

The Shab-al-Hiri Roach

By Jason Morningstar

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A role-playing game submitted in partial
fulfillment of the requirements for the
title of

Game Chef

Pemberton University

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Approved by _____
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PEMBERTON UNIVERSITY

ABSTRACT

The Shab-Al-Hiri Roach

by Jason Morningstar

For the Supervisory Committee:

Professor Mike Holmes
Professor Andy Kitkowski

A thesis presented on the time-constrained design of a complete role-playing game based on fixed standards of theme, content, and mechanics. In the finished design, the theme consists of a specific historical period upon which the game is based. Content includes Wine, Invincible, and Entomology. Mechanical constraints include custom-designed cards and the lack of a traditional character sheet.

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GLOSSARY

Action Card. Cards with Commands and Opportunities, which are drawn by each player at the beginning of each Event.

Background. Background consists of whatever color you choose to provide – rakehell, iconoclast, ideologue, communist, mad genius, that sort of thing.

Command. When possessed, the action that the Roach demands you perform. Listed on Action cards.

Enthusiasm. A particular interest or passion. Player characters have two each and get an extra die for every Enthusiasm involved in a conflict. Listed on Enthusiasm cards.

Event. One of six occasions in the Pemberton University fall calendar. Each player character has a Scene during each of these Events.

Expertise. Your academic specialty. Like an Enthusiasm, it is worth an extra die when it comes into play in a conflict.

Opportunity. When not possessed, an action that you may choose to perform if you wish. Listed on Action cards.

Reputation. Your good name – represented by a collection of tokens; starting at three. The goal of the game is to accumulate Reputation.

Scene. An interaction between a player character in the spotlight and any number of other PCs and NPCs, framed by the player. Each player gets up to six, one per Event if they wish, and each ends with a conflict resolution roll.

I n t r o d u c t i o n

PEMBERTON MARKS PASSING OF ENTYMOLOGIST & FRIEND

From the *Pemberton Pinnacle*, September 3rd, 1919:

PEMBERTON – We regret to announce the death, which took place on Saturday morning at his home in Pemberton, of Dr. William Appleby-Jenkins, late of our Biology faculty. Dr. Appleby-Jenkins, who completed his forty-seventh year last July, lamentably took his own life.

Dr. Appleby-Jenkins, affectionately known to a generation of Pemberton students as “Doctor A-J”, recently returned from an expedition to that region of Mesopotamia soon to be included in the French mandate. This most productive field excursion makes his passing all the more tragic, for his discovery there of a new species of insect is poised to elevate him and our dear old school to the lofty heights of entomological greatness.

For the adventurous circumstances of this discovery, we shall allow the late Doctor to speak for himself, if posthumously. Here is an entry from the notebook of Dr. Appleby-Jenkins:

“I discovered the specimen in a cave near the Shab-Al-Hiri potash mine. It was clinging to the moist underside of a cuneiform tablet of great antiquity which I was obliged to shatter in my efforts to secure this remarkable insect. The lack of frass on the cave floor leads me to believe that there is only a small population of these roaches, and indeed I saw only the current specimen at the time of

collection. A further expedition is called for, once the current chaos in the region has settled. I am hopeful that Pemberton will find the funds to send me again...

...(The) specimen is most certainly *Blaberoidea*; it bears superficial resemblance to both *Aptera fusca*, the Cape Mountain cockroach, and supercedes *G. portentosa* in size at an astonishing and impressive 80 cm. It's desert home is in the range of neither. There is no question that my specimen is entirely unknown to science, and beautifully repulsive to look upon. I shall call it *Blaberidae pingui Jenkinsii*, Jenkins' Greasy Roach."

The good Doctor's remarkable insect was accidentally freed, and we can all be thankful that, as an organism utterly alone in this hemisphere, it cannot breed and propagate. Its loss to science, however, is a cruel blow to Dr. Appleby-Jenkins' legacy. All true Pembertonians shall miss him, and our sympathies extend to his family.

Chapter 1

PRELIMINARIES



DESIGNER'S STATEMENT

Thank you for reading my game. It was designed for the 2005 Iron Game Chef contest. I hope you enjoy it. In compliance with the established rules...

1. I have included thematic elements from two periods of history – ancient Sumeria and 1919 New England.
2. I have incorporated three of the five ingredients – Wine, Entomology, and Invincible. You could argue for Companion, although “Parasite” is more accurate.
3. For rules limitations, the game uses custom cards.

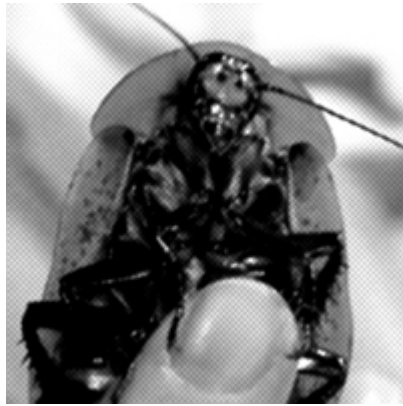
I look forward to your comments!

WHAT YOU NEED TO PLAY

Dice - from four to twelve sides. The cards that come with the game – the Action cards and Enthusiasm cards. Some tokens to represent Reputation, maybe 30. At least three players, preferably four or five. No more than six! No GM is necessary, but a sense of collaboration and good humor are mandatory.

Chapter 2

THE UNSPEAKABLE TRUTH



SAPIENTIA STELLARUM NOS CONSERVABIT

A quiet and very old New England institution, Pemberton University has a small, pleasantly dilapidated campus dominated by imposing stone buildings in neo-gothic style. The lamp of learning is tended by a small, pleasantly dilapidated faculty dominated by a witches brew of power-hungry sycophants, misanthropic crackpots, and scheming administrators.

Ancient oaks line the flagstone walks, filtering wan sunlight above the Big Men in their coon-skin coats and the pretty sorority sisters who adore them (Pemberton, modern in all the right ways, is co-educational). The University isn't very close to anything noteworthy, and the community is insular – perhaps too insular.

Visitors should note that, with the exception of wine, all alcohol is strictly forbidden from the campus. By long-held tradition, wine is offered at every meal, and those who would disparage this practice need look no further than the Holy Bible for the justification of this healthful practice. “Drink no longer water, but use a little wine for thy stomach's sake”, said Paul the Apostle to Timothy. And no less an authority than the late Louis Pasteur said, “Wine is the most healthful and most hygienic of beverages”.

As noted above, Pemberton's motto is *Sapientia stellarum nos conservabit* - "Starry Wisdom shall save us".

CONCERNING THE ROACH

The people of the Euphrates valley called it *Num Saḫar Rá* - Insect/Mouth/Overseer - a monster from the dawn of civilization. It is a foul remnant of an evil time, when crawling things used men as cattle to erect a culture devoted to servicing their unspeakable needs. It has slept for four thousand years, and now it has been shaken awake by a foolish scientist. Gravid with egg sacs, the Roach seeks out the moist places of the human body and soul and takes up festering, malignant residence.

The Roach has perfected the art of effective control over human beings, but it is a little out of touch. It continues to operate in the Sumerian mode – issuing brutal, cryptic commands and treating its hosts like ignorant cattle. The modern world is not Sumeria, however, and the Roach's hosts are not as tractable as the servants of the ancient God-Kings.

The Roach wants to get its bearings, stretch its oily legs, and spread its horrible brood across the twentieth century. The Pemberton University campus is a good start. In the conniving, power-hungry faculty, it has found something it recognizes at last.

Chapter 3

CHARACTER GENERATION



OVERVIEW

1. Name your character and sketch out a broad background.
2. Decide your Standing - if you would prefer to be an assistant Professor or a full Professor (both have their advantages).
3. Give yourself three points of Reputation.
4. Choose your academic Expertise
5. Choose a pair of Enthusiasms. You may draw these cards randomly or choose them collectively from the deck, as you wish.
6. Finally, settle into your character and, in collaboration, work out your relationships with the other player characters.

When play begins in the first scene, no one is controlled by the Roach unless their first card draw indicates as much.

BACKGROUND

Background consists of whatever color you choose to provide – rakehell, iconoclast, ideologue, communist, mad genius, that sort of thing.

STANDING

Assistant Professors have a slight edge in practical matters. Full Professors have a slight edge in matters of power, prestige, status, and privilege. The choice is yours.

REPUTATION

Every faculty member has a Reputation, which is tracked using tokens or colored stones. When play begins, every player character has a Reputation of three. This will increase and decrease as scenes play out and Action cards appear. If you have no Reputation, zero tokens, your die size in all conflicts is automatically D4.

EXPERTISE

PCs are all members of the faculty of Pemberton University. You must choose the department of your Expertise. This selection is fundamental to your very being and will dictate your character's professional relationships and, possibly, outlook and disposition toward other faculty members. In conflicts that directly relate to your Expertise, you get to roll an extra die of the appropriate size.

Some appropriate areas of Expertise in the College of Arts: Foreign and Ancient Languages, Art and Art History, History, Literature, Mathematics, Music, Philosophy, Poetry and Drama, Religion.

Some appropriate areas of Expertise in the College of Sciences: Anthropology, Astronomy, Biology, Botany, Chemistry, Geography, Geology, Physics, Psychology.

ENTHUSIASMS

You must also select a pair of Enthusiasms; there are two of each in the card set. You'll want to pick a particular trait or two to emphasize, but the assumption is that if you have a particular Enthusiasm, you are generally competent within that broad field of endeavor. In conflicts that directly relate to an Enthusiasm, you get to roll an extra die of the appropriate size, as indicated by your Standing. It is possible, when fighting the insistent pull of the Roach, to abandon an Enthusiasm in exchange for defying the little monster in your head.

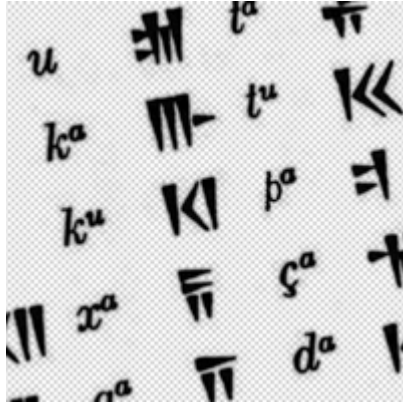
The Enthusiasms are Creativity, Cruelty, Debauchery, Deception, Gossip, Manipulation, Pleasure, Research, Self-Destruction, Sociability, Sport, Status, Technology, and Wit. (For more detail, see Appendix A for the Enthusiasm card list)

RELATIONSHIPS

Make a list of players alphabetically, by last name. Your character must have a strong positive relationship with character played by the next player in ascending sequence and a strong negative relationship with character played by the next player in descending sequence. If your last name is first or last in order, start over at the top or bottom of the alphabet, forming a chain. This mechanism simply ensures that every character has two pre-existing relationships – feel free to organize things in any way that meets this end.

Collaborate with the other players to make these relationships fun and filled with interesting conflicts and opportunities.

SEQUENCE OF PLAY



OVERVIEW

The goal of the Shab-al-Hiri Roach is to accumulate Reputation. The player with the highest Reputation at game's end - who is not controlled by the Roach - wins. To be perfectly clear - if you are Roach-bound at game end, you have failed and cannot claim

victory.

The game takes place over the course of the fall semester in 1919. Play hinges around six Events, each of which will feature scenes framed by each of the player characters. Before each Event, players draw cards that will guide their actions – either the implacable commands of the Roach or prompts for social maneuvering within the incestuous hothouse of campus politics.

Three recurring NPCs will be present at each Event. Players can frame others into their scenes as desired, but they will have to deal with the named NPCs in some way - they are likely to become involved in conflicts on either side.

ACTION CARDS

At the beginning of each scene, every player must draw an Action card. Each Action card has both a Command and an Opportunity on it. If your character is currently possessed by the Roach, you must ignore the Opportunity and carry out

the Command (see The Roach Compels You, below). If you are not possessed by the Roach, you must act on the Opportunity part of the card but because of your free will, you may decide who to involve after looking at the card, unlike a Command.

When you draw a card and are Roach-ridden, designate another player whose character will be the focus of that card. Do this openly before you know the content of the card – the Roach may sometimes compel you to ally yourself with someone and sometimes, destroy them.

EVENTS

Convocation

Reverend Gaylord Talley, Chaplain
Dean of Students Manley Wakefield-Nutter
Most Popular co-ed, Regina Sutton

Chancellor's wine and cheese social

Chancellor Arthur Steuben Ferguson
Professor Emeritus John Acton Gerard-Bompus
President of the Board of Trustees Gordon White

Faculty Senate Meeting

Chair of the Faculty Senate Campbell Stoudenmeyer
Professor Emeritus John Acton Gerard-Bompus
The young radical, assistant Professor L. Scott Collins

Homecoming football game

Football quarterback Bantam Whaley
Chancellor Arthur Steuben Ferguson
Dean of Students Manley Wakefield-Nutter

Thanksgiving faculty retreat

Chair of the Faculty Senate Campbell Stoudenmeyer
The young radical, assistant Professor L. Scott Collins
Reverend Gaylord Talley, Chaplain

The Founder's Day Halloween Ball

President of the Board of Trustees Gordon White
Football quarterback Bantam Whaley
Most Popular co-ed, Regina Sutton

SCENES

Each player has the option, in turn, frame a scene involving his character in relation to the Event at hand. It need not be directly connected, but it must take place around the time of the Event at a minimum. When it is your turn to frame a scene, you may select other players to take the roles of NPCs and player characters that you wish to participate. Any player who wishes may introduce their character into your scene as well, but none are obligated unless dictated by an Opportunity or Command card.

Each scene must end with a conflict of some sort, as defined by the player in the spotlight. This player chooses the stakes, in points of Reputation, from one to five. Both sides will rally their troops and roll whatever dice they can muster.

If your side wins in the conflict ending your scene, you gain a number points of Reputation equal to your wager. If your side loses, the opposite takes place. Any player character who chooses to become involved in a conflict other than the player in the spotlight automatically wagers a single point of Reputation - no more, no less, no way to wiggle out of it.

Again, framing a scene is a right rather than an obligation. If you don't have the sand, simply pass.

RESOLVING CONFLICTS



OVERVIEW

To win an interpersonal conflict, you must end the conflict with a number higher than your opponent. If there are multiple participants, let everyone roll their own dice and pool them into two sides to see which side wins.

In conflicts involving power, knowledge, status, and privilege, die size **ascends** with rank. Thus, townsfolk and students roll D4, Assistant Professors and University staff roll D6, Full Professors roll D8, and luminaries (Professors Emeriti, the Chancellor) roll D10.

In conflicts involving anything else, die size **descends** with rank. Thus, mundanes roll D10, assistant Professors roll D8, full Professors roll D6, and luminaries roll D4.

EXTRA DICE

In conflicts that directly relate to an Expertise or Enthusiasm, you get to roll an extra die of the appropriate size. It is possible to have multiple dice (if more than one Enthusiasm comes into play, for example).

The Roach always contributes a D12 to the person it is possessing. Action card Commands, when acted upon, can contribute a second D12. The Roach is pretty bad-ass.

TAKING SIDES

Player characters, named NPCs, and organized groups (such as a fraternity, housekeepers, or the campus newspaper) can and should join conflicts, contributing their die to the cause. Any player can suggest groups that might join a conflict.

DEATH

Within the confines of this game, the Roach and its offspring cannot be destroyed – they are effectively invincible. Similarly, characters cannot be murdered - although, like poor Dr. Applewhite-Jenkins, suicide is always an option should you draw a particularly troubling card.

Chapter 6

FEAR THE ROACH



OVERVIEW

Central to game play is the looming presence of the Roach and its offspring. More than one player can be dominated by a Roach, and it is no great secret in play who is enslaved - they will be rolling twelve-sided dice, and a great many of them.

BECOMING A SLAVE TO THE ROACH

It is easy to let the Roach climb into your throat and take over your life. All you have to do is ask it. Seriously - if, at the beginning of any Event, you wish to have the Roach occupy your brain, simply declare that you are Roach-bound, and it is so. From that point on, you must obey Commands, and you enjoy a powerful extra D12 in every conflict. You may be forced to do some foolish, blood-curdling things, but you will kick some ass in the process.

It is also possible to become an unwilling host. There are ten cards that have a Roach symbol on them - if you draw one of these cards at the beginning of an Event, and you are Roach-free, the greasy little monster has crawled inside you in the night.

Getting rid of the Roach requires a sacrifice. If you are Roach-bound and draw a card with a Roach symbol on it, you can abandon an Enthusiasm to break free. This is the only way, so plan accordingly - because you cannot win the game if the Roach is in charge of you.

THE ROACH COMPELS YOU

Pity the wretch possessed by the Roach. His is ugly work.

There are 40 Action cards, and each has some Command the Roach requires you to obey once it has crawled into your head. It might be helpful, it might be ruinous, or it might merely be humiliating. You must at least attempt to accomplish what the Roach desires.

Commands are not always straightforward. How, for example, does one bow down to a master that resides in ones sinus cavity? This is for you to decide. You'll want to carry out the letter of the Roach's bidding but perhaps not the spirit – for example, if you have to fight someone, perhaps you can arrange to fight him with sharp words rather than, say, butcher knives.

Obedying the will of the Roach as dictated by the Command card, even obliquely, adds a D12 to your effort in that conflict. This is in addition to the D12 you receive for being a slave to the Roach in the first place.

RESISTING THE ROACH

Once possessed, you can resist the Roach and ignore a Command, but it will cost you. There are two ways to resist.

You can sacrifice an Enthusiasm. This should have a noteworthy effect on your demeanor and attitude – you have lost a little bit of what makes you human. You can also get roaring drunk on the wine freely available at every campus function. Getting drunk in a scene allows you to resist the Roach's commands, but costs a point of Reputation and lowers your personal die by one size for the entire scene.

If you resist the Roach, you can act on the Opportunity if you like.

APPENDIX A: ENTHUSIASMS

Each Enthusiasm represented twice in the card assortment, which is provided in Avery business card format in a separate file (See Appendix D).

Creativity: Crafting works of beauty and meaning - art, poetry, music, theater, dance, the Great American Novel, that sort of thing.

Cruelty: You like to hurt people, with words or deeds. Nothing pleases you more than bringing someone low or destroying their career.

Debauchery: Drinking, smoking, and gambling. The ability to get along in mixed company and among sailors. Throwing dice, playing cards, holding your own in a bare-knuckle brawl, and knowing where to go to hear jazz.

Deception: Lying, cheating, and stealing of every description. You revel in deceiving others to advance your own agenda.

Gossip: Both spreading and gathering petty intelligence, accurate or wildly speculative. Trivia, disinformation, and smear campaigns may be personal specialties.

Manipulation: Persuasion in every form, from arguing to ego-stroking to seduction to threats of physical violence. You like to have your way.

Pleasure: Romance and furtive sex, sumptuous dinners, expensive art objects, all things hedonistic are important to you.

Research: The bread and butter of the academic, in theory. Dusty library basements and bad-smelling laboratories are more home than home.

Self-Destruction: Taking your other Enthusiasm to dangerous extremes – not just a drinker, but a raging alcoholic, for example. This Enthusiasm allows you to add a D12 in any conflict that is likely to destroy you, literally or figuratively.

Sociability: Dancing, making small talk, cleaning up nicely and generally being charming at cocktail parties. Making a good appearance and pleasing those around you is important.

Sport: Playing tennis and lacrosse, hunting, boating, and following the Pemberton football team.

Subterfuge: Sneaking around, climbing ivy-covered trellises, picking locks and rifling file cabinets are all familiar to you.

Status: You pursue wealth and power with single-minded sycophancy. Anything you can do to endear yourself to the powerful, further your interests, and build your reputation is fair game.

Technology: Fooling around with things like motorcars, aeroplanes, and wireless sets – you are probably building on of these things in your sitting room.

Wit: You fancy yourself a campus wag, and indulge in clever self-promotion ranging from extempore oratory to scandalous poetry, employing the art of the clever put-down and stinging bon mot.

APPENDIX B: OPPORTUNITIES

LETTER OF REPRIMAND

Lose a point of Reputation

BREAK DOWN

Lose two points of Reputation

ENTHUSIASM

Choose another Enthusiasm for use in this Event. Your interest is short-lived but intense.

PRAISE

Surrender a point of Reputation to another player character.

SACRIFICE

Surrender two points of Reputation to the player character you have chosen.

SHOVING MATCH

Both you and the player character you have chosen lose a point of Reputation.

PUBLIC SCANDAL

You are unable to use any Enthusiasms during this Event.

INFLUENZA

Your die size decreases to D4 for every conflict during this Event.

DEBATE

Initiate a conflict with the player character you have chosen. The winner gains two Reputation and the loser loses two Reputation.

WAR OF WORDS

Initiate a conflict with the player character you have chosen. The winner gains one Reputation and the loser loses one Reputation.

PROSTITUTE YOUR GOOD NAME

Turn Reputation into D12's on a one-for-one basis.

PLEAD

Remove the support from an NPC of your choice in each conflict during this Event.

BOOT-LICK

Gain the support of the NPC of your choice in each conflict during this Event.

JOURNAL ARTICLE

Gain a point of Reputation.

RECEIVE UNIVERSITY AWARD

Gain a point of Reputation

RECEIVE ACADEMIC APPOINTMENT

Gain two points of Reputation

EARN TENURE

If you are an assistant Professor, you have been tenured and are now a full professor. If you are already a full Professor, become a campus Luminary (D10/D4)

IMPRESS

Increase the size of your die in all conflicts during this Event involving power, privilege, knowledge, or status by one step – from D6 to D8, etc.

SWAGGER

Increase the size of your die in all conflicts during this Event involving something other than power, privilege, knowledge, or status by one step – from D6 to D8, etc.

SABOTAGE

Cause another player character to lose one point of Reputation.

RUIN

Cause another player character to lose two points of Reputation.

SLANDER

Tear down another's scholarship in a review. Reduce the die size of the player character you have chosen in conflicts during this Event involving power, privilege, knowledge, or status in this scene to D4.

HARASS

Reduce the die size of the player character you have chosen in all conflicts this scene involving something other than power, privilege, knowledge, or status during this Event to D4. Ouch!

INTIMIDATE

Choose one individual or group that is supporting an opponent in each conflict during this Event, and add them to your side.

EXPOSE

Publicize indiscretions and prevent a person of your choice (NPC or player character) from using an Enthusiasm in any conflict during this Event.

CHEAT

Take two points of Reputation from the player character you have chosen.

UNCOVER PLAGIARIST

Take a point of Reputation from the player character you have chosen.

CHAMP

Any Enthusiasm you employ adds a D12 rather than your normal die size during this Event.

DECORUM

Both you and the player character you have chosen gain a point of Reputation.

GENIUS

Your die size increases to D10 for every conflict during this Event.

(10 **ROACH** cards round out the set)

APPENDIX C: COMMANDS

LIPÍŠ MEDU DU GA

You will have courage; it is good. (Raise your personal die size by one for this Event, up to D12)

IGI MENAMNUNNA ÛRU

It is of the Gods – you will be vigilant. (Raise your personal die size by one for this Event, up to D12)

NAMŠUB NAMGURUŠ

By my holy word, you shall have vigor. (Raise your personal die size by one for this Event, up to D12)

ÑEŠTUG NÍDIÑIR AK GUB

The fear of the Gods shall focus you. (Raise your personal die size by one for this Event, up to D12)

DALLA NÍÑIGI NUDU A È

It is never seen by the eye, and yet you will have clarity. (Raise your personal die size by one for this Event, up to D12)

NAM LUṔ TAR

I decree that your fate is to cleanse your personal filth with urgency.

NAMGAMEA NEṔA

Should there not be peace? Rest, gather strength.

GU UD

Dance, lowly maggot!

IGIU ÈA

Face the sunrise and praise your master.

URMENANURAŠA GÚR

By the crown of heaven and earth, you will bow down to your master.

ZÚ IGIXŠÈ L I L I

Laugh with joy; for you are in the presence of your master.

ŠÀ UR ṔÉENNANAMMAÀM DIRI

Eat until you burst – thus shall it be, indeed.

ŠÀPÚLLA ŠÀDIÑIRREENE DIRIG

It is the secret will of the Gods that you should overflow with joy.

NAMKIÁÑA

Love this person.

NAMKULI

Befriend this person.

GÚTÉŠA ÐÉÀMMEÀM SÌ

This person is your ally now, so let it be.

ATAR IDIM AKA

I command thee – this person is to be slandered.

NÍZU PA NAMKÚRRE LÁ

May it never be that this person is raised up – humiliate and mock it.

NÍ ŠIP RI

Terrify this person, so be it.

GÙ ÐULÑÁL SIIL

Do not heed the evil ones; rather scream in an ear-splitting voice to drive them hence.

KUŠU BARULTAG

My dog chain is upon you and you will now crawl.

MURUB

Feel sexual attraction toward this person. Attempt to copulate with it.

DÙG TUKUM ÑAR

Obey this person at once. Follow its directions and initiatives.

ÙÑA ÐÉÀMMEÀM DÙ

Protect this person, so let it be.

ZANA TAG DALÐAMUN

Handled as a puppet, you shall be confused and uncertain. (Lower your personal die size by one for this Event.)

MURGIG NANAM

You are penned up like cattle; you cannot move. (Lower your personal die size by one for this Event.)

NAMŠILIG NÍÑÁL GUM

It is disastrous and you shall know only terror. (Lower your personal die size by one for this Event.)

NÍÑGIG ÞULUÞ

It is an abomination – you shall not know who to trust or where to seek respite. (Lower your personal die size by one for this Event.)

ÞUNU IMMASII ÞUÞUNU

You shall bleat the scream of suffering in your helplessness. (Lower your personal die size by one for this Event.)

ÁŠ ÁZIGA ÑISSU LAL BAL

A shadow falls over this person – threaten him.

DU MUMUA AK/ÑAR

You must make trouble among all known persons.

GABAAL DU NABI DÙ

In the proper way, you must confront this person.

GIGŠE NÍDÍÑIR ÑAR

You must put the fear of the Gods into this person, in fury and anger.

LUL...DUG

You must practice deception and betray this person.

NAMŠILIG

You must fight this person.

LÚNÍZU

You must steal that which is useful and good.

ŠÀÞULGIG NAM KAR

You must hate this person, and take away its destiny.

ÞUL DIM ÁÁÑÑÁ

You must hurt this person – it is so ordered.

NAANGI IN

Your task is to enslave this person.

DIB AB BA KI NÀR

It is decided. This is a place of sacred importance; do not leave it.

APPENDIX D: COMBINED ACTION CARD LIST

The 40 cards each have a Command (for those enslaved by the Roach) and an Opportunity (for those with free will). They are combined in ways that provide an incentive for the Roach-bound to fight to free themselves, and for free characters to be tempted to submit.

The cards are included in a separate document, in an Avery business card format for easy printing.