

BottleEater

I. Mythos and History

King Ulianus IV's reign across the Safelster was met with much trouble and discontent from the natives. But not only natives were troubled by the Tanisorian's influence – with one such hallowed soul being a lowly trollkin known as Bottle-eater. An escapee from Guhan, who charged away one morning when a passing troll tried to make him breakfast, he managed to eek out an existence until he arrived in Uton. Scorned by the human populace, he took to hiding down dark back alleys and in the underside of the docks, sleeping away the day in as much shade as he could. But Bottle-eater was not to be die unknown. The plucky little trollkin took to clubbing the invading Tanisorians down to the floor and stealing what cash they had, and what liquor they carried. He'd swap the contents of the bottle for safe haven, food and good will, and devour the remaining glass for himself. His exploits became well known throughout Uton, and as Bottle-eater picked only on the cowardly occupiers, he was heralded by all good and gentle folk as a hero of the people – even if he was a lowly nonhuman rather than a person himself.

So successful were his attacks, he even ran human membered gangs from the dock side, which would prowl the streets at night looking for Ulianus's men. It was late in the King's reign when he finally clamped down on the gang, with a sheriff putting most of them to death in the most vilest of manners at Castle Deiarani. Bottle-eater himself managed to escape by chewing his way out of his cell, but was allegedly shot dead by bows whilst swimming the Castle's moat. At that point the Saintly Host, witnessing his efforts on behalf of those humans who had scorned him so, took pity and ascended him to Sainthood. Of course, all Malkioni say such talk is a treacherous falsehood and that God would never allow such a travesty, but the worshippers of Bottle-eater know it to be true.

Bottle-eater's runes are Darkness and Disorder.

II. Cult Ecology

Bottle-eater is a cult worshipped by footpads and sap wielding thieves. Worshipped by humans, and to a lesser extent by the odd trollkin who both makes their way as far as the Safelster city states and integrates themselves in the underbelly of society, the worshippers are almost always footpads and muggers. Whilst his anti-Seshnelan motif is often touted, particularly by worshippers who are caught by members of the public and try and seek sympathy with it, this is not generally foremost in most worshippers mind. Far better to relieve the Safelstran citizen's purse rather than travel as far as Seshnela to purloin the coin purse of a Tanisorian!

The High Holy Day is **

III. The Cult in the World

Whilst the cult originates in Uton, it is now worshipped by a small number of footpads across the Safelster. It is treated as a cult of criminals everywhere, and most Malkioni treat it's claims of Saints elevating a nonhuman beast to some sort of Sainthood as a heresy. The Rokari Church specifically reviles it, and often puts its worshippers to death by crushing (although all cities have a death penalty for footpads anyhow, so it makes little difference who gets their hands on you).

IV. Initiates

Standard. Skills tested are weapon attack, stealth, sleight, running. Initiates who are human must wear masks depicting themselves as trollkin when engaging in footpad activities. Possession of the mask is oft an offence in itself.

Battle Magic: Co-ordination, Dark Burn, Divest, Mobility, Protection, Sap, Silence.

Passions: Hate Tanisorian, Hate Authorities, Lust Money.

Runes: Darkness, Disorder.

V. Acolytes

Standard. When their mask is not worn, they are at -20% to all weapon skill and stealth. When their mask is worn, they are at +10%.

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

Special Rune Magic: None.

VI. Priests

Standard. They too have the Mask-related effects that acolytes have.

Common Rune Magic: All.

Special Rune Magic: Hide from Tanisorian.

Allied Spirit: Beetle, Sap.

VII. Common Magic

Dark Burn

1 point

Ranged, temporal

This spell affects a fire twice the size that the corresponding Extinguish spell would affect. The fire is not extinguished but burns 'dark', producing no light. It still produces heat. This was allegedly taught to Bottle eater by the Saints themselves as a trick to keep him safe. All right minded individuals deny this.

Divest

1 point

Self only, temporal

For the duration of the spell the character can quickly identify and remove expensive items from somebody (that is, on someone's person). They can get away with the most expensive items within the space of a round. It is ineffective unless the items are on someone's person.

Sap

Variable

Ranged, temporal

Bludgeon variant

This spell makes it easier for a the weapon to knock someone out. For every point in the spell, *when the weapon is used to subdue* the weapon does one extra point of damage and has an extra 16% to hit (which is then halved to +8%).

VIII. Rune Magic

Hide from Tanisorians

1 point

Self only, temporal, nonstackable, reusable

Acts as a Conceal spell, but only works against Seshnelans.