Symbologia

GAME MASTER RESOURCE

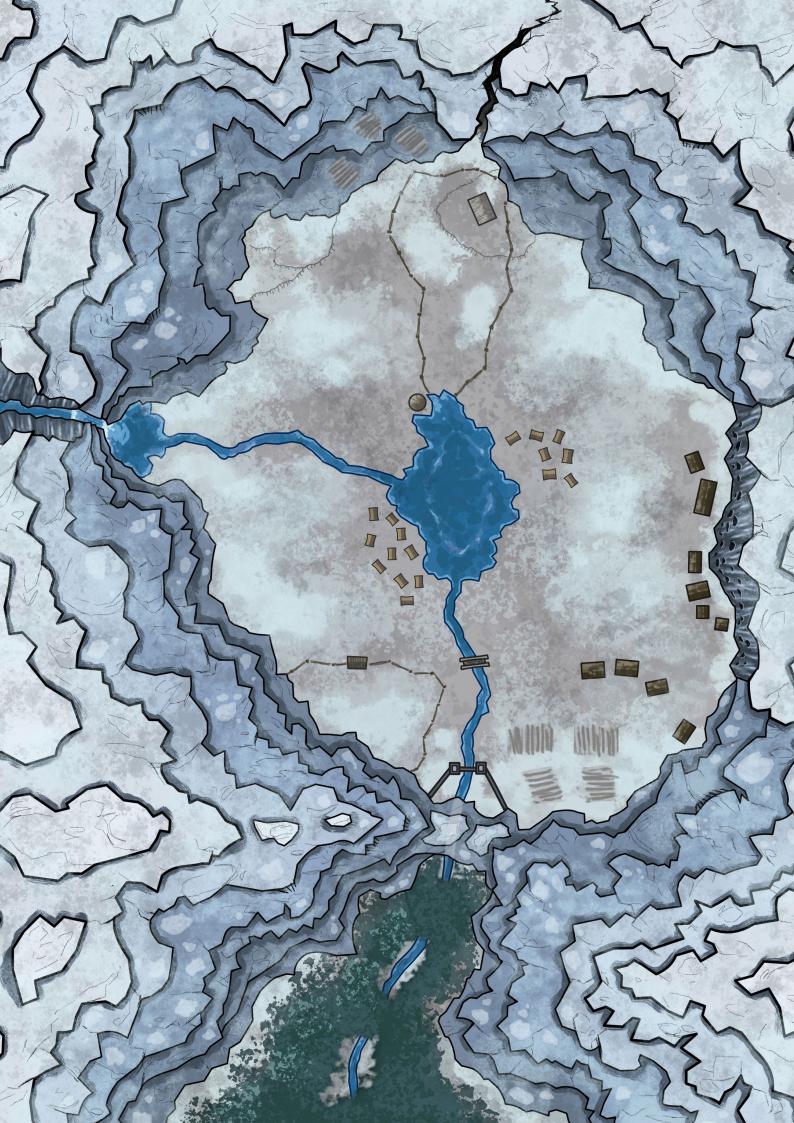
Adventure Pack 3

TWO ADVENTURES FOR SYMBAROUM

SPOILER ALERT!

This document contains many revelations regarding the adventures of *Adventure Pack 3* and is only meant for GMs to read. If you intent to play (and not GM) the adventures, you are prompted to stop reading now.





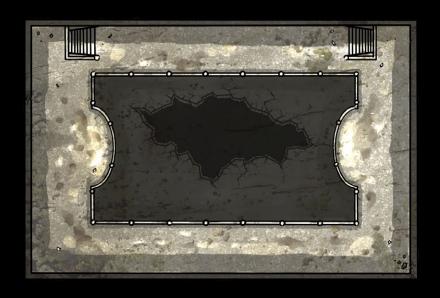














It is as I feared; the Master Weaver and his apprentices in the wagon behind Iwas are lying. They are guards, escorting a prisoner. A woman. Old and hunched. Pale as sugar. And she saw me. She pierced me with her bloodshot eyes. Just for a second, like the stab of a knife. Or a cut. An intense expression, but what it meant I do not know. Perhaps it was hatred. Perhaps a warning, a threat. For a moment I thought she wanted to eat me. Or maybe it was a cry for help.

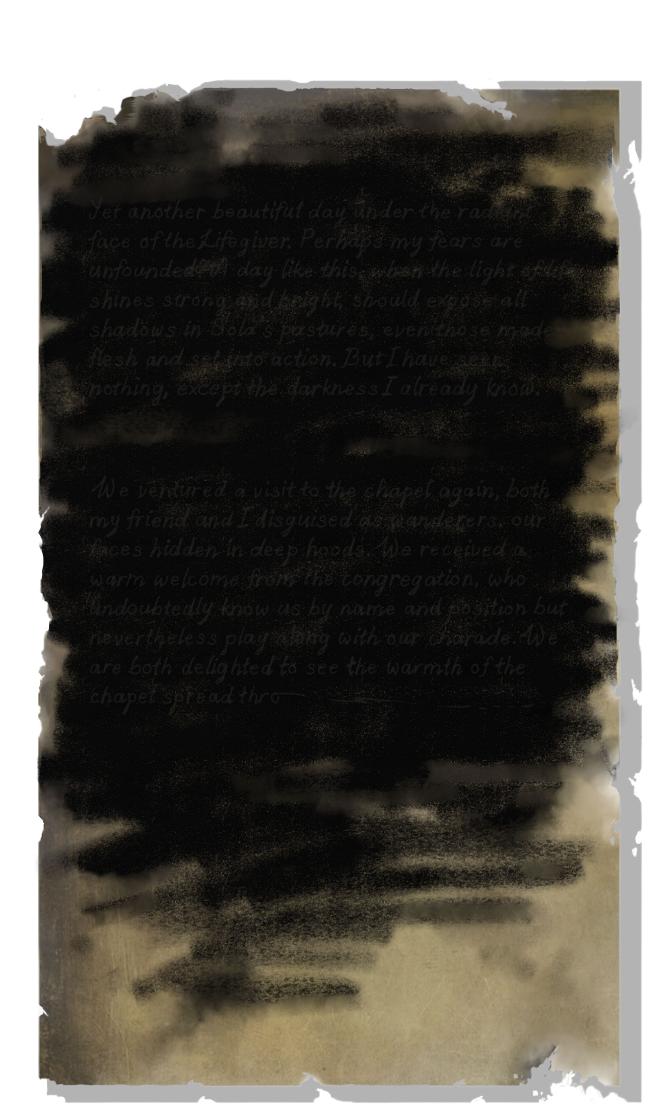
I will not get involved. Not tell anyone.

Keep my distance. I do not want to know what her eyes were really saying. Death.

That is the prevailing feeling: death

On orders from the Curia

- The prisoner is to be taken to the templewall cathedral
- Donot gaze into the heretic's eyes; avoid physical contact; donot speak to her
- Non-lethal use of force is authorized
- Our Queen and her administration have been informed; they will neither stop you, nor provide any assistance
- Avoid contact with the fallen knights, Sarvola's renegades, and the general public
- In the event of imminent peril, bring the heretic to safety; trust no one but the brothers and sisters of our order







CAPTAIN EGUSTA BOA AND TOTT





BROTHER HUBERDO BERAST





ELSANA BURLIO





BELALIA ALGAYA





DUKE YNEDAR SISTER LOSADRA