

The Beggar King

I. Mythos and History

The Beggar King was once a mighty ruler in the time before the Devil. He headed the Kingdom of Seshjolor, with benevolence and foresight; skill and dedication; love and just rule. But when the Devil came his Kingdom was shattered and he was cast out into the world without a crown to wear on his head, or a tunic to wrap around his body. Unable to work from his injuries, inflicted by the most vile of the Evil One's servants, he was reduced to Begging. He begged for food, and received only scraps. When monsters came from the east, he begged for a merciful and quick death, and for his efforts received being only hung and drawn, with no quartering involved. When the Gods assembled in Hell, he begged for a chance to live, and received a small iota of resurrection by being allowed to return to the world as a Spirit-God to be worshipped by Beggars around the world. The Beggar King now resides somewhere in the world, with his court of Beggars, and rarely they appear *en masse* and act as one force – a Beggar Army at the whim of the Beggar King. This has happened thrice over the years, once in Seshnela and twice in the Safelster.

The Beggar King's runes are Man and Stasis.

II. Cult Ecology

The Cult of the Beggar King is rarely worshipped. Those who do join it dedicate their life to vagrancy and give up on the hope of ever elevating themselves from the state of being a beggar. However some beggars join, either out of such loss of hope or because they embrace the life of a beggar and want to be part of the Beggar's Court.

His High Holy Day is the first day of winter (Dark Season) for that was when the trolls came and sent him to Hell.

III. The Cult in the World

The cult of the Beggar King is tiny, and very few beggars worship him. He is only worshipped in Seshnela and central Ralios, with a small number of worshippers in the coastal cities of Pamaltela where his cult was imported during the end of the Second Age.

IV. Initiates

One can become an initiate either through the Basic Rites spell, or – more usually – by accidentally coming across the Beggar King's Court. Every now and again a beggar will do just that, and will have the chance to join the cult at the Court.

Initiates don't need to devote any time or income. They must sacrifice 1 POW and dedicate their lives to vagrancy. They must never live anywhere permanently, hold down a job for longer than a day and may never have more money than that required to feed them for that day. They are taught one point of common magic for every two years that they are in the cult.

Battle Magic: Befuddle, Detect Guilty Middle Class, Not Starve

Passions: Hate the Devil, Lust Cash, Abstain Hygiene.

Runes: Man, Stasis.

V. Acolytes

One immediately becomes an acolyte after five years of being a beggar in the cult.

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

Special Rune Magic: Hold Disease, Soul Begging.

VI. Priests

To be a priest one must have 50% in Mythology and erect a temple of at least 50 worshippers. This is usually quite difficult, as few wish to join the congregation of the Beggar King. They must have ten points of Rune Magic.

Common Rune Magic: All except Spellteaching, plus Spellteaching (Beggar King).

Special Rune Magic: Hold Disease, Soul Begging, Travel to Beggar King's Court.

Allied Spirit: Rat.

VII. Common Magic

Not Starve

1 point

self only, duration 1 day

The caster can stave off starvation. Every day there is a cumulative 5% chance that this spell just won't take effect (only roll once per day). If a character eats, that chance is reduced to 0% and starts building again as they cast the spell.

VIII. Rune Magic

Hold Disease

1 point

Self only, instant, non-stackable, reusable

When cast a single disease the caster has is 'held'. A held disease takes no further toll on the character, and cannot be transmitted to other beggars. It can still be transmitted to non-beggars, and can be healed. The character still obviously suffers from the disease, and displays the appropriate symptoms.

Soul Begging

1 point

Self only, duration 15 minutes, non stackable, reusable

For the duration of the spell characters can donate POW to the Beggar. The Beggar asks for alms for his soul, and the character (who knows what is going on – you can't 'accidentally' donate POW) donates some of their soul to him. Reduce their POW by one. If their POW is now higher than the beggars there is a 75% chance that the beggar gains a POW. If their POW is lower than the beggar's there is a 25% chance that the beggar gains a POW. If their POW is more than 10 points lower than the beggar's, there is a 5% chance that they gain a POW. Donations can be coerced.

Spell Trading (Beggar King)

As with normal spell teaching. However this spell can only teach spells to cult members; only teach them cult spells; only teach them one point every two years or part thereof that they have been a member; and costs nothing to cast.

Travel to Beggar King's Court

1 point

Ritual ceremony, reusable

When cast the character can head down the nearest street, take a few turns and end up in the Court of the Beggar King on the HeroPlane. They can stay there as long as they want, and can return to any city that the Beggar King has sway in (read: has worshippers in). This spell, however, does not allow them to meet the Beggar King, and they are forever caught in the throng of Counts, Viscounts and Dukes, even though they can make out the Beggar King's glory. Many Beggars travel to the Court and never return, often as their first act as a Priest. Some have been there for hundreds of years.

IX. Notes

The Beggar King's Court

The Court is where all worshippers go when they die, or when they use the spell. It is part of the HeroPlane and the entrance way 'moves about', and often appears in a city for no apparent reason. It is rare, however, so do not believe that the doorway is always open – only once every blue moon does the door to the Court appear in any given city. The King himself rules the Court, and makes all dead worshippers Count, Dukes, Bishops, Viscounts and Autarchs. They are dressed in new robes (although the robes are always donated to the beggars by the other deities) and spend their life in the Court, which for them is a wondrous place, of free ale and food. Not good quality ale and food, but free and in reasonable quantities. The Court spends its days drinking and joking and generally relaxing. Sometimes they are called upon to make a judgement upon the acts and sins of a beggar for crimes they have committed (such as eating a child out of hunger, or stealing from another beggar). Such guilty victims are either brought to the court by a priest or by other magics, or – more rarely – ends up accidentally wandering into the Court itself. The judgement of the King can often be harsh, for he is a moral man.

Rarely the King can be met with and convinced to intercede in the mundane world. He has done so three times, each time reclaiming a city with his Beggar Army, for some period of time before returning – or being forced to return – to the HeroPlane. The King is a force to be reckoned with, although he is difficult to meet with for few Beggars know the secret Heropaths to take you there.