

The Structure of the Scarlet Brotherhood

people. What has become of these since the Brewfest Rebellion is a topic of much debate and anguish.

Religion

Not content to undo the works of men, the Brotherhood also threw down the works of the Gods. Those faiths deemed impure were outlawed, their temples levelled and their clergy martyred or driven into hiding. Some of the Suel faiths, such as Xerbo, welcomed the invaders with open arms, others had their clergy imprisoned and subjected to what the Scarlet Ones called "re-education". The effects of this re-education is fearful to behold - the victims are broken in will and in mind - parroting the false faith of the Brotherhood incessantly. Some are so enthralled that they call curse upon the heads of those they once named friends and will even resort to violence in the name of the Scarlet Sign.

In the place of the old gods, the Brotherhood brought new ones. Bralm - the Toiling Lady and mistress of thralls, who's priests urged slaves to work hard in the name of the Brotherhood as they dropped like corn stalks at the reaping; Llerg - to whom the warriors of the Brotherhood called as they shed the blood of innocents; dread Pyremius - the Blazing Killer - who's followers spread death and terror before them; Syrul, Mother of Lies and Wee Jas - the Stern Lady, who's priests helped enforce the unjust laws of the Brotherhood upon the people. These were not all - Lydia's priests, who taught the children to spy upon their parents and to sing gaily of the enslavement of other races; the collaborators of Xerbo's and Norebo's churches who grow fat while their countrymen suffer; and the captives of Osprem's faith - many now broken beneath the foot of the conquerors.

Yet amidst all this zealous preaching where was mention of the Dark God, whom as it is well known since the years before the Wars, the followers of the Scarlet Sign have the highest devotion for? There was none. Not one

sermon, not one shrine or temple was raised in plain sight to the Slumbering One. Why have the priests of the Scarlet Sign taken such pain to implant their Suel faiths in the populace, but been seemingly oblivious to one of their main religions. It is clear that the Brotherhood is concealing the most terrible aspects of their society - even perhaps from some of its own people. It is sobering to consider that if the Brotherhood are not ashamed to burn farmers and priests publically - what acts are so terrible that even they are moved to conceal them?

The preaching of the Suel faiths is but a distraction, a mask hiding the true face of the Brotherhood's devotion. While the people sing the catachisms of Bralm and Pyremius, the masters bow down before the idols of the Dark One. This in turn reveals to us that the ultimate goal of the Brotherhood is not merely the domination of the Flanaess, but the liberation of He Who Must Forever Slumber from his imprisonment and his return to the Oerth.

Magic

It has become clear that like the ancient Suel to whom they aspire to equal, the Brotherhood has access to great magics. They have perverted the laws of Nature and the Oerth to create terrible monsters which have plagued many parts of the country especially since the Brewfest Rebellion. Furthermore they can command the terrible creatures of the sea to rise up and smite their enemies.

Fearsome stories and rumours abound about the strange goings on at the dreaded prison spire of Obelstone Keep. It is said that many dark magics are worked there and that the prisoners held there are the grist for this ghoulish mill of sorcery. It has been rumoured indeed that Obelstone might be the site of the hidden temples to the Great Destroyer. May the Gods preserve us if half of what is spoken of there is true.