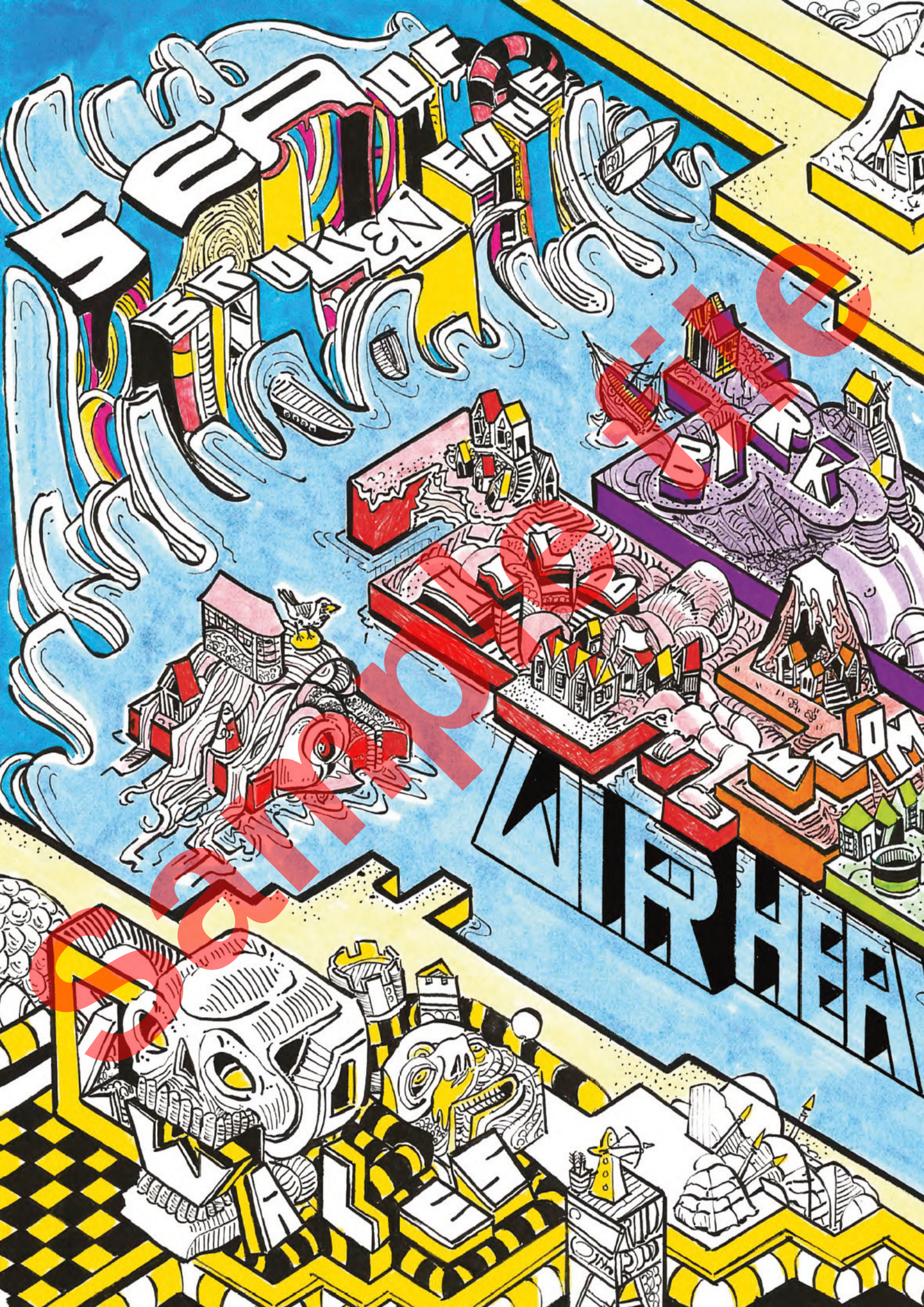
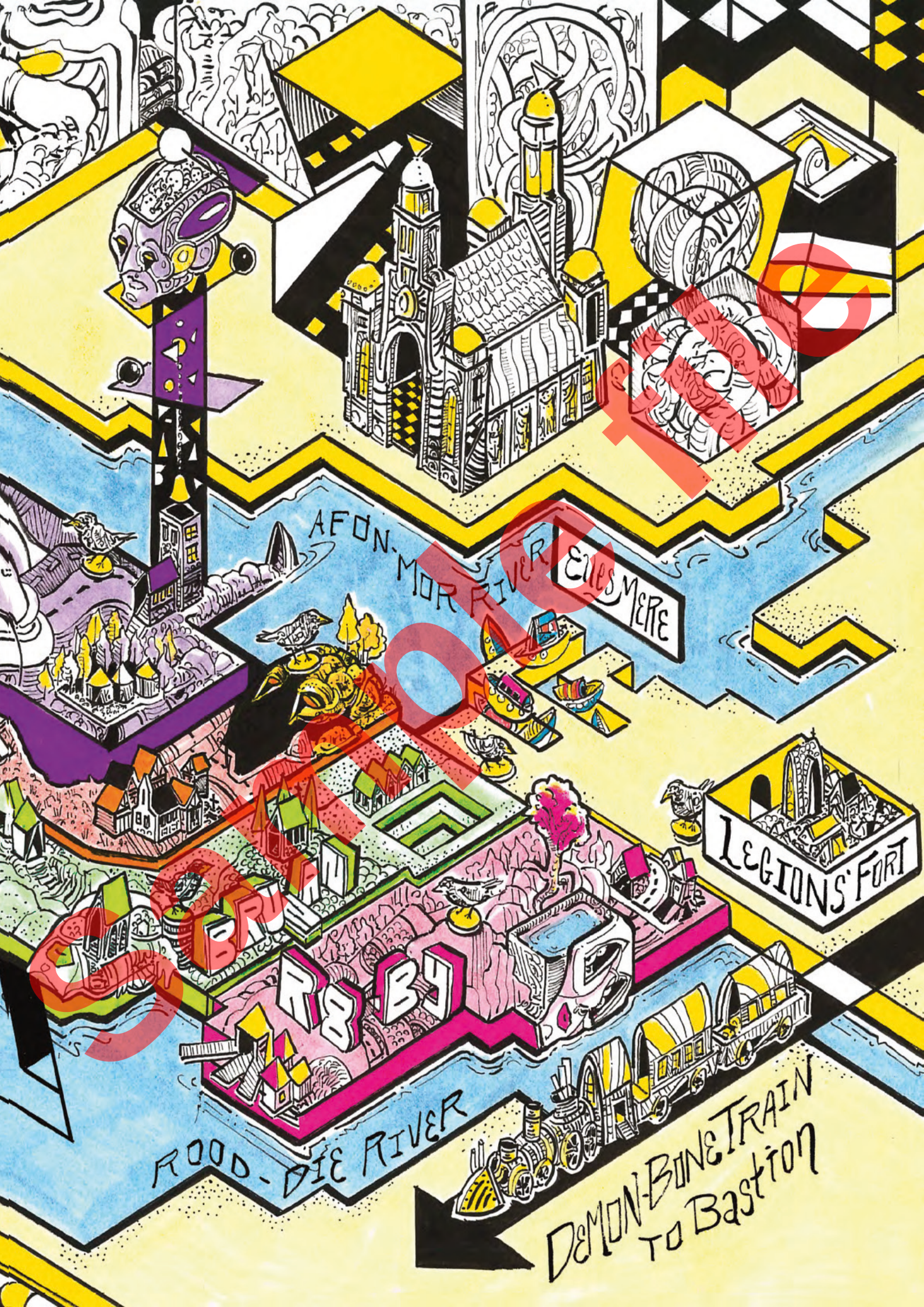








Wir-Heal, Where the Titans Lie

There are many maps of *Wir-Heal*. They are available in *Legions Fort*, and even *Bastion*, for a price (*ONE GUILDER*, usually). Available for free almost anywhere is the knowledge **YOU REALLY SHOULDN'T GO** to *Wir-Heal* because:

- The **SHIFTING REALITIES** make *MAPS* almost useless.
- The **NIGHTMARES** of the **SLEEPING TITANS** walk at night.
- All men there are **CURSED TO DEVOLVE INTO BEASTS**.

The Shifting Realities

In *Wir-Heal*, relative space shifts unpredictably and invisibly. The landscape of the ancient past meshes and spumes with silent memories of a shattered future encoded in stone and wire. Leaving the same place in *Wir-Heal* and heading in the same direction will not always take you to the same place.

Yet, *MAPS* are not completely useless. The paths in *Wir-Heal* have repeating patterns, and through practice and attention, those patterns can be learnt. Though the paths between each point do shift, the general makeup and relative arrangement of *Wir-Heal* persists. No matter what, *Monks Ferry* is always on the North-West coast, *South Town* is always close to the Southern Border, and so on.

The Titans' Nightmares

While, in daylight, realities shift; at night, **THE DREAMS AND TERRORS OF THE SLEEPING TITANS** bleed into the **real**. Empty buildings fallen through time are lit with bright **electricity**, empty motorways shimmer with **passing headlamps** and **THE WARPED HORRORS OF EACH TITAN** walk the earth in the form of terrible and inexplicable **monsters** and impossible anti-reality events.

The Sanctuary Settlements

There are a few points in *Wir-Heal* which, for unknown reasons, are **immune** from the shifting realities and **TITANS' NIGHTMARES**. Like steel pins through shifting black silk, they are 'real'. If you go to sleep there, you wake up in the same place.

This is where **THE MASK-MEN** of *Wir-Heal* build their small and fragile communities. These are the settlements shown on *THE MAP*.

If the PCs reach a settlement, 9 times in 10, **THE TITAN NIGHTMARES** will not pursue them and either wait or evaporate out of existence on the border. Those that do pursue bleed existence, becoming less and less powerful with each moment, until they disappear like bad dreams.

The Rookeries

By time-paled tradition, **EVERY MAP** of *Wir-Heal* shows the resting places of its **ROOKS**. At dawn and dusk, day and night, the black birds gather in their parliaments and talk amongst themselves.

The reason for this tradition is known only to a few.

The Curse of The Woodwoose

There is one more reason not to visit *Wir-Heal*: the land is doubly-cursed. Any **TRUE-BORN HUMAN** who stays there too long **DEVOLVES** into a green-haired, plant-eating beast.

The longer a human being spends in *Wir-Heal*, the more likely it is that they begin transforming into a Woodwoose. The chance is a cumulative 1% each day. On the second day it is 2%, on the third 3% and so on. Further, the chance does not re-set once **A TRANSFORMATION** has been rolled. Thus, every Dawn spent in *Wir-Heal*: each Human PC rolls a d100 to determine if they begin transforming.

Outside of *Wir-Heal*, an individual does not devolve any further. Additionally, for every day they spend away the chance of them transforming while in *Wir-Heal* drops 1%. If the transformation is only partial, behavioural changes gradually revert during time outside of *Wir-Heal*.

Effects of the Curse	
d8	(If a PC rolls a previously suffered effect, pick the closest un-suffered effect and apply that.)
1	Hair starts to turn green, you refuse to allow it to be cut.
2	Become hungry for plants, first chewing on them, then finally refusing all else.
3	Abandon clothes, first going barefoot, then ultimately nude.
4	Abandon speech, descending into grunts and howls.
5	Abandon tools, first unable to manipulate, then unable to carry anything.
6	Lose memory, first of immediate personal history, ultimately of childhood.
7	Become quadrupedal, first occasionally, then compulsively.
8	Become feral, needing a WIL test to perform anything other than instinctive actions.

CLIENTS

Richard
Stuart

Dirk DeWeiler Leichty



Written by Patrick Stuart.

Illustrated by Dirk Detweiler Leichty.

Layout & Development by Christian Kessler (MRC).

Editing & Development by Fiona Maeve Geist (MRC).

Copyright 2019 Patrick Stuart, Dirk Detweiler Leichty, Christian Kessler.

Into The Odd was created by Chris McDowall.

Redistribution without prior written consent is prohibited. Permission is granted to photocopy and otherwise reproduce for personal use. All contributors retain the right to be identified as such. In all cases this notice must remain intact.

The game mechanics used in Silent Titans may be reused freely.

Art and text may not be reused — all artists maintain copyright of their work.

Printed in Canada.

Published by Jacob Hurst & Swordfish Islands LLC.
San Antonio, Texas.

ISBN: 978-1-9993403-0-8

First Edition.

3000 copies.

Contents

Maze of Uriel Map	Inside Dust-Cover
Wir-Heal Map	Front Endpages
Wir-Heal, Where Titans Lie	iv
Introduction	2
Who the Hell are You?	4
Character Background Table	6
Making an Encounter	8
Space	8
Held Energy	10
Workable Enemies	10
Feel, Sensing, and Improvisation	11
Dementia Bomb	12
Doctor Hog and his Brain Apes	16
Elles Mere	18
The View South	20
Legions Fort	22
The Castle	23
Shops and Where to Stay	24
Harbour and the Demon-Bone Train	26
Cathedral of the Risen Goose	27
Hugh Lupus	28
The Wreckers	30
Mother Redcaps	32
The Court of Wapentake	34
The Court of Wassail	38
The Ouzel	40
The Maze of Uriel	42
The Prismatic Demon	44
The Silent Titans	46
R8-BY	46
On R8-BY	46
In R8-BY	48
R8-BY's Avatars	54
Brunan	56
On Brunan	56
In Brunan	58
Brunan's Avatars	64
Hilb	66
On Hilb	66
In Hilb	68
Hilb's Avatars	74
Brom	76
On Brom	76
In Brom	78
Brom's Avatars	84
Birk	86
On Birk	86
In Birk	88
Birk's Avatars	94
The Titan Diamonds	96
Continuing the Adventure	98
Interview with Chris Mcdowall	100
Rivers and the Sea	Back Endpages



Dementia Bomb!

The world blurs into shape. Wreckage like fractal diamond clockwork is swept into the **TIME TORNADO** which writhes like a bound snake in the centre of the *Titan's Tower*.

You cling to the silver stairs.

YOU FOOLS... a voice cries from above.

MY DEMENTIA BOMB HAS WRECKED YOUR VERY MINDS!

Far, far above you, the shape of a **FAT FIGURE** in a top hat, a black enormous **APE** and a **GOLDEN DOOR**. The time-storm is loud, but he is louder.

YOU HAVE CHALLENGED ME FOR THE LAST TIME!

HOW WILL YOU DEFEAT ME NOW?

You have no idea who this is, where you are or how you got here. You have only vague and general memories of your life. You don't remember the people with you, yet somehow, they seem oddly familiar...

Do These Things

1. Go from player to player, ask them who they are and what they look like.
2. When everyone knows who everyone is, take some time to describe the situation. The PCs begin clinging to the stairs in the *Spinal Tornado* (opposite page).
3. Remind them they can ask about anything they can see, hear, or otherwise sense.
4. Take time to describe and re-describe whatever players look at. Answer all their questions until they are firm in where they are and what their choices are. Make sure everyone is fully informed before anyone starts taking actions or rolling dice.

7. MIND OF CHRONOS

- Four big things:
 - The Bone Fumerole
 - The Big Brain
 - The Big Sword
 - The Web of Doctor Hog.

4. THE CLOCK

- Huge translucent clock-face.
- Shadows move behind it.

1. SPINAL TORNADO

- A Bell tolls above you.
- A living tornado of broken time.
 - Ivory and onyx walls whirl.
 - Open Bronze and Closed Ebony Doors.
- **BRAIN APES** attempt to blast you from the stairs.
- **DEX** Save or fall into the *Parasite's Web*.

6. BRONZE BELL

- The huge Bell swings.
- PCs can dive in and ride it to the other side.
- Unsafe; see Table.

5. STYLITE HULK

- The Bronze Door leads to a Heaving Hulkship.
- Cave-black timbers squealing in the storm-tossed sea.

3. PENDULOUS SHAFT

- Floorless.
- Anyone rushing through the Ebony Door **FALLS**.
- Off-kilter ticking fills the shaft.

2. PARASITE'S WEB

- Anyone **FALLING** here is **TRAPPED IN WEBS** of trash!
- Those lost at sea can be pulled from a sump by the **CHRONAL PARASITE**.
- It's cool, calm and dark.

1. Spinal Tornado

- A titanic cylindrical tower with spinning walls of ivory and onyx.
- A silver spiral staircase runs up the interior wall.
- Closed Ebony and Open Bronze Doors
- The wind is **EXTREMELY LOUD**.
- It's like a chained snake or gigantic spine.
- Chained by iron links to the walls and stairs.
- Flexes and bunches like huge vertebrae.
- Bronze Doors lead to the *Stylite Hulk*.
- The Deck sways like an alcoholic on the **STORMY SEA**.
 - Ebony Doors lead to the *Pendulous Shaft*.
- Running through causes you to **FALL**.

Looking UP:

- At the top of the silver stairs is a Golden Door flanked by a huge *Clock-Face* and a big *Bronze Bell*.
- A huge black **APE** in a *Bowler Hat* heaves at the door.
 - Surrounded by **MORE APES** with **THOMPSON GUNS**.
 - As many as there are PCs.
- A **FAT PIG** with a *SILVER MASK*, dressed like a Gentleman.
 - This is **DOCTOR HOG!**
 - **"BLAST THEM!"**
 - His **BRAIN-APES** try to **BLAST** you off the stairs.
 - **THEIR FULL COMBAT ABILITIES** are on pg 16.
 - It takes a Turn of **FURIOUS FIRING** to converge their fire on-target (**D4 DAMAGE** at this range).
- Looking **DOWN**:
 - The silver stairs descend into darkness.
 - Bordering the darkness: **ROPEY STRANDS** of garbage.
 - Like **THE LINES** of a *Gigantic Web*.

2. Parasite's Web

- Anyone **FALLING** winds up here.
- It's cool, calm and dark.
- The roaring and rocking is muffled and low.
- **WEBS!**
 - Rope, tattered bags, extruded plastic and elastic
 - Wound from trash and flotsam.
 - You are **TRAPPED** in the *Parasite's Web*.

The Parasite

- **STR 15, DEX 6, WIL 6, 12 HP, MOUTH GUNS (D6), STABBING LIMBS (D6), REASSEMBLY**
 - **MOUTH GUNS (D6)**: inaccurate, roll under **DEX** to dodge.
 - **STABBING LIMBS (D6)**: clumsy, **THE PARASITE** must roll under its **DEX** or be trapped in its **web**.
 - **REASSEMBLY**: at HP 0 reassembles itself in 4 Turns unless you remove *ITS MASK*
- A rhino-sized spider assembled from composite trash.
 - Limbs of **STAINED GLASS SHARDS**, **BIO-MECHANOID RAPIERS**, a gigantic, dead **woman's white leg**.
 - Bulging thorax-belly hidden by **ruined thermal foil** and a judge's **tattered black cloak**.
 - Its face covered by a **cracked and ruined SILVER MASK OF A SAINT'S SMILING FACE**.
 - From its mouth thrust **TWIN AUTOMATIC RIFLE BARRELS** dripping clear coolant fluid.

	WHAT IS IT DOING?	WHILE...
1	Winding its web.	Telling you it's story.
2	Coming right at you.	Asking what you are.
3	Picking trash from the web.	Humming some idiotic monotone tune.
4	Poised directly above you.	Screaming, laughing, then screaming.

WHAT IS THIS THING?

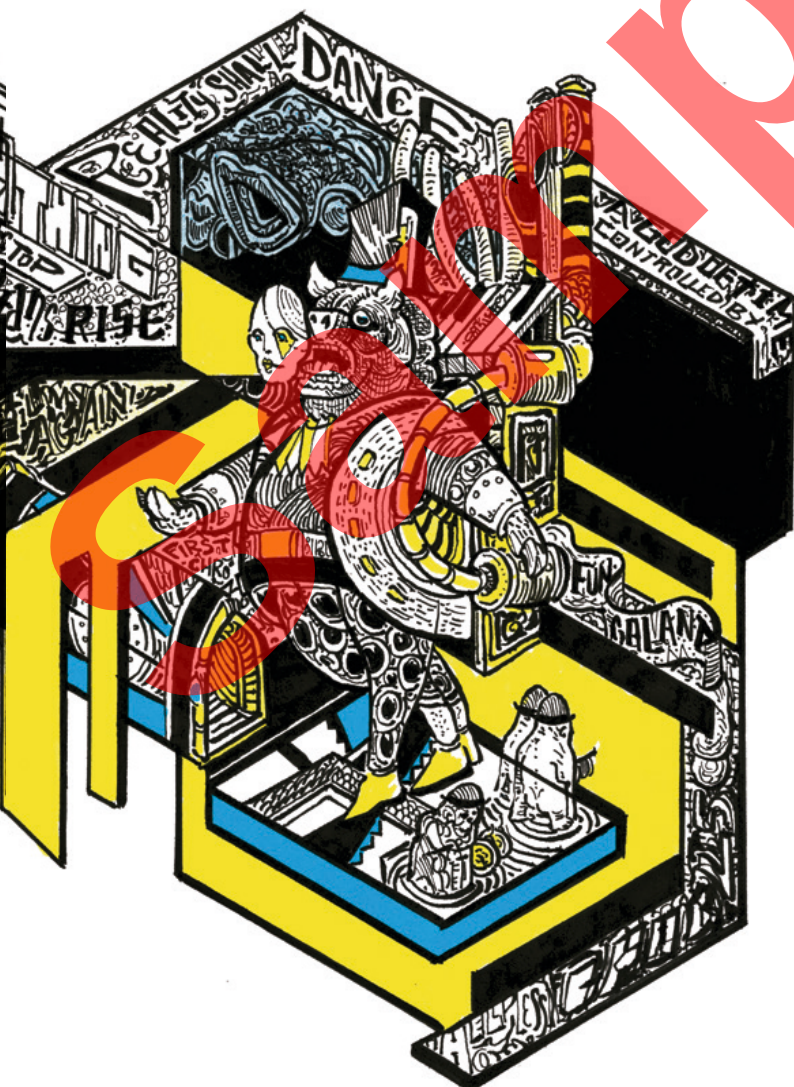
- A self-assembled, coagulated amalgamation of crap.
- Made of things which fell through cracks in time.
- Dwelling deep within the *Mind of CHRONOS, TITAN OF TIME*.

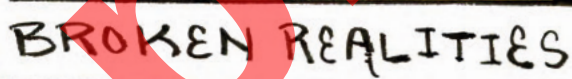
WHAT DOES IT WANT?

- It assembled itself and wants to expand itself.
- It plans to do this from **PIECES OF YOU**.
- **IT LIKES TO TALK**—it never meets anyone down here.
 - It won't **ATTACK** while engaged in **CONVERSATION**.

How To GET AWAY?

- **TRICK IT**: It's stupid and crazy.
- **PERSUADE IT**: **THE TITAN** waking up might be bad for it.
- **PULL OFF THE MASK**: Reduce it to a mindless pile of trash.
- **Climb Back Up**: Towards a spot of light and the sound of wind.
- **Leap to the Pendulum**: Catch one of the chains hanging from the *Gigantic Clock*.
- **Hook the Ladder**: There is a tattered rope ladder that leads to the *Hold of the Stylite Hulk*.
- **BEAT IT UP**: Reduce it to HP 0 and flee as it **REASSEMBLES**.
- **OR JUST MAKE SOMETHING UP.**







LEGIONS FORT

R8-BY

BRUNAN

The Maze of Uriel

- Web-work tunnels with walls of shadowy glass Rooks.
- Hangs in a blazing otherverse beneath and clustered tightly around our strained reality.
- Reaches all over *Wir-Heal* (and perhaps lands beyond).
- The means of access are *CAREFULLY-TRADED SECRETS*.
 - Within it huge distances can be crossed in relative safety, though at significant risk.

Getting In

- The Maze can be entered only at sunset.
- Seek *ROOKS* roosting in lone ruins or dead wood forests.
 - At dusk, thousands gather in a field beside the *Roost*.
 - The PCs must creep to the centre of this flock without disturbing *THE ROOKS*.
 - Loud noises will frighten the birds, barring access.
- As the moon rises, *THE ROOKS* surge into the air as one in a torrent of black and go to their nesting places.
- Anyone in the centre when it ascends is transported to the Maze of Uriel.
 - Arrive in the *Roost Room* that corresponds to their point of entry.

What Is It Like In There?

- The tunnels are smooth ovals 10' - 30' across.
- The surfaces are countless glass Rooks frozen in flight.
 - The glass is very dark; nearly opaque.
 - Unbreakable and immovable by mortal means.
 - No one sane would try anyway.
- The light outside is very bright.
 - Glimmering through like twilight kaleidoscopes.
- A faint roaring can be heard outside.
 - Pure white noise, a waterfall of light.
- You can see the other tunnels.
- Peering through the Rooks' wings, you can see:
 - Dark forms of the other tunnels.
 - The shadowed shapes of **OTHER BEINGS**.
 - Anyone looking out can also see you.
 - With a moments attention, everyone in the Maze can see each other. It is hard for anyone to hide.

Getting Out

- Each *Roost Room* has an arch of glass Rooks with their wings extended, meeting in the middle.
 - These wings give way like real feathers if pressed on.
 - You fall through into the next dawn after entering the Maze, arriving at the corresponding *Rook Roost*.
- You can jump forward in or freeze time by spending varying amounts of time in the Maze.
 - This can be good or bad, depending on your situation.
- Someone surviving in the Maze for a thousand years, on leaving, would emerge the dawn after they entered.
- Time blurs in the Maze.
 - PCs could meet with others from their future or past.
 - Potentially gain *INFORMATION ABOUT THE FUTURE*.
 - Could *SEND MESSAGES BACK IN TIME* by giving them to someone from their own history.
 - This would be **INSANELY DIFFICULT** to adjudicate; only allow it if you are certain you can handle it.

Encounters In The Maze

THE WOLVES

- **STR 7, DEX 12, WIL 10, 3 HP.**
 - **LOATHSOME ASPECT:** Requires a WIL Save to not attack.
- **APPEARANCE:** Low, feral figures loping through the crystal maze like shadows, part man, part wolf.
- **ACTUALLY:** Starved orphans of the English Civil war.
 - Found their way into the Maze.
 - **THE PRISMATIC DEMON** 'gifted' them **MASKS** which bestow a **LOATHSOME ASPECT**, claiming that they would frighten away enemies.
 - It would amuse **THE DEMON** if they were killed.
 - Their true nature is revealed if **THEIR MASKS** are removed, but they are too afraid to.
- Follow the PCs, avoiding direct contact with anyone.
- **AIM:** Steal food and supplies.
- Some Names: **THOMAS BAREBONES, JOHN WHITLEY, ELIZABETH ODDINGTON, CHARITY CHEESE, THOU-WOULD'ST-BE-DAMNED-IF-NOT-FOR-CHRIST WAKEWHEEL, TEMPERANCE HULLENHOLME.**

THE KNIGHTS

- **STR 13, DEX 8, WIL 10, 8 HP, SWORD (d6), ARMOUR 1.**
 - **INVULNERABLE TO ENTROPY:** Always take half Damage.
 - If 'destroyed', they do not die but are reduced to a hideous crystal statue draped with decayed flesh.
- **APPEARANCE:** Bold figures in shining **GOTHIC PLATE**.
- **ACTUALLY:** Beneath their visors are faces wracked with pustules, terrible crystal osteocytes erupt from their flesh like spurs of bright glass.
 - Sought the Maze to cure **THEIR TERRIBLE PLAGUE**.
 - Struck an unwise deal with **THE PRISMATIC DEMON**.
 - Horribly immortal, riddled with plague and continually growing tumours of crystallised time.
 - Granted **ARMOR** that magically renders them invisible, while standing still, to those elsewhere in the Maze.
- Attempt to intercept the PCs but avoid the feared **APES**.
- **AIM:** Serve **THE PRISMATIC DEMON** by bringing him the PCs.
 - After that depends on **THE DEMON's** evaluation of them.
- Some Names: **SIR HUGH MADVERVILLE, SIR CHETAINE DE LA PORTE, SIR ENGURRARD VON STUM, SIR MICHAEL OF THE WHITE COMPANY, SIR JOHN DE-FUEL, SIR JAMES GOOD-WYNNE**



THE APES

- **STR 11, DEX 10, WIL 15, 8 HP, LONGSWORD (D6).**
 - **SCHOLARLY:** Can usually identify magical or otherworldly objects. Communication is difficult—their bestial mouths cannot form words.
- **APPEARANCE:** Hunched subhuman figures draped in curtains of purple crystal like monstrous chandeliers.
- **ACTUALLY:** Apes wearing *CRYSTAL CLOAKS*, attired like high-status Romano-British war leaders of the 5th century.
- **APES OF MERLYN**, transformed by magic so **THE CURSE OF THE WOODWOSE** cannot affect them.
 - Wearing *PURPLE CRYSTAL CLOAKS* to move through the *Maze of Uriel* while avoiding its dangers.
 - Magically renders them *INVISIBLE*, while moving, to viewers elsewhere in the *Maze*.
- Try to place themselves between the PCs and **THE KNIGHTS** while avoiding **THE DEMON** at its centre.
- **AIM:** Recovery of *THE PENTANGLE SHIELD*.
- Some Names: **PALODE OF THE PALE EYE, GYRAVE THE GOOD, ROLANO ACUTO, IGGRIIS OF THE IMMEDIATE ARM, DONALDAN LE FORT, MIDEON THE MINOAN.**

THE NUNS

- **HUMAN:** STR 8, DEX 12, WIL 10, 6 HP, KNIVES (D4).
- **LUPINE:** STR 15, DEX 12, WIL 10, 24 HP, CLAWS (D4/D4).
 - **SILVER:** Only take **LETHAL DAMAGE** from *SILVER*.
- **APPEARANCE:** Slight young women in *RELIGIOUS ROBES*.
- **ACTUALLY:** Teenage Celtic Werewolves in *RELIGIOUS ROBES*.
 - From the City of Viriconium, capital of the Cornovii at the height of Roman Britain.
 - 'Viriconium' means 'City of the Were-Wolf' and all of these young women are **WERE-WOLVES** who are not currently in full control of their powers.
 - Excitement, fear, or sexual arousal could cause them to transform and attack. Old Cornovii customs also treat head-taking as a favored hobby.
- Move randomly, following the Referee's whims.
- **AIM:** Entered the *Maze* as part of a coming-of-age rite which requires visiting *British sacred sites*.
- Some Names: **AITHNE, GWYNITH, CAOILFHINN, DEVA, LYONESSE, MAVELLE.**

Playing the Maze as a SubGame

The *Maze* is an unusual space, a labyrinth where every possible path is visible and everyone can see each other.

"**HOW DO WE FIND OUR WAY, AND WHAT WILL WE ENCOUNTER?**" becomes "**WHAT PATH DO WE CHOOSE, AND WHAT DO WE WANT TO ENCOUNTER?**"

Run the *Maze* as a sub-game where the Players navigate this clearly-visible, but still-unknown space.

A *MAP OF the Maze*, usable as a gameboard, is printed on the inside of *THIS BOOK'S DUST-JACKET*. Use different tokens to represent PCs, **WOLVES**, **APES**, **KNIGHTS**, and **NUNS**.

Every Turn, each group moves from a chamber into a passage or vice versa—whether the PCs do or not.

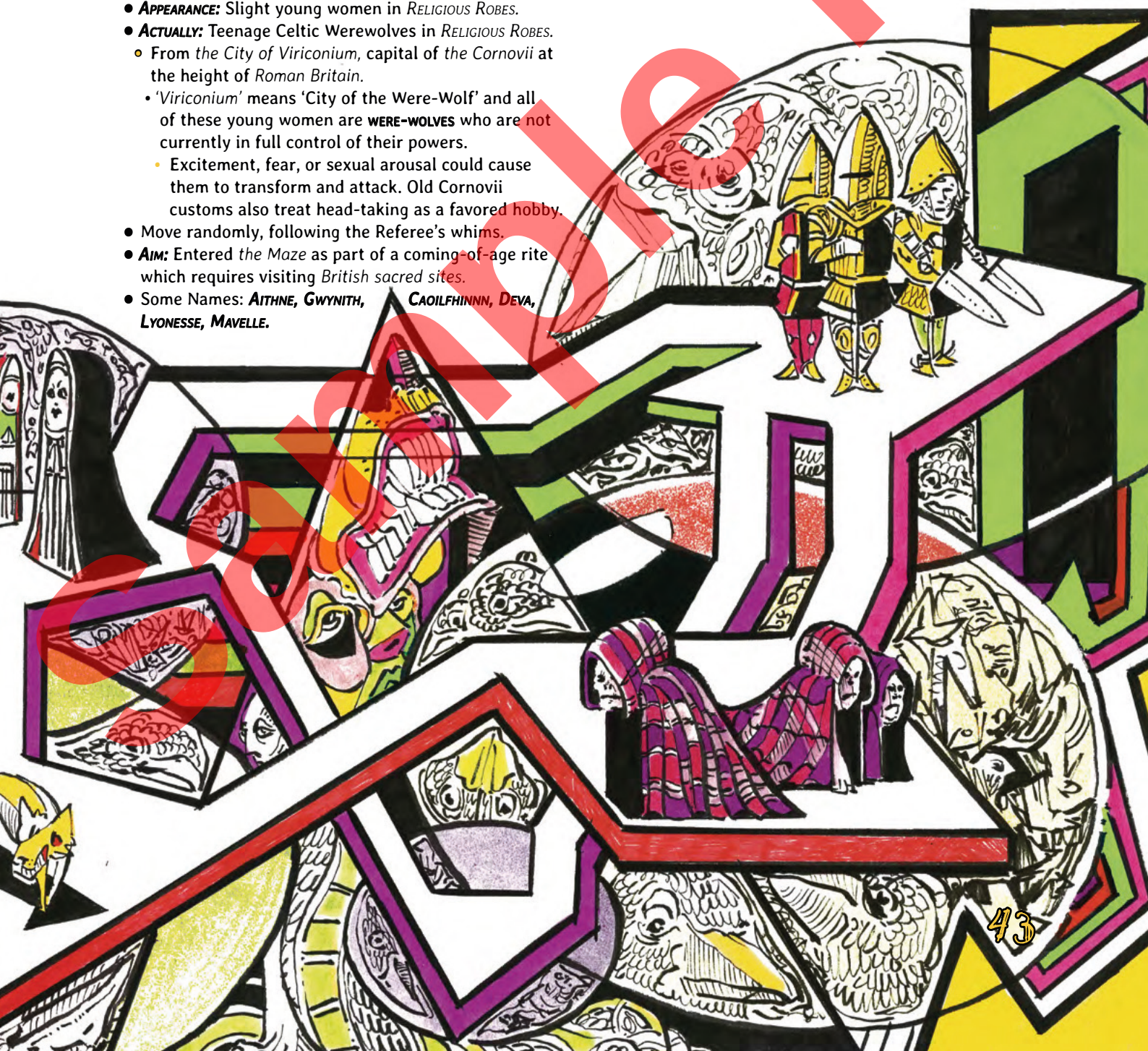
MOVEMENT SUMMARY

WOLVES—Follow the PCs, avoiding contact with anyone.

KNIGHTS—Attempt to intercept the PCs, avoiding **THE APES**.

APES—Try to place themselves between the PCs and **THE KNIGHTS** while avoiding **THE DEMON** at its centre.

NUNS—Move randomly.



Urizen, the Prismatic Demon

- **(BOUND)** STR 17, DEX 12, WIL 17, 32 HP, CLAW (d10)
ARMOUR 1, REGENERATES D6 HP PER ROUND.
- **OMNIPRESENCE:** Largely responsible for creating the spectrum of light and its awareness reaches wherever the full spectrum is found.
 - Inside rainbows, crystals, bright paintings, Raven wings, the sheen of oil, stained-glass windows, and drops of water hanging in the air or beading on leaves.
 - It can see from the perspective of these phenomena.
 - Has a global, if particular, awareness of events and can use this information for its own purposes.
 - **URIZEN** is deaf, and though its preta-natural senses compensate somewhat, it cannot discern what you are saying if it cannot see your mouth.
- **ILLUSION:** Can make anything immediately present look like anything else.
 - Roughly constrained by mass and form.
 - Unwilling targets may make a WIL Save to avoid having their appearance changed.
 - The power ends when the target leaves the immediate area, unless they swear fealty to **URIZEN**.
 - Its servants maintain this change in appearance until **THE DEMON** dispels it.
 - **URIZEN** uses this power to confound attackers by swapping the images of everyone in the room so they do not know who they are attacking.
 - The first time each target is attacked, roll the actual target attacked randomly.
- **BESTOW IMMORTALITY:** Renders an object or person invulnerable to time, illness, entropy and harm.
 - Displaced time condenses into a crystalline cancer.
 - Shining osteocytes pierce the skin and crystalline sarcomas encrust them like chandeliers.
 - Since the flesh is impervious to time, they cannot die.
 - Unwilling targets are allowed a WIL Save to avoid it.
- **A RAINBOW BLADE:** Can provide A SINGLE CRYSTAL FEATHER, usable as a sword, to ITS KNIGHTS.
 - Can cut intangible or spiritual foes.
 - Its wounds inflict terrible colourlessness.
 - Damages WIL each time it damages Hit Points or STR.
- Bound in the centre of the Maze.
 - Writhing like Gulliver.
 - Bound in shadow chains made of *ROOKS'* dreams.
 - Bound as long as there are *ROOKS* to dream in *Britain*.
 - *The Maze* groans as **THE DEMON** struggles fruitlessly.
- Long-fallen Angel.
 - Chimera of Woman, Lizard, Lion and Wolf composed of shattered crystal, wings bowed and broken.
 - Head yanked side-on to the floor like an abused dog.
 - Burning with blood like polychromate fire.
- Some of its powers remain.
- A *TREASURE* it is unwilling to release.
 - Held in its talon and pinned to the ground.
 - Grasped and refracted in the prisms of its claws.
 - A knightly heater-shaped *RED SHIELD*.
 - Emblazoned with a five-pointed gold star bound in a single line, an endless knot.
- What it wants:
 - If *THE OUZEL* (pg 40) exists mainly to aid the Players yet seems like a foil, **URIZEN** is the exact opposite.
 - Wishes to foil and pervert the PCs.
 - Empowers the wicked.
 - Ensures the good remain weak.
- Friendly, considerate, polite, superficially helpful.
- Wishes to degrade, enslave and destroy the PCs.
- Corrupting the PCs' souls trumps killing them.
 - Distracting and deluding them is almost as much fun.



Tasks for Willing PCs:

- Kill **ROOKS**
 - "BIRDS ARE THIEVING BEINGS. AGENTS OF UNREASON. RIDDLING SHADOWS FAT WITH LIES AND STUPID SUPERSTITION."
- Smash **MASKS**
 - "THEY ARE NOT TRUE MEN, IF YOU RETURN THEM TO THE STATE GOD MADE THEM, CAN THAT BE A SIN? SELF-AWARENESS IS A PRISON OF DESPAIR, WHO WOULD NOT WISH TO BE FREED FROM IT?"
- Burn Churches
 - "FAT PARASITES, PRIESTS SUCKLING OFF THE POOR, KEPT SLAVES BY A PERVERSE AND SHAME-RIDDEN DOCTRINE. FREE THE PEOPLE FROM THEIR SHACKLES. LIBERATE THEIR HOARDED TREASURES AND DEDICATE IT TO MORE SOCIALLY USEFUL ENDS."
- Create Ruin
 - "THE WINDINGS OF CIVILISATION ARE A LAUGHABLE BLOT UPON A DANGEROUS AND UNCONTROLLABLE LANDSCAPE. THEY DELUDE PEOPLE INTO DANGER. THE SOUL OF THE LAND INCLINES NATURALLY TO RUIN. IS MERE WILDNESS NOW A CRIME?"
- Eat Woodwose
 - "THEY ARE NO MORE THAN BEASTS, ARE THEY NOT? BEASTS WERE PUT HERE TO BE EATEN AND, BESIDES, BEASTS EAT BEASTS."
- Free Me.
 - "I AM IMPRISONED AS UNJUSTLY AS YOURSELVES."
 - "ALL THAT YOU DESIRE CAN BE YOURS. I KNOW YOUR HISTORY, THE SECRETS YOU SEEK AND THE ANSWERS TO YOUR QUEST. FREE ME AND I WILL REVEAL ALL."
 - "KILL THE ROOKS! KILL ALL THE ROOKS IN Britain! KILL THE OUZEL! KILL THE BLACK BIRD OF CILGWRI! KILL HIM!"

Getting the Shield

- It should be very difficult to get *THE SHIELD*, some plans that might work:
 - **FORCE**: A total of 50 STR pries *THE SHIELD* from its grasp.
 - **THE DEMON** resists any efforts to unite such strength.
 - **TRICKERY**: A startlingly brilliant thief might manage it.
 - Requires an epic diversion and staggering cunning.
 - **PERSUASION**: Requires extremely compelling arguments.
 - **URIZEN** demands an irrevocable oath of loyalty and engaging in some scheme to its long-term advantage.

The Shield Itself

- Leather over bands of willow.
 - Drawn inside, in fine but sparing hand.
 - Mary, mother of Christ.
 - Positioned so that anyone with *THE SHIELD* upon their arm can see her staring back.
- Its Powers:
 - Provides every PC with **AN EXTRA POINT OF ARMOUR**.
 - Roll with **ADVANTAGE TO AVOID SUPERNATURAL EFFECTS**.
 - However, this power exists **only** when the group is:
 - Together.
 - Actively protecting each other, and...
 - Acting in the cause of right, not self-interest.
 - If any are not, it acts simply as a normal shield.
 - There is a scrap of paper on the inside with a message;
 - "IF MY FRIENDS AND NOBLE SQUIRES SHOULD BY ANY MEANS RECOVER THIS, MY SHIELD;"
 - It **addresses** the group by name.
 - **Thanks them** for their help.
 - **Tells them** one important thing they need to know.
 - "IF YOU SEEK ME, TRAVEL..."
 - Information leading the Characters where you wish them to visit next.



On Brunan

LORD OF SWARMS. THE MAKER OF PEACE. HE WHO MAKES DRONES OF MEN.

BRUNAN was made to shatter armies in the field making their flesh his own. **HIS** swarms are the swarms of war. **He** delivers physical force.

Made to police and protect mankind, the final defence against **THE OUTER DARK**, or **OTHER TITANS**, should they fall. **He** is **THE GREATEST OF TRAITORS**.

People on Brunan

1	BADULF BOAR-WOE.
2	ELFY STAG-MAIDEN.
3	STATER DEER-JOY.
4	AMOS WOLF-SAINT.
5	SODRICA COW-QUEEN.
6	GURGIT STAR-PIG.
7	AZARIAH MOON-GOAT.
8	KEREDIC SUN-BULL.
9	REGAN BEAR-KING.
10	PENESSIL FOOL-SHEEP.

Navigating

- Roll two d6, combining the results from both columns.
- This determines where the PCs currently are and the choices presented.
 - It takes d4 hours to get somewhere.
 - If the PCs force another option, in d4 hours roll on the table again.

	YOU FIND YOURSELF IN	(LEADS TO)	MIXED INCOHERENTLY WITH	(LEADS TO)
1	Close-looming dark-leaved forest filled with chattering birds.	<u>Wood Church</u>	Fields of wrecked agricultural machines bordered by gates, hedges, barbed wire and cow traps.	<u>Brims Stage</u>
2	A deep close-forested valley with wooden bridges over slow streams.	<u>Hessel Welle</u>	Perfectly preserved suburban homes. Lights flicker through opaque windows.	<u>Spital</u>
3	A slender packed earth trackway running under broken bridges. Trees close in on each side.	<u>Wood Church</u>	A river of overgrown barred parallel iron rails entwined like tentacles.	<u>South Town</u>
4	A forest levelled by absent machines, bare tree trunks stacked on track-marked mud.	<u>Broms Burgh</u>	Empty park, topiary, cut grass, clean gravel or tarmac paths. Fenced-off play areas.	<u>Spital</u>
5	Slim fox-haunted greenway framed by rails, tarmac thrumming with traffic ghosts.	<u>Hessel Welle</u>	Escher-maze of cracked concrete steps leading to impossibly long tunnels.	<u>South Town</u>
6	Neat, open woodland with packed-earth tracks marked by indecipherable signs.	<u>Broms Burgh</u>	A maze of narrow paths squeezed between dense nettles, thorny bushes and chain-linked fence.	<u>Brims Stage</u>

Encounters

Every time the PCs travel to a new place, roll a d6.

Day.
1-5. Nothing Happens.
6. Random Encounter, roll below:
1. <u>THE OUZEL</u> (pg 40).
2. <u>THE COURT OF THE WAPENTAKE</u> (pg 34).
3. <u>THE COURT OF WASSAIL</u> (pg 38).
4. <u>THE WRECKERS</u> (pg 30).
5-6. <u>AN AVATAR</u> , roll on the 'Night' Column.

Night.

1. Nothing Happens.
2-6. Random Encounter, roll below:
1. <u>WRECKERS</u> (pg 30).
2-3. <u>STAGGERING DRONES</u> .
4. <u>BUZZING DRONES</u> .
5. <u>TARGETED INDIVIDUALS</u> .
6. <u>CYBERNETICISED ANIMALS</u> .

Wood Church

- An ancient stave church dedicated to **ST. BRIGET**.
- Hedges full of hawthorn.
 - Locals wear this flower in their hair.
- Those approaching by water, spontaneously sing:
*"They that in ships with courage bold
O'er the swelling waves their trade pursue;
Do Gods amazing works behold,
And in the deep his wonders view."*
- **[MEMORY FLASH: Oldest or most appropriate PC.**
They were aboard a sinking ship, people pulled them from the surf and singing this.]
- Travellers can stay here for free. The floor is rush covered, save one stone near the doorway which reads:
*"Here lies I at the church door;
Here lies I 'cause I is poor.
The further you go, the more you pay;
Here lies I as warm as they"
— Silence Glegge"*

Hessel Welle

- A tiny hamlet gathered round an ancient well.
- hovels thatched with heather and rushes.
- Spurge and Sea Holly grow from cracks in the walls.
- Every Morning:
 - Half a mile away, on the sand-banks of the Rood-Die, barnacle geese form a huge, bluish mass, take flight roaring and vanish into the sky in a mile-long string.

D6	PEOPLE PERPETUALLY SMOKE HERRING AND DISCUSS:
1	Ancient burned bodies washed up on shore.
2	Barnacle geese: where they go, why they return.
3	Hiring out the village WOODWOSE .
4	GHOSTS in <u>Wir-Heal</u> , (assumed to be everywhere).
5	THE HERRING: quality, numbers, inner meaning.
6	If a swan was spotted. (Some say yes, some say just a goose.)

Brims Stage

- A village built around an ancient earthen amphitheatre.
 - Fields of ripe corn and clover.
 - Hedges of wild flowers: silvery blue-bells, pale pink woodbines, white wild rose and small bronzed bushes.
- **THE COURT OF WASSAIL:**
 - If not previously encountered they are here.
 - If encountered before, 3 in 6 chance.

Spital

- **ROOKS** gather at dusk nearby.
 - Just across the fields.
- You hear bees buzzing (even at night or in rain).
- A small and medieval building with gothic arches.
 - Like a church, without a cross.
- **HOODED BEEKEEPERS** tend to the hives.
 - These **FRIENDLY MASK-MEN**, invite the PCs inside.
 - They will feed and provision you for free.

LEPERS

- Hidden beneath their hoods, warped and diminished faces and bodies.
- Even **THEIR MASKS** are changed, with **STRANGE ROTS AND CORROSION** replacing wasted flesh.
- If anyone mentions **THE PENTANGLE KNIGHT**, they offer up **HIS RELICS**.
 - Left long ago for **THE PURE HEARTED** entering **BRUNAN**.
 - An ancient wooden box, cracked and warped.
 - Inside, **THREE Haywire Grenades** (pg 4).
 - A Vellum sheet with **A LONG-FADED MAP**.
 - Three rooms of **BRUNAN** are visible.
 - The handwriting is similar to that of one of the PCs.

THE LADY OF THE MERCIANS

- Bees **move in** and out of the chapel.
 - **Windows left open** to the air.
- Inside, an ancient statue of a woman in Anglo-Saxon dress **weeps honey**.
- Bees fly in and out of her mouth and her robe's folds.
 - The **entrance to BRUNAN** is beneath the statue.
 - A grate **leads** down to honey-slick hexacombd stairs.

Hilb's Avatars

Most of HILB's CREATIONS are:

- Force-grown within 24 hours.
- Dumb, with only basic instincts
- Massive, fast-growing teratomas in unstable flesh.
 - Epidermis tears as easily as plastic bags.
 - Turgid, white ichor oozes from their wounds.
 - Muscles rupture like soggy paper stacks.

Crippled Woman (1 present)

- **STR 18, DEX 6, WIL 6, 34 HP, GRAB, SMASH (D12), CHEW (2D6), SLOW.**
- Giant, naked, disfigured and crawling.
 - Pale hair entangled with twigs and filth.
- Move silently, save sporadic subvocalized pained moans.
 - **SOMETIMES HIDDEN** underwater or beneath loose earth.
- Swollen bellies.
 - Pregnant with carcinomas that spill out on death.
- Ravenously consume all they can

Drone Clones (4d6 present)

- **PC CLONE: IDENTICAL STR & DEX; ¼ WIL; 1d6 HP, TOOTH AND NAIL (D6).**
- White, hairless, dripping, mindless clones of any PCs stung by HILB's INSECTS upon entering her space.
 - Which is all of them.
 - Unless observing effective anti-mosquito precautions.
- They rush their victims like a starving horde.

Foetal Carnivores (6d4 present)

- **STR 8, DEX 8, WIL 6, 3 HP, BITE (D3), FAST.**
- Failed, or perhaps playfully improvised, **DRONE CLONES.**
 - Blind carnivorous vat-grown babies with the hideous aged faces of sampled PCs, and sharp teeth.
- Horrifically adaptive and intelligent.
 - They remember absolutely everything they experience in their short lives.
 - Will use and re-purpose language, tactics and concepts they are exposed to.

Ogre Teratoma-Men (d3 present)

- **STR 13, DEX 9, WIL 6, 13 HP, ENVELOP (SEE BELOW).**
- Randomly Slow or Fast each turn.
- **HORRIFIC:** Disadvantage on any WIL Saves related to the **OGRE-TERATOMAS.**
- **ENVELOP:** consume prey by enfolding it like a massive antibody for **D6 DAMAGE.** Additionally make a WIL Save or **D6 WIL** damage from the harrowing experience.
- An active, intelligent, ambulatory Teratoma.
- A malformed cyst larger than an adult human.
- Assembled of teeth, skin, hair, brains and body parts.
- Irregularly spasms, flowing like an electrified jellyfish.



