

# Terra Vorla

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## I. Mythos and History

In the darkest cavern of the Black Elf Gods, Terra Vorla, thirteenth child of Mee Vorala, was the most disenfranchised elf. Whilst he had discovered fungus secrets, none were made proud of him: his mushroom salve made things very, very blue – but that was all; his stews made one sick; his powders made one nauseous. In short, they were useless. But after the Burning One died and came to Hell, the flicker of his burning light cast light in the corridors of the darkest caverns, and with that light came hordes of trolls from the underworld. Terra volunteered to keep them away from the Cavern. No-one thought he could do it. But his powders forced them from the fungus apertures, his stews were left where their warriors could eat them and fall ill, and they were easily tracked after standing in his salve. When even this did not stop them coming, Terra spoke to the people of the surface world and asked them for secrets to help. They said they had Death and would give it to him if he agreed to use his skills to their political ends. He agreed, and carried out assassinations on leaders of other human tribes as payment, and on trolls to protect his people. Thus does Terra play a role in Black Elf society.

His runes are Death, Darkness and Plant.

## II. Cult Ecology

Terra Vorla is the Black Elf Assassin god. He is rarely worshipped, only by deviants and outsiders who often end up leaving the Black Elf tribes. His assassins are known to work for any race, including their own, but never take black elves as targets. His High Holy Day commemorates when he assassinated Alfred the Benighted, and is in Sea Season, Fertility Week, Fireday.

## III. Initiates

Standard. Skills tested are alchemy, any weapon attack, any language from a local race and camouflage. Initiates must vow never to assassinate a black elf (they can be attacked, but cannot be assassinated.) They must also vow never to use poison originating from a chaotic source (i.e. Basilisk, Ghoul Grampus, and Walktapus poison.)

Initiates must learn one Poisonous Secret within five weeks of joining the cult, and must pay the usual price.

*Common Magic:* , Coordination, Speedart, [That spell that lets you run away]

## IV. Acolytes

Standard. Must also know three of the Poisonous Secrets.

*Common Rune Magic:* Standard (see main rulebook for the list of spells Acolytes have access to)

*Special Rune Magic:* Call Spider Ally, Seduce Troll, See Wards.

## V. Priests

Standard, but must also know at least three of the Poisonous Secrets. When they qualify they must pray to Terra Vorla, who will send a message to them of whom they must assassinate in order to protect the Black Elf realm. When that target is slain, they can become a priest. They must further accept the geas never to use Manticore poison, for that is the poison that Terra once poisoned himself with whilst coating his own weapon in bladevenom.

*Common Rune Magic:* All.

*Special Rune Magic:* Call Spider Ally, Seduce Troll, See Wards.

*Allied Spirit:* A black elf fungus herb pouch or a ham beetle.

## VI. Rune Magic

### Call Spider Ally

**1 point**

*Instant, range 1km, reusable, nonstackable*

This calls a spider of the Fereshon. Whilst non-sentient these tiny creatures are friends of the Black Elves, and Terra is particularly fond of them. If there is one in range (which is fairly likely in most circumstances as the Fereshon are spontaneously birthed by common spiders on a semi-regular basis, although they tend to hide underground) it makes its

way towards the caster, taking up to six hours to arrive. At this point it deposits its thorax and dies. The thorax is a powerful poison of strength 20 damage 8 if used as a bladevenom, and damage 14 if ingested (although it has a strong, bitter taste to it.) Fereshon poison decays within 24 hours, so it has to be used quickly.

### **Seduce Troll**

#### **1 point**

*Duration, self only, reusable, stackable*

During his anti-Uz exploits, Terra once managed to seduce the troll god Korasting so he could get to Lelian the Bad Maul. The caster can attempt to seduce a troll. Not only do they not take a penalty for being of a different race, they get a +10% bonus for every point stacked.

### **See Wards**

#### **1 point**

*Duration 6 hours, self only, reusable, stackable*

For the duration the character can see all magical wards, and the exact pointage of them. At three points they can see the cult from which the warding originated and at 5 points they can see the name of the person who cast the warding.

## **VII. Poisonous Secrets**

Terra Vorla teaches the following secrets:

### **Dead By Dawn**

*Recondite*

A slow acting poison. When administered it doesn't kick in until the target next goes to sleep. Two hours into their sleep, they suffer its effects. It's details are: Type: Copper; Vector: Injection, Ingestion; Form: Liquid; Time Delay: Special; Strength: 14; Damage: 20.

*Cost to make 3 doses: 250.*

### **Grebin Startch**

*Arcane*

If applied directly to the eyelids or eyes it paralyses at worst and kills at best. It's POT 12. If it fails to overcome, the target is paralysed for 6d6 minutes. For 2d6 minutes after that period they're very woozy (6 points off of DEX and half skills). If it overcomes, it kills. It's details are: Type: Snake; Vector: Smeared on eyes/eyelids; Form: Paste; Time Delay: Instant; Strength: 12; Damage: Special.

*Cost to make 5 doses: 250.*

### **Olingarch's Twist**

*Recondite*

Only kills the person it was made for. You must manufacture it using some of the target's urine and nostril hair. The poison can be administered as either a liquid or a contact poison. It kicks in within 1d8 rounds, and attacks with POT 22. If it overcomes, they die. If it fails to overcome, they undergo convulsions and then throw up for 1d3 rounds. Whilst undergoing convulsions they cannot defend themselves, but are convulsing too much for a coup de grace. It's details are: Type: Iron; Vector: Ingestion, Injection, Contact; Form: Liquid (when used as ingestion or injection), Paste (when used as a contact poison); Time Delay: 1d8 rounds; Strength: 22; Damage: Special.

*Cost to make 1 doses: 120.*

### **Darksight Longsight**

*Arcane*

Lets a black elf see in the dark for a bit. Gives them the ability to see in the dark for 1d6x10 minutes (GM secretly rolls). If given to other creatures it either has no effect (01-40 on a 1d100) or acts as a mild poiion (41-00).

*Cost to make 5 doses: 300.*

### **Itrion Powder**

*Arcane*

Burns through stone. One dose will burn a black elf sized hole in 4 inches of stone in 1d8 minutes.

*Cost to make 5 doses: 200.*

### **Feign Mushroom**

*Abstruse*

Takes 10 minutes to take effect and you turn into a lump mushroom. Warning! The lump mushroom you turn into might

be identified by someone who knows of 'Feign Mushroom'. Can turn back at will, although whilst as a mushroom you're only dimly aware of your surroundings. (So you know, vaguely, that a large or small person is nearby but can't, say, listen in on conversations). Maximum duration is 2 days.

*Cost to make 1 dose: 250.*

### **Drabble Pumpf**

#### *Arcane*

A form of fungus. When placed down and squeezed it produces the dust ten minutes later. The dust lasts for 1d6 melee rounds and covers an area of around 10m in diameter. It renders Darksense utterly ineffective in that area. Alternatively, the dust can be removed from the fungus and thrown about.

*Cost to make 5 doses: 300.*

### **Moulder Fetus**

#### *Abstruse*

Turns a pregnant woman's fetus into some horrible fungus beast. Only works on elves and humans. No resistance. It's details are: Type: Insect; Vector: Injection, Ingestion; Form: Liquid; Time Delay: Special; Strength: Special; Damage: Special.

*Cost to make 1 dose: 300.*

### **Forgotten Slaver**

#### *Abstruse*

Target forgets the last five minutes, but wakes up with the goo stuck to them, and a burn where it was applied. Comes in with POT 22. If it overcomes it works, if not it doesn't. It's details are: Type: Nickel; Vector: Injection; Form: Liquid; Time Delay: Instant; Strength: 22; Damage: Special.

*Cost to make 1 dose: 200.*

### **Slip**

#### *Recondite*

Administered orally, it turns a black elf's bones all slippery over the course of a day. It lasts for another day. During that day they can slide into all sorts of small places (SIZ 1 or 2). However, they are very susceptible to damage (double all damage that penetrates armour) and find running difficult (-30 to all run rolls).

*Cost to make 3 doses: 200.*

## **VIII. Spirit of Reprisal**

Those who offend the cult are visited by Antana Vorla. The next time they drink, Antana enters the fluid and poisons it. It attacks with POW 20 through all magical defences. If it fails to overcome, the character is simply excommunicated. If it overcomes, they will sicken and over the course of three days turn into a fungus just like that created by the means of the Feign Mushroom poison, except they never change back (although they do remain sentient, forever trapped as a mushroom.) Short of a dangerous HeroQuest to Terra Vorla himself, this is unstoppable.