from a distance when the door is opened, as there is a small antechamber directly inside. Vargari might be seen beginning a deep bow of reverence before the main door closes swiftly behind them.

Take-Off and Landing: Current Hero Wars thinking is that Moonboats cease to be buoyant when not actually flying, or in precisely controlled position for loading and unloading (needed at locations without proper Moonboat facilities). The Moonboat that delivered the Coders to Pavis is implied (and pictured) as floating above the great wall all day, but perhaps it stayed afloat for security concerns. After all, it may have been a special military courier ship. Keeping the buoyancy ritual going means being extra sure that nobody can get on without going through the guards. This would also seriously impress the natives. If you want to change this in your game, and revert to the splendid idea of mooring-pylons, that's fine by me. In this piece I have indicated that the vessel rests on the ground between flights.

Junior Pilots

Identities: Lopis Milekos (28) and Stravan Roonvig (31), both Vargar Initiates

Duties: to act as relief for the Pilot during routine sections of the voyage, and to learn excellent piloting skills from the Pilot

Ship's Magician/Navigator

Whilst the title of "Ship's Magician" is somewhat out of place, it is still customarily used as a reflection of the traditional nautical position. This position commonly includes the duties of Navigation Officer on smaller craft.

Identity: Quillibbi Hastromangus, Chronomancer (Lunar Magician with specialism in understanding the phases of the Red Moon), Star Priest of Buserian. Age 47

Specific Duties: to advise the Pilot and Captain of the 'tides' of the Moon, plot course and position

General Duties: magical and spiritual security of the vessel

Ship's Acolyte

Identity: Davanna Lopez, Chronomancer in training. Age 36

Medical Officer

Identity: Solandra Jannis, Initiate of Deezola, Age 27

Duties: to oversee the mental and physical well-being of passengers and crew. (This position is the only one where no extra duties are routinely assigned to fill idle moments - after all, nobody wants to get on the bad side of their surgeon! Nonetheless Solandra assists the other officers as best she can. For instance, she gives the safety demonstration shortly before each launch.)

Chief Petty Officer

Identity: Rodal Byerblad, Initiate of Lokarnos. Age 28

Duties: to ensure adequate provisioning of passengers and crew, to check goods and luggage on and off the vessel, to supervise the general staff, and manage the bar and kitchen

General Staff

Identities: Fourteen Pelorian teenagers or twenty-somethings, often students taking a leave of absence. (See Rough Guide's description of the

decadent Lunar economy for ideas.)
Duties: waiting on passengers and crew, cleaning the vessel in-flight, other tasks as ordered.

Entertainers

Optional (see below)

The Other Passengers

Probably there is not room for many more, depending on your perceptions of the volume of a Moonboat. So far in this scenario there are 47 crew, 6 or so in the Raus party, and 18 or more in the Sor-Eel party, making already 70+ aboard. I leave you to devise more passengers, as whim and necessity drive you to populate your version of this scenario. Moonboats (except for the rare military transports) routinely outnumber passengers with crew.

6) Atmosphere Aboard

Raus and his brother are allocated one tiny shared cabin, and the mercenaries must all share another, unless any are female in which case they get their own (although it will be a cramped former storeroom).

Remember that this is the mode of transport reserved usually only for the elite of the Lunar Empire's personnel. A Moonboat is quite lavishly decorated, although there are no bulky ornaments aboard. The public areas are few: the Promenade (upper deck), the Saloon (large central cabin with a bar and dining tables), and the narrow corridors and intersections belowdecks. Crew will be polite but aloof, except for the service staff, who might be more affable. The hold and crew cabins are included in a security warding.

As well as Sor-Eel, Bor-Eel, their wives and children (if applicable), the ex-governor's retinue consists solely of Agrestis and a handful of bureaucratic and military personnel. None of these are willing to engage in conversation of any depth, except perhaps for Agrestis, who will delight in tall tales and pranks.

(Note: Agrestis was already an enemy

of my PCs, and so pops up in Glamour to torment them. You might wish to devise a different way to gain his enmity during the voyage instead. Perhaps the PCs get fed up with his tricks and outrank him royally?) Rodal will man the bar during meals and at popular times (such as after dinner), but other than that the general staff take turns. The only other crew that are approachable are also hired entertainers, three Donandar cultists: Ricky; a drummer and flute player; Tasha, a singer and percussionist; and Sammy, a mean lute player. They are professional musicians from Tarsh, and are careful not to upset their employers. They are also good people, and amongst the minority that will talk with the PCs. Raus and Sardeus don't have that problem, and are able to socialize with Sor-Eel and the other Lunars, although such conversations are unsurprisingly a little strained.

Other Rooms aboard are:

The cargo hold - split into three sections. On the first leg of the trip it contains only personal belongings.

The galley and food storage area (kept magically chilled)

The water tank (a source for drinking water, and embodying the boat's sylph)

Equipment lockers for the boat crew

Small bunk rooms for the crew

Slightly larger (but still tiny)

cabins for the officers (but at least they get their privacy)

The Captain's cabin and his audience room

The passenger cabins - still smallish but very comfortable

The altar room, deep under the decks

The Moonboat ascends like a slow balloon (not that PCs would know what a balloon is). It is propelled only by the magic of the Red Moon, orchestrated by the Officers. It climbs to around 300ft and sets off slowly west across the Praxian landscape under the stars. The faint red line of a moonbeam seems to pull

it gently, stretching before them as straight as a military road, but their course heads somewhat south of a heading directly into the Moon, and the moonbeam swings to stay with them. The Moonboat's route eventually takes it north of the Dead Place, and despite the stark beauty of the desert landscape, there is little to see. On deck it is very cold, and travellers are better off in their cabins or the saloon. The Moonboat travels across the plains all night and arrives in Moonbroth in the morning.

Meals are served aboard communally, although those with rank may demand to be served in their cabins if they wish. Nondescript PCs will draw attention from the more privileged passengers, however due to the presence of Sor-Eel's retinue, this is already an unusually 'low class' voyage. The only public entertainment apart from the minstrels might include impromptu sermons from an extremely dull and self-important Seven Mothers acolyte within Sor-Eel's party. There are also many pamphlets in Pelorian, Trade and Sartarite on the bookshelves at the side of the saloon. Whilst the varied titles suggest a diverse selection, the content of each is designed for a single common purpose: to extol the virtues of the Lunar way.

(If the PCs ask for details about Glamour at any point during the trip, refer to Raus' speech later in this piece.)

6A) Additional Ideas for the Voyage

i) On the approach to Boldhome, some irate Wind Children, heroic Orlanthi, and massive sylphs attack the Moonboat. The craft is yet too distant for the Boldhome Lunars to know there is a problem. The Moonboat's magical defences are phenomenal, as are the magic powers of the archers, and yet some heroic assailants are able to cast spells, and hurl missiles on board. Perhaps a few even gain the deck and begin hand

to hand combat! This attack could just as easily happen as they pass Kero Fin.

ii) At Moonbroth markets, or in Boldhome, or at the Furthest Moonport: Assassins strike! Whilst muggers distract the PCs, the chief assailant(s) go for Raus, or whomever the PCs are travelling with. What are their reasons? Revenge against Raus for perceived sleights against Sor-Eel? Or, trying to prevent the dangerous message reaching the Emperor? (Depends on your chosen storyline.)

iii) Seemingly friendly fellow passengers (perhaps a couple of Sor-Eel's retainers who are frankly glad to be recalled the Empire) offer a game of cards to pass the time. Before long some of the PCs owe them small fortunes, but are offered the chance instead to do a little delivery job once they reach Glamour.

iv) A polished Lunar ponce (who happens to be a Yanafali Officer) takes a dislike to one or more of the PCs and makes challenge to a duel. Whilst combat to the death is not permitted in such a fashion aboard the Empire's Moonboats, martial entertainment is entirely valid, and something can easily be organized.

v) Although Alkoth was discussed as an interesting possible site for a mini-scenario, this idea was abandoned due to the complexity of the city. If you have access to the Alkoth details from Enclosure 1, and want to pursue this, go for it. On the river trip back might be more reasonable than the trip in.

7) Moonbroth

This oasis town is detailed in TRM: Issue 15, and the craft will spend the day there. It will land on the shore of the oasis itself.

Read the first two paragraphs on page 30 (up to 'Inhabitants') to describe the place.

In Moonbroth the characters might like to visit the geyser, Beatpot's, the Spa, or the famous Moonbroth Market. There is nothing unusual

designed to happen here, and the only unexpected people encountered are a group of seven White Moon pilgrims (Moonies) who wander round town trying to find people to talk quietly to as they prophecy that the violence of the Lunar Empire will be its downfall.

(If Raus is asked his opinion, he thinks they are extremists, and will not admit in a casual conversation that he agrees with some of their principles.)

As with all the stops outside of the Heartlands, various individuals will approach the Moonboat during its stopover. These may be seen conversing with members of the security crew, and can be presumed to be agents exchanging intelligence for orders. Other Moonboat crew might engage in a little trade, as a half-hearted attempt to cover the fact they are a very visible example of the Lunar Intelligence operations.

The Moonboat departs as soon as the moon rises, and they spend another night travelling west, eventually arriving at the Quivin Mountains and mooring in Boldhome, above the building site which is destined to become the new Temple of the Reaching Moon.

8) Boldhome (Sartar)

(Read out the overview on pp xviii/xix of RGB)

Customs officers will meet the boat, however as it is such a prestigious mode of transport Lunars need only complete one form. Any non-Lunars, or people with irregular status, will have to go to the Administration building in the Lunar Pocket (29), and register in triplicate, as well as answering probing questions about their journey and about Raus.

The PCs have all day to investigate Boldhome and this can be a freeform business, using the 'Rough Guide to Boldhome' as source material. One way to introduce the place would be for

any Orlanthe in the party (or a handy local guide) to explain its history (RGB pxviii) and then what there is to be seen. (*Use a copy of the map and read the descriptions on pp xix-xxii.*)

One encounter of note could be with some Orlanthe locals who question the PCs in a surly manner about where they are from and what they are doing in Boldhome. In the playtest, the Picture Door generated great player interest, but the PCs had no authority to approach it. The Issaries PC (who was in fact the only Orlanthe pantheon character) was also greatly intrigued by the bowl that used to contain the Flame of Sartar, but Lunar guards would not let them approach it too closely.

After Boldhome, the Moonboat again leaves in the evening, but this time it departs late, and travels for a night and a day until it reaches Furthest in Tarsh. There are only a couple of new passengers on this leg of the trip, both Lunar officials returning to the Heartlands. If available, use the map on p59 of G:G (Genertela book) to show the route. In the very early morning they will pass Wintertop 20km to port. It is described in that book as an "incredible peak towering 12km into the air". I have also seen a picture on the net with a corkscrewing pathway winding up to the top. Legend says this is the place where Orlanthe was born. It is dangerous to approach too closely because of Tarsh rebel activity.

It will still be dawn half-light as any PCs on deck watch the huge mountain passing to the west. Suddenly, one will notice that the Red Moon seems bigger and slightly higher in the sky (ask for Scan rolls to see who notices first). Over the next few minutes the Red Moon changes from being one of the small low celestial bodies to a much more discernible Red Moon now several degrees higher in the sky. The effect is most unusual, and its red light is

a little stronger too. Obviously as dawn is breaking, subtle effects will not persist, but from now on (day and night) the Red Moon is present, getting higher and higher and larger and larger, and I'll put a few notes in the text to remind this to be mentioned to players/PCs.

NOTE: Your Glorantha, or indeed official Glorantha, might have a different set of visual rules for crossing the Glowline, although Wesley has given this the tentative nod.

8) Furthest (Tarsh)

This large city is heavily Lunarised, and is their first landfall within the Empire. It is the highest point up the Oslir River that large boats can reach. They arrive in the late afternoon, and are advised that the Moonboat only stops overnight. The vessel lands in the small Moonport on the banks of the Oslir, close to the river docks. This area includes several taverns, warehouses, and a small but active marketplace, where street entertainers amuse in the late afternoon and evening.

If you have no scenario ideas developed for Furthest, Raus advises them not to leave it, due to customs checks and other problems due to travelling at night. If a PC wishes to leave for personal reasons (in my campaign one PC was actually from Furthest) then you might describe a prosperous Roman City and make up some details. The culture is 40% Lunars, 50% Lunarised Tarshites, and 10% traditional Orlanthe. It is a very civilized place, a real urban center, with baths, a coliseum, parks, a university, a large library, an army training college etc etc.

The Moonboat leaves very early in the morning and travels a very long day arriving late in the evening at Mirin's Cross. (Use map on p36 of the G:G Genertela book) During the day it passes over the Oslir River basin, and watchers can see the many trading boats and small towns along its

banks. This part of the world has obviously been settled for many years. Before noon they can see a few key-miles to starboard the large walled city of Filichet (p42 Genertela book). It is probably worth emphasizing this amazing opportunity they have to observe the Lunar countryside from hundreds of feet in the air.

The most friendly fellow-passenger so far (or a Lunar PC if there is one, or even Sardeus) can chat with them about the Lunar Empire today. In which case use the description in G:G pp 28+30 of the Genertela Book, finishing before 'History of the Lunar Empire'. If they want to know the history, you can read that too.

9) Mirin's Cross (Lunar Empire)

This is another large city, and the headquarters of the Lunar Provincial Government. Once again, the boat only halts overnight (I have only one paragraph of description to go on). The Moonport here is larger than the one at Furthest and more obviously a symbol of Lunar prestige. Statues of the Red Goddess and Vargar the Sky-Mariner almost reach as high as the windows of the control tower itself. Three other Moonboats are docked here, one of which is more than twice the size of their own, and another is leaving as they arrive. On the edge of the Moonport are several large hangars that could hold two or three Moonboats even larger than the one they have noted.

From the Moonport they may see the many towers of the city in the early dawn as they set off, as well as the impressive crystal bridge crossing the Black Eel River, a tributary of the Oslir. This is the beginning of the main Lunar highway, known as the Daughter's Road. It is so named because Hwarin Dalthippa, a consort of the Red Emperor, built it. Using great magics, the route she travelled on her HeroQuest grew up into a wondrous elevated roadway behind her. (Use illustration on p47 of TRM: Issue 16 as a visual aid.) At the

center of the crystal bridge stands a 15ft tall obsidian warrior that moves only to defend the city from attack. It is apparently able to detect assassins and rebels passing by and knocks them off the bridge. (Perhaps it will turn to watch the Moonboat going by?)

At Mirin's Cross, the two officials from Boldhome get off and a party of Red Tribunes (Officers in the Cult of the Emperor) gets on. One of these will take a dislike to the PCs the next day and question them thoroughly as to what they are up to, ridiculing the Duke's wishes to become acting Governor if told about them.

Another very long day, this time travelling above the Daughter's Road the whole way. When night descends, it become obvious that the Red Moon is slowly rising towards the center of the sky dome, the closer they get to their destination, and getting progressively larger as it does so.

10) Jillaro and Alkoth

Late at night they moor at the expansive Moonport outside Jillaro. Yes they are so deep in the Lunar Heartlands now that Moonboats are a normal experience (at least to observe). There are four other Moonboats here, one of which is obviously a military transport and soldiers patrol around it continually to prevent anyone approaching. Jillaro itself is a 'marvel of beautiful architecture'. Another Daughter's Road heads east from here, and the one they were following ends. This is another huge city, the capital of the ancient Sylila Sultanate.

Once again the boat departs early, although today's journey will be slightly shorter. As well as the usual fertile river valley features, around the middle of the afternoon they can see on the east bank the dark walled city of Alkoth. Alkoth was once a major capital that withstood the Lunars but has since been humbled. There is now a famous

military college there, where the local Shargashi and the Yanafali feud almost constantly. Duels to the death are commonplace. The enormous featureless wall, a great, unbroken ring, under which the gates actually tunnel, surrounds it. Inside this city, correct codes of conduct are strict, and rigorously enforced.

Fortunately the Moonboat is not stopping here and continues almost 20km further to the city of Darleep, where it moors in the early evening. As the Red Moon rises, they can tell unmistakably that it is much larger and higher in the sky. Raus reminds them that they should be passing into the Silver Shadow region tomorrow and mooring at Glamour by nightfall.

11) Darleep

This may be the capital of the Kostaddi Sultanate, as the phrase 'Kostaddi Sultanate' is its only entry in the Genertela book. It is another Turkish-type city with minarets and churches, and once again Raus warns them not to leave the boat in case they fall foul of local customs. The Red Moon is fully two thirds of the way up the sky dome, and with careful squinting, the face of Rufelza (TRM: Iss. 16, p63) can be made out. The Moonport is very similar to those at Jillaro and Mirin's Cross, although there is only one other Moonboat here at the moment, which is of similar size to their own.

Their Moonboat stops overnight and is due to set off early in the morning, but a problem arises: a large party of senior Lunar Officers needs passage urgently, and all papers are examined. Raus' permission is seen to be discretionary, and he and his party are politely but firmly asked to leave just before departure. Rather than cause a scene, Raus agrees. Sor-Eel is smugly sympathetic, and Raus and company collect their baggage and descend the gangplank.

Raus is obviously stressed about the prospect of seeing the Red Emperor, and once on the landing ground just sits on their luggage with his head in his hands and sighs: "Please arrange us passage to Glamour as quickly as possible."

If questioned further he is in a bad mood and may say "Any way you like, I don't mind."

They are after all his paid employees and should just get on with it. Meanwhile, Sardeus is tired and sets up some luggage as a bed under a Moonport lean-to, and goes to sleep.

Raus lived in Darleep for several years (in my game) and was here when the Dart Wars that led to the destruction and disenfranchisement of his family took place in 1615. He may have friendly contacts here, but has consciously turned his back on his old life and will not mention the connection unless asked. This does not come into play, unless something unusual happens like one of the PCs gets into trouble and Raus needs to contact an old friend in the judiciary or constabulary to get them released with a caution. Depending on who gives them a lift, Raus may be recognized, perhaps by someone who once lived in, or visited regularly, the lands of Rone, and some of the Rone history may be revealed.

This is a section for Player decisions, and here are some possibilities:

Check the other Moonboat - It is going to Yuthuppa, and whilst this is roughly the right direction it will not be setting down. Dropping the PC party along the way is a worse option than going by river or road (as the new Moonboat Captain will tell them if they press). It is departing in a few hours.

Check the Riverboats - It is only a key-mile or so to the river docks. There are several boats moored there for the night. Arriving there sees activity already beginning. There are two large barges, two fishing boats

and a private yacht, all big enough to take the passengers.

Barge 1 - Pelorian skipper, Rattan Belegos. Cargo: Silks and Spices. Heading north not south. Willing to turn around for a heavy bribe

Barge 2 - Pelorian Skipper Turrish Holover. Ugly and unpleasant man will want to know every detail of their visit and who is in their party. Hates Carmanians. He is going to Glamour but won't let them come unless there is a huge payment such as magical items

Fishing Boat 1 - Local Carmanian Skipper - Pieter Wisbish. Happy and friendly man, heading north to trawl for salmon in an hour or so. His wife would be very upset if he was away for more than the day and won't go, but wishes them luck

Fishing Boat 2 - Carmanian settler, a dirty and uncultured individual, he will agree to take them for a large fee, however when Raus arrives, the boatman absolutely refuses to travel with the Duke. He claims that to arrive at Glamour in such a manner would be a bad omen for his business. (He recognizes Raus as a landowner, and has working-class reactionary tendencies.)

Private Yacht - Pelorian noble James Bollinger, and his crew of privately wealthy young noblemen of independent means. One of them is a Carmanian noble, and whilst they are very condescending they would agree to take only the Duke and his brother if convinced it was important. This means the PCs would have to make their own way, probably by hay cart or some such.

The Road Route - Hitchhiking is illegal, however courteous questioning of travellers at the Inn just outside town might get them a lift. If they do ask, the travellers are mostly independent groups of riders and wagon trains of goods, although most goods traffic goes by river.

The Inn is called 'Moonview' and if the PCs act like bums, the owner will send for the local constabulary, who

will question them extensively. If they are not courteous, they will be hauled into town for interrogation on suspicion of vagrancy.

Standing by the roadside all morning, they will see various lone wagons and groups of riders pass, which are no use. The few useful things are:

- After one hour - a three wagon convoy under Carmanian Maglak Dale. He is a rough and impatient man, but will take them for a substantial fee (more when he realizes they have to go and get the Duke)
- After another hour and a bit - a five wagon convoy under Pelorian Bernar Wills, a friendlier man who requires a substantial fee but is reasonably pleasant about it. (Both wagon trips involve being squashed beside goods such as bales of cloth and dried herbs and spices.)

By River - A long day's sail to Glamour, late afternoon passing Raibanth city, and mid evening through Good Shore, arriving at Glamour late evening

By Road - A long day's haul to Raibanth, where there is a bridge over the river, and where they stay in a roadside inn overnight. From Raibanth it takes only a bit more than 3 hours to reach Glamour.

12) Approaching Glamour

They leave the Oslir proper at Good Shore, and turn up either the road alongside the Oslir Canal, or the Canal itself. One of the first things they notice, night or day is that the Red Moon is now almost at the center of the sky dome, and is so large that one can make out the grosser physical features. (You may give a comparative assessment that it is as large as the terrestrial moon can appear in such environs as movies about the African Plains - that is VERY large.) Also, a subtle network of canals/lines can be made out by the sharp-eyed. (See 'The Energy Net', TRM: Iss. 16, p63)

The canal is wide and carries many impressive merchant barges and richly decorated pleasure craft. The road is known as the Emperor's Highway, a "broad, triumphal avenue" lined with huge oak trees, and regularly placed statues to the Lunar Gods and major spirits.

Nearing the City itself, one can't help but be impressed by the size of the crater-lip behind it (up which the City of Dreams sprawls, obscured by a rosy haze). One is also able to see the majestic towers and imposing facades of the taller buildings over the enormous city walls. These walls are not only extremely high, but also regularly topped with impressive ballistae and other large weaponry. *NB - If you haven't already, simply read out the first 2 paras on p3 of RGG to create an atmosphere of suitable reverence.*

Less than a key-mile from the city, they pass to their right the Moonport, an aerodrome with seven of the magnificent craft parked on the stone causeways. There is also an impressive temple building here. (Molanni - see 39 on p10 RGG)

The Central (main) Gate (to which they are heading) is known as the Gate of the Four Beasts, and is a massive intertwined carving of a Lion, Bat, Bull and Eagle. (Show illustration on p2 of RGG, and then read out the left-hand column from p4.)

Behind the public city of Glamour (show map on back cover of RGG) it is possible to make out the City of Dreams. (This is not visible on map, but its location can be pointed out. Also, as a description you can read out the second and the final paragraphs of the City of Dreams section on p5 of RGG.)

<p><u>Glamour FAQ</u> The Red Moon - Little is certain, information is likely to be waffle, such as that on TRM: Iss. 16, p63 (However if they specifically ask about how people get to the RM, use 3</p>
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paras staring "Behind the City of Glamour..." which begins at the bottom of p 4 RGG.)

The Red Emperor - p33 RGG

The Crimson Bat - p33 RGG

The White Moonies - p29 and p35 RGG

The Red Goddess - The whole of "The rise of the R Goddess" on p28 of RGG, then "Rufelza" p30)

Glamour described by a Carmanian

If the Duke (or someone else) has not already told them his opinions about the city, he will do so now. Most suitably, Raus might casually recite these words shortly before their mode of transport halts.

"Glamour is like many Heartland Cities, a mixture of contradictions. It is at one and the same time the glorious capital of the Empire, and a place rife with petty-crime, indolence and pointless bureaucracy. Large numbers of Lunar Citizens have no regular employment and are supported by the corn dole. Whilst this allows some the luxury of an education, few use it to its best advantage, and many deem themselves philosophers, writers, or adventurers, whilst in actual fact accomplishing nothing of any worth.

Glamour is divided into large city blocks called Insulae, each of which is a unit on its own, bounded by roads on all sides. The city residents are loyal to the Insula much as country folk are loyal to their own village. At ground level are the shops, and the owners usually live above them. Further above, and sometimes in the basements, live families, unemployed, and the low waged. Usually in the basement are the latrines, although some of the poorer Insulae must make do with nearby public facilities, and others are rich enough to have their own bathhouse. Each Insula, except the poorest, has a communal pump for water.

Staff at the Insulae are usually the same: a doorkeeper, a janitor, and possibly security and cleaners in the richer blocks. Only the richer blocks

have cooking facilities worth mentioning. It is normal for all citizens to eat at the multitude of cheap bars and ethnic eating establishments, usually in their own block. Due to the large amount of leisure time, entertainment is commonplace and also inexpensive, however it suffers proportionally in quality. The brief time I spent in Glamour made me long for the harsher society of Carmania, where life seems to have significance.

I will warn you of two everyday hazards. Thievery is rife, and investigation of minor thefts is non-existent. It is far less trouble to accept the loss of your goods than to willingly associate yourselves with the Glamour Police. Their criminal investigation divisions are all Initiates of Danfive Xaron, and are known collectively as the Black Army. Whilst individually many members can be surprisingly human, their strange cult procedures and group mentality makes them exceedingly dangerous to become involved with. They seek sedition with an unnecessary vigorousness, and have informers everywhere. Whether the thieves or the Police are more unpalatable, I'd be hard-pressed to say. The thieves are more annoying; the Police can be more sinister. Still, most people like to impress visitors with their own city, so as long as you stay away from side-streets, obey the laws, and watch your pockets, your visit to Glamour should be most entertaining." (This speech is much paraphrased from the Glorantha Con IV Compendium)

12A) Entering the City

Inside the enormous gatehouse beneath the beasts is a paved courtyard illuminated by huge torches on top of ornately spiraling columns. It is cool and peaceful. Above your heads the largest bladed portcullis you have ever seen hangs menacingly. As the group passes through the gatehouse, Lunar soldiers step forward from the other end. There must be an entire century of them, but then you realize they are just

presenting arms. Two scribes hurry up to you, as other travellers are also being met, and one politely asks to see your papers. Raus has them inside his jerkin and hands them all over, and the scribes scrutinize them carefully. "Welcome to Glamour and the warm embrace of the Red Goddess," one smiles, "you have journeyed far. As new visitors to the city you will have to register in full at the Temple of Intriplicatos." (Whilst he is speaking a dozen Lunar warriors have emerged from the shadows and surround you closely, but without menace.) "For your own safety we have provided an armed escort. This is a courtesy service for which there is no charge. Have a wonderful visit." After returning the paperwork to Raus, the scribes then go back into their office, and the Captain of the guard says politely "Follow me please," and marches off. (After they have entered read out the first two paragraphs of the right hand column of p4 RGG.)

13) Glamour

Use map in RGG, and show route for each visit.

Advise Players that the map is a gross simplification and that the city is actually a maze of lanes and sidestreets, as well as the main thoroughfares and larger buildings marked!

General - the city might be compared most easily in Real World terms to Greco-Romano architecture with an extra dose of Byzantine minarets and domed buildings. Various areas away from the main streets resemble the packed and seething backstreets of North African cities in the 19th century. (Apologies for my rudimentary grasp of architecture and history.) One of the most noticeable features of the main ways, especially the central Avenue of Heroes that they walk along to the Temple of Intriplicatos, are the statues. Alone, or in impressive tableaux, these life-size creations illustrate various events and personages from Lunar History, ancient and recent.

Glamour certainly wishes to glorify the triumphs of the Lunar Way, and is not shy of showing this. Inscriptions beneath more impressive monuments are in both Pelorian script and the basic Trade pictograms.

Temple of Intriplicatos (64)

The party must wait seated inside a large corridor of this building for a little while, until a scribe comes and asks their business. Raus and Sardeus are escorted away with the paperwork, and return after two and a half hours looking a little tired. Not for the last time, Raus says to Sardeus (referring to his expertise in paperwork) "Thanks be to the Ancestors that you accompanied us on this trip!" Raus now carries a leather folder full of this paperwork, and distributes visitor permits to each group member. "Don't ever lose this!" he says seriously. Each permit has the name and homeland of the person, plus their main cult of allegiance and status in that cult, and their job title: ("Retainer and bodyguard to the most noble Raus of Rone, landholder in the Lunar Province of Prax") Read these out for each character for atmosphere, perhaps even write on a scrap of paper, and hand them to the Players.

Prax House (45)

Raus then says "*The one thing I wasn't able to do was to arrange accommodation, so let's see what ambassadorial influence I have.*" He marches off.

If asked, he has no problem in telling them they are going to Prax House.

(Use Illustration on p11 RGG.)

There is a much shorter wait once he has announced who he is to the gate clerks. After only 20 minutes a scribe comes up and announces himself to be Tyrol's Lancer of the Blue Sable Clan, and also the Praxian Ambassador. Whilst he greets them with openness and smiles, he is a sycophant, and any nomads amongst the

PCs will clearly see the hypocrisy of having a Sable clan member as representative of the diverse Praxian peoples. Nevertheless, he takes them to the ledgers and gives them several likely addresses for accommodation, plus a letter of recommendation. Raus is at all times courteous, and thanks Lancer warmly, but as they leave anyone who makes a Listen roll can hear Raus mutter a suitable blasphemy.

Attitudes of the Citizens to the PCs

If the PCs decide to seek specific individuals to talk to, then the attitudes that the citizens have towards the PCs might be obvious. However the PCs might ask random citizens questions on occasion, so simply use the D10 rule:

1 = extremely friendly, and eager to impress on foreigners the wonders of Lunar achievement

2-3 = friendly and helpful

4-5 = helpful but disinterested

6-7 = barely helpful and distinctly cold and aloof

8-9 = unhelpful and rude

0 = surly, unhelpful and obviously having personal dislike for the PCs
Attitudes may be softened if the Duke and/or Sardeus accompany them.

Finding Accommodation

They proceed to Monument Plaza (I have situated this near B Gate - the circular road junction)

In the center of the Plaza is a massive statue of the Red Emperor holding the severed head of a barbarian foe. Across a large lawn can be seen the Palace of Art. Raus then leads them down various lanes and streets stopping at various well-situated boarding houses. Depending on time of day this will run differently. Eventually they will find a house that has a small suite of rooms on the upper floor available.

Raus and Sardeus have a room each, the PCs share either one or two small bunkrooms, depending on how many of them that there are.

Depending on the time of day, Raus

and Sardeus will either go to bed, or freshen up, eat (by nipping out to a local shop and buying kebabs or similar) and head off for the Citadel of Halfway (1). There they will begin the process of obtaining an audience with the Red Emperor. If Raus sleeps now, then this latter is what he will do as soon as he wakes and breakfasts.

Whenever it is day, Raus tells the PCs that they are free to go sightseeing. (Raus has no hope that an important audience will be offered immediately.) He suggests that they find a city guide, or else buy a map from the Irripi Ontor Temple. He also requests in no uncertain terms that they keep their noses clean. If they get into trouble he will have to bail them out, and this might threaten his application. If asked for local laws to obey, he will tell them that the Empire recognizes that foreigners don't know all the rules, so simple etiquette and sobriety is the way to go. The places he personally recommends that they visit are:

Red Square (2) and the Ringing Bridge (32)

The Great Library at the Temple of Irripi Ontor (7)

Imperial Market next to the Etyries Temple (11)

Magnificus Baths (19)

The Sevenfold Gardens of Enlightenment (24)

The Artifex Theatre (26)

The Glass Menagerie (37)

The Palace of Art (which is closeby - 71) and

The Garden of Flowers (80)

(If they ask for further information on these, refer to RGG)

Telling the Time in Glamour

In Glamour it seems likely that chronomancers call the hour from the top of minarets in uncanny precision. This is useful to know if the PCs are ever required to be somewhere at a specific time. There may well be some kind of simple call on the half-hour as well.

Out and About in the City

Hiring a Guide - Mostly available at the Imperial Market. Usually young people who want to get into Etyries or Irripi Ontor and are eager to increase their knowledge and communication skills, but also many down and outs pretending to be on their way up, and actually just looking to make money.

Public Conveniences - This should come as a nice surprise. After they have been out for just a little while the PC who makes the highest roll on a D20 urgently needs to take a dump. Refer to p19 of RGG. (Should anyone refuse to use these conveniences on account of the broo, impromptu alternate arrangements might lead to arrest and a heavy fine on grounds of an affront to public decency.)

Eating - Many establishments are extremely pricey, however there are small shops and street vendors scattered liberally in most areas who will haggle for fairer costs.

If they hire a guide, or ask someone knowledgeable and friendly, use p17-18 RGG.

Getting Around - Dinosaur carts (bus service!) down main thoroughfares, and Lokarnos Rickshaws, notable through being a distinctive yellow (see also p15/16 RGG). Everywhere they go, they will find awestruck Lunar pilgrims and street traders, selling all manner of wretched memorabilia (from Moonrock Candy to cheap copies of religious artifacts, to scale models of the more famous monuments). Such folk might cast aspersions on folk who do not buy, proclaiming them heretics and enemies of the Empire!

(The playtest PCs had a great time watching the city go past from the top of a brontosaurus, but after the novelty of this first trip they reverted to walking.)

The Guide, or other citizens asked, will also recommend places that Raus did not:

Monument to Time (an architectural wonder - 6)

Temple of Peace (8)

The Necropolis (15)

Monster Coliseum (16)

The Hideous Zoo (17)

Arch of Robustus (another architectural wonder - 20)

University of Glamour (23)

Celestine Circus (25)

Red Light District (27)

Temple of New Consciousness (28)

Winter Gardens (29)

Memorial (38)

Aqueduct (architecture again - 50)

Imperial Mint (53)

Central Post Office (55 - also illustration p11)

Temple of the Seven Mothers (68)

Moon Rock Café (75) and the Stairs of Pleasure (Gate O situated next to 75)

Most of these places must be ad-libbed. Intersperse with details on the bustling, sparkling visible city, and (if they go off the main streets) the relative poverty and squalor of the underprivileged (which have reasonable living conditions if compared to somewhere like Pavis, although living costs here will be much more expensive.) However always check below when they visit somewhere, because some places have additional expansion material. Also remember to refer to the later section detailing special encounters, because these need to be fitted in whilst the PCs wander about. If there are no extra details, don't be tempted just to brush it off: describe possible tours, the pride of the workers/inhabitants/admiring locals, the services and facilities available...

Red Square (2) and the Ringing Bridge (32)

Borrowing heavily from Chris Gidlow's article in TRM: Iss12

See Illustration p12 RGG.

There are various ways to enter the Square, not just the Ringing Bridge, but if they cross that, make sure to stress its magnificence.

The massive wall of the Citadel of Halfway forms one wall of the Square. The Mausoleum of Yanafal Tarnils has a queue of soldiers waiting to be allowed in. It is a squat red

building without noteworthy architectural features. (Humakti might begrudgingly find this admirable in the face of other Lunar pomp and circumstance.) On the opposite side of the Square is the Etyries Temple and market hall. Also on the Square is the Temple of Truth containing the Shrine to Glamour herself (9) (with its eye-catching shining triple domed roof.) Further along is the Irripi Ontor Temple (see 7 and immediately below) with illuminating slogans written on its walls (including "War is Peace, Light is Darkness, Chaos is Fertility").

Near the great doors to the Citadel is a small building known as the Ministry of Information Kiosk. Here may be purchased town plans, guide books, souvenir statues and etchings of the most famous city landmarks (including a blank black slate panel titled only "Glamour at Night").

At some point whilst they are on the Square, a troop of about a hundred shouting people dressed in white robes will enter from one of the stairs. They are holding placards with white circles on, and shouting slogans such as "Peace not War", "the only good moon is a white moon", and "Lunars out of Sartar". This is apparently unusual, and locals and tourists alike stop and stare. These white moonies form a circle, and scream and shout. After a few minutes, the great doors (next to the public doors) in the Citadel open, and Char-Un nomad cavalry ride out at full speed. (Char-Un are distinctive due to their barbarian gear and fierce warhorses.) The Moonies hold fast and shout defiantly, however the Char-Un head for the most outspoken woman (who was leading chants) hacking aside any that get in their way. The Moonies break and flee, with some making it out of the Square, but many lying injured or dead, and some captured. The woman is hauled onto the back of a horse and dragged back into the gates. From these gates regular Lunar soldiers have now run, and push everyone back from the

scene, claiming that the Moonies provoked the attack by throwing missiles and placards and endangering the populace.

The Great Library at the Temple of Irripi Ontor (7)

Just a note to say that peace and quiet are requirements for being in the building, a fee of 5L per person is required to consult the material, and some areas are out of bounds. For a further 5L a trained Librarian will make themselves available for half an hour or so, to aid in finding the material of your choice. One part of the building is the large temple area, with colonnaded walkways, large pools of colored fish, and a great worship hall with a huge statue of Irripi Ontor.

The Sevenfold Gardens of Enlightenment (24)

Do not include mentions of the Arkat Asylum when reading out the description. If the PCs choose to spend any time here they will discover that the Gardens are far bigger on the inside than could be possible, given their external walls. There is no cost to enter. These gardens are exceedingly beautiful, and players should be encouraged to recall the most wonderful parks and gardens they have ever experienced, and then multiply their sense of peace and enjoyment many times. There are woods, and lakes, and rainforest walks, swamps, and grass lawns. The place is also most obviously magical, with huge chessboards on which the human-sized chess pieces move under their own power, and even wander freely along the pathways. One can entertain oneself for hours merely trying to negotiate through one of the living hedge-mazes that rearranges itself continually.

In my campaign there was a Trickster PC, who I gave a small chance of noticing a pathway into the deeper gardens. (This chance could also be available to an Illuminated, or partly-illuminated PC, but there should be some reason that this

hidden path is noticed, as most people cannot see it.) The chance was successful, and the PCs found a secluded trackway that led to the shores of a lake. On the opposite side they could see a huge old mansion house, but before they got there, they were stopped by an old woman (a priestess of Jakaleel, although they didn't know it.) She was polite but curious, asking what they were doing in this area, as they were obviously neither patients nor healers. She explained that the mansion they could see was a place of solace for those who found the riddles of the world too much to bear, and began questioning the PCs as to their own understandings of reality. I don't know how to play Nysalor riddles, so I fudged it a bit, but even so the atmosphere was pretty eerie. Most of the PCs answered at least one philosophical question and came away with a taste of Illumination. Where that goes from here is anyone's guess.

The Artifex Theatre (26)

This week's performance is an acrobatic extravaganza by a group of Donandar cultists, with jokes and comedy routines. It is exceptionally good.

The Glass Menagerie (37)

This place is more like a regular Zoo, except there are no extensive areas of greenery within its confines. Remember however that the PCs have never seen anything like this before, so describe the mundane interior in awed tones. After this you can get a bit nasty and have them overhear a small child, who is pointing at them say: "Mummy, are those people barbarians?" "Hush dear, yes they are, now don't stare at them, you don't know where they've been!" Entry cost is 5L per person, and access is through a turnstile. The enclosures are mostly of reasonable size, and contain some foliage and items of diversion for the inhabitants, such as logs, trees, streams, pools and the like. Large panes of enchanted glass that the

animals cannot see through also protect them. It is a pleasant place to spend an afternoon or even morning, but closes at dusk. There are many regular animals such as foxes, varieties of wild dog and cat, monkeys, exotic birds of all shapes and sizes, and the like. Inside, one is able to avail oneself of decadent refreshments such as ice-delights, or take a ride on a donkey, or even on a camel, llama or elephant. The complex is open and spacious, and the attendants polite and helpful. The animals seem happy enough, although some few seem listless in their small cages. If you need more details, creatures of note include: *Antelopes, Baboons, Bats, Bison, Gorillas, Hippopotami, Kanguruh (from the Wastes), Parrots, Rhinos, Sabretooth cats, Tuskers, Zebras*

The Necropolis (15)

Not much more to say - guided tours take visitors through the towering somber buildings, perhaps a Humakti might find this impressive, but not overly so. Cost is 3L per person.

Monster Coliseum (16)

This place is an awesome monument, a huge building the like of which they have never seen before. In it are held only serious events, such as the weekend gladiatorial contests. If the PCs go in to watch a show, it will be as described in RGG. The only other alternative is outlined in the poster displayed at various locations outside (written in Pelorian and Trade). "Fancy yourself as a Gladiator. Huge cash prizes to be won pitting yourself against unintelligent beasts. Apply within." By the generosity of the Coliseum staff, there is no cost to enroll as an amateur Gladiator. (Cynical, or intelligent, individuals might think this is just a way to keep the beasts fed and in shape, at the cost of ignorant visitors, and desperate or deluded citizens.) The beasts available, and cash prize, are as follows:

(Bear in mind that the event is rarely won by a warrior, so they

don't expect to lose beasts beyond the reach of magical healing very often. The Coliseum staff are just trying to fill quiet evenings with amateur events. Unusual creatures are from the Glorantha Bestiary.)

Rubble Runner (actually 3 at once) - 30L

Nightstalker - 250L

Baboon (giant) - 60L

Bear (Polar) - 200L

The Hideous Zoo (17)

This place is walled. Outside the only gate is a sign in several languages:

"The Hideous Zoo of Emperor Venerabilis - the creatures inside may disturb those of a sensitive nature."

Entry cost is 10L per person, 20% discounts for groups of 5 or more. The cages and enclosures are made of iron bars with only tiny gaps between, and there are stone pits with some of the creatures at the bottom unable to get out. The descriptions in the Bestiary should be read as the inscriptions on plaques outside the monsters' enclosures. Pictures are also carved on these plaques. When reading descriptions out you might want to underplay how many of them are only found in Pamaltela, and substitute 'rare Gloranthan creature' or something like that. (RM = RQ Monsters book) The creatures found in here are not happy, and wail and scream. If relevant, perhaps one or more will break out whilst the PCs are here, but such an event would be extremely unusual of course. (Unless the PCs had fallen foul of the Spoken Word, or perhaps other enemies of Raus had released them? In the playtest, Agrestis used Rune Magic to break open a cage. If it is Agrestis, he will be seen a little later, running away just as he is spotted.) A large hydra might be fun, as its cage bars warp open, just enough for it to get out, just before the PCs eyes. You might need to remind them about innocent bystanders, and that defeating the beast could be seen as a public service, however they are of

course free to run away if they wish and let the authorities deal with it eventually.

<p>Dragonsnail (RM), Fachan (RM), Gargoyle, Gorger, Gorp (RM), Grampus (RM), Griffin (unintelligent as most are), (RM), Gray Giant, Gulper, Harpy (RM), Hydra, Lizard (Rock) (RM), Lucan, Manticore (RM), Nightstalker, Orveltor, Ouori (in a tank), Rascullu, Rubble Runners, Scorpion Folk (RM), Scythanni colony, Toad (cliff) (RM), Walktapus, (RM), Watchwere</p>
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Celestine Circus (25)

Entry fee is 2L for casual days and 5-10L for special performances. When the Red Emperor speaks, entry is for free.

Here there are opportunities for visitors and local talent to compete against each other for rewards. (Like a game show, this is always popular and occurs throughout the afternoons and evenings when there are no regular performances.) Chariot Races, running races, archery competitions, combat to the first fall or first blood (healers on standby, deaths a rare bonus) etc. Also the "face the unknown creature" combat for huge money. This can be anything from a rabbit to a jabberwock, although truly fierce and rare creatures are unusual. The prize is very tempting though, and contestants must sign a disclaimer form in case of death.

Archery - use 3 locals with 60+D20 skill, and a gladiator plant with 90%+ skill. Entry is 15L, prize 100L

To the First - Combat is with gladiator. Use Lunar stats. for a good officer. Entry 10L, prize 150L
Facing the Creature (D6) - Entry 10L, prize 150L

1 - a Tusker, 2 - a Rubble Runner, 3 - Gladiator, 4 - trollkin gladiator, 5 - giant spider, 6 - Grampus

Invent other contests as required.

Temple of New Consciousness (28)

Atmosphere similar to a Zen monastery, except tuition is by philosophical discourse as much as by riddles and koans. Anyone already with Illumination skill who spends a morning or afternoon here and

succeeds with an INT roll gains 1% more Illumination. (Each further attempt cumulatively subtracts 2 from the effective INT for the roll to succeed). Anyone without Illumination, who spends a morning or afternoon here, and makes an INT-5 roll, gains 1% Illumination. (Each further attempt cumulatively adds 2 to the effective roll but a maximum of 3% may be gained). Anyone who gains % in Illumination here has that % as a chance to become tainted by Chaos. This is only rolled for the once (as they leave Glamour on the return trip) and of course is kept secret until revealed by detections.

Moon Rock Café (75) and the Stairs of Pleasure (Gate O situated next to 75)

This is a groovy eating establishment with good food, and a selection of travellers will always be found here. These are mostly Lunars of one kind or another, but can include an Issaries trade delegation from Vanch if you like. This delegation is here petitioning for better trade rights, but have little hope of success, and are otherwise enjoying the holiday. This place is also expensive. Despite its lack of detail, when the PCs in my campaign expressed an interest in dining at the best place in town they arrived here. I ad-libbed some students serving as waiters, and some friendly dialogue, and the Players loved it. The PCs came and ate again here the next night, which goes to show that sometimes role-playing can surprise even the Storyteller. The PCs also had an encounter with Agrestis, the Lunar jester whom they had uncovered at the Garhound Contests, and he tried to exact revenge by tipping hot soup on them (via a spell to push the waiter's elbow). The PCs saved the waiter's job, and caught Agrestis and beat him up - damn pesky Tricksters!

Special Encounters

Some credit to Monty Python's "The Life of Brian"

(Insert these as appropriate throughout the travels in the city)

Vivisculpture

(Designed for humor. Separate the Vivisculpture encounters across the beginning of their stay, although #3 could keep on turning up as long as it stays funny and/or interesting. Vivisculpture is the (relatively) recently popular art of sculpting gargoyles expertly into the likenesses of famous figures such as Fazzur or the Red Emperor. For static statues the gargoyles are posed and then killed, resulting in a long-lasting monument with life-like poise. However in the last few years it has become trendy to train gargoyles into a number of poses and actually employ them to maintain varying displays throughout the day.)

#1 - As they stop to admire, or simply pass, a scene depicting Fazzur Wideread leading a band of warriors during the conquest of Dragon Pass, Fazzur suddenly begins to move. Stepping carefully over the sculpted dead and dying Orlanthi, he stretches and steps off the platform. It is his lunch break (dinner break? tea break?), and he wanders across the street to a snack bar, where he joins the queue for a bison burger. This was a total surprise to my Players/PCs, and gave them a real feeling of the bizarre decadence of Glamour. (Sometimes it's such fun to run games for people who know very little about Glorantha!)

Vivisculpture #2

Several statues are positioned as unofficial extras in a tableau showing a famous Lunar Council. (A special Scan may notice they seem out of place - monsters and soldiers at a bureaucratic meeting.) They try and mug the PCs, but end up begging for aid, as they were vivisculptures on pieces that were dismantled, and are now unemployed and destitute. (Make this as violent or as amusing as you like. A nice ending might be to flee the arrival of a patrol of the City Watch.)

Vivisculpture #3

A wandering bunch of statues, which are sculpted as the Red Emperor and

his bodyguard, roam the city, posing in various tableaux from time to time (and spying on the populace). They may follow the PCs for a while, oddly reappearing nearby each site the PCs decide to visit, and remaining motionless in an artistic piece if questioned or examined. Perhaps just the Red Emperor himself follows the PCs?

Yanafali Bravoos

Just back from the front in Heortland, these nine soldiers are all Lay Members, and are drunk. They are not the epitome of an honorable Yanafali. Seeing foreigners, they decide to have some fun, and ask them what they are doing in town, and why they don't worship Lunar deities. No answer will be enough for them, and if there are Humakti in the group, one will challenge him to a combat to the first blood. (NB: It is not polite or honorable to challenge a rival cultist this way in your own city, and this will not normally happen.) Pick the most suitable level of Lunar soldier from the any suitable official publication. His friends will all stand round and support the battle. If the PC kills the Lunar, there will be a hearing, and the PC will be expelled from the city if they can prove they were provoked (not a problem as there are witnesses, but possibly a harrowing time getting someone to step forward). If there is no death, then real Yanafali officers will arrive after a suitable period, and reprimand their men, putting them all on charges, and apologizing to the PCs (especially if there are any Humakti). If the PCs are in a small group and make any threatening moves, the Yanafali will all attack them, and give them a beating before running away and laying low. If the PCs press charges, play it by ear.

More White Moon Subversives

A group of apparently ordinary citizens will approach the PCs offering leaflets. These basically outline the White Moon doctrine that Lunar civilization is all well and

good, but that violent imperialism can only lead to violent resistance and the Lunar way of might by arms is wrong. The White Moon is coming, and those that embrace violence as standard practice will suffer in response to their own actions. There is a meeting being held this evening. Do the PCs want to go? If they do, it will be just more of the same. In a large back room at a shady tavern, about 20 in the audience (plus PCs), and a male speaker. In a fit of originality, thugs will not break up the meeting, although anyone who attends it will be tailed home. Later that night, a party of Spoken Word agents will visit the PCs and make enquiries as to their business in the City. Presuming the PCs can convince the agents of their ignorance, they will merely be warned in no uncertain terms not to attend such a meeting ever again.

Graffiti Artist

A night-time encounter. A young man with a bucket of whitewash will be in a sidestreet, halfway through writing "Lunars out of Sartar". It is in Pelorian, however he is Carmanian, and the grammar is bad. He is just a spoilt nobleman's son, and if he were caught would be let off with a caution and a very heavy fine. However, as the PCs approach, he will sprint off, dropping the paint pot, as from round another corner come the Watch. They haven't seen the boy and will accuse the PCs who appear to have been caught red (white?) handed. This may lead to a chase (in which the PCs will get away), or else a trip to the local City Police Station where they will have to undergo truth tests. (In the Playtest the Trickster character posed as a Lunar Agent and made the young man write the phrase out correctly 100 times before morning.)

Soothsayers

A daytime encounter. In a suitable area of the city, they will come across a small bazaar, with many stalls packed together selling gourds, clothing, candles, wooden

tools, baskets, bread, wine, parrots, snakes, monkeys etc. At one end of the bazaar are five men and a woman, each standing on a podium and talking to a small crowd.

#1 - Talks about why Lunar military conquest is the only sensible way for a new Glorantha. That all the gods save one have accepted the Red Goddess as their mistress and an era of peace and prosperity is certainly beginning.

*****Use the whole box at the bottom of p33 in RGG.

#2 - Why Yanafal is better than Humakt (civilized, intelligent, not obsessed by death, able to be resurrected)

#3 - Utter gibberish about his father being unable to find tools mislaid in his workshop

#4 - A non-Illuminant (pretending to be an Illuminant) talking about the balance between Chaos and Law, how one cannot exist without the other, and that Chaos is necessary to balance out existence.

#5 - Trying to convince the crowd to live simple peaceful lives like the birds and plants and animals that live without stress and without needlessly harming each other. He will exhort a PC: "You, sir, consider the Lily. The Lily lives at much more peace than you do, I'm sure. How much peace do you have in your life, sir?"

#6 - The female speaker is espousing the 'Equal Rites for Women in Carmania' movement.

Procession

Crossing a main road, the PCs are confronted by Lunar soldiers kicking low-lives and throwing them off the street, taking their paltry belongings, and shouting "Procession coming through!" How do the PCs look, like beggars or citizens? They may be asked to stand at the side of the road and get ready to cheer (Lunar flags thrust into their hands), or they may be asked to move on.

(Although they are 'asked' this will, of course, be enforced.) The procession is for a visiting Satrap (from Doblion) who is a Yelmic noble. He is in a gilded carriage pulled by two unicorns, and is supported by 40 Yelmalio warriors all wearing shining gold armor. They are off to an audience with the Red Emperor.

Glamour Police

Checking the papers and identities of foreigners and suspect looking citizens. They check cafes, theatres, zoos, everywhere, and may be encountered twice or even three times. An extension of this could be to have all foreigners on the streets rounded up and brought in for questioning: the authorities are looking for someone whose identity they will not reveal to simple foreign mercenaries. The Special Police of Glamour are Danfive Xaron Cultists. These are part of the 'Black Army', the internal security force for the Lunar Empire, and DX Initiates are all reformed criminals. This makes this arm of the Police Force perhaps akin to a military Police Force in a 'real world' repressive regime, very scary! They are not people you ask the time of day, although Lunar citizens in genuine need would probably be bold enough to approach them. The personalities of each Initiate vary, as do those of all DX cult members. Some have been made wise and serene by their ordeals, others are surly and unhinged, and some are schizophrenic and prone to fits of berserk rage (although these are much more likely still to be in the penitentiary). The average bunch should be presented as sinister, with barely concealed violence and horror hidden beneath the surface. Some will have horrible scars, and some will be unnaturally and chillingly polite.

Procession of conquered rebels

The Aggar campaign is going well, and 30 warriors with a high chief are brought into the city in chains and paraded through. At their head, an Irripi Ontor scribe shouts out that the Lunar missionary movement in Aggar has succeeded in capturing some dangerous bandits who are being brought to face the Emperor's justice. If the PCs follow the procession it ends up at the Coliseum, and the Emperor does actually arrive and sits in his box, along with several nobles (not Raus). Getting into the Coliseum will be a

scrum affair amongst the eager scrambling masses. The rebels are all assembled in the ring surrounded by armed Yanafali.

The Red Emperor's Voice is magically amplified as it rings out in Pelorian:

"My people, I am proud to tell you that another of our client states is becoming a safer place to live for honorable law-abiding citizens of the Empire!

Before the bandits here are judged, do they have anything to say?"

Their leader is brought up to the box and his voice is not magically amplified (Listen roll to make out each phrase.) He speaks in Trade:

"Citizens of the Empire, we are not bandits, Aggar is our home. Since the arrival of the Lunar Empire our traditions and are people are being destroyed. We want only the freedom to continue out traditional ways, freedom from violent oppression and the imposition of foreign gods. If your homelands were invaded, would you not rise up to protect your ways, or would you lie still for the slaughter, like sheep. Long Live Aggar, down with the Lunar Empire!"

He leaps at the Red Emperor and is incinerated in a great burst of magical flame.

The Yanafali in the arena retreat through the doors, and lions are released on the other prisoners, for the greater amusement of the populace assembled, but perhaps not the PCs. If any PCs are obviously Orlanthi they will be jostled and taunted on the way out, but may be able to retaliate in the crowded stairwells. Although this might lead to them being pursued through the streets by an angry mob.

Ralian Ambassadorial Party Site-seeing

A Malkioni Sorcerer accompanied by warrior worshippers of Saint Humakt. (An ambassador and his bodyguard.)

They are from a province in Ralios, and may have some things in common with the PCs; perhaps they will be friends?

Chaos in Glamour (*This is an Aug 99 Digest Posting by David Cake, stolen pretty much in its entirety*)

I think there is a large 'underclass' of chaotics living in (and in the sewers beneath) the streets of Glamour. Chaotics throughout the Empire gravitate there, because Glamour is probably the only place in the Empire where chaotics are not persecuted. Nevertheless, most chaotics can only survive in Glamour by begging, thieving and other criminal activities, because few people are willing to employ them.

All over the Empire, the philosophies of the Lunar Empire tempt the unwary into experimentation with chaos, or otherwise encourage interaction with chaotic forces. But obvious chaotic features, or other evidence of chaotic taint, are still not socially acceptable to the majority of the Empire. A seven fingered hand or third eye might be something a high Lunar official can get away with, but for most it leads to ostracism and lynch mobs. Those afflicted gravitate to Glamour - it is noted in the Empire that chaotics can live unmolested in Glamour, as there are a few high profile chaotics who live there and are well known (at least one broo poet, for example).

The Teelo Norri cult and other such do-gooders will assist chaotics in making their way to Glamour - the minor level of official assistance they can provide is often the only reason many chaotics survive the journey. At least they can sleep in Teelo Norri poorhouses along the way, rather than in ditches - chaotics are welcome in few inns. Once in Glamour, they discover the ugly truth - while the few successful chaotics are fêted for propagandist purposes, those who have played with chaos and lost are still losers in Glamour. While the citizens of Glamour may accept the

Emperor's edicts about the official acceptability of chaos, such are still regarded as unwelcome by most.

The only place where they are truly welcome is among their own kind. Glamour has a literal underworld of sewers and strange excavations (even, it is rumored, Krarshtkid tunnels). There live the rejected experiments of the Empire's grand chaotic project. Many were not born chaotic, but became chaotic through Chaos Gift and similar magics. Many turn to crime, including trading in exotic drugs and pleasures not socially acceptable even in the decadent heart of the Empire. The secret masters of the Krarsht cult grow fat.

The crime, of course, as well as the use of broos as sewerage workers, means that the good Lunar citizens of Glamour can justify their discrimination, while at the same time mouthing the platitudes of Lunar acceptance of chaos. 'Of course I do not discriminate against those who accept the gifts of chaos, but that does not mean I need to welcome criminals or dung-carriers into my neighborhood or employment'.

I imagine the Underside of Glamour to be the Gloranthan equivalent of William Burroughs' Interzone - deranged half-humans turning to exotic vices to cope with their shattered lives. A little of Al Amarja, too. The scorpion man that continually threatens to commit suicide with his own sting, strange prostitutes that defy classification into the normal sexes, half-man/half-insect beings that sell their own body parts as exotic drugs, and so on. And 'Spare Ass Annie', of course, straight from the title track of the William Burroughs/ Disposable Heroes CD.

If you want to make the whole area even more remarkable, there are many rumors about the Glamour underworld. Some say that something else existed on the site of Glamour, long ago, and the tunnels under Glamour have dug into strange ruins. Other rumors say that the tunnels actually reach the

inside of the Crater in places, there to contact secret dark Lunar mysteries.

Chaos 1

The PCs see a crowd ahead, some kind of street entertainment. These people are gathered about a poet, the famous Broo poet Orgrarak Shattral, who has been praised by the Emperor himself. The poetry is all about the hardship of life as an outcast, and the wonders of Lunar Civilization. Orgrarak is of course a Dorastan spy, and may try and befriend the PCs when he notices they are strangers to Glamour (in order to see why they are here).

Chaos 2

Sewerage working party. Along the side of a street is a great trench. Beside the trench stand two men, apparently overseers of some kind. As the PCs pass they may notice that one man has an eye in his forehead, whilst the other man has a third arm growing below his left armpit. In the trench are two dozen humans (with varying degrees of obvious chaotic taint) and three broo. This group is replacing a collapsed sewer tunnel, and is an official work party. This is one of the few jobs chaotics can get in Glamour.

Chaos 3

Mugging! - Yup, chance for real melee on the streets of Glamour! The low-life chaos scum that live in the sewers occasionally get desperate enough to attempt robbery. They only ever attack foreigners, as fear of reprisals is much lower. Out of a narrow alley romp: a great twisted mass, a stunted goat broo and a man with no head but a face in his chest. The mass attacks with whipping tentacles instead of arms, otherwise use regular broo stats. An official complaint gets an apology stating that they must have swum in from the river, but the fact is that at some point they needed to pass through the gates.

14) Possible Timetable for the PCs'

stay (Playtest Version)

Day 1 - This will be the rest of the day they arrive, or the first day if they arrive at night. Raus and Sardeus go off to try and make an appointment for an audience with the Red Emperor. Before they set off, Raus buckles on the Rone Sword and the characters have a chance to see his transformation again, as he gains an even greater air of authority. Raus forgets to assign a return time for the PCs to be back, so the Players have their own whims. Raus and Sardeus will return exhausted after sunset, and Raus will buy Sardeus dinner nearby for his help. Then they will retire early. If asked, they will say that it is a tough and exhausting business, and they merely queued and got nowhere today, and without the influence of the Rone Sword, and the knowledge that Sardeus has, they would not have even made it into the queue. They will ask how the PCs are enjoying themselves, if an opportunity presents.

Day 2 - Raus and Sardeus breakfast early, and leave early. In the afternoon the PCs will pass a small group of nobles leaving the city. On second glance they will see that it is Sor-Eel and his party. Agrestis is capering behind and every now and then, one of the group turns and tries to kick or punch him to drive him away. Sor-Eel will recognize them and call for his group to halt. He will tell them that he has been removed from office and that he has actually recommended Raus for the next Governor. He says that he believes he was a good Governor and perhaps trying to stop the Cradle was a mistake, but "what's done is done." "You don't need a spare jester do you?" he asks wryly. He and his party then continue and leave the city. (If asked, he is returning to his family lands and retiring.) Agrestis does not attempt to follow them this time, but will tag on with the PC party, being a pest and trying to pull feeble practical jokes - hopefully they will get very angry and tell him

to clear off. (If he is already an enemy, then of course he will not try and join with them.)

Agrestis might try and get them all with a cruel joke, by casting 'Lie': "Well, I'll go then, but I know something that you don't know. The Crimson Bat is coming to town this afternoon in preparation for the Great Hunt, and they are looking for foreigners to feed it. Nowhere in the city is safe. If you run now you might just get out of the city before they lock the gates! Imagine that, fed to the Bat and suffering total annihilation!!!!" (ends in a shriek)

Cue for PCs that don't resist to flee, screaming, for the gates, and get stopped and cautioned for disorderly behavior.

Raus and Sardeus queue again all day with no luck, but hear an exasperating rumor that the Emperor is soon to leave for a Hunt on the Red Moon. They return at 8pm.

Day 3 - Raus and Sardeus leave early. This time they do not return, having decided to queue all night so as not to lose their place. This is entirely allowed, as there are public conveniences next to the hall of supplicants, and experienced petitioners bring their own food and bedding (neatly packaged of course). The PCs might nonetheless become concerned.

Day 4 - Raus and Sardeus have not returned during the night. If the PCs go to the Citadel of Halfway and inquire, a clerk will go through the records and inform them that Duke Raus and his brother Sardeus the Sage are still registered as applying for an audience with the Red Emperor. Though the clerk looks down on them, he at least is able to inform them what they want to know, which is that it is not unusual for applicants to stay two or three days in order to reach the head of the queue. They may even meet Sardeus here, nipping out to get another couple of kebabs for

him and Raus. Raus and Sardeus do not return until late in the afternoon. Raus has been granted a five-minute audience the day after tomorrow. He has been told he can talk to the Emperor, whilst he prepares to leave for the Imperial Hunt on the Red Moon. He reports proudly to the characters that the Rone Sword not only cuts through foes of the House of Rone, but also cuts through the small minds of petty bureaucrats!

Day 5 - Raus and Sardeus do some sightseeing. Sardeus finds out through his temple that he can get a place on a Moonboat to Furthest leaving this evening, and so he takes it and goes back to Prax. From Furthest he will join one of the frequent Lunar military columns heading down the Lunar Road to Pavis. (This is a game mechanic to remove a now pointless NPC from the returning group of PCs.)

Day 6 - Raus' appointment is in the afternoon. This time he will require some of his mercenaries to accompany him as retainers. Once again, he buckles on the Rone Sword and gains a new boost to his charisma and authority. He takes the PCs to some expensive shops and has them kitted out in specially made matching tunics with emblems he invents, which combine the House of Rone arms with the runic symbol for Prax. He treats them to a lunch, before they go and report to the Citadel at 3.00 Calls (see 'Telling the Time in Glamour' earlier). The following is a description of what the PCs observe.

15) The Citadel of Halfway

First of all they report to the main administration. Before they get there, Raus advises them that they must behave exemplarily whilst inside the City of Dreams, and if this means that all they do is walk, hold themselves proudly and answer simply and honestly when spoken to, then that is fine. The whole building is, in atmosphere and appearance, a blend between Roman and Greek pillared corridors and high-ceilinged rooms,

and stuffy government offices of the early twentieth century. Raus presents the official scroll that confirms his audience, and this is passed from the desk clerk to the chief scribe of the day. This man comes out of the office and looks Raus over, firing off a few small spells with ease, and scarcely flickering his fingers. (These are detections.) "These outlanders are with you?" "You guarantee their behavior within the Citadel of Halfway?" Raus looks at the PCs and pauses, then grips the Rone Sword and says 'Yes'. The man pales visibly and then stutters "Good. Follow me."

He takes them down a corridor guarded by two huge Yanafali soldiers, and into a large waiting room. Another clerk sits at a desk, and the chief clerk walks over and speaks to him. The desk clerk looks at the Raus group (Scan or Listen rolls). He sniggers. If they succeed he is making some snide joke. The word Carmanian might be heard. (If the Players don't know by now, explain that many Pelorians see Carmanians as second class citizens.)

The Chief clerk comes back. As he passes them he pauses and says "An escort will arrive shortly."

There are leather-covered benches that they may sit upon. Raus prefers to stand. After about ten minutes, an immaculately dressed imperial lackey arrives. "Duke Raus and party?" "Please follow me."

16) The City of Dreams

(Some ideas taken from RGG)
The party is taken away "through a bewildering series of marbled corridors, gilded halls, and splendid staircases". On the trip they sometimes pass by huge windows and can see out across the City of Dreams itself. The fluted towers, colored domes and majestic minarets are all sparkling under the ruby glow of the Red Moon above. More than once when the view is in the right direction towards the center of the city, they

can see the Silver Bridge rearing into the air, and disappearing in a thin strip as it plunges upwards to the Red Moon. There the heroes of the Empire such as Hon-Eel and the Seven Mothers dwell in eternal paradise, and also where the Empire's Horrors such as Yara Aranis and the Crimson Bat are restrained until they are needed. (Remind the players, through your tones, how in awe the PCs must be!)

The journey continues, with the group crossing "marble courtyards fragrant with fountains of rosewater", traversing enormous colonnaded walks, and even crossing a small park of unusual vegetation and unidentifiable ornamental birds. One of the more memorable features is when they cross a large hall with a beautiful mosaic floor. (It takes only a few moments to work out that the scene depicted in the tiles is "the Crimson Bat devouring wailing prisoners at Castle Blue.") Throughout the walk they occasionally notice other people, but none of them approach the Raus party. These people are all richly dressed and seem to be living a life of untroubled leisure. The walk takes at least an hour and a half, although time is hard to measure here in this mid-way place between the mundane plane and the myth plane.

At last they cross another small ornamental park, via a walkway whose roof is held aloft by particularly beautiful columns carved in the shapes of naked bodies. As the visitors stare in awe, they see that the columns are actually moving sinuously, they are, after all, the famous living Caryatids of the City of Dreams. The visitors enter a large mansion, and after only a few more minutes of walking are ushered into an awesomely beautiful waiting room. This chamber is decorated with silks and tapestries from the most exotic of locations. Sumptuous cushions and divans are scattered around. At the center, a small fountain sprays fine jets of water, and as it does so, it somehow also plays a continuous soft

melody. The room has several doors, some closed and some half open. Their guide indicates that they should wait. After a little while, a chamberlain with an oiled beard and dressed more finely than anyone they have ever seen glides into the room. Their original guide introduces "Duke Raus" in a whisper, then simply turns and leaves.

The chamberlain beckons at them with barely concealed disdain, and leads them through a large door and under an arch decorated with silver symbols of planets and stars set on a black background. Anyone who fails a CON-5 roll at this point feels nauseous.

17) Raus Meets the Emperor

Beyond the arch is a smaller room, the architecture is just as rich, but the furnishings simpler. There are plain wooden benches, and thick red drapes cover three sections of one wall. On the wall opposite the drapes is a simple mosaic, depicting several men in glinting gold and red armor. These men are carrying bows and riding on hippogriffs, as they fly above a beautiful forest.

The chamberlain says quietly: "Your people will have to wait here, the Emperor will see you now. You are fortunate that he is in very good spirits today." Raus, who has been rigid with tension the whole trip, relaxes slightly. He nods to the mercenaries. (Ask do they wish to say or do anything?) Then he follows the Chamberlain through a small door.

Does anyone wish to try a Scan roll to see what is through the door? Anyone who does so sees Raus begin to bow deeply as he enters the room. Success - the glimpse of several people half-naked, attending to a central larger person with dark red hair, and a goatee, who is wearing white sequined clothes. Special - Attendants that are mostly scantily clad females are helping a man with long dark hair and sequined white clothes to dress in red and gold armor.

Critical - At the center of a marbled room, an imposing dark-haired man in sequined white clothes, which have flared arms and legs, is being dressed in red and gold armor. Against one wall rests a gold shield and a large golden bow. Some kind of large lute decorated with gold inlay sits on a velvet cushion. Out of the window they see the top of a domed building bathed in red light.

Once the Duke is inside, tell the players that the PCs have very few options open to them:

- i) Listening (either at the door, or simply standing near the door)
- ii) Searching the room, either diligently or simply in passing whilst examining its beautiful architectural lines

(They may also, of course, look behind the drapes of their own free will, but don't suggest this.)

Listening at the door:

If the character is not *obviously* eavesdropping, reduce their Listen success by one level (e.g. Critical becomes Special, Success becomes Failure).

Failure - Raus is putting his case forward to be Governor of Prax as a tributary state rather than a full province.

Success - Raus and a man with a soft and resonant voice are talking politely to each other. Raus outlines his plan to forge a Prax that is a safe and valuable tributary state of the Lunar Empire. His main point is that he believes the fiercely independent peoples will cope with being a tributary state and having a limited military presence, but will inevitably rebel if they feel themselves to be subjugated and enslaved.

Special - As above, and the other man sounds agreeable. He says however, that this is only because Prax is such a dire and arid country. Sartar is a rich client kingdom and must be made a full province of the Empire, despite its rebellious nature. This includes the Heortland Orlanthi. Whitewall must fall, and fall soon.

The term 'Crimson Bat' is also heard. Critical - As above, and "I am really not that happy with my generals. I'm gonna send the Crimson Bat against Whitewall soon. When this hunt is over I'll start things moving. Just you watch me, uh huh!"

(The references to the Bat are a hastily manufactured reference to the second part of this adventure in my campaign, which was a trip to Whitewall to meet Fazzur, outlined at the end of this piece. You may wish to replace this with words more useful in your campaign, leave in if historically topical, or simply ignore.)

Searching the room:

Actually moving things and having a sticky beak, even if using the pretence of examining the drapes and architecture - No roll required. The only thing in the room that was not already obvious to them is the shadow of a stain upon the floor. Of the obvious features, when the mosaic is examined there can be seen in the forest a fleeing creature that seems to be made up of the parts of several human bodies fused together. And when the drapes are examined it is noticed that they hang close to large windows, and through the windows a deep red light shines. (This light is far stronger red than the rose tint that they have been used to whilst crossing the City of Dreams.) You may have to ask them if they want to look out of the windows.

Through the windows:

First of all, ascertain if anyone doesn't want to look, and actively closes their eyes or turns away, but be casual about it.

Then, anyone who looks must make a POW roll. If they fail, their mind cannot comprehend what they have seen and they are rendered speechless until they have left the City of Dreams. This is not a total incapacitation, they will make simple befuddled phrases like "It was beautiful, so red, ..."

Anyone who makes their POW roll sees:

Outside the window your mind makes a complicated flip-flop trying to make sense of the images. Suddenly it becomes clear. You are looking from the upper window of a building in a small city of red buildings. It is a very beautiful city, however this is not what draws your attention, and your gaze travels over its walls onto a plain of red grass dotted with stands of red trees. Over to the left is a range of unusual mountains (red of course) standing almost like a parade of leaping dancers bounding from beneath the ground. Over to the right is a beautiful forest, the leaves of the trees sparkle like rubies, and the tree trunks are a deep reddy-brown. As you look at it, you notice that the trees seem to be shifting subtly, swaying in an unpredictable breeze. Despite all this, it is what hangs above the city that takes most of your attention. At first you think it is an enormous patchwork quilt with a great circular mandala as its centerpiece, but then your mind makes another alteration. You are looking down on the crater and the city of Glamour from above. Out to each side stretches the Lunar Empire. As your eye travels you notice that your vision somehow telescopes, and even though you must be looking across hundreds and hundreds of miles, larger details such as rivers, mountains and even cities are visible.

Viewers must make another POW roll at -4, and if they fail, notice that they are developing a slight nosebleed and headache.

Anyone who fails, and continues to look, will find his or her vision begins to blur and will develop a terrific migraine and lose 1 INT, perhaps being automatically Befuddled.

Those who roll successfully and continue to look can see all the way to the edge of Tarsh. However after that the vision abruptly dims and no further detail can be made out. Even these people are now subject to

the POW-4 roll, and discourage further viewing attempts by Befuddling anyone who looks for more than a few moments.

Raus returns

After slightly less than ten minutes, the door opens (anyone listening who rolls successfully will hear someone approaching), and both Raus and the Chamberlain exit backwards, bowing deeply.

The Chamberlain leads them all back through the arch (CON-5 roll again or nausea) and back into the waiting room. Then he guides them down some stairs and along a different hall that they didn't arrive by. At the end of the corridor is a small vestibule on the other side of which narrow stone stairs descend. The Chamberlain says "At the bottom of the stairs turn left and go through the first door on the right. May the Red Goddess shine upon you all your days." He turns and goes.

Passing through the vestibule, anyone who fails a simple CON roll feels nauseous. Raus leads on at a swift pace, down the stairs, turns left in a small corridor, and unhesitatingly opens a wooden door on the right and ushers them through. On the other side they are at the end of a small corridor which leads back into the innermost waiting chamber of the Citadel of Halfway. A junior scribe waits for them at the end and escorts them to the main exit and out into Red Square.

What Raus tells them after they leave the City of Dreams:

"The Emperor gave me a good hearing. He is interested in my proposal to make Prax a tributary state rather than a province, and thus divert the impending rebellion. However, he says that I must also gain the approval of General Fazzur Wideread, who is currently the military commander of the whole Dragon Pass region and coordinating the invasion of Heortland. That campaign is very much on the Emperor's mind." Raus gets a dark look and frowns. "He plans to take

stern measures against Whitewall, possibly as soon as within the next few weeks. I pity the rebels there, as they will be totally unprepared and shall be utterly consumed." He will say no more on these subjects. But he will outline their plans: "We leave immediately for Whitewall to seek an audience with General Fazzur, I can only hope he will be as appreciative of my ideas as was the Emperor."

18) Heading for Home

Note: If you lack "RQAdventures: 'The Fall of Whitewall'" or possibly some new official piece from the Hero Wars game, you might like to ignore such references and have Raus (or whoever took the PCs to Glamour in your campaign) simply succeed in his mission and initiate their departure.

Raus hurries them back to their rooms and packs preparing to leave immediately. They may of course spend a final night in their rooms, and leave after a hearty breakfast, over which Raus will ask them what they thought of the city!

As they leave the city, be mindful to mention again its impressiveness and the thronging masses of Lunar citizens again. The gateguards will recheck their papers on the way out.

The group go first to the Moonport (39), where Raus is confidently expecting to be able to book passage. This is a huge and bustling place, with many guards checking people's business, a large hall for checking flight times and booking-in luggage, and several expensive snack bars, and last-minute souvenir stalls. Unfortunately, the group is told in no uncertain terms that there are no free berths available for at least three weeks, possibly two if there are cancellations. If they loiter, Lunar guards will firmly escort them off the port premises.

Raus is angry that his progress is being impeded:
"Damn it! We must get to see Fazzur

at Whitewall before the Emperor sends..." his words tail off.

"There's no choice we'll have to get a boat down the Oslir. The best merchant barges are powered by large elementals and make very good time. Follow me!"

He leads them to the Oslir Canal Basin (59), a walk of over half an hour, and goes into the shipping office, asking them to wait.

From Glamour to Furthest

Raus books passage for himself and his mercenaries on a riverboat returning up river to Furthest. He doesn't have a lot of money left, and so has bargained for them to be relief oarsmen and general helpers on the trip.

Raus takes them down to the dockside. Describe the place as bustling and filled with ships of all kinds. The great warehouses stand back from the ornate wooden wharves, and statues to the river deities stand at every corner. Even the wharfies are comparatively civilized, as befits one of the most prestigious trading hubs of the whole of Glorantha.

NOTE: If your PCs are suitable, you might be inventive enough at this point to drop the PCs into a variation of the scenario "Akritas's Heir" (by Michael O'Brien and Nick Brooke, TRM: Iss. 16 p22). This doesn't fit with my original storyline, but might with your variation. (Perhaps trading boats operated by foreigners are relatively common on the Oslir, and someone offers the stranded PCs a way to make some easy money?)

After a few minutes searching, Raus spies the river boat "Yatha's Bride" (Make Yatha a river spirit if the PCs ask.) This large boat looks to be in the middle range, well-made and indicating reasonable success, but certainly not belonging to one of the more prosperous trading barons. Raus says "We are fortunate again. I

asked in the shipping office if there were any Carmanian vessels soon to go to Furthest that needed some crew, and here is one."

Captain Pandras is a businessman first and foremost, however when Raus takes him aside and talks to him, they strike a deal. Pandras explains that he is short handed, as three of his crew recently transferred to another company: Pelorians that are trying to cut him out of the business. Pandras is keen to get some hard workers to help him load up this afternoon, maintain the vessel, and unload at the end of the trip. Most likely, there will be no rowing required, unless some of the rowers get sick. They should be in Furthest in nine days or so. Raus will bunk in the first mate's cabin (the mate was one who left), and the mercenaries get to share the small passengers' common bunkroom. This is not so bad, as it could sleep six at a push and there are less of them than that.

The goods aboard the Yatha's Bride are primarily army surplus gear which arrives in depots at the Campus Militaris (18 RGG) from around the Heartlands and is then sent to equip the Borderlands Seven Mothers regiments. Pandras counts himself lucky to have this regular upriver trip. Returning downriver he carries differing luxury goods and foodstuffs to the Heartland Cities, and sometimes slaves.

So, for 4 hours in the afternoon, the PCs join the sweating wharfies loading crates aboard. This is all completed by early evening, and the Captain invites them all to share a meal. There are a dozen oarsmen, and 4 other crew. The meal is fish and bread, with a good local wine.

In the early evening they cast off and sail for over three hours down to the docks at Goodshore. Even though the boat is indeed powered by a large water elemental, especially on this upriver trip, the rowers must put in a good effort.

The River Trip:

This will pass swiftly in real time. The Oslir River is enormous, like the Danube or the Nile, and the banks pass slowly because of their distance from the boat. Along the way there is much river traffic of all types, from local fisherfolk, to Imperial transports. The scenery also varies, although wide, undulating, fertile plain is far the most common foreground feature. They also pass many small and medium settlements, and also expanses of farmland punctuated by woodlands. The most common animals grazing are cattle and sheep, but river birds, such as waders and divers are also frequently seen. (Use the map on p36 of G:G, Genertela book)

Day 1 - setting off early, after a few hours they pass Raibanth, that magnificent city, and moor at the river's edge in the evening, near a small village.

Day 2 - All the way to Darleep. There are a surprising number of jobs to do aboard a riverboat, from rope coiling to swabbing the decks, and the mercenaries build up quite a healthy appetite. They moor in the river docks at Darleep and leave early again.

Day 3 - Passing Alkoth about noon, all towering walls and dark atmosphere, once again they moor along the river's edge at night.

Day 4 - All the way to Jillaro, once again mooring in the river dock.

Day 5 - Alongside the impressive Daughter's Road for most of the morning and able to watch the carts, wagons and most splendid chariots that traverse that edifice. (Illustration on p47 TRM: Iss. 16) Moor by the riverside at night, next to a small town.

Day 6 and Day 7 - two uneventful days to Mirin's Cross.

Days 8,9 and 10 - two uneventful days and a morning to Furthest.

19) Beyond the Empire

Furthest, as they saw before, is a heavily Lunarised settlement that still has a notable Orlanthi element, although most of the Orlanthi have accepted the Lunar way and become 'civilized'. Raus treats his mercenaries to a dinner at a good tavern in the dock area on the outskirts of town, but does not want to waste time by going into the city.

Exactly how you close this scenario depends entirely on any restructuring you have done. Possibly Raus and the PCs will travel across Snakepipe Hollow with an armed caravan, hoping to join up with a Lunar Convoy at Alda Chur. (And possibly Raus will be kidnapped by Chaos during the night - a 'Snakepipe Hollow' scenario opportunity: every campaign should have one!) Possibly your PCs will simply head south into Sartar, or east into Prax, and home?

When originally run as part of the campaign, the PCs had some fun riding across Sartar, eventually reaching Whitewall. Raus left them in the Lunar Camp, and flew to Boldhome by Wyvern because Fazzur was at that city in lengthy meetings (and not directing the siege as they had been told). The PCs (with unexpected time to kill) then decided it was their honorable duty to warn the rebels that the Bat was coming. With much fun and games they got into Whitewall with a troll supply train, and out again with the help of a Lanbril guide. (The Crimson Bat arrived shortly after and added even more fun, but this is all a different story!)

Endnote: If you are using this as a lead-in between Borderlands and the Pavis Companion scenarios, then Raus honorably dismisses the PCs once the whole party is back in New Pavis. Now that he is Governor (presuming he is), he has decided it might be bad for his image to have types like the PCs openly representing him. Also, in my campaign, members of his family came out of the Heartlands to join him, and so he suddenly had a surplus of staff, and the PCs were the least valuable. Depending on your characterization of Raus, he might gift them well, and even apologize for this political move, promising to point any suitable jobs that cross his desk towards them. (A likely way that they could get the job to look after Arlaten and Mikos, replacing the random introduction and replacing Bor-Eel with Raus, or Sardeus, at the tricky Main Gate section.)

Agrestis the Jester

Agrestis, Pelorian Trickster (liar Aspect) if well-played, the spells of this guy make him very powerful.

STR	12		
CON	15		
SIZ	15		
INT	13		
POW	17		
DEX	16		
APP	15		
Move	3	Locations	(AP/HP)
FP	27 - (ENC=4)=23	Rleg	0/5
HP	15	Lleg	0/5
MP	17	Abdomen	0/5
Dex SR	2	Chest	0/6
Siz SR	2	Rarm	0/4
Arms and armor (total ENC)= 4		Larm	0/4
		Head	0/5

Armor: none, only jester-like, funny and colorful robe.

Weapons: only 1 dagger (for personal extreme defense) enchanted for extra AP defense.

Dagger SR 7 Att%35 Par%50 damage 1D4+2+1D4 AP 12

Magic

Spirit Magic (94%) Glamour 3, Silvertongue, Voice Mimicry, Fumble, Protection 4

Divine Magic (109%) Charisma II; Conceal I; Dismiss Magic III; Reflection III; Lie IV; Extension III

Bonuses and skills

Note that any bonus/modifier is already applied (even if evidenced apart)

Communication (+10%) Speak Sartarite 20%; Speak New Pelorian 60%; Speak Pavis 40%; Speak Trade 40%; Fast Talk 60%; Tell Jokes 90%; Sing 15%
Agility (+2%) Dodge 55%; Dodge in a Funny Way 80%; Dance 25%; Jump 50%,
Caper Annoyingly 110%

Manipulation (+10%) Sleight 75%; Conceal 75%; Devise 45%

Knowledge (+3%) R/W New Pelorian 30%; R/W Sartarite 10%; Human Lore 45%; Compose Funny Ballads 65%

Perception (+10%) Search 30%, Listen 60%, Scan 50%

Stealth (-6%) Hide 75%; Sneak 80%

Distinctive Traits:

Joyfully offensive (on one's weak spots)

Provoker (with light, ironic and spectacular ways)

More attentive than he appears to be (he loves to hide his insatiable curiosity behind funny, even if annoying, behavior)

Personal Connections:

Agrestis is a Trickster of the Liar Aspect; this makes of him a totally unreliable Lunar Agent; but he is still one and had the attention (if not the trust) of several Lunar personalities in New Pavis.