

Terzo the Mask

I. Mythos and History

Terzo was born near the end of the Jorstlandi Kingdom's reign. As the Kingdom fell in on itself, the nobles and the dukes, and the viscounts and the bishops, all turned to the selfish concerns of their own coffers. Not a single one of those rich minded bastards would stop to help the little man, or hesitate to conjure up a new tax in order to strangle one more Guilder, or even a clack, from a man trying to make an honest's day living.

Terzo would stand for none of this, and when his family were visited by the infamous Tax Baron, he could take no more. 'To the gods!' did he cry, 'What gift will you give me to stop these injustices? To fight the tyranny I am faced with?' But even the gods were bastards, and they were worried about their purses too. Each contributed but one scrap of fabric to Terzo's cause, which was weaved together to make a mask to cover his face. 'With this I can do little,' said Terzo, giving the finger to the Heavenly Host, 'So to my own skills I'll rely.' And rely he did! With skill and charisma, Terzo scoured the world, taking with him his band of men. And each of those men had a skill that Terzo lacked, so that together they were mightier than the whole. And no such man was ever laid low, or every suffered any embarrassment or berating that was not deserved or had in jest, for Terzo was a most skilled leader.

Many tales are told of Terzo. His rescuing of the Ill Equipped Quill; the burning of the Sandron Falls; the dearth of hollering when the Banshee was sent upon him; his marriage to Alessia (who was a noble, or a noble's daughter, or a prostitute, depending upon the story that is told); his hiatus when he travelled to Fronela and supped with the King of the Ice; or his theft of the Branded Crown. What is rarely told is the secret story that only a few of his worshippers know of – that the major cause of the collapse of the Jorstland Kingdom was Terzo stealing the treasury away and dishing out coins to the poor. Such a great epic story, but with such huge efforts made to make sure no-one heard of it. What happened to Terzo is unclear, although the common consensus is that he was killed by one of his many enemies and his merry men could not save him. Fortunately the Trickster had taken a shine to him, and let him into Heaven when no-one was looking so that he could continue to grant powers as a demigod from on high.

Terzo's Runes are Man and Luck.

II. Cult Ecology

Terzo the Mask is a cult of outlawry and banditry dedicated to helping the poor, hungry and destitute. He is worshipped by the odd individual who aspires to greatness, although sometimes Merry Men go on to become initiates.

His High Holy Day is when he stole the Jorstlandi treasury (although not every worshipper knows the significance of this date). It is Waterday of Harmony Week in Sea Season (which is Dronar's Feast in the month of Sementis on the Malkioni Calendar).

III. The Cult in the World

The cult is just a Hero Cult, and is rarely worshipped except by the odd individual. Even then most die pretty soon after picking up a blade to fight on the behalf of the undertrodden, or give it up and take a different path in life.

IV. Initiates

To become an initiate one must travel to a Terzo the Mask Holy Spot. At that Holy Spot they must vow to follow the way of Terzo and sacrifice 1 POW. If they make a successful Mythology roll at +25, Terzo's spirit appears to them and makes them an initiate.

Initiates must vow to protect the poor and destitute, although how this is expressed can be pretty varied. Initiates of Terzo need dedicate no time to their cult. They need not devote any money, except they must devote 30% of the cash they earn from illegitimate activities to the poor and hungry.

Battle Magic: Coordination, Detect More Than 100 Pennies, Glamour, Leap, Mobility, Multimissile, Shimmer, Speedart, Terzo's Mask.

Passions: Hate Nobility, Succor the Destitute, Lust Rich People's Cash, Abstain Worshipping the Gods.

Runes: Man, Luck.

V. Acolytes

Standard access, where the skills are: Bow Attack, Climb, Stealth, Orate. They must devote 25% of their time, and 70% of all illegitimate earnings.

Common Rune Magic: Basic Rites, Dismiss Magic, Divination, Extension, Find Enemy, Heal Wound, Mindlink, Sanctify, Soul Sight, Spellteaching.

Special Rune Magic: Robbing the Rich, Sureshot, Terzo's Blessing.

VI. Priests

Standard access. They must devote 50% of their time to cult activities, which may include robbing the rich. They must give away all illegitimately earned earnings, although may accept any that are refused. Traditionally the poor generally although the Terzo priest his money to live off and buy weapons with. But that's not necessarily the case. (Note that normally cults operate a 'tax deductible' scheme where purchasing things like training and equipment necessary to cult activities doesn't count towards your tithing. Terzo operates no such scheme).

Common Rune Magic: All

Special Rune Magic: Merry Man, Robbing the Rich, Sureshot, Terzo's Blessing, Truearrow.

VII. Common Magic

Terzo's Mask

1 point

self only, duration

This spell causes a mask to appear on the caster's face for the duration of the spell. They are not recognisable whilst wearing it, but obviously appear to be some sort of bandit or ne'er-do-well.

VIII. Rune Magic

Merry Man

1 point

ritual ceremony, stackable, one-use

This must be cast on someone willing, who is not a priest of the cult of Terzo the Mask. The spell lasts for as long as either party wishes it to – either party can choose, at no action cost, to break this spell. For the duration of the spell the target and the caster have access to a single Support Point for every point in the spell (the Support Points do *not* grant extra POW). Either party can use the Support Poin(s) and needn't ask the other party. Once used, points return on the High Holy Day of Terzo the Mask. For the duration of the spell the target must carry out orders given to him by the caster, and if they refuse the spell ends and the Support Points lost.

Robbing the Rich

1 point

self only, duration two hours, stackable, reusable

When this spell is cast the caster nominates someone. Whilst the spell is in effect, if the caster is within 100m of cash (and or specifically gathered expensive goods i.e. antique furniture in a treasury, but not expensive living room furniture) that the nominated target owns own they can 'flip' the results of any 1d100 roll (that is, having rolled switch which die was used for which unit) for any roll that is made in an attempt to steal the cash. The caster is limited by the number of times they can flip. The limitation is that they can flip up to a number of times equal to the points in the spell. A character can only cast Robbing the Rich on themselves, nominating the same person, once in any 24 hour period.

Terzo's Blessing

1 point

touch, duration 15 minutes, non-stackable, reusable

Must be cast on a willing target. This spell lasts until the duration expires or the target chooses to end the spell. For the duration of the spell the target's Bow Attack, 1H Sword Attack, 1H Mace Attack, 1H Axe Attack, 1H Spear Attack, Dodge, Stealth and Running skill are all increased to 65% if their normal skill is not already higher than this. Bonuses from other magic are *not* cumulative with the 65%. For the duration of the spell, the target must do what the caster commands and if they refuse the spell ends. For the duration of the spell, experience ticks cannot be gained.

IX. Associated Cults

Orlanth

Terzo's rebellious attitude was well recognised by the Storm God, although sometimes even Orlanth was Terzo's victim. In lands where he is not worshipped as Orlanth Rex, a shrine to Terzo will contain a portion dedicated to his on-and-off ally. It grants Shield.