

1 THE KING OF WORMS

FOR YOUR NECROPOLIS, CHOOSE TWO STYLES OF ARCHITECTURE

Towering ziggurats of rotting wood and mossy stone, Muddy and collapsing tunnels through the dirt, Drystone passageways, alleys, and alcoves, Great domes and pyramids of bronze and plaster and marble

CHOOSE ONE OR TWO GUARDIANS:

Bound spirits of the recently deceased, eyeless penitents and their hunting dogs, poor families of the departed serving in payment, uncannily wise hyaenas fed on murderer's corpses.

CHOOSE ONE OR TWO INHABITANTS:

Gibbering necrophages, black clad and pallid servitors, prowling corpse-demons, forlorn remnants, hungry dogs and flocks of crows.

AND A GROUP OF INTERLOPERS:

Medical students, necromancers, grave-robbers, desperate fugitives.

AGENDA (CHOOSE ONE):

The ruin of all, the preservation of boundaries, the curation of secrets

YOUR AUTHORITIES (NEVER FAIL TO ASSERT THESE, AND TO REMIND PEOPLE OF YOUR PRESENCE):

All that transpires within the borders of your necropolis.

Death, decay, decrepitude, injuries and illnesses.

The dreams and nightmares of anyone who has violated a grave.

SOMETHING OR SOMEONE, IMPORTANT TO THE BARBARIAN'S QUEST, IS WITHIN THE BORDERS OF YOUR NECROPOLIS

