



Glorantha

THE SECOND AGE

PAVIS RISES

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INTRODUCTION

Welcome to *Pavis Rises*.

This book is a setting and campaign book. It describes the great city of Pavis, its inhabitants, history, way of life and diverse factions. Contained in these descriptions are countless adventure seeds, locations and personalities for the Adventurers in any Gloranthan campaign to interact with. Beyond that, a series of linked scenarios form the Pavis Rises campaign: individual stories that form a backdrop to future events but have major significance for the city in the year 922. They involve God Learner treachery, cult machinations, a vanished cradle and efforts by the EWF to hide a great treasure.

As campaigns go, Pavis Rises is loosely structured. This is to provide Games Masters with the best way of developing their own Pavis-based campaign and integrating the scenarios within it. Furthermore the many scenario seeds and personality descriptions form the basis for dozens of scenario ideas to engage participants in a Pavis campaign and provide many, many sessions of enjoyment, intrigue and danger.

All of this is supported by detail about the city: facts and figures, Non-Player Character statistics and write-ups, new cults, maps and diagrams and hints at what the future has in store for Pavis. The Scenarios Introduction chapter provides further guidance on how to exploit this information.

Pavis Rises is very much an introduction to the city. It provides most of the things needed for establishing a campaign base although, for obvious reasons of space, it cannot provide everything. Pavis and its history will be further developed through the *Living Glorantha* interactive campaign with further adventures set in and around Pavis and drawing upon what is found within these pages.

CONTENTS

Pavis Rises contains the following chapters:

Introduction

Useful information on preparing to use Pavis in Gloranthan campaigns, plus history and overview of the city.

Pavis Gazetteer

A detailed guide to the city's districts and environs, with plenty of NPC's, their statistics and plots to engage the campaign.

Pavis Resources

Useful information, tables and statistics for the city.

Cults of Pavis

Introducing several new cults specific to Pavis along with a unique, Greg Stafford-penned description of how Pavis came to be formed.

Strangers in Pavis

Scenario hooks to bring Adventurers into both the city and campaign. An extensive chapter designed to support different cultures, outlooks and adventuring styles.

Scenario Introduction

An overview of the scenarios that form the *Pavis Rises* campaign. Read this before delving into the Adventurer specifics.

Sariedo's Debt

A merchant needs help recovering something from Robcradle's ruined storehouses.

Within These Arms

The Adventurers are engaged to make a delivery outside the city: but who is commanding the errand and who is the recipient? What significance does this seemingly innocuous task have for Pavis's future?

Weave and Weft

A local weaver goes missing and the Adventurers must find her. Who has her and why? And, more to the point, what is the significance of the rugs stolen from her store?

They Might Be Giants

When the Zola Fel River dries, it is up to the Adventurers to investigate the cause. What they discover has profound repercussions for the city, its magic and its future.

Hands That Rock the Cradle

The mysterious Puzzle Canal holds many secrets and on, in particular, that many would pay dearly to control.

Days of Future Past

A guide to Pavis's future history, describing events that can be expanded upon beyond the *Pavis Rises* campaign and through *Living Glorantha*.



GAMES MASTERING PAVIS RISES

The intention of this book is to provide a focal point for a self-contained *Glorantha* campaign. Pavis merges many diverse cultures, each with their own agendas that exist in a bubble discrete from the rest of the world. Here is some general advice for making use of *Pavis Rises*.

Read the book thoroughly. Become familiar with its history, personalities and the layout of the city

Decide how your Adventurers will become a part of Pavis: are they residents, here since birth? Are they coming to Pavis for a particular reason? Are they transients passing through? What factions/cults are they involved with or represent? Read the 'Strangers In Pavis's chapter, which offers several very different ways of getting involved with the city.

Note the many scenario threads suggested by major Non-Player Characters: what can you build on? How do these relate to your group of Adventurers? Begin to design some scenarios of your own to thread through and around the scenarios in this book.

Will you stick to Pavis's canon? The city is doomed to fall to nomads in 940 – but it need not be that way in Your Glorantha. Pavis could survive and prevail. Look at the history and the events described in the 'Days of Future Past' chapter: decide on the general direction you want your Pavis to take. It need not follow the course of history.

Read through the scenarios again. They can be played in any order but a general order suggests itself in the way these scenarios appear in sequence. How will the structure of your group influence and change the specifics of the scenarios? What more do you need to add, modify or take away? What scenarios of your own devising could come before or after the ones presented in these pages? Use the scenarios as a basis for your Pavis campaign but do not be slavish about things: change what does not fit and adapt what is there to meet the needs of your campaign.

What Non-Player Characters will/should the Adventurers meet and become friends/allies/enemies of? The very best city-based campaigns are usually based on the quality and diversity of interactions between Non-Player Characters and Adventurers. The details of these individuals are kept loose to help you integrate them with your campaign but should have

enough detail to present them as rounded beings with their own personalities and agendas.

How much will your Adventurers explore Pavis without any notion of what will happen to them? This is called 'sandbox' play and is ideally suited to a city. Let your Adventurers set-up businesses if they want. Find them somewhere to live. Let them get jobs. Engage with local cults. Then, once the time is right (and only you will know when that is), begin to integrate your own scenarios and those presented in the campaign. Let your players flow into the city and the city flow through them.

Do not be shy about letting the Adventurers become heroes. They might start as nobodies but the fun of a campaign is to let them grow, progress and become involved with events of importance. This does not mean that the Adventurers should have frequent contact with major personalities like Lorenkarten or King Jhanas: indeed these should be background names that exist behind the adventure framework. That said, a meeting or too, chance or otherwise, with a major personality is always good for Adventurer esteem and progress. Allow such interactions to happen through more immediate Non-Player Characters to begin with but then allow relationships to grow. Heroic deeds are very possible in Pavis – as the scenarios herein show – but the Adventurers, in this campaign, should not need to be railroaded. Neither should they merely be observers. Judge the levels of participation and heroism according to how the Adventurers develop.

Finally, do not be afraid to make Pavis your own. Describing any city in detail is very difficult and, frankly, unnecessary: you do not need to know every street, nook, cranny or building, and the level of description is aimed at making Pavis a place you can develop at your own pace. Perhaps find a district that suits the campaign and develop that first – but do so through the level of story you are telling rather than through bricks and mortar – what each and every shop sells, or what every building is. We have all lived in towns and cities and how many of us actually take-in the function of every place, the location and connection of every road, or the names of every person? Pavis is the same. Do not be a slave to the geography: let it develop naturally and in response to the needs of the campaign. The Pavis Resources chapter can help you here if inspiration fails.


Even more finally: enjoy yourselves. Pavis is an iconic roleplaying city for all the right reasons: large enough to take an age to explore but intimate enough to give everyone a home. Develop Pavis with your players and not as an abstract adversary against them – there are plenty of others waiting to do that!

A PAVIC OVERVIEW

In all of Glorantha there are several cities that have left their mark over the ages but arguably none so much as Pavis. The City of Walls, Robcradle, the birthplace of Failed Unity; these are all names by which the city has gone. It is an important landmark for travellers and a good source of supplies for anyone heading into Prax and the wastelands.


A city founded by barbarian horse-folk, conquered by giants and rebuilt by the mysterious dragon-mystic Lord Pavis and his dwarf allies. For members of the Empire of Wyrms Friends it is an autonomous colony ruled by a powerful ally, a bustling metropolis where many cultures have brought their wares and try to live out their lives in the shadow of greatness.

Pavis has forever been a point of cross-culture contention due to its location on one of Glorantha's lifeblood magical rivers, the Zola Fel, what is named later the River of Cradles. From the point where the first settlement failed to be defended by the simple Praxians when the Pure Horse People came, to the coming of the God Learners and eventually the dragon expansion of the Empire of Wyrms Friends; the land surrounding Pavis has seen the births and deaths of countless Gloranthans.



'Our worlds have grown too far apart, like trees on either side of a river. Instead of letting our roots flail in the mud and silt, we must braid our branches over the rushing rapids and remain one canopy, one forest, one Unity. If we are not strong enough, if our branches cannot hold despite the winds of our enemies, I fear the bank shall give and we all will be smashed to nothingness on the rocks below.'

— An excerpt from Lord Pavis's Address to the Pavic Lords



Pavis Rises takes place in the year 922, shortly after the great Golden Dragon Emperor was overthrown in the Pelorian city of Raibanth, exploring one of the city's greatest eras of growth, elation, pain and loss. Being part of such events is sure to make a mark in the history of Glorantha – which the players have the chance to do.

City Generalities

Pavis lies on the Zola Fel River of Prax. Indeed, the river cuts it in twain. It is surrounded by arid steppe and the sun beats down remorselessly: in Fire Season it can be unbearable. It is a magically formed city, built of the remains of the Faceless Statue, mostly by the Mostali, who still live in the community. A great wall surrounds, and magically protects, it. The city is perhaps only a third urbanised: much of the land within the great walls is grassland and orchard. Elfs have colonised the southern end. Within the urbanised area, known as Free City, the incredible crystalline Temple of Pavis watches over all but beneath it the streets and buildings are of mundane design.

The cultures are diverse and encouraged to be so. Nowhere else in Glorantha will one find dragonewts rubbing shoulders with God Learners, Orlanthi, Esrolians, Carmanians, elfs and dwarfs. Lord Pavis willed the city to be this way and it is this way because Lord Pavis's will sustains the ideal. This is a city where magic is rich, often commonplace and, very often, inexplicable. The Zola Fel is not a mundane river but a god; on this god the giants of the Rockwood Mountains – truly immense beings – floated cradles containing their live young to sail through the Otherworld.

Pavis is a special place; a unique place. But it is no utopia. It suffers all the problems of any city: crime, squalor, want, need and friction amongst the populace. But it somehow overcomes these through force of character. The Man Rune is indelibly invisibly etched into the landscape of Pavis, and this means that sapient species and members of different factions, come under its power – that is, the primal power to co-operate and prevail.

Trade pours into the city. Merchant caravans come and go frequently through the gates. Barges laden with goods ply the river. Merchants thrive here, as do thieves. Outside the land is hostile and patrolled by the aggressive nomads of Prax who are coming under the control of one called Jaldon Goldentooth: but, for now, he is but a name – another warlord with grand aspirations. Inside the city, all are safe. Giants cannot penetrate the city walls and neither can the nomads. Inside Pavis one is under the protection of the Man Rune and Lord Pavis's unique magic.

This is one of the safest and most intriguing cities in Glorantha.

For now.

THE HISTORIC EVENTS OF PAVIS

The following are some of the most important events in Gloranthan history leading up to Pavis Rises. While these events may or may not directly affect the lives of the

Adventurers involving themselves with Pavis, they are a good base of information to keep in mind when dealing with Pavis in general. A lot has happened to the area over the centuries; it only makes future events seem more in line with the area's past.

The Too Tall Battle

The kingdom of Dragon Pass held all of the area still bearing that label. It was a human-ruled land firmly allied with the Dragonewts. The region had thrown off the yoke of troll rule in 578 in the so-called Tax Slaughter. The kingdom was unified and powerful and became embroiled in wars with neighbours to the north. These northern neighbours were allies or provinces of the Dara Happa Empire. These sun-worshipping, river-valley dwellers had ruled their lands ever since liberation from trolls in the early Dawn Age. They had, ever since, borne a myth-based grudge against the hill living Orlanthi barbarians. To the Dara Happans, resumption of war with the kingdom of Dragon Pass merely continued a more ancient conflict.

Dara Happa was powerful then and sent mounted troops into the open grasslands of the Redlands and Pent to punish the horse barbarians, traditional enemies from the east. During this great foray one of the horse tribes was badly battered; their only divine solace were obscure prophecies. At this same time, the leaders of Dragon Pass sought to effectively resist the Prax nomads; a tribe of the horse barbarians agreed to come southward and live in Prax as allies to the King of Dragon Pass.

The tribe was called the Pure Horse People. They were among the most conservative peoples of Pent. They held to the most ancient beliefs and refused to augment their dwindling horse herds with foodstuffs from other types of herd beasts. Their migration was a relief to most other nomad chiefs, for they took most of the dissidents with them. Shortly after this time, most of the tribes of Pent were riding horses but herding sheep and cattle.

The Praxians were outraged at the intrusion of a new tribe into their limited grazing lands and they sought the aid of Waha himself. The god did not respond and many leaders fought without him. The decisive battle was fought in 620; the Battle of Necklace Horse.

The battle brought the Praxians to utter defeat. The nomad army charged the horsemen and their allies and fought it out face-to-face, in epic barbarian fashion. The horsemen won.

The nomads withdrew from the marches of Dragon Pass and began raiding the horsemen instead of, as had been planned by the sly leaders of Dragon Pass. The horsemen resisted the nomads and even expanded their Grazelands into the River of Cradles.

Thus the first invasion of Prax was by the Pure Horse People, who found the area like their old homeland and thrived in it. The second invasion came from the sea and was by a people with utterly alien customs. They were the Jrusteli, also called the God Learners.

The Jrusteli came from the large island of the same name, to the Southwest of the continent they now invaded. They had moved to Jrustela generations before, to avoid rebellion in Seshnela. In Jrustela they built warships and fought the Waertagi, who had ruled the seas from their legendary dragonships since before the Dawn.

In 718, the battle of Tanian's Victory destroyed the majority of the Waertagi ships and drove the rest into hiding. The oceans were abruptly open to unrestricted exploitation, and the Jrusteli moved into the gap. They wrought a world-wide empire, which touched the coasts of every continent and ringed the whirling Pool of Magasta.

The Jrusteli once found an enormous cradle floating upon the seas and boarded it to find a giant baby, with guardians and many magical treasures. The cradle itself was valuable to the God Learners. The infant, despite its youth, fought back and was slain along with the guardians. The God Learners deduced that the cradle had come from the 'Prax River' and that there could be others like it floating downstream. In 720 they built a port called Feroda, at the mouth of the so-named River of Cradles. Several more cradles were captured but nomads told the Jrusteli that more cradles were captured upriver by the Horse People. Explorers went upstream and returned with incisive political observations. Chieftains were called to make deals, arrangements were weighed and at last a new alliance was formed between Tharlax the Fair and Firegleam, king of the Horse People.

About the year 780 the city of Robcradle was founded upriver from Feroda. Walls were laid and buildings constructed. The river was secured to prevent the escape of any cradle. Trade quickly moved up and down the river, strengthening the Horse People as well as the Jrusteli. Three cradles came down river over the next 20 years; all were seized and dismembered at Robcradle.

The native nomads were outraged that these invaders had allied against them and seized so much grazing land for their outlandish animals. Chieftains and khans sent great gifts and fervent prayer to Waha in the Paps. Others sought allies against the strange intruders. Both attempts eventually succeeded.

In 800, the giant Paragua and many friends came out of the north from the Rockwood Mountains to attack the city of Robcradle. Waha raised his armies in support; all the tribes of Prax rode to assault the city. Resistance was crushed.

The majority of the Pure Horse People escaped by fleeing, leaving their befooled allies to be surrounded and slaughtered to a man. The giants marched on Robcradle and kicked and stomped, smashing the city to bits. Thus they exacted vengeance on those who had slain their innocent children.

Waha gloried that they had overcome the enemy magics. He called his new friend, Paragua, to him and spoke. 'We have proven the might of our arms this day. The enemy sorcery would not save them. I do not know what their magic is but I propose to use it against them. Surely they will return and fight us. Let us put up great walls to impede them, as their puny walls tried to impede us. Thus we will turn their magic against them.' Paragua agreed and set his giants to work. They returned to the Rockwoods, where many giants still live and wrought great slabs of rock from the cliffs. These were trimmed and carried back to Robcradle, then simply thrust into the ground and pounded into place, making a great wall surrounding the region of Robcradle's former farmlands. Animals grazed in the ruins.

Once set off, Waha did not rest. He sent his armies against foes on every border, plundering and destroying. In 809 his army stormed Adari, the trading town between Prax and Dagori Inkarth. Many residents were killed or enslaved but some escaped and made their way through troll country to the safety of Dragon Pass. For the next decade Waha's peoples made trouble for everyone adjacent to Prax.

As a young man, Pavis escaped the sack of Adari and reached Dragon Pass. His family had connections there and this bright young man studied the magic of the dragons, as was newly popular there. He made many friends among important peoples as he progressed in his research.

The details of his study are unknown but the results are clear. In 830, after many years and preparations, he and his companions sneaked deep into the troll lands of Dagori Inkarth and made their way to a mysterious statue, which sat atop a huge throne. Troll legend says the statue was there when they arrived aeons before. Pavis is known not to have believed this but never revealed why.

Pavis animated and befriended the statue. He and his companions rode atop it as it strode to Dragon Pass. There he met with Joraz Kyrem, Kahn of the Horse People, who was anxious to re-establish his folk in Prax. The new allies marched slowly to the old site of Robcradle. In the first battle, the statue alone drove off the beast riders and they retreated within the walls of Paragua. Then Pavis and his army and statue attacked. This is called the Too Tall Battle and was fought in 830. The giants were driven off by the magic of the horse priests, the nomads were confounded by the magic of