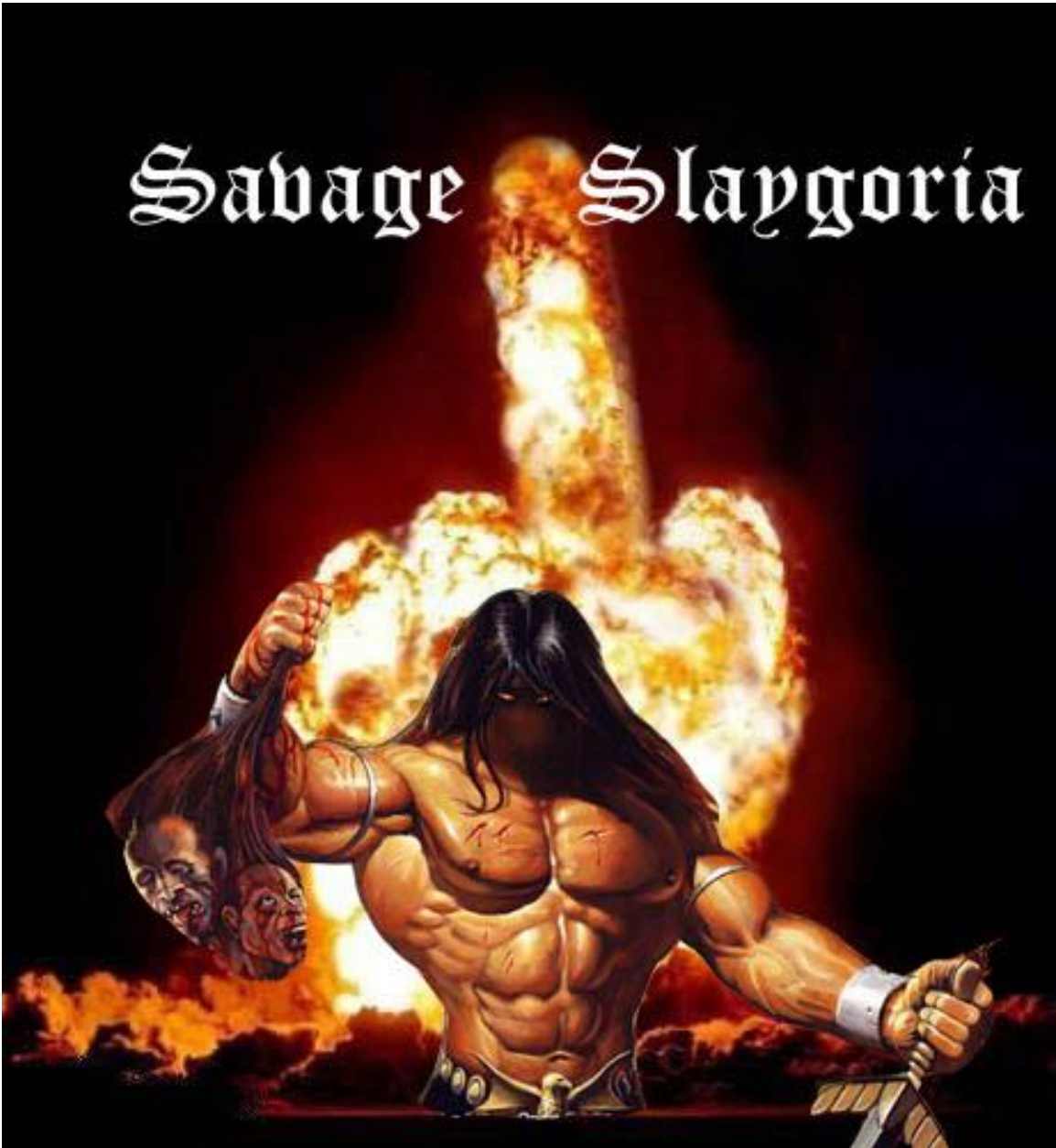


Savage Slaygoria



Version 1.2
Collin Terrell



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Acknowledgements:

Robert Howard for making the Sword & Sweat genre happen. *Conan the Barbarian* for being one of my absolute favorite movies of all time. Heavy Metal for being awesome. For those of you who can spot them, there are also a couple of tips of the hat to the old *Tunnels & Trolls* game sprinkled in here so thanks to Flying Buffalo for helping me misspend the summers of my youth. The Mass Battle rules you'll find in here are very similar to those in the *Savage Worlds* rulebook; I recommend you pick up a copy of that.

Setting & Flavor:

The world is a seething, sweaty and blood-smeared cesspit of violence, casual sex, buggery and gratuitous sword poses. Here the ruins are ALL cyclopean, the armor is ALL skimpy and damn near everyone is evil to the bone. All magic is linked to demon worship; it is a world with twenty-four separate hells and no heaven in sight. Weather is extreme; dragons and dinosaurs roam steaming jungles; wild demons and witches scheme in wintry caves. Three moons hang over fetid cities full of corrupt rulers and bold thieves. This is Eyrth, where only the magnificently well-oiled and amoral survive. Do you have what it takes to conquer this fractious world and put its nations under your boot? Will you one day proclaim yourself Overlord? That question can only be answered by deeds, blood and steel.

The Elevator Pitch:

This is pulp Swords-n-Sorcery, Heavy Metal Fantasy. It's Wagner, Howard and Moorcock being rolled up and smoked by Iron Maiden.

Character Concepts:

Character creation follows the standard *Savage Worlds* rules. All characters in this setting are human so every character begins with 1 free Edge.

Below are some quick sketches of the sorts of characters you might find in this setting. Feel free to use these for inspiration or to come up with your own sweaty, leathery idea.

The Archer: Archery is for wimps! Everyone laughs at you because you're afraid to get blood on your hand-tooled leather jerkin.

Recommended Edges: Quick (N), Quick Draw (N), Marksman (S)

Starting Kit: Bow, Arrows, Dagger, Running Shoes, Hand-Tooled Leather Jerkin

The Barbarian: You are an iron-thewed slayer of men, beasts and men. You hail from a hard land where people work out by bench pressing dead grizzly bears.

Recommended Edges: Zweihander (N), Berserk (N), Uber Zweihander (S)
Starting Kit: Iron Thews, Two-Handed Weapons, Furry Boots

The Beastmaster: Where you come from man and beast live in accord with one another. You have a deep bond with the creatures of the Eyrth and can persuade them to do your bidding.

Recommended Edges: Beast Master (N), Beast Bond (N), Woodsman (N)

Starting Kit: Loincloth, Kibble, Sword, Ball of Yarn

The Blademaster: You were born with matched scimitars in your strong, calloused hands. Your weapons are wedded to your body like an Arthmenarian virgin to her chastity. You would triple-wield if you could.

Recommended Edges: Two-Fisted (N), Ambidextrous (N), Frenzy (S)

Starting Kit: Swords, Swords, Swords, Some Armor

The Brooding Anti-Hero: The world cannot possibly comprehend the sadness/darkness/wrath you carry inside of you. You wander the world seeking peace for whatever affliction it is you bear. Anyone who interrupts your moping is likely to find your sword in their neck. You were probably *Somebody Important™* back where you came from.

Recommended Edges: Noble (N), First Strike (N)

Starting Kit: Rune-etched sword, voluminous cowl, travel-worn clothes, furrowed brow, piercing stare

The Cabalist: Gogmagog, Thoth-Azar, Slog-og-uthog and the other Princes of the Twenty-Four Hells all serve at your beck and call. You are a soul trafficker, a sailor on the tides of hellfire.

Recommended Edges: Arcane Background: Cabalism (N), Connections (N)

Starting Kit: Tattered Robes, Smoldering Brazier, Bag of Teeth, a Dingy Knife

The Duelist: Life for you is just a long string of fights connected by the banal necessities of eating, drinking and using the chamber pot. Your fingers constantly hover over the hilt of your sword as you scan the crowd looking for your next challenge.

Recommended Edges: Florentine (N), Trademark Weapon (N)

Starting Kit: A sword named "Edna"

The Escaped Slave: Whether it was in the Pleasure Domes of Xelchis or bound to the Colossal Grain Mill of Vasharn you were once a slave but have managed to escape your life of bondage. You keep one eye over your shoulder constantly, scanning for the pursuit of your former masters.

Recommended Edges: Luck (N), Alertness (N), Fleet Footed (N)

Starting Kit: Leg irons, a burlap shift

The Knight: Not everyone goes without bathing! No one dresses to impress quite like an honest to goodness Knight. What others might call pillage and rapine you call doing the Lord's work. You ride around on your faithful steed striking heroic poses at inappropriate times and looking for other Knights to thwack on. Ah to be rich and unemployed!

Recommended Edges: Rich (N), Charge! (N)

Starting Kit: Shiny armor, shiny sword, horsey horse

The Mad Wizard: Is there any other kind? You are an adept in the secret mysteries of Set, Kal'Tor, Zoroastricarn, Bildungblipdool and Sheekara the Spider God. You like making things explode.

Recommended Edges: Arcane Background: Wizardry (N), Wizard (N), Power Points (N)

Starting Kit: Staff topped with a cheap crystal, bat guano, monkey's paw, warding tattoos

The Metalist: You are a Thundermancer who is a devoted follower of the Dark Gods. Your purpose in life, nay your very existence, is to make the world "more metal" and "heavier". Nothing offends your senses more than a bard or court minstrel. These vermin you slay with a million decibels of blood acid spewing chug-chugging.

Recommended Edges: Arcane Background: Thundermancy (N), Power Points (N), New Power (N)
Starting Kit: A down-tuned mandolin, black leather armor, a perpetual frown

The Pit Fighter: Whether you trained for a life in the pits or got sold into that grim trade as a slave the fact remains that you have been bred to die for the entertainment of others. The fact that you're out and walking around doesn't bode well for your former owner.

Recommended Edges: Nerves of Steel (N), Hard to Kill (N), Combat Reflexes (S)
Starting Kit: Leather harness, Iron Greathelm, Bladed Cestus

The Possessed: When a Cabalist has reached too far, bargained too much and given up their last shred of humanity they become one of the Possessed, a demon-inhabited human shell. Though it disgusts you to walk in the world of men, trapped in a prison of weak flesh, you will not allow this to deter you from your mission to utterly corrupt humankind.

Recommended Edges: Arcane Background: Demonspawn (N), Berserk (N)
Starting Kit: Smelly, unkempt clothes; a wild gleam in your eye

The Scion of Prophecy: The Gods Below left their mark upon your brow when your mother squeezed you into the world. Perhaps she was a concubine of Grelzark Twelve-Cocks, Lord of Tantalos or mayhaps she sold her womb to some mad priest for an inscrutable, dark purpose. Whatever the reason may have been, she produced you and you are now a slave to an unasked for destiny. Pestilent witches cower at the sight of you; babbling, insane beggars augur great deeds in your future.

Recommended Edges: Arcane Background: Demonspawn (N), Power Points (N)
Starting Kit: A strange birthmark; a retinue of alleycats

The Slaver: Human skin is your business. You look at people differently than most; your eye is always attracted to the shape of a muscle and the clarity of an expression. Whether you freelance or have ties to a Slavers Guild, you are plugged into the Underworld network better than most.

Recommended Edges: Intimidation (N), Connections (N)
Starting Kit: Manacles, Weighted Net, Spear

The Sorcerous Seductress: You wield tremendous power over members of the opposite sex with your combination of magical and animal charms. Some say you are half demon-spawn and others claim you are a Jythrian Witch sent on a mission to bed and corrupt the Village Elder.

Recommended Edges: Charismatic (N), Attractive (N), Arcane Background: Any (N)
Starting Kit: A sexy outfit, a stiletto, various love potions

The Thief: You may not be the toughest guy around, but you're lucky and you know how to get out of the way when things go bad, like they always do. Fishing open locks and climbing the walls of Snake Temples is your stock and trade.

Recommended Edges: Thief (N), Luck (N), Steady Hands (N)
Starting Kit: Leather Armor, lock-picks, seven or eight concealed Daggers

The Wandering Thundermancer: You walk these streets, a loaded six-string on your back. You play for keeps, 'cause you might not make it back. You've been everywhere, and you're standing tall. You've seen a million faces, and you've *melted* them all.

Recommended Edges: Arcane Background: Thundermancy (N), Quick (N), Charismatic (N)
Starting Kit: A loaded six-string, a Steel Horse, a fancy hat

The Warlord: You know what is best in life! Cold steel, a hot woman and a legion of adoring slaves! You are a leader of men and a slayer of foes. One day you will build an army large enough to conquer the world!

Recommended Edges: Command (N), Common Bond (N), Charismatic (N)
Starting Kit: Impressive Looking Armor, a booming voice, a double-edged morale booster

Edges, Skills and Hindrances:

New Edges:

Arcane Background: Cabalism

This branch of magic deals specifically with the summoning and controlling of demons and all forms of Necromancy. Every time you cast a Cabalist spell you must successfully complete a *Spell Bargain* with an Outside Power. If you succeed greatly, you can call upon powers much mightier than normal; if you fail, you acquire grievous hindrances and will eventually lose your soul.

See Appendix A for a listing of Cabalist powers and the "Gameplay" section for more details on *Spell Bargains*.

Arcane Background: Wizardry

All of your straight-up blast em, burn em, blow em up spells fall within the category of 'Wizardry'. Only those with a flair for the dramatic need apply. Wizards use their own personal reserves of magical energy to cast spells and can even cash in their own life force for additional mana if necessary. Wizards run the risk of suffering a backfire if they miscast a spell.

Wizards begin play with 10 Power Points and know how to cast 2 spells.

See Appendix C for a listing of Wizardry powers and the "Gameplay" section for more details on Magic.

Arcane Background: Demonspawn

You carry the taint of the Gods Below. This imbues your otherwise normal human frame with superhuman abilities. Demonspawn cannot be raised from the dead – when they die, their souls are whisked away to Hell immediately. All Demonspawn also gain the *Vulnerability to Cold Iron* hindrance.

Demonspawn begin play with 10 Power Points, which they use to purchase Demonic abilities (see Appendix B).

Arcane Background: Thundermancy

Thundermancers are musicians whose brutal compositions are potent enough to awaken the might of the Dark Gods. Unlike most spell-casters, Thundermancers gain Power Points by playing music. Once they have built up enough power, they can discharge it to generate a spell-like effect. It may take a Thundermancer longer to accomplish what a Wizard can do in seconds, but Thundermancers never have to rest to regain their spell energy.

Thundermancers begin play with a cap of 10 Power Points and knowledge of 2 compositions. Refer to the "Gameplay" section for more information on Thundermancy.

See Appendix D for a listing of Thundermancer powers.

Charge!:

You can combine the Sprint action (+d6 Movement) with a single attack at no penalty so long as you move in a straight path to your target.

Cleave:

Any time you kill or incapacitate an opponent in melee combat you can automatically make an extra attack against another adjacent foe. You can cleave multiple opponents in a single round.

Merry Slaughter:

Prerequisite: Cleave, Seasoned

If you preserve your movement allowance you can move in between killing blows to chain cleave a number of opponents. This ability works with *Charge!*

Puissant Lover:

Your virility/femininity is intoxicating. Members of the opposite sex (and some of the same sex) cannot resist your bedroom talents. You gain a permanent +2 *Charisma* bonus with anyone you sleep with.

Zweihander:

You can wield two-handed weapons single-handed. You may not dual wield two-handers, but you can carry a shield, or a two-hander with another one-handed weapon.

Uber Zweihander:

Prerequisite: Zweihander, Seasoned

You can dual wield two-handed weapons.

Origin Edges:

These special edges are optional and can be used if you and your Game Master would like to include a little bit more flavor in the campaign. Origin Edges are free provided a character meets the prerequisites.

Arth's Covenant (Prerequisite: Arthmenarian Origin)

The people of Arthmenar are the sworn followers of the God, Arth. In return for their centuries of faithful observance, all Arthmenarians receive a special boon: they gain 1 additional *Benny* per game session.

Beast Rider (Prerequisite: Qualidarn Origin)

The Qualidarn have a way with the beasts of nature. Any trueborn Qualidarni can attempt to pacify a wild animal by making a *Persuasion* roll. They receive a +1 bonus to these rolls. A pacified animal can be used as a mount if it is sufficiently large.

Beatific (Prerequisite: Bennisec Origin)

The people of Bennisec are not easy to perturb being equal parts stoned and unconcerned with the trivial problems of this life. They get a +1 bonus to any *Spirit* check.

Blood Frenzy (Prerequisite: Ur Origin)

When an Ur warrior slays a target his attacks become more ferocious. Once he has killed his first opponent in a battle, he gains a +2 to all *Fighting* rolls and suffers a -2 to *Parry*. This isn't an optional power; it always takes effect every time the warrior slays someone. This does not stack with the *Berserk* edge. The effect lasts for the duration of an entire combat.

Chosen of Lammaasa (Prerequisite: Lewan Origin)

The ordinarily peaceful Lewanites are protected by ancient wards put in place by their Goddess, Lammaasa. Anyone who attacks a non-hostile Lewanite must succeed a *Spirit* -2 check or become afflicted by a debilitating curse, suffering a -1 to all rolls for an entire day.

Cold Resistance (Prerequisite: Vasharn Origin)

These fire-haired Sons and Daughters of Winter have a more intimate relationship with cold weather than any other race. What a farmer in Ossil would call 'cold' a Vasharn would call 'balmy'. Vasharn gain a +2 bonus to any cold resistance roll and have a +2 *Toughness* vs. Cold damage.

College Educated (Prerequisite: Dardaniac Origin)

Every citizen of Dardaniac, regardless of rank and birth, is entitled to at least a basic college education. This feat gives the character a +2 bonus to any common knowledge roll and insures that the character is literate.

Courtly Grace (Prerequisite: Calamerian Origin)

Calamerians clean up really, really well. In any situation where they are dealing with noble classes, they enjoy a +2 bonus to all *Persuasion* rolls.

Demonology (Prerequisite: Zalorman Origin)

All Zalormans have at the very least a passing acquaintance with the denizens of the 24 Hells. As such, they gain a +2 to any knowledge check pertaining to the Hells or to Demons. With a successful check, a Zalorman can translate Demonspeech.

Dungeoneer (Prerequisite: Nyquth Origin)

Residents of Nyquth know more about dungeon delving than your average person. Dungeoneers gain a +2 bonus to all *Notice* rolls involved in the detection of traps, concealed passageways and hidden doors.

Evil Eye (Prerequisite: Jythrian Origin; Female Only)

The Witches of Jythrian are feared around the world for their mind-bending powers. As an action, you can try to fix your Evil Eye on a single target, causing them to become *Shakened*. The target is permitted a *Spirit* check to resist the effect.

Flexible Knees (Prerequisite: Ossil Origin)

All citizens of Ossil accustomed to bending the knee as they get traded from one Warlord to the next. They have become experts in flattery and supplication. Once per game session an Ossilite can swear fealty to an NPC to gain a favorable reaction from that character.

Guild Ties (Prerequisite: Gorod Origin)

Most people of note in Gorod are tied to one of the many thieves' guilds that run the place. You are either a member of or have close personal ties to a guild. You can call upon this relationship from time to time for information and resources. Make a *Charisma* check; success indicates the favor is granted (if it is within the guild's power to grant it) and failure means the request is politely refused. Assign a cumulative -1 penalty to the roll for each successful favor that's been granted. As soon as a failure is rolled, this penalty is re-set to zero.

Loremaster (Prerequisite: Wuzek Origin)

The Wuzek are among the best educated people in the world and have a deep storytelling culture. Even the average citizen of this country has a passing knowledge of mythology and popular legends. A Wuzek gains a +2 bonus on any *Knowledge* check pertaining to myths, ancient lore and local legends.

Martyrdom (Prerequisite: Pardu Origin)

When a Pardu warrior decides that the time has come to surrender his life to Solikar, he goes out in a blaze of glory. Once Martyrdom is invoked, the warrior becomes immune to all wound penalties for 3 rounds and cannot be killed, though he still receives wounds normally during this time. At the end of this time the warrior drops stone dead from a combination of battle wounds and overexertion.

Pair Fighter (Prerequisite: Emphyrean Origin; Female Only)

The Sword Maidens of Emphyrea are constantly drilled in unit tactics and are trained to cover the weak sides of their battle companions. When they can fight with one of their sisters by their side they gain a +1 to *Parry* and a +1 to all attack rolls. This ability only works if two or more Sword Maidens are adjacent to one another.

Parting Shot (Prerequisite: Yydrian Origin)

Yydrians are master of the frustrating tactic known as the parting shot. Whenever a Yydrian warrior moves his full movement allowance to remove himself from combat, he can make a ranged attack at +1.

Poison Tolerance (Prerequisite: Susquilaran Origin)

You have been fed a steady diet of drugs and mild poisons since your time in the cradle. You gain a +4 bonus to any *Vigor* roll against the effects of poison.

Scavenger's Instincts (Prerequisite: Frajisarian Origin)

Native Frajisarians, a rare breed indeed, have a nose for loot. They can make a *Notice* roll to identify any item of value within their line of sight. This ability extends to magical items and rare antiquities, which may appear as mere junk to the layman.

Seaworthy (Prerequisite: Reeshar Origin)

You practically grew up on a boat. You have a +2 bonus to any seafaring skill (i.e. navigation, piloting, sailing, climbing (in rigging), swimming, etc.)

Serpent Tongued (Prerequisite: Xelchis Origin)

Spend an afternoon with a Xelchi and you start to feel dirty; spend a night and you might be ready to surrender your mortal soul. Once per game session the character can use their corrupting charms to persuade a target of the opposite sex to perform some special duty or service on the character's behalf if they fail an opposed *Spirit* roll. This service cannot be anything that the target would normally consider to be unreasonable (such as committing suicide).

Steelwise (Prerequisite: Thorvasi Origin)

Every Thorvasi has an innate acumen for judging the quality of a piece of steel. Experienced merchants know better than to try and pawn off low quality weapons or armor on a Thorvasi trader. With a few minutes of handling, a Thorvasi can tell you what a particular steel has been alloyed with and whether it was well forged or not. Thorvasi metalsmiths gain a +2 bonus to any metal-crafting checks.

Sword Dancer (Prerequisite: Izull Origin; Sword Wielder)

The Izull have a special relationship with swords. Sword skill is the defining virtue of their culture; one's skill with a blade says everything that needs to be said about who they are and where they come from. Each round of combat the Izull can choose to make his *Parry* score equal his *Fighting* roll or increase their Wild Card attack die by one die type, but not both in the same round. Izull warriors without a Wild Card die can gain a d4 Wild die if they choose that option.

Will of the Empress (Prerequisite: Kha-Zari Origin)

Once per game session, a Kha-Zari can issue a command that must be obeyed if those in earshot fail a *Spirit* check. Only reasonable requests will be countenanced (i.e. you cannot command people to commit suicide).

Vassalage (Prerequisites: Mnemonis Origin)

All citizens of Mnemonis are sworn into the service of the Archmage. In return for this oath, every citizen can call upon their Liege to provide assistance once per game session. Using his scrying mirror, the Archmage will reach out from his tower and cast one beneficial spell on the character per game session. This favor can take the form of a +2 bonus to a single roll, a +2 armor bonus for 3 rounds or the removal of 1 wound

New Hindrances:

Cabalist Hindrances:

These are special hindrances that Cabalists acquire as they fail Spell Bargains. Every time a bargain is failed, draw from a deck of playing cards and consult the list below. Every time a Cabalist Hindrance is gained, the Cabalist must make a *Spirit* check with a cumulative -1 penalty for each Cabalist Hindrance they already have. If they fail this roll, they become *Possessed* (see "Gameplay" below).

Cabalist Hindrances that are stackable can be acquired more than once. All other Hindrances can only be acquired a single time. If a Hindrance is drawn that you already possess and cannot stack, draw again.

Hindrance	#	Description
<i>Animal Magnet</i>	2	Pick a type of common, harmless animal, such as cats, ravens, dogs, insects, frogs, etc. You are constantly followed by animals of this type. Your presence will always be heralded by an inordinate amount of these animals in your general vicinity. It is impossible for you to hide without these animals betraying your location. (Stackable)
<i>Bad Luck</i>	3	Your mere presence causes things to go wrong all around you. Any time the Cabalist or one of his group mates attempts to use a Benny, roll a d6. On a result of 1 or 2, that Benny is wasted.
<i>Brimstone Stench</i>	4	You constantly emit a sulfurous stench. This smells awful to normal people. No amount of perfume can adequately cover up your demonic aroma. You suffer a -2 to <i>Charisma</i> checks and any attempts at <i>Stealth</i> .
<i>Cloven Hoof</i>	5	One of your feet is transformed into a cloven hoof. This makes walking difficult. You suffer a -1 to your <i>Pace</i> . It is possible to keep you hoof hidden inside of a boot but you will still look impaired when you walk. (Stackable)
<i>Familiar's Mark</i>	6	You are branded by a Demonic power, bearing a permanent sigil on your face that proclaims your status as a Demonic Familiar. The sigil glows faintly and cannot be covered by makeup. Anyone who succeeds a <i>Knowledge</i> check knows what the sigil is about. Average people feel uneasy around you.
<i>Ghost Vision</i>	7	You are cursed with Ghost Vision. Everywhere you look you see the souls of the damned crying for release. This seriously rattles your nerves; you suffer a permanent -1 to all <i>Spirit</i> checks. The upshot is that you can see invisible creatures and can tell whether someone is alive or dead simply by glancing at them.
<i>Glowing Eyes</i>	8	Your eyes glow with an unholy light. You cannot hide in the dark unless you keep your eyes closed. Normal people are terrified of you.
<i>Horns</i>	9	A pair of wicked looking animal horns sprout from your head. You can decide what animal they are from (goat, ram, bull, etc.) You can't wear any headgear or helms and you suffer a -2 to all <i>Charisma</i> checks to influence normal people. You gain a +2 bonus to dealing with Demons.
<i>Palsied Limb</i>	10	One of your limbs becomes shriveled and weak. If one of your legs is palsied you suffer a permanent -2 to your <i>Pace</i> . If one of your arms is palsied you will suffer a -2 penalty to any task that requires both hands. (Stackable)
<i>Tonguespeaker</i>	J	You lose the power of normal speech. Every word you utter is in the

		guttural language of Demonkind. The sound of your voice is frightening to normal people. Only Demons, other Cabalists and characters with the <i>Demonology</i> edge can understand you.
<i>Unnatural Skin Color</i>	Q	You skin turns some unnatural hue (blue, red, green, etc.) The player can decide what color their skin turns. Normal people are terrified of your unusual appearance. You suffer a -2 to all <i>Charisma</i> checks. You gain a +2 bonus to dealing with demons.
<i>Bloodthirst</i>	K	You develop an unnatural and unhealthy taste for warm animal blood. You must slake your blood thirst daily or gain <i>Fatigue</i> levels. Once you acquire 3 <i>Fatigue</i> levels, you pass out from exhaustion. You must drink the blood directly from a living creature's veins (i.e. you cannot drink stored blood)
<i>Vulnerability to Cold Iron</i>	A	Demon blood runs in your veins. This gives you an inherent weakness to Starmetal and Cold Iron. Any time you are struck by a weapon made from these substances you suffer double damage. Merely touching naked Cold Iron causes you to be <i>Shaken</i> .
<i>Demonic Boon</i>	Joker	Gain one free Demonspawn Power (see Appendix B). Draw again from the deck to determine the point value of your free power (Stackable): 2-5 = 1 point 6-9 = 2 points 10-J = 3 points Q-K = 4 points A-Joker = 5 points

Vulnerability to Cold Iron (Major):

Demon blood runs in your veins. This gives you an inherent weakness to Starmetal and Cold Iron. Any time you are struck by a weapon made from these substances you suffer double damage. Merely touching naked Cold Iron causes you to be *Shaken*.

Gameplay:

Heroic Idioms:

Players should be encouraged to do outrageously heroic (stupid) things in this setting. A character that has a Heroic Idiom has a signature style or mode of action that they employ at dramatic intervals.

Examples:

- A character may decide that at some point in every fight he or she needs to swing on something, Tarzan-like.
- A character refuses to carry his own weapons and only fights with what they can rip off of their foe.
- The character will only engage in battle after they have allowed their foe to deliver the first blow.
- Any time the character is near a perilous high place (i.e. a narrow ledge, a clothesline, a rope bridge, etc.) they are compelled by curiosity to traverse it
- The character will needlessly pull off acrobatic moves in the middle of combat to “look cool” while they are fighting
- Whenever the character fails some kind of skill roll, they are compelled to re-try until they succeed, regardless of how much danger they may be in
- The character always attacks the biggest guy in the room and will pick a fight with any tough looking bloke they see

When a character brings their Idiom into play successfully (i.e. in an amusing fashion or in such a way that it puts them at a disadvantage) they should be awarded an extra *Benny*. Idioms must be worked out between the player and the Game Master before the session begins.

Magic:

There are four major Arcane Backgrounds in this setting: Cabalism, Wizardry, Thundermancy and Demonspawn.

Cabalism:

Whenever a Cabalist casts a spell, they are making a *Spell Bargain* with infernal powers. The Cabalist possesses no intrinsic magical power; they merely channel the power of their demonic patrons. This power is not freely given, however. In exchange for even the most minor summoning, the Cabalist must convince their patron to pay for the power they are taking.

The upshot of cabalism is that there's no limit to the power you can attempt to draw. As long as you're feeling lucky you can keep casting spells.

The downsides of cabalism are stark. If a cabalist overdraws or fails to make sufficient offerings to their infernal lords they begin accruing permanent defects until, eventually, their soul is claimed. A Cabalist who loses his or her soul must re-roll their character as a *Possessed* (see below). Any time a Cabalist rolls natural double 1s (that is, a one on his main die *and* his *Wild Die*) his *Spell Bargain* critically and automatically fails. A critical failure spell result cannot be rerolled with a *Benny*.

To conduct a *Spell Bargain*, the Cabalist first chooses the power they would like to invoke and then makes a *Spellcasting* skill roll. The target number for the success or failure of the roll is equal to the power cost of the spell being cast.

Every time a *Spell Bargain* is failed, the Cabalist gains one randomly determined *Cabalist Hindrance* (see “New Hindrances” above). Whenever a *Cabalist Hindrance* is gained, there is a chance that the Cabalist becomes *Possessed*. The Cabalist must succeed a *Spirit -2* check. If they fail, a demon has taken control of

their body, turning the Cabalist into one of the *Possessed*. The Cabalist player must immediately roll-up a new *Demonspawn* character to replace his old one.

Cabalists do not learn spells in the manner that Wizards do. They can attempt to cast any spell that is available in their rank tier (i.e. Novice, Seasoned, Veteran, etc.). Cabalists do not have *Power Points*.

See Appendix A for a listing of Cabalist powers.

Demonspawn:

Demonspawn powers do not require *Power Points* or Skill Checks to activate – they are always on and are persistent effects. A Demonspawn spends their 10 *Power Points* during character creation to buy these permanent powers.

All Demonspawn characters gain the *Vulnerability to Cold Iron* Major Hindrance.

Demonspawn cannot take the *New Power* or *Power Points* edges. They only have the powers they were born with; those powers never improve.

When a Demonspawn character dies, their soul is immediately transported to one of the 24 Hells. They cannot be resurrected.

See Appendix B for a listing of Demonspawn powers.

Thundermancy

Thundermancers are talented musicians who have learned to appease the Dark Gods with their songs. By playing music they can attract the attention of a deity and channel a small portion of that being's power to cast a spell.

To channel a spell, the Thundermancer must first make a *Perform* check. For each success and raise rolled, the Thundermancer gains 1 *Power Point*. Additional *Perform* checks can be made in consecutive rounds to build up additional spell power. The moment that the Thundermancer stops playing he begins to lose 2 *Power Points* per round. Once a sufficient amount of power has built up, the Thundermancer can cast any single spell they know as a free action. Casting a spell uses any and all *Power Points* that the Thundermancer has stored up. Oftentimes, excess power can be used to enhance the spell's effect.

Any time a Thundermancer rolls a *Critical Failure* while making a *Perform* check (a natural one on both their *Perform* die and their *Wild Card* die) the Gods are displeased and have elected to smite the Thundermancer with a purple lightning bolt for 3d6 points of damage. A critical failure spell result cannot be rerolled with a *Benny*.

Thundermancers begin play with the ability to channel up to 10 *Power Points*. Taking the *Power Points* edge raises this cap in increments of 5.

Thundermancers initially know how to play two compositions. They can learn additional compositions by taking the *New Power* edge. See Appendix D below for a listing of Thundermancer powers.

Wizardry:

Wizards tap into their own reserves of vitalic energy to power their mystical incantations, weaving spells of great intensity. Unlike Cabalists, Wizards don't need to worry about losing their souls when they cast their spells, but they do risk burning themselves out.

Magic is not exact science. Any time a Wizard rolls natural double 1s (that is, a one on his main die *and* his *Wild Die*) he suffers a *Critical Failure*. The spell that the Wizard is attempting to cast backfires,

targeting the Wizard if it is a hostile spell and targeting the nearest opponent if it is a beneficial spell. Additionally, the Wizard is *Shakened* by the arcane discharge. A critical failure spell result cannot be rerolled with a *Benny*.

Any time a Wizard runs out of *Power Points*, he can try to *Manaburn*, exchanging his own life spark for more magical power. The Wizard can gain 1d4 additional *Power Points* for each level of *Fatigue* that they wish to acquire (up to a maximum of 3 *Fatigue* levels). Once the Wizard has obtained 3 levels of *Fatigue*, they will pass out.

Wizards can only cast spells that they know. They learn 2 spells at character creation and can learn 1 additional spell each time they take the *New Power* edge. They begin play with 10 *Power Points*.

See Appendix C for a listing of Wizardry powers.

Mass Battles:

It is expected that mass battles will break out often in this setting. The player characters fill the role of captains and generals during mass battles; the rank and file soldiers are Mooks and Extras. Players can influence the outcome of a battle by giving orders, inspiring their troops and personally killing opponents.

Step 1: Set Up

Both sides total up the number of troops they have. Compare the totals as a ratio and note the difference. This difference is added to the *Battle Roll* of the larger army. (Example: Player A has 1000 troops squaring off against Player B's 500 troops. The ratio of the two is 2:1, so Player A would receive a +1 to his battle roll.

If you are using a battle mat, go ahead and place tokens on the map representing your different troops. To simplify matters, one token can represent an increment of soldiers (i.e. 100, 1000, whatever you need).

Not all troops are equal. A trained knight is worth far more in battle than a raw recruit. When calculating troop ratios, use the conversion table below to determine the true value of troops

Troop Description	Troop Strength
Irregular; common peasants; untrained levies	x0.5
Regular; trained soldier; military-grade equipment	x1
Veteran; battle-hardened soldier; campaigner or Undead	x2
Elite; weapon master; champion; high quality equipment	x3
Colossal Brute; Ogre or Giant; stronger & larger than normal men	x5
Magical; wizard, cabalist or demonspawn	x10

Step 2: Adjustments

Next, determine which tactical and situational modifiers, if any, would apply to the combat. Use the table below to calculate additional modifiers to the Battle Roll.

Description	Modifier
Unit holds the high ground	+1
Unit is dug in behind earthworks or other form of soft cover	+1
Unit is behind stone fortifications or other form of hard cover	+2
Supported by siege weapons (i.e. catapults, ballista, trebuchets, etc.)	+2
Supported by cavalry	+2
Supported by archers	+1
Flanking attack	+2

Cunning plan; you employ some clever strategy that gives you an edge	GM's choice
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Step 3: Player Influence

Any Player Character involved in the battle can perform an action to try and boost the chances of his side. Each player can make a *Fighting, Shooting, Throwing, Persuasion* or *Spellcasting* roll to try and influence the battle. The player must add or subtract the troop ratio difference from their roll. Consult the table below for the results of your actions:

Outcome (TN=4)	Result
Fail	Your character gets caught alone in the thick of battle. You suffer grievous wounds. Take 4d6 Damage. If your side breaks this round you are captured.
Success	You heroically lead the charge against the enemy. Your side gains a +1 to their Battle Roll but you sustain 2d6 Damage. If your side breaks this round you are captured.
Raise	You skillfully carve up the enemy, inspiring your troops to fight harder. Your side gains a +2 to their Battle Roll and you sustain 1d6 Damage from bumps and bruises. If your side breaks this round you manage to get away.
Two or More Raises	Your conduct in battle is worthy of the highest merits. Directly or indirectly, your actions result in the removal of enemy officers. Your side gains a +2 to their Battle Roll and you emerge unscathed.

Assume that 2d6 Power Points and/or units of ammunition are expended during the round.

Step 4: Battle Roll

Once all modifiers and ratios have been calculated, each side's General makes a *Knowledge: Battle* roll to determine the outcome of the fight. If one of the Generals does not have the *Knowledge: Battle* skill they must make an unskilled roll (d4-2). Add or subtract all modifiers from the result of the die roll. For every success and raise rolled, the other side loses one troop token.

Step 5: Morale

If your side loses any troop tokens, your General must make a *Morale Check* so see if your side breaks. The General makes a *Spirit* check with the following modifiers:

Description	Modifier
For each token lost in the battle (cumulative)	-1
Your army cannot retreat	+2
Your army is in a secured, fortified position (such as a castle)	+2
You army is composed mostly of Undead or Magical troops	+2

If the result of the *Spirit* check is a success or a raise, the battle continues as normal. Return to step 2 and commence with an additional round of combat.

If the result of the check is a failure your side breaks and is routed. Your opponent gets a free uncontested *Battle Roll* against you and the fight is declared over.

A General can always decide in the Morale phase to make a *Fighting Withdrawal* or to *Surrender*. Surrender puts you at the mercy of your opponent and a *Fighting Withdrawal* is resolved exactly the same as a normal round of combat except at the conclusion of that round your side abandons the field to your opponent.

Step 6: Aftermath

Once the battle is declared over because of a rout, retreat, surrender or complete annihilation it is time to sift through the dead and see how many survivors there are. Roll a d6 for each troop token lost in the battle. On a result of 5-6 the troop survives and will live to fight another day.

All troop losses are distributed evenly across your different units.

Ridiculous Heroism:

In addition to the standard uses for *Bennies* (i.e. rerolling, soaking wounds and recovering from being *Shaken*) you can at any time use a *Benny* to pull off a ridiculously heroic action. This basically can be anything you describe to the Game Master that your character would normally be able to do under ideal circumstances except that you're choosing to do them under very adverse circumstances. You can use this to ignore multi-action penalties or environmental penalties for a single round. So, for example, you can swing from a rope one handed, make an attack with your sword in mid-swing and land in a flying drop-kick that knocks over a burning brazier, touching off a fire, in a single round with no penalties. Since you're giving up a *Benny* to do this, the Game master should be very lenient and allow you to do anything that doesn't involve giving you powers you wouldn't normally possess.

Gear:

Here is a sampling of the types of equipment that are available for purchase in this setting. All equipment is purchased using the generic "Gold Coin" standard that is generally accepted by all merchants on Eyrth.

Two Handers

Item Name	Damage	Cost	Special Notes
Greatsword	STR+d10	400	Parry -1
Double-Bladed Battleaxe	STR+d10	500	Parry -1; Armor Piercing: 1
War Scythe	STR+d6+2	1000	Parry -1; Armor Piercing: 2
War Maul	STR+d8	400	Parry -1; 5' Knockback
Pole-Arm	STR+d8	250	Reach +1

One Handers

Item Name	Damage	Cost	Special Notes
Dagger	STR+d4	25	Thrown: 3/6/12
Longsword	STR+d8	300	
Hatchet	STR+d6	200	Thrown: 3/6/12
Mace	STR+d6	250	Armor Piercing: 1 vs. Plate Armor
Cestus	STR+d4	50	Free dual wield

Coward Weapons

Item Name	Damage	Cost	Special Notes
Bow	2d6	250	Range: 12/24/48; Rate of Fire: 1
Crossbow	2d6	500	Range: 15/30/60; Rate of Fire: ½; Armor Piercing: 2
Staff	STR+d4	10	Parry +1; Reach +1; 2 Handed
Spear	STR+d6	100	Thrown: 3/6/12; Reach +1

Armor

Item Name	Protection	Cost	Special Notes
Chainmail Bikini	+2 Armor	200	
Leather Harness	+1 Armor	50	
Greathelm	+1 Armor	150	Protects against Head Shots
Breastplate	+3 Armor	400	
Full Plate Armor	+6 Armor	1200	Full Body; includes Greathelm
Furry Boots	+1 Armor	50	
Shield	+2 Parry	200	+2 Armor vs. Ranged attacks that hit

Magical Gear:

Attribute Charms:

These amulets take on many forms, from tooth necklaces, to platinum buckled belts, to earrings made of human bone. They boost one attribute by one die step while worn. No single attribute can be affected by more than one charm at a time.

Cold Iron:

Magically enchanted weapons and armor made from cold-hammered iron have a special effectiveness against demonic adversaries. All demons have an inherent weakness to cold iron causing them to sustain extra damage when struck by these weapons. Demons will not directly touch anyone armored in Cold Iron Plate Mail. The magical enchantment makes these normally brittle weapons and armors as strong as tempered steel.

Demonbound Weapons:

Weapons that contain the captured soul essence of a demon are extremely powerful and dangerous to use. Once drawn, a Demonbound weapon must draw blood or it will turn itself on its wielder. Whenever a target is slain by a Demonbound weapon the wielder gains a one-die type boost to any single attribute for 3 rounds.

Overuse can cause the wielder to become *Possessed*. Any time the wielder has more than 1 attribute boost in effect, they must succeed a *Spirit* check with a -1 cumulative penalty for each attribute boost or become host to the demonic entity trapped in their weapon.

Some Demonbound weapons also have the properties of a *Soul Gem* and can trap the souls of those slain by them.

Soul Gem:

This flawless gemstone has magical spells woven into it that allows the wielder to capture the soul essence of any one being they slay. While the target's soul is trapped, they cannot be resurrected. Some dark magics can extract this soul essence and use it to power insidious rituals.

Sword Launcher:

This triple-bladed Greatsword can fire its blades at a target up to 12 squares away with a successful *Shooting* roll. Spent blades are magically regenerated at the end of the battle.

Starmetal Weapons:

Weapons made from Starmetal are especially effective against Demons. The largest known deposits of Starmetal ore are in Thorvas, where the substance is considered to be a holy gift from the gods.

Steel Horse

These rare constructs are fully sized destriers crafted from steel and magic. They have the following statistics:

Steel Horse				
Strength: d12+2	Smarts: d4(A)	Agility: d6	Spirit: d6	Vigor: d10
Pace: 8	Parry: 6	Toughness: 16(10)	Fighting: d8	
Gear: Bash (STR + d4)				
Edges & Powers: <i>Armor</i> +6; <i>Construct</i> (+2 to recover from <i>Shaken</i> ; immune to called shots, disease and poison; 1/2 damage from piercing)				

Titan Crafted Weapons & Armor:

Before mankind had been spat upon the Eyrth by Mordikai the Mischievous the world was ruled by colossal Titans. These beastly giants waged wars that lowered the property values of the Halls of Hell. Their wars were so great that their kind became extinct; the last of the Titans were brought down by the ascendant tribes of Men and now only their bastard offspring, the brutish giants and ogres of Frajisar, remain.

Titan crafted arms and armor are indestructible and give their wielder a +1 armor rating or +1 damage. All Titan crafted gear is sized for large people. Titan armor needs to be adjusted to fit normal men and Titan weapons need to be held two-handed.

Truesilver Weapons:

The True Silver, called *Mithril* in some realms, is a mythic ore that produces weapons of superior lightness and toughness. Mined only in the deepest shafts, Truesilver is rarer than gold and ten times as expensive.

Weapons and armor made of Truesilver weigh $\frac{1}{2}$ what they normally would. Lycanthropes and Vampires suffer double damage from Truesilver weapons.

Monsters:

Demons:

There are many, many kinds of demons in existence, far more than what is covered here. Below a few of the more common varieties are described.

A Demon cannot be killed unless it is slain on its home plane by a *Cold Iron* or *Starmetal* weapon. Summoned Demons that are slain on Eyrth are transported instantly back to their home hell.

Beastman:

The lowest order of demon is the Beastman. Beastmen are formed from the essences of humans who foolishly bargained their souls away. In death they have become hideously twisted abominations of man and animal. Beastmen always have animal heads and usually have a mish-mash of other animal traits as well (i.e. hooves, tails, fur, claws, feathers, etc.). They are the foot soldiers of demonic armies. Beastmen continue to mutate as they mature, eventually growing into other types of demons.

Beastman				
Strength: d8	Smarts: d4	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 6	Toughness: 6	Fighting: d8	
Gear & Weapons: Man-hewer (STR+d8)				
Powers: <i>Scent Tracker</i> (Beastmen gain a +2 to <i>Notice</i> and <i>Tracking</i> rolls); <i>Vulnerable to Cold Iron</i>				

Cenobite:

Twisted and masochistic to the core, these pale, lacerated Merchants of Pain appear wrapped in overtight leathers and gore-soaked, razor-barbed chains. Cenobites rule the Prison Plane, Everdark, and are the custodians of the floating cells that inexplicably populate that vacuous realm. Whenever someone breaches a contract with a Demon Lord, Cenobites are usually dispatched to exact punishment.

Cenobite (WC)				
Strength: d8	Smarts: d12	Agility: d8	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9(7)	Fighting: d8	Guts Mod: -2
Gear & Weapons: Leather Armor (Armor +2); Knives (STR+d6); Summoned Chains (d12+d6)				
Powers: <i>Painful Wounds</i> (any time you are <i>Shaken</i> by a Cenobite's attack, you suffer a -2 on your <i>Spirit</i> roll to recover); <i>Vulnerable to Cold Iron</i> ; <i>Fearsome Presence</i> (make a <i>Guts</i> check at -2 or be <i>Shaken</i>); <i>Fearless</i> ; <i>Pleasure in Pain</i> (Cenobites gain a +1 to all rolls for each wound they sustain); <i>Animated Chains</i> (Cenobites can summon spiked chains to strike opponents up to 2 squares away; the Cenobite uses their <i>Spirit</i> to instead of their <i>Fighting</i> when attacking with chains)				

Chaos Demon:

Malformed and multi-limbed, these horrible beasts are able to warp reality and mutate whatever they touch. They change form every round.

Chaos Demon (WC)				
Strength: d12+3	Smarts: d4	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 6	Toughness: 12	Fighting: d8	
Gear & Weapons: Bash (STR)				
Powers: <i>Size +5</i> (attacks against a Chaos Demon are at +4); <i>Vulnerable to Cold Iron</i> ; <i>Hardy</i> (does not suffer wounds for being <i>Shaken</i> multiple times); <i>Reach +1</i> ; <i>Touch of Chaos</i> (any target that strikes or is struck by the Chaos Demon must succeed a <i>Vigor</i> -2 check or be polymorphed into something random); <i>Regeneration</i> (<i>Vigor</i> check to heal 1 Wound per round)				

Polymorph Results:

Card	Result
2	<i>Toad:</i> You are turned into a harmless, sentient toad
3	<i>Eww gross!:</i> Polymorph doesn't go well -- you're turned inside out. Death.
4	<i>Shrunk:</i> You lose 1 size level
5	<i>Furry Animal:</i> You are turned into something fluffy and cute. You retain your sentience.
6	<i>Fish out of Water:</i> You are turned into some sort of fish. You retain your sentience.
7	<i>Weaponized:</i> You turn into whatever weapon you happened to be holding. The weapon is sentient and can communicate telepathically with its wielder
8	<i>Grunt:</i> You turn into a brutish orc
9	<i>Squawk:</i> You turn into a sentient bird.
10	<i>Banzai!:</i> You turn into a sentient plant.
J	<i>Chromatically Challenged:</i> Your skin, eye and hair pigmentation changes into wildly different colors
Q	<i>Gender Bender:</i> You switch genders
K	<i>Growth:</i> You gain 1 size level
A	<i>Grr-RAWR!:</i> You turn into a sentient tiger, lion, wolf or bear
Joker	<i>Enchanted:</i> Weapon or Armor becomes magically enchanted, gaining a +1 bonus

Cthonian:

These primordial demons hail from another dimension and dwell deep in the world's oceans. They are able to drive people insane with their alien babble. Their hides are blubbery and covered with a thick slime. They sport vestigial wings that still serve their designed function and an octopoid head with eight slithering face-tentacles.

Cthonian				
Strength: d8	Smarts: d8	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6 (12)	Parry: 5	Toughness: 9(7)	Fighting: d6	Guts Mod: 0
Gear & Weapons: Bash (STR+d4)				
Powers: <i>Aquatic; Rubbery Hide</i> (Armor +2); <i>Immune to Cold & Vacuum</i> ; <i>Fearsome</i> (targets must succeed a <i>Guts</i> roll or be <i>Shaken</i>); <i>Insanity</i> (target must succeed an opposed <i>Smarts</i> roll or become psychotic for 3 rounds); <i>Swim & Fly</i> (Pace 12)				

Doppleganger:

These gray-skinned shape shifters can adopt the form of anyone they come into contact with. They delight in assuming the forms of influential people and then wreaking havoc on a community.

Doppleganger				
Strength: d6	Smarts: d10	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	
Gear & Weapons: None				
Powers: <i>Shapeshifter</i> (can assume any humanoid form at will with a <i>Smarts</i> roll; success with a raise means the copy is perfect); <i>Mind Eater</i> (any Doppleganger who kills a target and consumes its brain can steal their memories)				

Elemental:

An elemental is a quantity of natural material that has been possessed by a demon and animated. They come in 4 varieties: Earth, Air, Fire and Water. Depending upon the power of the Cabalist summoning them, Elementals can be anywhere from man-sized to gargantuan.

Elemental, Air (Huge)				
Strength: d12+1	Smarts: d4	Agility: d10	Spirit: d8	Vigor: d8
Pace: 20	Parry: 6	Toughness: 12	Fighting: d8	
Gear & Weapons: Bash (STR)				
Powers: <i>Fly</i> (Pace 20); <i>Vulnerable to Cold Iron</i> ; <i>Immune to Electricity</i> ; <i>Construct</i> (+2 to recover from Shaken; ½ damage from slashing and piercing); <i>Whirlwind</i> (with a successful <i>Vigor</i> -2 check the Elemental can create a whirlwind covering a Large Blast Template area centered on itself; targets who fail an <i>Agility</i> check suffer 1d10 damage and are knocked back 1d4 squares)				

Elemental, Earth (Huge)				
Strength: d12+10	Smarts: d4	Agility: d4	Spirit: d8	Vigor: d12
Pace: 4 (15)	Parry: 6	Toughness: 17	Fighting: d8	
Gear & Weapons: Bash (STR)				
Powers: <i>Vulnerable to Cold Iron</i> ; <i>Construct</i> (+2 to recover from Shaken; ½ damage from slashing and piercing); <i>Burrow</i> (Pace 15)				

Elemental, Fire (Huge)				
Strength: d8	Smarts: d6	Agility: d10	Spirit: d8	Vigor: d10
Pace: 12	Parry: 7	Toughness: 13	Fighting: d10	
Gear & Weapons: Bash (STR+1d10 Fire)				
Powers: <i>Two Fisted</i> ; <i>Vulnerable to Cold Iron and Water</i> ; <i>Construct</i> (+2 to recover from Shaken; ½ damage from slashing and piercing); <i>Immune to Fire</i> ; <i>Burn</i> (targets struck by a Fire Elemental burn for 3 rounds, suffering 1d10 damage per round)				

Elemental, Water (Huge)				
Strength: d12	Smarts: d4	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6 (15)	Parry: 5	Toughness: 14	Fighting: d6	
Gear & Weapons: Bash (STR)				
Powers: <i>Swim</i> (Pace 15); <i>Vulnerable to Cold Iron and Fire</i> ; <i>Aquatic</i> ; <i>Construct</i> (+2 to recover from Shaken; ½ damage from slashing and piercing); <i>Drown</i> (with an opposed <i>Agility</i> check the Elemental can move into a target's square and begin drowning them; target must succeed an opposed <i>Strength</i> check on their turn to break free)				

Golden Avenger:

In some more benevolent cultures the Golden Avenger may be mistaken for a divine angel, a messenger from a loving, caring God. This is not the case on Eyrth. These beautiful, golden skinned, feather winged beings are as cruel and uncaring as Outsiders come. They are vain and arrogant; they believe everything and everyone should worship them. Their eyes are black pits that swallow the golden radiance of their auras.

Golden Avenger (WC)				
Strength: d12+4	Smarts: d10	Agility: d12	Spirit: d10	Vigor: d10
Pace: 6 (18)	Parry: 9	Toughness: 10(7)	Fighting: d12	Guts Mod: -2
Gear & Weapons: Greatsword (STR+d10); Gilded Breastplate (Armor +3)				
Powers: <i>Fly</i> (Pace 18); <i>Awesome Presence</i> (targets must succeed a <i>Guts</i> -2 check or be paralyzed by awe);				

Vulnerable to Cold Iron; Weapon Master (Parry +1); Improved Sweep (attack all adjacent foes at no penalty); Super Attractive (Charisma +4)

Ghoul:

Among the weakest of demonkind is the Ghoul. These feral, flesh hungry monsters will not stop eating, consuming and consuming until they burst, at which point new Ghouls are spawned.

Ghoul				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 8	Fighting: d6	
Gear & Weapons: Bash (STR+d4)x2 (Improved Frenzy)				
Powers: <i>Undead</i> (+2 to recover from Shaken; ½ damage from piercing); <i>Low-Light Vision</i> ; <i>Paralysis</i> (targets that are Shaken must succeed a <i>Vigor</i> roll or be paralyzed for 2d6 rounds)				

Grim Reaper:

These dreaded harvesters of souls are among the absolute most dangerous demons out there. Their wicked scythes can drain souls with a touch.

Grim Reaper (WC)				
Strength: d10	Smarts: d12+2	Agility: d6	Spirit: d10	Vigor: d10
Pace: 6	Parry: 6	Toughness: 15(9)	Fighting: d8	Guts Mod: -4
Gear & Weapons: War Scythe (STR + d6 +2; AP: 2); Rune-Etched Armor (Armor +6)				
Powers: <i>Death Touch</i> (Every Raise on <i>Fighting</i> rolls automatically inflicts 1 Wound); <i>Fear</i> (all targets must succeed a <i>Guts</i> -4 check or be paralyzed by fear); <i>Vulnerable to Cold Iron</i> ; <i>Undead</i> (+2 to recover from Shaken); <i>Invulnerable</i> (non-magical damage can only Shaken a Grim Reaper);				

Imp:

These small, winged, lizard-like demons are the perfect infiltrator, messenger and familiar.

Imp				
Strength: d4-1	Smarts: d8	Agility: d8	Spirit: d6	Vigor: d4-1
Pace: 6	Parry: 7	Toughness: 3	Fighting: d8	Guts Mod: 0
Gear & Weapons: Stinger				
Powers: <i>Fly</i> (Pace 6); <i>Infravision</i> (can see in the dark); <i>Vulnerable to Cold Iron</i> ; <i>Dodge</i> (Parry +1); <i>Poison Sting</i> (target must succeed <i>Vigor</i> -2 check or fall asleep); <i>Invisibility</i> (can become invisible at will)				

Law Demon:

These armored, sword-wielding demons are surrounded by floating, glowing runes and have eerie human-like metallic masks. They abide by strict agreements and will adhere to the absolute letter of their bargains. It is possible to negotiate your way out of a fight with a Law Demon, but only in exchange for an iron-clad promise.

Law Demon (WC)				
Strength: d8	Smarts: d12	Agility: d8	Spirit: d12	Vigor: d10
Pace: 6	Parry: 6	Toughness: 13(7)	Fighting: d8	Guts Mod: 0
Gear & Weapons: Sword (STR +d8)x2 (Improved Frenzy); Plate Mail Armor (Armor +6)				
Powers: <i>Injunction</i> (Law Demons can levy an injunction against a target with a successful opposed <i>Spirit</i> check; target is compelled to do something against their wishes); <i>Vulnerable to Cold Iron</i> ; <i>Summons</i> (with a successful opposed <i>Spirit</i> check a Law Demon can teleport a target against their will to any location within 12 squares of the Law Demon); <i>Glyphs</i> (striking a Law Demon incurs a 50% chance of detonating a protective glyph for 3d6 damage)				

Pit Lord:

These red-skinned, bat winged, corpulent dukes of the below are among the most powerful demons you can encounter. They are massively strong and wield fearsome, flame-shrouded weapons. It is said that Pit Lords can grant you your heart's desire in exchange for your soul.

Pit Lord (WC)				
Strength: d12+4	Smarts: d8	Agility: d8	Spirit: d12	Vigor: d12
Pace: 6 (10)	Parry: 8	Toughness: 13(10)	Fighting: d12	Guts Mod: -4
Gear & Weapons: Whip (Reach +2; STR+d4); Barbed Sword (STR+d10)				
Powers: <i>Thick Hide</i> (Armor +3); <i>Vulnerable to Cold Iron</i> ; <i>Fearsome Presence</i> (make a <i>Guts</i> check or be Shaken); <i>Fearless</i> ; <i>Fly</i> (Pace 10); <i>Immolate</i> (Pit Lord can cause weapons to become <i>Flaming</i> at will; inflicting 1d6 additional points of Fire damage); <i>Wishgiver</i> (can grant a wish in exchange for a freely given soul); <i>Two Fisted</i>				

Plague Demon:

This vessel of pestilence spreads sickness and disease wherever it goes. Obese, massive and covered with slime and tentacles, Plague Demons can be lethal when faced up close but are slow and ponderous.

Plague Demon (WC)				
Strength: d12+5	Smarts: d4	Agility: d8	Spirit: d8	Vigor: d12
Pace: 4	Parry: 6	Toughness: 14	Fighting: d8	Guts Mod: -2
Gear & Weapons: Tentacle Bash (STR)x2 (Improved Frenzy)				
Powers: <i>Size +7</i> (attacks against a Plague Demon are at +4); <i>Vulnerable to Cold Iron</i> ; <i>Hardy</i> (does not suffer wounds for being Shaken multiple times); <i>Reach +2</i> ; <i>Revulsion</i> (all targets must succeed a <i>Guts</i> -2 check or be paralyzed by revulsion); <i>Touch of Decay</i> (target must succeed a <i>Vigor</i> -2 check or automatically suffer 1 Wound)				

Possessor:

This demon is composed of pure energy and has a ghost-like appearance. It attacks by possessing physical hosts temporarily and forcing them to do battle with their friends.

Possessor				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d12	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Throwing: d12	Guts Mod: -2
Gear & Weapons: Thrown Objects (STR+d4)				
Powers: <i>Possession</i> (can take control of a target they can touch with an opposed <i>Spirit</i> roll; possessed target can reroll every round to try and escape); <i>Incorporeal</i> (immune to non-magical weapons; can pass through solid objects); <i>Fear</i> (all targets must succeed a <i>Guts</i> -2 check or be paralyzed by fear); <i>Vulnerable to Cold Iron</i> ; <i>Hard to Kill</i> (can only be slain while in a mortal body)				

Succubus/Incubus:

These demonic tempters would rather corrupt you than destroy you. They are skilled illusionists who can make themselves appear as highly desirable men and women. In their native forms they sport small horns, leathery wings, glowing red eyes and long pointed tails. They delight in spawning half-breeds and trading sex for souls.

Succubus/Incubus (WC)				
Strength: d6	Smarts: d10	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 4	Toughness: 5	Fighting: d4	Guts Mod: -2
Gear & Weapons: Bash (STR+d4)				
Powers: <i>Awesome Beauty</i> (a failed <i>Guts</i> check causes the target to be charmed by the Succubus/Incubus);				

Mind Reader (with an opposed *Smarts* roll the Succubus can learn the target's secret desires); *Shapeshifter* (can assume any humanoid form at will); +4 to all *Persuasion* rolls; *Vulnerable to Cold Iron*

Dire Wolves:

All wolves (and really all animals) in this setting are Dire. There's no such thing as a normal wolf.

Dire Wolf				
Strength: d8	Smarts: d4	Agility: d8	Spirit: d6	Vigor: d8
Pace: 10	Parry: 6	Toughness: 6	Fighting: d8	
Gear & Weapons: Bite (STR+d6)				
Powers: <i>Fleet Footed</i> (d10 Sprint); <i>Go for the Throat</i> (attacks with a Raise automatically strike the target's weakest point)				

Dragon:

The King of All Beasts is the Dragon. Growing to sizes up to 40' in length and 30,000 pounds, Dragons exclusively rule the very top of the food chain. Reclusive beasts by nature, Dragons can slumber for decades in their mountain caves, only emerging a few times in a century to plunder, feed and mate.

Dragon				
Strength: d12+9	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 8(24)	Parry: 6	Toughness: 20(16)	Fighting: d10	Guts Check: -2
Gear & Weapons: Claw/Bite (STR+d8)x2 (Improved Frenzy)				
Powers: <i>Flight</i> (Pace 24); <i>Fear</i> (all targets must succeed a <i>Guts</i> -2 check or be paralyzed by fear); <i>Fire Breath</i> (Cone Template; target must succeed an <i>Agility</i> -2 check or be burned for 2d10 fire damage); <i>Size +8</i> (opponents add +4 to Fighting and Shooting rolls when attacking a dragon); <i>Hardy</i> (dragons are not wounded when suffering multiple Shaken results).				

Giants:

In some parts of the world, the spawn of Titans still reign. The two predominant types are the savage Karn Giants and the larger, more sophisticated Cromir.

Giant (Karn)				
Strength: d12+5	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d12
Pace: 8	Parry: 5	Toughness: 12	Fighting: d6	
Gear & Weapons: Bash (STR); Massive Maul (STR + d8); Thrown Boulder (STR + d6; 3/6/12 Range)				
Powers: <i>Sweep</i> (can attack all adjacent targets at -2); <i>Knockback</i> (knocks targets backward 1d4 squares); <i>Reach +1</i> ; <i>Size +4</i> (attacks against Giants are at +2); <i>Dumb</i> (-2 to any Smarts check)				

Giant (Cromir)				
Strength: d12+7	Smarts: d8	Agility: d6	Spirit: d8	Vigor: d12
Pace: 8	Parry: 6	Toughness: 17(15)	Fighting: d8	Guts Mod: 0
Gear & Weapons: Great Axe (STR + d8; AP: 1); Thrown Boulder (STR + d6; 3/6/12 Range); Iron Armor (Armor +2)				
Powers: <i>Sweep</i> (can attack all adjacent targets at -2); <i>Knockback</i> (knocks targets backward 1d4 squares); <i>Reach +1</i> ; <i>Size +5</i> (attacks against Giants are at +2)				

Ghosts & Wraiths:

Essentially the same type of creature, these incorporeal undead are the classic sorts of haunts you would find in an abandoned castle or ancient tomb.

Ghost				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Throwing: d12	Guts Mod: -2
Gear & Weapons: Thrown Objects (STR+d4)				
Powers: Incorporeal (immune to non-magical weapons; can pass through solid objects); <i>Fear</i> (all targets must succeed a <i>Guts</i> -2 check or be paralyzed by fear)				

Ogres:

Ogres are primitive cousins of the Giants and are closer in size to normal men, though still freakishly huge and strong by human standards.

Ogre (Gurnak)				
Strength: d12+3	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d12
Pace: 7	Parry: 6	Toughness: 11(10)	Fighting: d8	
Gear & Weapons: Club (STR+d8); Hide Armor (Armor +1)				
Powers: <i>Sweep</i> (may attack all adjacent foes at -2); <i>Size</i> +3				

Skeletons:

These animated piles of bones present little challenge to a seasoned warrior but can be a nuisance in sufficient numbers. They make a nice crackling sound when hit with a Morningstar.

Skeleton				
Strength: d6	Smarts: d4	Agility: d8	Spirit: d4	Vigor: d6
Pace: 7	Parry: 5	Toughness: 7	Fighting: d6	
Gear & Weapons: Claws (STR+d4)				
Powers: <i>Fearless</i> ; <i>Undead</i> (+2 to recover from Shaken)				

Vampires:

The darkness of night conceals many dangers but none so feared as the Vampire. Many different species of this night creature roam the Eyrth. The most common sort are simple blood drinkers who possess super human speed and toughness. Stranger varieties can shapeshift, fly and cast evil magic. Vampires shun true silver and sunlight.

Vampire				
Strength: d12+1	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6	Parry: 6	Toughness: 9	Fighting: d8	
Gear & Weapons: Claws/Bite (STR+d4)x2 (Frenzy -2)				
Powers: <i>Invulnerable</i> (can only be Shaken by conventional attacks); <i>Sire</i> (anyone slain by a Vampire has a 50% chance of turning into one); <i>Undead</i> (+2 to recover from Shaken); <i>Weakness: Sunlight</i> (Sunlight inflicts 2d10 points of damage per round); <i>Weakness: Stake Through Heart</i> (on any called shot to the heart, the Vampire must succeed a <i>Vigor</i> -4 check or die)				

Werebeasts:

Werebeasts come in all shapes and sizes, with the most common being the Werewolf. These creatures are men and women who have become possessed by demonic animal spirits.

Werewolf				
Strength: d12	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 6	Parry: 7	Toughness: 8	Fighting: d10	
Gear & Weapons: Bite/Claw (STR +d6)x2 (Improved Frenzy)				
Powers: <i>Immunity</i> (non-magical attacks can only shaken a werewolf, not injure it); <i>Infravision</i> (see in the				

dark); *Infection* (anyone slain by a Werebeast has a 50% chance of returning to life as one); *Weakness: Silver* (silver weapons can harm a Werebeast normally); *Weakness: Wolfsbane* (when in the presence of Wolfsbane, must succeed a *Vigor -4* check or flee)

Wight:

This powerful crypt dweller resembles a Zombie save for the fact that its eye sockets gleam red with hellfire and that it retains the agility and flexibility it had in life. Wights can remember something of what they were and will use weapons and magic if they possessed those skills while living. They nurture a burning hatred born of intense jealousy for all humankind.

Wight				
Strength: d10	Smarts: d6	Agility: d8	Spirit: d10	Vigor: d8
Pace: 6	Parry: 6	Toughness: 8	Fighting: d8	
Gear & Weapons: Claws (STR+d4)				
Powers: <i>Invulnerable</i> (non-magical damage can only Shaken a Wight); <i>Undead</i> (+2 to recover from Shaken); <i>Weakness: Silver</i> (Silver weapons harm a Wight normally); <i>Vitality Drain</i> (with a Raise on a Fighting roll, target loses 1 die of <i>Vigor</i> and gains 1 Fatigue level)				

Witches & Warlocks:

These corrupt magic-users are almost always up to no good. You can pretty much kill them on sight and be certain you stopped some nefarious plot. Many Witches and Warlocks have bargained their mortal souls away for increased power and a fair number are actually demonic half-breeds.

Warlock				
Strength: d4	Smarts: d10	Agility: d6	Spirit: d6	Vigor: d4
Pace: 6	Parry: 4	Toughness: 4	Spellcasting: d10	Guts Mod: 0
Gear & Weapons: Dagger (STR + d4)				
Powers: <i>Summon Lesser Demon</i> ; <i>Fear</i> ; <i>Lower Trait</i> ; <i>Curse</i>				

Zombies:

Every setting needs/has zombies, let's face it. They're slow but they can take a pretty serious beating.

Zombie, Romero Style				
Strength: d6	Smarts: d6	Agility: d4	Spirit: d6	Vigor: d4
Pace: 4	Parry: 3	Toughness: 6	Fighting: d6	
Gear & Weapons: Bite/Claw (STR)				
Powers: <i>Fearless</i> ; <i>Infection</i> (anyone bitten must succeed a <i>Vigor -4</i> check every 1d6 hours or lose 1 Fatigue. Once the target is incapacitated, they rise as a zombie in 1d4 minutes); <i>Invulnerable</i> (normal damage can only Shaken a Zombie); <i>Weakness: Headshots</i> (called shots to the head kill zombies instantly)				

Appendix A: Cabalist Powers

Novice

Boost Trait

Cost: 4

Duration: 3 rounds

Range: Spirit

Description: This spell temporarily raises a Trait by one or more die types depending on the success of the casting.

Success: Increase the targeted Trait by a single die type

Fail: Decrease the targeted Trait by a single die type

Raise: Increase the targeted Trait by an additional die type

Create Lesser Undead

Cost: 4

Duration: Permanent

Description: The Cabalist imbues a corpse with demonic essence and animates it. This can be used to animate a single Zombie or Skeleton. Each Skeleton or Zombie created beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls. Uncontrolled Skeletons and Zombies simply stand and do nothing.

Success: The undead serves your bidding normally

Fail: The undead rises and attacks the Cabalist

Raise: The undead does not require concentration to maintain

Curse

Cost: Special [Opposed]

Range: Spirit x2

Duration: 3 Rounds

Description: The target is cursed and suffers a -1 to all rolls.

Success: With a successful opposed roll (*Spellcasting vs. Spirit or Spellcasting*) the target is cursed.

Raise: For each Raise the duration of this effect is increased by 3 rounds.

Elemental Manipulation

Cost: 4

Range: Spirit x2

Duration: Special

Description: The Cabalist gains limited control over one of the four elements (Earth, Air, Fire and Water). The effects are minor in nature and cannot be used to cause serious damage.

Success: The chosen element is moved per the Cabalist's command. This is a 1 round effect.

Fail: The chosen element resists manipulation

Raise: The chosen element can be manipulated for 3 rounds

Dispel

Cost: Special [Opposed]

Range: Spirit

Description: This spell can be used to negate a magical field or to abjure a demon, banishing it to its home plane. An opposed roll is used to determine the success of this spell. The target can use their *Spirit* die or their *Spellcasting* skill, whichever is higher, to oppose the roll.

Success: The target is negated. Dispelled Demons are immediately returned to their home plane.

Fail: The target is not negated. The Cabalist fails their Spell Bargain.

Raise: Target is negated and shaken, if applicable.

Fear

Cost: 4

Range: Personal

Description: Imbues the Cabalist with a Demonic Aura, projecting fear over a Large Blast Template area.

Success: Targets in Large Blast Template area must succeed a *Guts* check or flee at the best possible speed for 3 rounds.

Fail: The effect backfires; the Cabalist must succeed a *Guts* check or cower in fear for 3 rounds.

Raise: Fear effect is maintained for 3 additional rounds per raise.

Healing

Cost: 4

Range: Touch

Description: The Cabalist beseeches his Demonic patrons to heal the target's wounds in exchange for sacrificial gifts. This spell can also neutralize poisons and cure diseases. This spell only works on wounds that are less than an hour old.

Success: One wound is healed

Fail: The Cabalist sustains one wound

Raise: Two wounds are healed

Lower Trait

Cost: 4

Range: Spirit

Description: This spell temporarily lowers a Trait by one or more die types depending on the success of the casting.

Success: Decrease the targeted Trait by a single die type

Fail: Decrease the Caster's Trait by a single die type

Raise: Decrease the targeted Trait by an additional die type

Shapechange: Small Animal

Cost: 4

Description: The Cabalist can transform into any small animal form (i.e. Hawk, Rabbit, Cat, Dog, Rat, Toad, etc.)

Success: The Cabalist becomes a Small Animal for 10 minutes

Fail: The Cabalist takes 2d6 points of Damage and does not change shape

Raise: The Cabalist can maintain their Small Animal form for an hour

Smite

Cost: 4

Duration: 3 rounds

Description: The Cabalist coaxes a minor demon to inhabit his weapon temporarily. The demonic energy grants the weapon touched a bonus to damage.

Success: Weapon's damage is increased by +2

Fail: Magical stress causes the weapon to break

Raise: Weapon's damage is increased by an additional +2 per raise

Speak Tongues

Cost: 4

Duration: 10 minutes

Description: Demonic voices whisper in your mind translating any language you hear or read and granting you the ability to speak any tongue.

Success: You can converse in any language
Fail: You lose the power of speech for 10 minutes
Raise: You can converse in any language for 1 full day

Summon Lesser Demon

Cost: 4
Duration: 3 rounds
Description: The Cabalist casts his net into the twenty four Hells and draws forth a Lesser Demon. This can be an Imp, Beastman, Ghoul or small-sized Elemental. Each demon summoned beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls.
Success: The demon serves your bidding normally
Fail: The demon attacks the Cabalist
Raise: The demon serves for an additional 3 rounds per raise

Seasoned

Create Undead

Cost: 6
Duration: Permanent
Description: The Cabalist imbues a corpse with demonic essence and animates it. This can be used to animate a single Wight. Each Wight created beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls. Uncontrolled Wights are free-willed and will attack their creators.
Success: The undead serves your bidding normally
Fail: The undead rises and attacks the Cabalist
Raise: The undead does not require concentration to maintain

Geas

Cost: Special [Opposed]
Range: Touch
Duration: Special
Description: You curse the target to perform some special task for you. If the target refuses to perform this task they are wracked with crippling pain, gaining 3 Fatigue levels. This spell lasts for 101 days or until the target completes the task they have been assigned whichever comes first.
Success: With a successful opposed roll (*Spellcasting vs. Spirit*) the Target is successfully geased.
Fail: The Cabalist is geased by his Demonic Patron instead (GM's Discretion)

Reverse Polymorph

Cost: 6
Range: Spirit
Description: The Cabalist compels a Chaos Demon to undo the effects of a Polymorph spell.
Success: The target returns to its original form.
Fail: The Cabalist is Polymorphed as per the spell (see below)

Shapechange: Large Animal

Cost: 6
Description: The Cabalist can transform into any large animal form (i.e. wolf, bear, lion, stag, tiger, etc.)
Success: The Cabalist becomes a large animal for 10 minutes
Fail: The Cabalist takes 2d6 points of Damage and does not change shape
Raise: The Cabalist can maintain their large animal form for an hour

Soul Trap

Cost: 6

Range: Spirit

Duration: Instant

Description: The Cabalist traps a fragment of the target's soul in an object (such as a gemstone, bone amulet, locket, etc.) So long as this object exists, the target can never be raised from the dead. Any curses cast against a target whose soul fragment is in the caster's possession suffer a -2 to any resist attempts.

Success: The Cabalist successfully traps a portion of his target's soul

Fail: No effect

Raise: For each Raise the penalty to resist curses is increased by another -2

Summon Demon

Cost: 6

Duration: 3 rounds

Description: The Cabalist casts his net into the twenty four Hells and draws forth a Demon. This can be a Succubus, Incubus, Doppelganger, Possessor or man-sized Elemental. Each demon summoned beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls.

Success: The demon serves your bidding normally

Fail: The demon attacks the Cabalist

Raise: The demon serves for an additional 3 rounds per raise

Veteran

Create Greater Undead

Cost: 8

Duration: Permanent

Description: The Cabalist imbues a corpse with demonic essence and animates it. This can be used to animate a single Ghost or Wraith. Each Ghost or Wraith created beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls. Uncontrolled Ghosts and Wraiths are free-willed and will attack their creators.

Success: The undead serves your bidding normally

Fail: The undead rises and attacks the Cabalist

Raise: The undead does not require concentration to maintain

Gate

Cost: 8

Duration: 3 rounds

Description: This spell opens a gateway to one of the 24 Hells. Anything can pass through this gateway in either direction while it remains open. The Cabalist can open the gate anywhere within 12 squares of his person and can open it in thin air, in a wall, underneath a target, etc. The Cabalist cannot prematurely close the gate.

Success: The Cabalist manages to open a gate to the Hell of his choice. It remains open for 3 rounds.

Fail: The Cabalist opens a gate to a randomly determined Hell. Something unpleasant emerges from the Gate (Gamemaster's Choice).

Raise: The gate remains open for an additional 3 rounds per raise.

Greater Healing

Cost: 8

Range: Touch

Description: The Cabalist beseeches his Demonic patrons to heal the target's wounds in exchange for sacrificial gifts. This spell can also neutralize poisons and cure diseases. This spell will work on any wound regardless of how old it is. It can also be used to fix debilitating injuries.

Success: One wound is healed
 Fail: The Cabalist sustains one wound
 Raise: Two wounds are healed

Hex

Cost: Special [Opposed]
 Range: Touch
 Duration: 1 day
 Description: This curse of unluck causes disastrous failures any time the target rolls a Natural 1.
 Success: With a successful opposed roll (*Spellcasting vs. Spirit or Spellcasting*) the target is cursed. Whenever they roll a Natural 1 on their primary die, something disasterous happens to them.
 Raise: For each Raise the duration of this spell is increased by 1 day
 Fail: The Hex backfires and affects the Cabalist

Shapechange: Elemental

Cost: 8
 Description: The Cabalist makes a bargain with an Elemental spirit and allows it to temporarily possess his body. The Cabalist transforms into a man-sized Fire, Earth, Air or Water Elemental and gains all of the capabilities of this new form.
 Success: The Cabalist becomes an Elemental for 10 minutes
 Fail: The Cabalist takes 3d6 points of Elemental Damage and does not change shape
 Raise: The Cabalist can maintain their Elemental form for an hour

Polymorph Other

Cost: Special [Opposed]
 Range: Spirit
 Description: The Cabalist compels a Chaos Demon to turn the target into something random. This spell qualifies as a curse.
 Success: With as successful opposed roll (*Spellcasting vs. Spirit, Vigor or Spellcasting*) the target is Polymorphed (consult the table below)
 Fail: The Cabalist is Polymorphed

Card	Result
2	<i>Toad</i> : You are turned into a harmless, sentient toad
3	<i>Eww gross!</i> : Polymorph doesn't go well -- you're turned inside out. Death.
4	<i>Shrunk</i> : You lose 1 size level
5	<i>Furry Animal</i> : You are turned into something fluffy and cute. You retain your sentience.
6	<i>Fish out of Water</i> : You are turned into some sort of fish. You retain your sentience.
7	<i>Weaponized</i> : You turn into whatever weapon you happened to be holding. The weapon is sentient and can communicate telepathically with its wielder
8	<i>Grunt</i> : You turn into a brutish orc
9	<i>Squawk</i> : You turn into a sentient bird.
10	<i>Bonzai!</i> : You turn into a sentient plant.
J	<i>Chromatically Challenged</i> : Your skin, eye and hair pigmentation changes into wildly different colors
Q	<i>Gender Bender</i> : You switch genders
K	<i>Growth</i> : You gain 1 size level

A	<i>Grr-RAWR!</i> : You turn into a sentient tiger, lion, wolf or bear
Joker	<i>Enchanted</i> : Weapon or Armor becomes magically enchanted, gaining a +1 bonus

Puppet

Cost: Special [Opposed]

Range: Spirit

Description: By making a compact with a powerful Possessor Demon, the Cabalist temporarily takes control of the target's mind. An opposed roll (*Spellcasting vs. Spirit*) determines whether or not this spell succeeds. This spell qualifies as a curse.

Success: The target is under the Cabalist's complete control for 3 rounds

Fail: The Cabalist gets possessed for 3 rounds

Raise: The target remains under the Cabalist's control for an additional 3 rounds per raise

Summon Greater Demon

Cost: 8

Duration: 3 rounds

Description: The Cabalist casts his net into the twenty four Hells and draws forth a Greater Demon. This can be a Cenobite, Cthonian, Law Demon, Chaos Demon or Ogre-sized Elemental. Each demon summoned beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls.

Success: The demon serves your bidding normally

Fail: The demon attacks the Cabalist

Raise: The demon serves for an additional 3 rounds per raise

Transfer Pain

Cost: Special [Opposed]

Range: Touch

Duration: 1 day

Description: This curse causes the target to share any wounds the caster receives. If the caster becomes Shaken or Wounded, so does his target.

Success: With a successful opposed roll (*Spellcasting vs. Spirit or Spellcasting*) the target is cursed.

Fail: The Cabalist is cursed.

Raise: For each Raise the duration of this spell is increased by 1 day

Heroic

Create Master Undead

Cost: 10

Duration: Permanent

Description: The Cabalist imbues a corpse with demonic essence and animates it. This can be used to animate a single Vampire. Each Vampire created beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls. Uncontrolled Vampires are free-willed and will attack their creators.

Success: The undead serves your bidding normally

Fail: The undead rises and attacks the Cabalist

Raise: The undead does not require concentration to maintain

Resurrection

Cost: 12

Range: Touch

Description: By appeasing a Grim Reaper with costly offerings, the Cabalist raises the target from the dead with 3 Wounds.

Success: The target is successfully raised with 3 Wounds

Fail: The target remains dead and the Cabalist suffers 1 Wound

Raise: The target is raised with one fewer Wound per raise

Shapechange: Demon

Cost: 10

Description: The Cabalist makes a bargain with a Greater Demon and allows it to temporarily possess his body. The Cabalist transforms into a Greater Demon (i.e. Cenobite, Cthonian, Law Demon, Chaos Demon) and gains all of the capabilities of this new form.

Success: The Cabalist becomes a Demon for 10 minutes

Fail: The Cabalist takes 3d6 points of Elemental Damage and does not change shape

Raise: The Cabalist can maintain their Demon form for an hour

Summon Demon Lord

Cost: 10

Duration: 3 rounds

Description: The Cabalist casts his net into the twenty four Hells and draws forth a Demon Lord. This can be a Golden Avenger, Grim Reaper, Pit Lord, Plague Demon or Gargantuan Elemental. Each demon summoned beyond the first causes the Cabalist to suffer a cumulative -1 concentration penalty to all rolls.

Success: The demon serves your bidding normally

Fail: The demon attacks the Cabalist

Raise: The demon serves for an additional 3 rounds per raise

Wish

Cost: 20

Description: The Cabalist entreats a Greater Demonic Power to grant a single wish. The wish must be carefully worded because a Demon Lord will grant it exactly as it is uttered. Wishes are resolved as an opposed roll against the Greater Power that the Cabalist is negotiating with. Ordinarily, the Wish granter will want something of value in exchange for this boon. This offer is either: the promise of a soul, a quantity of the Cabalist's life force or a magical item of great power. It is up to the Gamemaster's caprice to establish the exact cost.

Success: The wish is granted in exchange for an offering

Fail: The wish is denied and the Cabalist must pay twice the normal offering

Raise: The wish is granted for free

Appendix B: Demonspawn Powers

Energy Control

Cost: 4

Range: Personal

Duration: Permanent

Description: The Demonspawn is able to produce and control an energetic force of their choosing, such as fire, light or electricity.

Invisibility

Cost: 5

Range: Personal

Duration: Permanent

Description: The Demonspawn can render him or herself completely invisible at will. While invisible the Demonspawn receives a +4 to Dodge and Parry and cannot be detected by normal sight. The invisibility wears off the instant the Demonspawn attempts to attack someone but can be restored as a standard action.

Blast

Cost: 3

Range: Spirit x2

Duration: Permanent

Description: Channeling the energies of their home realm, the Demonspawn is able to project a blast of pure arcane force at a target. This blast is based on a *Spirit* roll and inflicts 2d6 damage on a successful hit (3d6 with a Raise).

Plane Shift

Cost: 5

Range: Personal

Duration: Instant

Description: The Demonspawn is able to transport themselves to and from the Hell of their choice as a standard action. They can bring one passenger. This power can only be used to return to one of the 24 Hells.

Teleport

Cost: 3

Range: Personal

Duration: Permanent

Description: Their knowledge of the multi-verse allows the Demonspawn to travel along the fractures between this reality and the 24 Hells. They can Teleport anywhere up to 12 squares away as a standard action in addition to their normal movement.

Super Trait

Cost: 2

Range: Personal

Duration: Permanent

Description: Each time the Demonspawn takes this power they can increase any single Trait of their choice by 1 die type.

Immunity

Cost: 4

Range: Personal

Duration: Permanent

Description: Wherever they come from the members of the Demonspawn's race are immune to a particular form of damage. Choose or randomly determine one of the following damage types to become immune to:

Type	#	Description
Heat	2	Immune to fire, lasers, lava, explosions, the heat of the sun
Cold	3	Immune to freezing, ice blasts, the coldness of space, liquid nitrogen
Electricity	4	Immune to lightning, tasers, power surges, electric chairs
Kinetic	5	Immune to punches, kicks, gunshots, stab wounds, car crashes, falling damage, brick walls
Radiation	6	Immune to nuclear fallout, gamma radiation, x-ray radiation and vision, nuclear waste, radiation sickness
Sonic	7	Immune to hypersonic vibration, sonic booms, deafness, rock music
Arcane	8	Immune to any arcane spell damage, including <i>Blast</i> and <i>Bolt</i> damage of all types, and magical melee weapons. Still affected by other mind-affecting, non-magical weapons or non-damage inflicting magical conditions.
Gravity	9	Immune to crushing pressure, falling damage, black holes
Poison	10	Immune to venom, drugs, disease, hangovers
Vacuum	J	Immune to asphyxiation, choking, depressurized and/or anaerobic environments (like deep space)
Psionic	Q	Immune to mental attacks, mind control, mind reading
Fear	K	You are Immune to Fear and cannot be Intimidated, frightened or driven insane by Things Man Was Not Meant To Know. You never roll on the Fright Table.
Curses	A	You are immune to all curse magic, including any Cabalist curses, the curse of lycanthropy, vampirism and any ancient, deity or relic-inspired curses.

Quickness

Cost: 4

Range: Personal

Duration: Permanent

Description: The Demonspawn has exceedingly quick reflexes and can perform the same action twice in a round (i.e. attacking twice with the same weapon, etc.)

Regeneration

Cost: 5

Range: Personal

Duration: Instant

Description: The Demonspawn heals rapidly. They can make a *Vigor* check once per combat round to heal 1 Wound. The Demonspawn cannot be killed by normal means. If they are not dismembered or incinerated they will rise from death after a day has passed.

Shapechange

Cost: 3, 5, 7

Range: Personal

Duration: Instant

Description: The Demonspawn can shift their form into a variety of animal shapes. For a cost of 3 points the Demonspawn can shapeshift into any small animal (i.e. cat, bat, bird, dog, etc.). For 5 points, the Demonspawn can shapeshift into medium-sized animals (i.e. wolf, lion, bear, etc.). For a full 7 points, the Demonspawn can shapeshift into large or exotic animals (i.e. bull elephant, great white shark, giant snake, etc.)

Size

Cost: 3

Range: Personal

Duration: Permanent

Description: Your size is permanently altered by 1 size category. Consult the table below for the benefits of different sizes:

Size	Description
-3	Insect sized; less than 6 inches tall; -3 STR & VIG; +6 Dodge; -4 Pace
-2	Pixie-like; between 1-2 feet tall; -2 STR & VIG; +4 Dodge; -4 Pace
-1	Dwarf-like; around 4 feet tall; -1 STR & VIG; +2 Dodge; -2 Pace
0	Normal Human size; no modifiers
+1	Pro Athlete sized; around 7 feet tall; +1 STR & VIG; +2 Pace; -1 Charisma
+2	Ogre sized; around 9 feet tall; +2 STR & VIG; -2 Charisma; -1 Dodge; +4 Pace
+3	Giant sized; around 12 feet tall; +3 STR & VIG; -3 Charisma; -2 Dodge; +6 Pace

Smite

Cost: 2

Range: Personal

Duration: Permanent

Description: The Demonspawn is able to make a powerful melee attack with their bare hands. The attack counts as a Heavy Weapon and inflicts STR+d6 damage

Speed

Cost: 1

Range: Personal

Duration: Permanent

Description: Each time this power is taken, the Demonspawn permanently increases his Pace by +2.

Tempter

Cost: 3

Range: Spirit

Duration: Permanent

Description: You project an aura of pure, animal attraction that affects members of the opposite gender. You gain a +4 bonus on any Charisma related rolls with the opposite sex and are capable of producing half-breed offspring.

Toughened Hide

Cost: 1

Range: Personal

Duration: Permanent

Description: The skin of the Demonspawn is either covered with scaly hide or is magically hardened to resist damage. For each point spent on this Power the Demonspawn gains a +1 Armor adjustment. Tough hide can stack with normal armor.

Winged Flight

Cost: 2

Range: Personal

Duration: Permanent

Description: The Demonspawn is endowed with wings that permit him or her to fly. For each point that the Demonspawn spends on this power they can fly 6 squares in place of their normal movement.

Appendix C: Wizardry Powers

Novice

Arcane Armor

Cost: 2

Duration: 3 rounds

Description: The air around the Wizard is magically hardened, protecting the Wizard from harm.

Success: Increase the Wizard's armor rating by +2

Fail: No effect

Raise: Increase the Wizard's armor rating by an additional +2 for each raise

Bolt of Energy

Cost: 2

Range: Smarts x2

Duration: Instant

Description: The wizard fires a bolt of pure arcane force at the target.

Success: The bolt strikes the target and inflicts 2d6 damage.

Fail: The bolt misses and harmlessly dissipates.

Raise: The bolt inflicts an additional 1d6 damage per raise.

Freeze

Cost: 3 [Opposed]

Duration: 3 rounds

Description: The target of this spell is frozen in place and can neither move nor act if they fail an opposed roll (target's *Spirit* vs. caster's *Spellcasting*)

Success: The target is held fast for 3 rounds and cannot move or act. Anyone striking a frozen target gains a +4 bonus to hit.

Fail: The target shakes off the hold.

Raise: The target is held for 3 additional rounds for each raise.

Conceal Arcana

Cost: 1

Range: Touch

Duration: 10 minutes

Description: The Wizard is able to disguise the magical emanations of any being or object he touches. This renders the target invisible to the *Detect Arcana* spell. The Wizard can use this spell to conceal his own magical aura.

Success: The target is successfully concealed for 10 minutes

Fail: The target is not concealed

Raise: The target is successfully concealed for 1 full day

Deflection

Cost: 2

Range: Touch

Duration: 3 rounds

Description: An invisible force shield surrounds the wizard deflecting all incoming missile attacks.

Success: Target is harder to hit with missile weapons and is immune to the spell "Bolt of Energy".

Attackers must take a -2 penalty when attempting to hit the target with ranged weapons.

Fail: No effect

Raise: The penalty to hit the target with ranged weapons is increased by -2 for each Raise.

Detect Arcana

Cost: 1

Range: Smarts x2

Description: The Wizard is able to detect any magical emanations within range. This includes magical equipment, spellcasters and magical effects cast upon objects or beings.

Success: The Wizard successfully detects all magical effects within range

Fail: The Wizard detects nothing

Raise: The Wizard not only detects all magical effects but gleans something of their purpose as well. This includes learning the properties of magical items.

Dispel

Cost: 3

Range: Touch

Duration: Instant

Description: The Wizard sunders the bonds of magic holding an enchantment together. This can remove a spell cast upon a target or can cause a magical item to lose function for 3 rounds.

Success: 1 magical effect active on the target is dispelled

Fail: No effects are dispelled

Raise: For each Raise an additional magical effect can be dispelled.

Aegis

Cost: 2

Range: Touch

Duration: 3 Rounds

Description: The Wizard creates an invisible shield that protects the target from magical damage.

Success: Characters under protection of the *Aegis* gain a +4 bonus to Toughness vs. all magical damage.

Fail: No effect

Raise: For each Raise the protection is increased by an additional +4

Rebuke

Cost: 1/5' section

Range: Smarts

Duration: 3 rounds

Description: This incantation creates an invisible barrier that bars the passage of all supernatural creatures, including Undead, Demons, Cabalists and Lycanthropes. Spells and projectiles can still pass through this barrier. The barrier cannot be broken by physical means but can be dispelled.

Raise: For each Raise the duration of this spell is increased by 3 more rounds

Stun

Cost: 2

Range: Smarts x2

Duration: Special

Description: This incantation steals the breath of a group of targets, causing them to be Shaken. All targets within a Medium Blast Template radius are affected. Each target gets to make a *Vigor* check to resist the spell. This spell does not work on Undead, Constructs or any other being that does not breathe.

Raise: For each raise the target must take a -2 on their *Vigor* check to resist the spell.

Light

Cost: 1

Range: Touch

Duration: 10 minutes

Description: The Wizard whispers a few words and imbues any object they touch with a glowing nimbus of radiant light that fills a Large Blast Template area.

Raise: For each Raise the duration of this spell is increased by 1 hour

Force Wave

Cost: 4

Range: Smarts x2

Duration: Instant

Description: You erect a wall of force 5 squares wide and launch it in a direction you indicate, knocking all targets who fail an *Agility* -2 roll prone and Shaken. The wave originates from where the caster is standing and can travel up to the caster's Spirit x2 squares. This attack does not distinguish between friend and foe.

Raise: For each Raise the wall can be widened by 2 squares

Enchantment

Cost: 1

Range: Touch

Duration: 3 Rounds

Description: You imbue a mundane weapon with magical energy so that it can make magical attacks. This permits the weapon to harm creatures that would otherwise be immune to mundane physical attack, including incorporeal creatures. An enchanted ranged weapon imparts its properties to its ammunition.

Success: The weapon is enchanted for 3 rounds

Fail: The effect fizzles

Raise: For each Raise the duration of this effect is increased by 3 more rounds.

Glyph

Cost: 3

Range: Touch

Duration: Special

Description: You place a protective ward on an object or portal that triggers upon touch. When touched, the Glyph zaps the target for 3d6 points of arcane damage before vanishing.

Success: The Glyph remains for 1 day or until discharged, whichever happens first.

Fail: The Glyph is inscribed improperly; it detonates in the wizard's face

Raise: For each Raise the Glyph inflicts an additional 1d6 points of damage

Obscure

Cost: 2

Range: Smarts

Duration: 3 rounds

Description: You raise a thick mist that blocks normal vision. The mist fills a Large Blast Template area and imposes a -6 penalty to all attacks made through it.

Success: The mist persists for 3 rounds.

Fail: No effect

Raise: The mist lasts for 3 additional rounds per Raise

Seasoned

Stone Barrier

Cost: 4

Range: Smarts

Duration: Permanent

Description: The Wizard erects a wall of solid stone with a Toughness of 15.
Success: The Wizard erects a wall that covers a 4 square area
Fail: The effect fizzles
Raise: The Wizard erects a wall that covers an 8 square area

Force Barrier

Cost: 4
Range: Smarts
Duration: 3 rounds
Description: The Wizard manifests an invisible wall of pure force that is immune to all energies and substances.
Success: The Wizard creates a wall that covers a 4 square area
Fail: The effect fizzles
Raise: The Wizard creates a wall that covers an 8 square area

Fire Barrier

Cost: 4
Range: Smarts
Duration: 3 rounds
Description: The Wizard produces a barrier of controlled fire. The fire will only burn things that pass through it; it does not present a danger to surrounding structures. Anything attempting to pass through the barrier sustains 2d10 points of fire damage.
Success: The wall of fire occupies a 4 square area.
Fail: The effect fizzles
Raise: The wall of fire occupies an 8 square area.

Blast of Energy

Cost: 4
Duration: Instant
Range: Smarts x2
Description: The wizard launches a ball of roiling, arcane energy that explodes on contact, damaging all nearby targets.
Success: The blast erupts over a Small Blast Template radius, inflicting 2d6 points of damage.
Fail: The blast misses its mark and erupts as above in a randomly determined location.
Raise: With 1 raise the Blast affects a Medium Blast Template; with 2 raises it affects a Large Blast Template.

Invisibility

Cost: 5
Range: Touch
Duration: 10 minutes
Description: The Wizard renders the target invisible but it can still be detected by sound, touch and smell. The invisibility wears off the instant the target attempts to attack someone.
Success: Invisible for 10 minutes
Fail: The effect fizzles
Raise: Invisible for 1 hour

Telekinesis

Cost: 5
Range: Smarts
Duration: 3 rounds

Description: The wizard uses the power of their will to move objects, hurl opponents or wield a weapon. To lift a person against their will, the wizard must succeed an opposed roll (caster's *Spellcasting* vs. target's *Spirit*). Once a person or object is lifted they can be moved at a pace equal to the wizard's *Spirit* die or hurled against a hard surface for damage equal to the wizard's *Spirit* die. If the wizard wields a weapon, they use their *Spellcasting* die instead of their *Fighting* die and use their *Spirit* die instead of their *Strength* for purposes of determining damage.

Success: The wizard can execute 1 telekinetic action per round for 3 rounds

Fail: The effect fizzles

Raise: The wizard can execute telekinetic actions for 3 additional rounds per raise.

Fly

Cost: 3

Range: Touch

Duration: 10 minutes

Description: The Wizard grants the target the power of flight. The target can fly at a speed x2 their normal pace.

Success: The target gains the power of flight for 10 minutes

Fail: The effect fizzles

Raise: The target gains the power of flight for 1 hour

Veteran

Chain Bolt

Cost: 6

Range: Smarts x2

Duration: Instant

Description: The wizard fires a bolt of pure arcane force at a target that then leaps to multiple adjacent targets.

Success: The bolt strikes the target and inflicts 3d6 damage. All contiguously adjacent targets within a Large Blast Template radius also take 3d6 damage.

Fail: The bolt misses and harmlessly dissipates

Raise: The bolt inflicts an additional 1d6 damage to all targets per raise

Teleport

Cost: 3

Range: Smarts

Duration: Instant

Description: The Wizard causes the target to be instantaneously transported from one place to another in a flash of light.

Success: The Wizard can transport any target he can touch up to a range equal to his Smarts die

Fail: The effect fizzles

Raise: The Wizard can transport any target he can touch up to x2 his Smarts die

Plane Walk

Cost: 6

Range: Touch

Duration: Instant

Description: The Wizard begs permission from the Gods Below to transport the target to the Hell of his choice. Unwilling subjects can make an opposed roll against their *Spirit*.

Raise: For each Raise the duration of this spell is increased by 1 hour

Heroic

Armageddon

Cost: 10

Duration: Instant

Range: NA

Description: This spell unleashes a storm of arcane fury that affects a huge area.

Success: The entire map is consumed by an explosion of arcane energy, inflicting 3d6 damage to all except the caster.

Fail: The Wizard loses control of the arcane explosion. It detonates prematurely damaging the wizard for 6d6 damage.

Raise: +1d6 Damage for each raise.

Greater Teleport

Cost: 6

Range: Special

Duration: Instant

Description: As teleport except over much greater ranges.

Success: The Wizard can teleport any target he can touch up to a number of miles equal to his Smarts die

Fail: The effect fizzles

Raise: The Wizard can teleport any target he can touch up to any distance

Invincibility

Cost: 10

Range: Touch

Duration: 3 rounds

Description: You surround your body with a magical force field that repels all damage for a period of time.

Success: Your target is immune to all damage, magical or physical, for 3 rounds

Fail: No effect

Raise: The duration is increased by 3 rounds per Raise.

Greater Plane Walk

Cost: 10

Range: Touch

Duration: Instant

Description: You are able to transport yourself and any allies standing next to you to one of the 24 hells, or from one of the Hells back to your home reality.

Success: You transport your entire party to the realm of your choice.

Fail: No effect

Raise: No effect

Appendix D: Thundermancy Powers

When a power entry mentions "Cost +2" or some similar notation, this indicates additional effects that are triggered if the Thundermancer has channeled more than the necessary amount of Power Points to cast the spell.

Novice

Fearsome Dirge

Cost: 2

Range: *Perform* x2

Duration: Instant

Description: A harrowing dirge causes all targets in a Large Blast Template area to quiver in fear. Wild Card targets must succeed a *Spirit* -2 check or roll on the *Fear Table*. Extras who fail this roll are *Panicked*.

Cost +4: Targets must succeed a *Spirit* -4 check

Light Show

Cost: 1

Range: *Perform* x2

Duration: Instant

Description: The Thundermancer summons an array of colored, strobing lights to add a certain theatricality to his performance. The target must succeed a *Smarts* -2 check or be *Shaken*

Cost +1: An additional target can be affected for each Power Point spent.

Star Power

Cost: 4

Range: Personal

Duration: 3 rounds (+1 round per PP)

Description: An aura of palpable electricity surrounds the Thundermancer. Anyone who strikes the Thundermancer in this state shall receive 2d6 points of electrical damage with an *Armor Pierce* rating of +4.

Summon Fog

Cost: 2

Range: *Perform*

Duration: 3 rounds (+1 round per PP)

Description: An unnatural fog rises from the Thundermancer's feet as he plays and rolls toward the crowd. All targets in standing in or attacking through a Large Blast Template area are *Blinded*, suffering a -6 to attack rolls.

Sonic Bolt

Cost: 1

Range: *Perform* x2

Duration: Instant

Description: The vibration of your mandolin strings projects a bolt of air-bending sonic force. The bolt inflicts 2d6 points of sonic damage and *Deafens* the target for 3 rounds (inflicting a -4 penalty to all *Spellcasting* and *Notice* checks).

Cost +2: The bolt also knocks the target prone

Cost +4: The bolt inflicts 3d6 points of damage

Thunder Bolt

Cost: 1

Range: *Perform x2*

Duration: Instant

Description: A bolt of lightning fires from your instrument, striking any target within range. The bolt inflicts 2d6 points of electrical damage with an *Armor Pierce* rating of +4.

Cost +2: The bolt inflicts 3d6 points of damage

Cost +4: The bolt inflicts 3d6 points of damage and forks to an additional target in range

Seasoned

Dark Curse of the Mosh Caller

Cost: 4

Range: *Perform x2*

Duration: 3 rounds (+1 round per 2 PP)

Description: The Thundermancer's dark music whips enemies and allies into a bloody frenzy. All targets in a Medium Blast Template area must succeed a *Spirit -2* check or attack the closest target regardless of whether they are friend or foe. If multiple targets are equally close, use a random die roll to determine the target. Targets are reacquired every round that this power remains in effect.

Cost +2: All targets have their *Strength* die increased by one

Cost +4: The Dark Curse affects a Large Blast Template area.

Havoc

Cost: 2

Range: *Perform x2*

Duration: Instant

Description: The Thundermancer strums some heavy chords and flattens his targets with a sonic assault. All targets in a Medium Blast Template must succeed a *Strength -2* check or be knocked back 2d6 squares and placed prone. Any target that is knocked into a solid obstacle (such as another person or a wall) is also *Shaken*.

Cost +2: The area of effect is increased to a Large Blast Template.

Cost +4: Targets must succeed a *Strength -4* check

Sonic Pummeling

Cost: 2

Range: Cone Template

Duration: Instant

Description: Striking a meaty chord, the Thundermancer projects a cone of sonic force that jellifies all targets in range. All targets take 2d6 points of sonic damage and are *Deafened* for 3 rounds (suffering a -4 to all *Spellcasting* and *Notice* checks)

Cost +4: The cone generates 3d6 points of sonic damage

Thunder Blast

Cost: 2

Range: *Perform x2*

Duration: Instant

Description: A ball of crackling lightning arcs from your instrument and blasts all targets in a Medium Blast Template area with 2d6 points of electrical damage. This damage ignores 4 points of armor.

Cost +2: The blast inflicts 3d6 points of damage

Cost +4: The blast affects a Large Blast Template area

Veteran

Dark Charm

Cost: 3

Range: *Perform*

Duration: 3 rounds (+1 round per PP)

Description: The Thundermancer's music punishes a listener into submission, turning them into a mindless fanatic. The target must succeed a *Spirit -4* check to fall under the direct control of the Thundermancer. If the target is commanded to do something contrary to their nature (i.e. attacking a friend, committing suicide, etc.) they are allowed to make an additional *Spirit -4* check to resist the effect.

Cost +2: The duration of the effect is doubled (6 rounds +2 rounds per PP)

Cost +4: The area of effect is increased to a Small Blast Template

Necromancer's Dirge

Cost: 3 per Zombie

Range: *Perform*

Duration: Special

Description: Uttering lyrics that were cribbed from the spell books of ancient liches, the Thundermancer literally raises the dead. Any corpse within range can be turned into a *Zombie* if the Thundermancer can afford the cost (see "Monsters" for statistics). These Zombies serve the Thundermancer until they are destroyed. The corpses must be fresh and the Thundermancer can only control a maximum number of Zombies equal to their *Spirit* attribute.

Rage Beast

Cost: 5

Range: *Perform*

Duration: 3 rounds (+1 round per PP)

Description: The power of the Dark Gods infuses the Thundermancer's music, turning one listener into a hulking Rage Beast. The target can attempt to resist the effect by succeeding a *Spirit -2* check. Failing this check turns the target into an Ogre: they grow to 9' tall, their *Strength* becomes d12+3, their *Vigor* a d12 and they gain the *Sweep* edge if they did not already have it. All equipment is absorbed into this new form until the effect wears off. The Thundermancer cannot cast this on themselves. All of the target's other Attributes and Skills remain the same.

Cost +4: The duration is doubled (6 rounds + 2 rounds per PP)

Speed Metal

Cost: 6

Range: Personal

Duration: 3 rounds (+1 round per 2 PP)

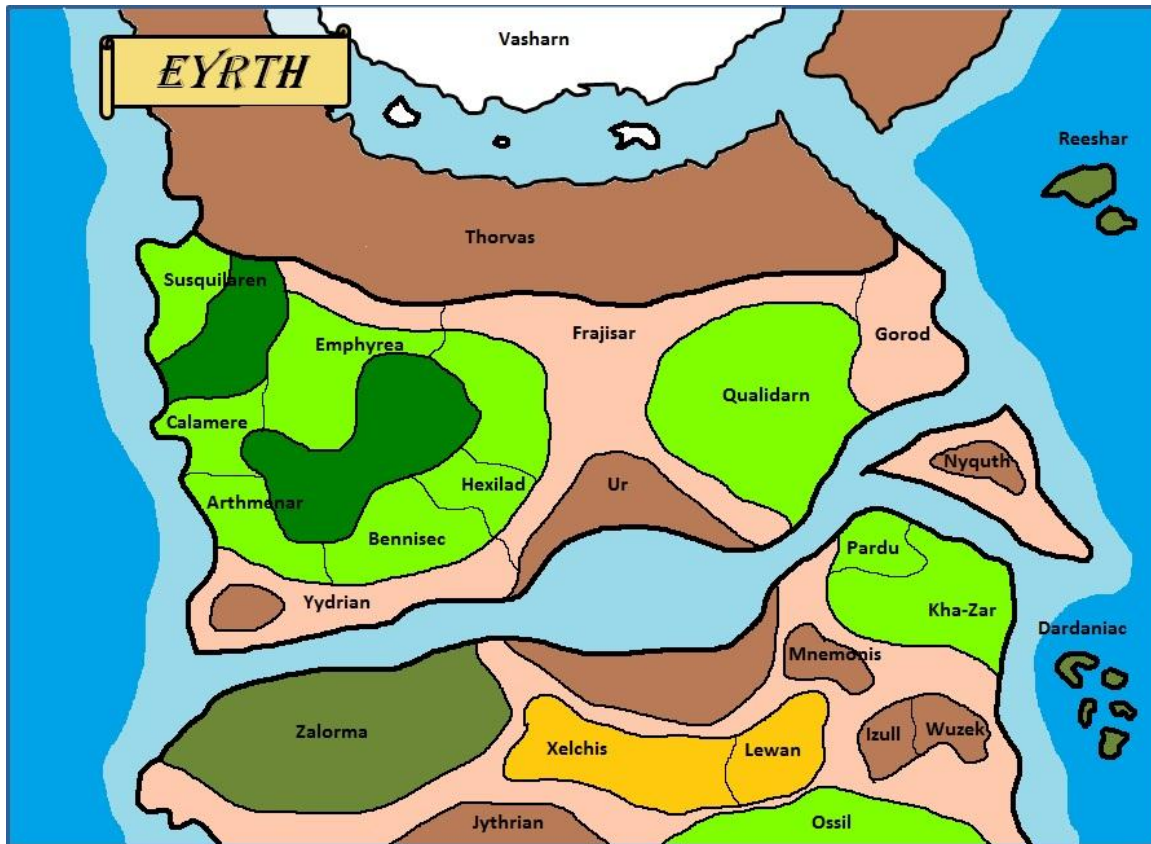
Description: All targets (friend or foe) within a Small Blast Template area centered on the Thundermancer are hasted. They can make 2 actions per round with no multi-action penalty and can perform the same action twice in the same round (i.e. two *Fighting* rolls, two *Perform* rolls, etc.)

Cost +2: The area of effect is increased to a Medium Blast Template

Cost +4: All targets can redraw any initiative cards that are less than 8

Appendix E: Gamemaster's Gazetteer

If you are not planning to run any sessions DO NOT read this section.



Arthmenar:

Arthmenar is the rare land of civil values and virtue. For generations, the Arthmenarians have prided themselves on their high cultural standards and orderly society. The hereditary Kings of Arthmenar are religious in disposition and worship a god called Arth. Churches of Arth can be found all over the country and the Kings regard themselves as the divine agents of Arth on Eyrth. Arthmenarians view Eyrth as a kind of hell where the wicked are winnowed out and the virtuous are tested so that they might find everlasting salvation in Arth's eternal Kingdom.

Arthmenarians adopt the cadences of courtly speech. They will pepper their florid quotations with an ample supply of 'thees' and 'thous'. They are polite without fail; even when they are angry, they always seek to address their grievances in lawful ways. Arthmenarians are quick to take offense when someone impeaches their virtue or honor. In these cases, it is not uncommon for the injured party to demand satisfaction via duel, at which point seconds and judges will be sought. Arthmenarians have a tendency to be self-righteous and sanctimonious even when they don't mean to be.

The true treasure of Arthmenar is its beautiful maidens. The women of this country are renowned worldwide for their beauty. Much of this is due to the fact that women are jealously protected here. Sheltered by their men folk, and living a lifestyle which can only be described as pure, these precious virgins do not suffer from the blemishes that one customarily acquires from hard work and hard use. Any insult against a woman is sure to attract many requests for duels. The virgins of Arthmenar are such prizes that their reputation has attracted warlords from across the globe to try and steal them.

It is a great source of shame in Arthmenar that the present ruler, King Jord Pendalion, has been forced into an arrangement whereby 100 of Arthmenar's choicest maidens must be given to the Goat Lord of Yydrian annually as a protection payment against the Ur. The King is sure to pay a generous reward to anyone who can deal with the Ur threat and thus release him from this embarrassing arrangement.

Bennisec:

The Theocracy of Bennisec is ruled by Sulzerga the Defiler, Archpope of Grelzark Twelvetails the Incubus Lord. Sulzerga leads a popular religious movement based on a glorious afterlife of sinful pleasures. He preaches of Tantalos, the Promised Land, where the faithful will dwell in everlasting bliss if they serve Grelzark's will. Huge ziggurats have been built in every settlement in Bennisec. Monthly sacrifices take place at these temples where virginal men and women are bound and forced to commit licentious acts with summoned succubae and incubi. The products of these unions are taken back to Tantalos for what purpose only Grelzark knows.

Sulzerga is defended by a fanatical guard of warriors who take special drugs to make them immune to pain and fearless in battle. Often, former male sacrifices are pressed into joining the Guard. The substance which gives them their legendary toughness is called Soulwine; it is imported from Tantalos. It is made out of soul essence and tastes like everything at once – both good and bad.

Sulzerga is the fifth Archpope of Grelzark. Prior to the ascendancy of the cult of Grelzark there were numerous other pagan deities (beast-men, fertility gods and nature spirits, etc). Many of those cults required blood sacrifice, so when Grelzark's cult began to emerge it quickly became a popular alternative. There are those who still, quietly, keep to the old ways and seek to overthrow Sulzerga's regime. He is a popular leader in spite of the fact that he abuses the power of his position audaciously. His carnal appetites are vast and he shamelessly fleeces his people, setting himself up as the richest man in his domain by far. Unlike most other lands, Bennisec doesn't really have an identifiable aristocracy or noble class; it's pretty much the Pope on top and everyone else at the bottom.

The people of Bennisec have always been religious but aren't necessarily particular about which deity they follow. In their minds, the wisest course is to respect all Gods equally, so that when judgment comes you have your bases covered.

Not a lot gets done in Bennisec. The people are accustomed to taking long breaks in the middle of the day and approach their livelihoods with nothing resembling urgency. In local slang terms, to say something is "defiled" is a good thing, as in "that's totally defiled, man."

Because Sulzerga preaches that fulfillment of the senses is good, the people of Bennisec are encouraged to pursue all forms of recreation. If it can be smoked, drunk, inhaled, licked or slept with, your average citizen of Bennisec would consider it his or her duty to try it out. Life here isn't so bad if you don't mind being under the boot of a despotic theocrat surrounded by a bunch of lazy hedonists.

Calamere:

Calamere had the distinction of being one of the foremost Kingdoms in the world for many, many years but has fallen on hard times recently. The Kings of Calamere had been the longest unbroken line of Kings on Eyrth until a sickness claimed the lives of the last King's heirs. Despondent and grief-stricken, the King sought counsel from Black Wizards who promised that they could grant the King unnaturally long life, giving him the opportunity to raise a new brood of heirs. The Wizards made a compact with Antarioch, one of the Lords of Dis, who agreed to help the King in exchange for considerations to be determined later.

Antarioch took on a mortal guise, styling himself as “Lord Ricasso”, and appeared before the King one day promising the solution to all of his problems. The King took Antarioch in as a trusted advisor. By degrees, Antarioch began to take over day-to-day operations, promising but never delivering the life-extending magic that the King sought.

With the King's death, Antarioch has set himself up as Regent, holding his crown in trust until a suitable replacement can be found. In the meantime, he has stirred up a succession war amongst the noble families of Calamere, seeking to drown the whole lot in fire and blood. Antarioch's master plan is to drive Calamere's ruling establishment to the brink of ruin, and then grant one of its neighbors the power of Calamere's crown, expanding the war into an international conflict.

Though the King's courtiers assume that Lord Ricasso is some up-jumped minor noble with a dubiously inherited claim a few have begun to investigate Lord Ricasso's true origins and are discovering an alarming lack of real information.

Once beautiful and temperate, Calamere is now a war-torn land. Companies of armed Knights roam the land doing battle with each other so that their liege lords might win the Kingship. Numerous towns and villages have been burned out, along with a few keeps and castles. The principal contestants for the throne are Duke Ben'Astor (the “Sea Duke”), Duke Cheltam (called “the Old Blood”), Count Murrow and Baron Ben'Sheafer

Calamerian society is classically feudal. The noble classes rule the freedmen and serfs, who consent to being ruled because of the protection and prestige that descends from the ruling classes.

Calamerian nobles share much in common with the Arthmenarians besides geographic proximity, being as courtly and well-spoken as their neighbors. Lately though, hard lessons in the realities of civil war have given the Calamerians a more bitter outlook on life. Calamere and Arthmenar have been united politically over the centuries by many diplomatic marriages.

The capital of Calamere is Arden-by-the-Water, a gleaming jewel of a city clad in white stone. War smoke hasn't darkened these walls yet, though the threat lingers ever closer.

Dardaniac:

Dardaniac is an island nation with a proud pedigree stretching back for hundreds of years. At one time, the Empire of Dardaniac controlled much of the coastal territories on the Endsea. The echoes of their culture can be found in many other countries, most notably in Kha-Zar which was once a military district of Dardaniac.

This small country is divided into ten walled villas surrounded by small towns. Each of these villas is an independent city-state ruled by a Tyrant who is also the patriarch of one of the original Ten Families of Dardaniac. Some villas are connected by bridges to each other; others are separated completely on their own islands. Each Tyrant controls his own Villa. Matters concerning the welfare of all the Villas (such as the maintenance of the navy and army) fall upon all Tyrants jointly.

The largest and most influential villa is Villa Castillo, the seat of Dardaniac's First Family. The War Academy and Grand Arena are located here. Both are world famous institutions.

The other ruling families of Dardaniac are: Valera, Sulla, Tyrel, Ravora, Nieri, Chazinti, Labro, Patera, Gideron.

Dardaniac collectively maintains a large navy of triremes and a well-trained force of marines. They maintain a constant vigil against attacks from Reeshar pirates.

A strong class divide exists between commoners and patricians in Dardaniac. Commoners have very limited rights and are expected to defer to their social superiors. Patricians, by contrast, have license to do virtually anything they wish, including abridging the rights of any commoner.

Though the Tyrants rule by hereditary claim, each is sensitive to the possibility of civic unrest. A number of nearly disastrous riots pockmark the history of Dardaniac. To stave off future upheavals, the patricians of the ten ruling families use their money and influence to provide for the general welfare of the common folk. As a result, medicine, food and education are readily and cheaply available to all. Also, the bloody games of the Grand Arena serve to mollify the mob, providing year round entertainment.

Criminals in Dardaniac are either press ganged into the army or into the Games.

Citizens of Dardaniac are intensely proud, particularly of their home villas. Even the commoners adopt arrogant and aristocratic airs when dealing with foreigners. Every citizen believes that Dardaniac is the most civilized and enlightened place on Eyrth and that all other places are barbaric. Your average citizen possesses a better than average education -- literacy is high. Anyone who cannot read is worthy of mockery. Dardaniac is a socially conservative place; public drunkenness and disorderly conduct are frowned upon as the diversions of barbarians. Relations between men and women are very formal. Permission to court a young woman requires the consent of both families. Beneath this veneer of civility, wine shops remain very popular and are constantly full. Several secret brothels also remain in operation to serve the debauchorous needs of the patricians. Well-bred men and women both will indulge in the pleasures of these flesh houses while wearing masks to conceal their true identities.

Emphyrea:

Famed for its woman warriors, the nation of Emphyrea is one of the strongest and most secure on Eyrth. The champions of Emphyrea are a military unit called The Sword Maidens. This sword legion is famous for a number of dramatic military victories and for the distinctive silver chased armor that its members wear.

The country was founded by the legendary warrior Embria Emphyros who chose to settle in this land at the end of a successful career as a mercenary captain. She drew her closest compatriots about her and founded a weapons school open to women only. When neighboring warlords sought to raze Embria's school and take her women as slaves she formed the Sword Maidens and went to war. The combination of her tactical skill and great experience yielded a string of tremendous victories. She smashed the invaders and took a large portion of their own lands in settlement. At the conclusion of this campaign, the Sword Maidens unanimously appointed Embria Queen of the conquered lands, which forever after would bear her name. Embria established the practice that the ruler of Emphyrea would always be drawn from the ranks of the Sword Maidens, ensuring the continuation of a matrilineal monarchy.

The Sword Maidens are like the Persian Immortals of our world. They have a set number of 5000 members. When a member dies or retires, they are replaced from the ranks of the Auxiliaries. All are highly trained, well equipped, elite soldiers. Upon accepting a place in this sorority, all members swear an oath of chastity.

When the Queen dies, a new Queen is selected from the ranks of the Sword Maidens. This is done through a combination of trial combat, political maneuvering and acknowledgement of past military accomplishments.

All rights in Emphyrea descend from public service. Soldiers and ex-soldiers are higher class citizens than peasants who have not served. Other branches of service include the Hospitallers, who care for the sick and injured, and the Masons, who repair and construct public buildings.

The Black Swans are a rival organization of female mercenaries, many of whom are ex-members of the Sword Maidens. This group formed about a hundred years ago as a reaction to the political process in Emphyrea. The original leader of the Swans was in line to become Queen but was blocked from Coronation by political rivals within the Sword Maidens. In a fit of anger, she resigned, taking a sizeable contingent of warriors with her. She formed the Black Swans as a mercenary company that sells itself to the highest bidder. They have fought in a number of foreign wars. In addition to providing a home for all disgruntled Maidens, the Swans also actively recruit from the regular army. The Sword Maidens don't have a problem with the Swans -- they don't see them as being in the same league. The current leader of the Swans is Cheza Zorich.

Frajisar:

This land is largely deserted. Once part of a much larger empire and the seat of power of the Titans, now it is a land of ruins. Tribes of Ogres and Giants roam Frajisar, setting up tribal dominions in the ruins of ancient cities. The only human inhabitants in the region are the scavenger clans that live in hastily constructed fortified villages.

Ogre attacks and Ur raids are a constant danger in Frajisar. Defense of the scavenger villages is a full time occupation, and it is often necessary to relocate them when invasions pass through.

The interior of Frajisar is a purely wild place. Only the boldest scavengers brave the interior.

Giant & Ogre tribes:

Cromir:

The Cromir are a tribe of advanced, pale-skinned giants within whom Titan blood still runs pure. They use whatever Titan-age equipment they can scavenge and average about 18' in height. Cromir giants live near the foot of the mountains in simply built stone walled villages. Some Cromir practice magic and all are intelligent enough to parlay with. They are actively trying to rebuild the Titan Empire.

Karn:

These smaller, cruder cousins of the Cromir average about 14 feet in height and have stooped posture. They are bestial in appearance, wearing thick animal skins and wielding felled trees and large boulders as clubs. These giants are little better than animals and will attack with little provocation.

Gurnak:

Aggressive and warlike, they are the greatest threat to the scavenger clans. About 8' tall and strong as bulls. They use rusty spears and swords. They are distant cousins of the Karn and Cromir, a bit smarter than the former and a bit less sophisticated than the latter.

Ogres and giants both speak a bastardized form of the old Titan language. Some linguists in Frajisar know the rudiments of this tongue.

There is a city in the heart of Frajisar that was the home of a highly advanced race of pre-humans. Strange electrum chased armor and shock lances can be found here among the ancient traps and the ghosts of the dead.

Frajisarians have a pioneer's spirit. They are tough, resourceful and independently minded. They disdain government and city living. Frajisarians respect smarts, strength and cunning in their leaders. They believe only the best and the brightest should lead. They are also xenophobic, territorial and jealous.

Human natives of Frajisar are racially similar to the Vasharn and Thorvas, with pale skin and eyes. Frajisarian communities are called Freeholds.

The markets in Frajisar are unique in that they hold an unmatched collection of antique relics from the Titan era. A scholar or antiquarian would have a field day perusing the oddments gathered by Frajisar's intrepid scavenger merchants.

Gorod:

The Baronies of Gorod are a chaotic place. Various Bandit Kings styling themselves as "Barons" rule different small cities. Each is home to a different thieves' guild. Belshazzar is the largest city in Gorod. It is an infamous den of smugglers, pimps and con artists. Anything can be bought or sold in Belshazzar.

Gangsters provide all security in Gorod. If you double cross one of the guilds you will find a price on your head in no time.

People in Gorod tend to be phlegmatic and easy-going because they are familiar with the vicissitudes of fortune (what comes easily can also go easily). They are acquisitive by nature. People who have money are respected. Favors are treated like currency here. When you owe somebody a favor, it is as real as any monetary debt and can be called upon by the owed party at any time. Gorodians love to bargain, haggle and bet over just about anything.

Guild wars are a common occurrence in Gorod – it's what passes for a political process here. They break out often over turf and control of extortion rackets.

Hexilad:

Before its complete and utter destruction at the hands of the Ur, Hexilad was a nation of Wizard Kings that ruled a sizeable portion of Eyrth. Their magics kept them safe for a long time but a Cabalist named Ifihem Shzad betrayed the Wizard King, causing the nation's defenses to falter. The Ur exploited this weakness and poured in, killing everyone in their path and razing every city. Shzad managed to survive the invasion and, after the Ur lost interest and left, set himself up as the King of the Dead -- the sole living being in Hexilad. He has used his (now considerable) magic to raise an army of servitors from the corpses of the slain citizens and has completed the necessary rituals to become a lich.

Ghosts and worse fill this haunted land. There are great magical treasures buried in the ruins that remain unclaimed.

Note: You cannot play a native of Hexilad since they are all dead.

Izull (Eye-Zool):

Pound for pound the best warriors in the land, the strange Izull occupy a single small city nestled in a remote mountain valley. All children, men and women both, are trained from birth in the arts of combat. Children are referred to as 'Initiates' until they can pass certain tests to join the warrior caste. Initiates are not allowed to breed. It is important to know one's place in this society: Initiates submit to the Anointed and the Anointed submit to the Ascended. The injured and unfit become farmers and slaves to serve the warrior caste. Initiates are given impersonal names and are permitted to use wooden practice swords only. They wear black hoods and gis to mask their identities. Initiates form the

bulk of Izull's army. When the leaders of Izull wish to punish an offender, they will send a small squad of Initiates to deal with them.

An Initiate who can best an Anointed in a sanctioned duel is permitted to join the ranks of the Anointed. All fights are to the death. Anointed are permitted to carry forged metal swords and wear white hoods. They are considered members of the warrior caste and are entitled to certain privileges (i.e. reproduction, slaves, choice food, equipment, etc.) The only way to earn an Anointed weapon is to take it from its previous owner.

At the apex of the ranks of the Anointed are the Ascended. These 20 warriors are the elite of the elite. They wear elaborate ceremonial masks depicting the likeness of mythological ancestor spirits. These 20 carry magically imbued swords. The Ascended almost never engage in combat, except to defend their positions when called into a duel, but each is a total nightmare in battle. The Ascended are the de facto leaders of the Izull, even though their race is ruled more by laws and traditions than actual people.

It is unknown who founded this strange society of warriors, but they are known to have some ethnic resemblance to the Wuzek. They are mostly left alone in their mountain valley since they have thrashed just about anyone foolish enough to invade their lands. So far they have shown no interest in conquest, but if they did it would go poorly for the rest of the world.

It is considered important for female Izull warriors to fight while pregnant to instill the proper warrior spirit in their children while they are in the womb.

Izull are profoundly orderly people. They have a huge respect for law, tradition, precedent and caste. The Izull are fairly xenophobic and consider Demonspawn "unclean". They don't drink alcohol, don't eat to excess and never do drugs.

Sword Dancing is a popular art form in Izull. Practitioners execute complex, weaving, fluid sword motions to tell a visual story of some past exploit. The nuances of Sword Dancing are something that only an Izull can truly appreciate.

Izull hate letting things go to waste. When a sword breaks, the metal is used in the reforging process to create a replacement blade. Thus, their swords have incredibly long lineages. Stealing a sword from the Izull is a declaration of war.

Izull don't often wander from their homeland, preferring instead to practice their art and meditate, but it is not out of the realm of possibility to find a lone Initiate traveling abroad to hone his or her skills.

Jythrian:

The Witches of Jythrian are the stuff of campfire tales. Located in a remote region near Zalorma, these spellweavers spread fear with their dark magics. Jythrian is a matriarchal society run solely by magic-using women. Men have little to no rights in this country and act as servile drones to the Witches' queen bee. All women are raised to be brought up in "the Craft" (the name for their magical heritage) while men are either bred for warfare or labor. Magic-use among men is brutally persecuted. An army of male thralls keeps the borders of Jythrian safe from anyone foolish enough to not heed the Witches' warnings.

Jythrians regard men as playthings. They delight in capturing and enslaving strange men to serve as concubines and servants. Exotic slaves are the subject of much haggling and bargaining between Witches.

The Witches organize themselves into Covens, each of which, in turn, rules a principality. Once every four years a conclave is held with representatives from all of the Covens in attendance. Auguries are cast during the conclave to determine who will be the ruler of Jythrian for the next cycle. The appointed Witch takes on the title of Magia and is responsible for making all policy decisions that affect the entire nation. Witches respectfully refer to the Magia as 'Mother'.

A Jythrian Witch is supremely confident. She believes it is her birthright to rule and will not tolerate insubordinate behavior from her inferiors (especially men).

Note: Anyone who chooses to play a Jythrian must play a female character. Males simply are not allowed to leave their homeland without supervision and are not permitted to exhibit free will.

Kha-Zar:

If one were to choose a power that was greater than all others on Eyrth, the Empire of Kha-Zar would surely be that one. Its armies are the strongest and best organized. The Legions of Kha-Zar are respected everywhere for their prowess in battle and are one of the few militaries that can contend with the Ur Horde. The capital city is a beacon of both high and low culture, boasting the largest population of any city and a cosmopolitan blend of cultures that is unrivaled.

Kha-Zar is ruled by an Empress who is both desired and feared. She has taken no mate and, by all appearances, intends to maintain her solitary rule for her entire life. Her appetite for sensual pleasure is infamous and she is known to keep a large harem of male bedslaves from every nation. Many would gladly die in the service of the Empress for she is known to reward her favorites handsomely.

The popular forms of punishment in Kha-Zar are gladiatorial combat and the dreaded Gauntlet. A successful gladiator can work off his debt to society in the fighting pits. The Gauntlet is reserved for accused criminals whose innocence or guilt cannot be easily determined. These unfortunates are stripped naked and thrown into the catacombs beneath the city. If they manage to escape with their lives, they are deemed to be innocent.

Kha-Zari are cultured and aloof. They firmly believe in their superiority to all other races and are devoted to their Empress. Any slight against the Empress is sure to raise the ire of any self-respecting Kha-Zari.

Lewan:

Lewan is a land famous for its healing waters. The Baths of Lewan are renowned for their revitalizing properties and wealthy tourists from all over Eyrth travel here to enjoy their healthful benefits. Lewanites worship a goddess of fertility named Lammaasa, a deity whose cult does not extend beyond the capital city of Len Shul. The capital itself is a bucolic and peaceful place with many parks, gardens and marble plazas. It is known that to attack one of the Gentle People of Lewan is to incur the wrath of their patron goddess. What isn't widely known is that Lammaasa is actually a powerful demon that gorges herself on the mana given to her by her placidly clueless followers.

Lammaasa is often depicted as an attractive woman clothed in strategically placed ivy with a large pair of curling ram's horns on her head. Marble statues depicting this effigy can be found all over Lewan. Though Lammaasa represents birth and renewal, she also encompasses death and the necessity of death in the cycle of rebirth. Regular human sacrifices are made to continue what the Lewanites see as a vital part of this cycle. Living sacrifices are cast into the holy pool on the night of the new moon whereupon Lammaasa opens a gateway to her realm allowing the sacrifices to pass through. After having her way with these human gifts, Lammaasa consumes their souls.

Lewanites are generally peaceful and agreeable. They have strong religious convictions and a decidedly anti-war attitude. Lewanites often wear togas and garlands when they are about town and open displays of love-making are not uncommon. They practice martial arts as a way of self-defense. The Templars who guard the House of Copacetic Waters are more than capable of handling most armed disputes without resorting to bloodshed.

Len Shul is a city built on the slope of a plateau of white chalk. The famed pools of Lewan are located here, formed from subterranean, artisanal springs. These beautiful green and turquoise pools of effervescent mineral water are channeled into various public baths in the city. The most famous of these baths is located at the House of Copacetic Waters, which is both a full-service spa and the largest temple to Lammasa. A famous procedure called "The Four Treatments" is only available at the House of Copacetic Waters; those who have been privileged enough to enjoy these treatments wax poetic about the healing power and sensual bliss of the experience.

Mnemonis:

The city-state of Mnemonis is ruled by a powerful wizard of the same name. His lair, the Green Crystal Tower, rises from the middle of a mountain lake. On the shores of the lake are the simple homes of his subjects, the Mnemonians.

Mnemonians are polite and placid people. Their lives are largely carefree since they exist under the aegis of an accomplished wizard. The lake provides plentiful food and drink. If asked, a Mnemonian will claim that theirs is the best of all possible lives, and that their liege lord is both benevolent and wise. In truth, Mnemonians have been socially engineered to an extent. While it is true they enjoy lives of relative safety and stability, they turn a blind eye to the occasional bizarre occurrence (i.e. mysterious disappearances, strange lights at night, forgetting recent events, etc.) Mnemonis uses his followers as test subjects for a variety of magical experiments.

Wizards from all around the world have been drawn to Mnemonis because there are no laws here that restrict magic-use. Practitioners of various arts are permitted to use their powers freely, so long as the Archmage, as Mnemonis is called, receives adequate tribute. Many visiting wizards try to gain an audience with the Archmage but these are very infrequently given and then only to those wizards who have impressive resumes.

Nyquth:

This tiny, mountainous country is ruled by its founder, Unslorgarnath the Dungeon Master, a demon wizard, impresario and aesthete. He has made this place famous by building a massive dungeon underneath the capital city and challenging any and all comers to defeat its trials for a prize purse of 10,000 gold pieces. Once per year a legion of hopefuls are let into the dungeon based on drawn lots and spectators cram the local inns to watch the proceedings via scrying mirrors.

Unslorgarnath modifies the dungeon every year, re-architecting rooms and hallways and restocking the labyrinth with new traps and beasts.

The entire economy of Nyquth revolves around the annual Games. Training centers have arisen to help people learn the finer arts of dungeon delving, lock picking and monster fighting. The Hall of Champions is a museum dedicated to winners from the past.

Nyquth has no true native residents. Everyone who lives in the city emigrated here to support Unslorgarnath's ambitions. His near limitless supply of wealth attracts tradesmen, mercenaries and fortune seekers like moths to a flame. For a Demon, Unslorgarnath is a reasonably benevolent ruler – he sees that general education and health care is provided for his subjects.

Ossil:

Ossil has been a prosperous Kingdom for several decades. The rule of King Wulfric has seen Ossil weather invasions, famines and civil wars. This King has always led from the front, getting personally involved in battles when necessary. Now he is getting old, and his three sons -- Raxes, Darist and Lothgar -- await his decree to find out who will be the heir. Each son is an accomplished warlord in his own right and possesses his own household army.

The banner of the wolf is the King's own banner. Darist is the lion; Lothgar is the trout and Raxes is the bear.

Raxes is the eldest brother and believes that his is the only legitimate claim for the kingship, however he is bastard-born. Darist is the middle child and is the legitimate son of Wulfric, born during his kingship. Lothgar is the youngest and most deceitful. His claim is the weakest but this doesn't stop him from vying against his brothers and trying to get them both killed. He also has a popular following amongst the common folk.

These days, the people of Ossil identify themselves by which warlord they support. Skirmishes between the factions are frequent and finding yourself in the wrong lord's territory can be a fatal mistake.

A small faction devoted to King Wulfric reject all of the successors and want to hold the Kingship in trust until a suitable replacement can be found.

The Wolves of Wulfric are the elite King's Guard. They defend the city of Wolfhaven, the capital of Ossil. The warlord who could win the loyalty of the Wolves would likely bring a quick end to the Succession War. The Captain of the Wolves is a battle-hardened warrior named Carrick. He is primarily concerned with the defense of the capital and regards all of the factions with equal wariness. Some of his men favor Lothgar but he is careful not to play favorites. The Wolves are greatly respected and Wolfhaven is very well defended, so an invasion of the capital would prove challenging.

Lothgar the Trout lives closest to Wolfhaven in Bendford, a small city located at a strategic river crossing. He's got the inside track with the Wolves, a few of whom he counts among his personal friends. Lothgar hasn't made any overt plays for the throne but he has been quietly building up his household army and spying on his brothers. He wants nothing more than for Raxes and Darist to beat each other bloody so that he can swoop in to "reestablish order". His agents actively work in his brothers' lands sowing discontent. Lothgar lives in a forested land with lots of rivers. His people are great hunters and woodsmen.

Raxes lives in the frosty heights of Troiburg. He is preoccupied with taking out Darist, whom he views as his only legitimate opponent. He figures if he can beat Darist, the other factions will either give up or join him. That said, he still keeps scouts active watching Lothgar's lands. Raxes is known to be employing mercenaries to give him a numerical advantage over his brothers. He has silver, iron and gold mines that give him the cash to hire sellswords.

Darist occupies the rich farm lands of Geldheim. His faction is the most populous. Darist is wary of both of his brothers and is frustrated by the fact that his father's sworn swords won't follow him. He maintains active defense along all of his borders but is especially vigilant along the front he shares with Raxes. If the threat of Raxes was to diminish, Darist would mobilize against Lothgar whom he views as the weakest and therefore best option for conquest. If he can hold Lothgar's lands, he believes the rest of the kingdom will kneel to him. Darist has the richest grain crops and can raise large levies of men.

Pardu:

Once a mighty Kingdom that spanned most of the known world, Pardu has fallen on hard times over the last couple centuries. The rise of Kha-Zar, among other factors, has precipitated the gradual decline of Pardu's military might. The current King of Pardu, Beldwin IX, struggles to keep his shrinking borders intact with what remains of Pardu's proud Knightly Orders and the Warrior-Monks of Solikar.

Pardu produces the best-equipped and most disciplined horse soldiers around.

The Warrior-Monks of Solikar are a hand-picked order of 99 men trained from birth in the arts of military tactics and warfare. These men have taken vows forswearing all earthly pleasures in exchange for clarity of purpose that makes them singularly gifted combatants. These chosen 99, in turn, train the children of Pardu's nobles in the arts of warfare. It is no secret that the Empress of Kha-Zar would like to subvert Solikar's faithful, as this would swiftly lead to Pardu's annexation.

Solikar is a war deity that has long been the patron of Pardu. Though they regard him as a stalwart protector, in truth Solikar is a bloodthirsty War Demon who loves nothing more than watching his worshippers give and take lives.

King Beldwin has made it known that he is willing to offer lands and titles to any mercenary that can bring swords and victories to Pardu's cause. While this has upset his nobles, they understand that it is only the most dire of needs that necessitates this course of action.

The Pardu are basically decent people with a strong work ethic and a simple, salt-of-the-earth view of the world. They hold onto nostalgia for the old days when Pardu was a power to be reckoned with. Lineage and heritage are important to the Pardu; intimate knowledge of one's family tree is assumed. Your average Pardu refuses to give into despair and firmly believes that with hard work and dedication, just about any problem can be solved. Pardu are fairly guileless and trusting, but one should take care not to mistake this for naiveté. They are very aware of the state of the world and are merciless to their enemies. When a Pardu has Solikar's wrath upon him, he will not stop until he has ground his enemy to dust. In short, they make solid friends and grim opponents.

Constant warring has taken a hard toll on Pardu's noble families. Countless sons and daughters have surrendered their lives to defend the Crown. Many ancient bloodlines have been left without heirs. A brave and resourceful warrior or warrioress could find themselves in a position to jump up into the noble ranks if a suitable match could be made.

Qualidarn:

Located near the lands of the dreaded Ur is Qualidarn. It is a land of wide open savannahs and amber grasses. A range of wild beasts live here, clustering around the rivers and watering holes that divide the plains. The natives of this region continue to live a hunter-gatherer existence. Their tribal lives are centered on the worship of animals. Each tribe has adopted one animal in particular as their totem. The Qualidarn are renowned animal tamers; their hunters ride a variety of plains beasts including alpha predators like tigers and lions.

The Qualidarn are stern people and strict believers in survival of the fittest. It is not uncommon to leave wounded tribe members behind when they can no longer keep up. In many ways, the tribesmen of Qualidarn take on the characteristics of the animals they worship. Contests for dominance are common, usually settled by staredowns or sudden wrestling matches. A warrior who has been bested by another must exhibit submission to him. Alpha males get their pick of the tribe's women, and a wise chief is always quick to reward his best warriors in this fashion. Occasionally, a woman will claim to be inhabited by the animal spirit and will take up the life of a warrior. Male warriors take it as a point of pride to try

and claim these women, for it believed they will produce stronger sons. It is a status symbol to have many children and many wives. Most Qualidarn are illiterate but can speak a primitive form of common.

The major tribes of Qualidarn are:

The Rhino Riders: The most warlike tribe in Qualidarn is the Rhino Riders. Like their temperamental steeds, the Rhino Riders are always spoiling for a fight and take any breach of territory as a serious offense. Warriors of this tribe wear thick hide armor made for the skins of their rhino pets.

The Tiger Riders: The other tribes of Qualidarn regard the Tiger Riders as thieves and cowards. They have a reputation for stealth and are notorious for lurking around the edges of another tribe's hunting grounds looking for easy scavenging opportunities. The young braves in this tribe paint their skins with a tiger stripe motif.

The Lion Riders: The most populous beast tribe in Qualidarn are the Lion Riders. They roam the choicest grazing lands without fear, resting by day and hunting by night, taking what they wish from the other tribes. Their biggest rival is the Rhino Riders.

Olyphant Riders: This tribe is the most nomadic of the lot. They literally live on the backs of their massive steeds, erecting platforms on their mighty backs that can support small huts and tents. This creates a moving city that migrates according to the feeding habits of their mounts.

The Ur tend to leave Qualidarn alone because they have no cities to raze and because the Qualidarn tribes are migratory. Also, the Qualidarn are fierce in battle when they have time to muster their beast cavalry.

Reeshar:

The Reeshar pirates are based out of a small group of islands located near the western shore of the Endsea. These floating predators have a notorious reputation for coastal raids and seajackings. Their ships are decorated in frightening fashion: black sails, strings of skulls hanging from the prow, and infernal symbols etched in their hulls. The Reeshar are suspected to use black magic to grant their vessels unholy speed.

These pirates have no central authority. Each captain is king of his or her own vessel. A number of fortified port-cities dot the islands under Reeshar control. These chaotic places are ruled by whoever happens to be in port at the time. Each port has a fence that buys and sells stolen goods. Agents of Reeshar maintain trade relations with Gorod to exchange ill-gotten booty for consumable and durable goods.

Port Tarantella is the largest and most influential of the landbound port cities. Most Reeshar captains end up in Tarantella sooner or later either to refit their vessels, offload booty or associate with other captains.

The Reeshar are a mixed race society, but the predominant extraction are the swarthy natives that originally populated the Reeshar Isles. Growing up on a ship is common and any young girl or boy who does not spend a substantial part of their formative years on deck is considered second rate.

Floating cities called 'flotillas' are very common. There are times when a group of captains will band together and lash their ships into one giant vessel. Ad hoc bridges and landings are constructed off of these joined hulls to provide foundations for markets and dwelling spaces.

The most famous and powerful of the Reeshar Pirate Captains is Arielle Bellarossa, who styles herself as the Pirate Queen. She lives on the largest flotilla, an artificial island called Sargasso City. Arielle has traded on her reputation as a fearsome reaver to gain political credibility. Though she is now well into her middle years, an active lifestyle has blessed her with the fit, athletic build of a much younger woman. Her crew remains fiercely devoted to her and will aggressively put down any threat to Arielle's authority.

The main enemy of the Reeshar is Dardaniac. The powerful Dardaniac navy constantly patrols the southern sea to keep the waters clear of pirates. Battles between these two nations have a long history. To date Dardaniac has not been successful in taking out Port Tarantella, though they have tried on a number of occasions.

Susquilaren:

The small country of Susquilaren is located in the remote northwestern reaches of the Northern Continent. Hemmed in on one side by the deadly Poison Forest and on the other by the Endsea, Susquilaren is a quiet and relatively peaceful land. This peace is won at great peril however; the deadly indigenous plants and animals that are native to the region are as much a threat to the citizens of Susquilaren as they are to potential invaders. Over generations, the people of Susquilaren have learned to adapt to their surroundings and to turn the venomous flora and fauna of the region into exotic goods for sale abroad. The foremost alchemists, poison makers and pharmacists in the world hail from Susquilaren.

Many small villages dot the narrow plain between the Poison Forest and the Sea. The only large population center in the country is the port city of Sessil. The drug dens of Sessil are popular with foreign sailors where the finest and most exotic soporifics can be found cheaply and easily. A bustling market circle forms the city center. By day a wide range of bizarre plants and animals are sold; by night, thieves and their ilk open booths selling wicked poisons, magical draughts and mind-bending drugs. Sessil is ruled by a collection of Apothecary Guilds that run the poison business in Susquilaren. Though the Susquilarians do not possess a great army they deal with enemies in their own brutally effective way. To anger a Susquilarian is to invite poison droplets into your cup, an envenomed blow dart in your neck, and a poison-slicked stiletto in your back – usually all three at once.

The largest industry in Susquilaren is the cultivation, harvesting, refining and blending of rare potions and poisons. You are guaranteed to find something to cure or kill whatever ails you in Sessil's Night Market. Most of Susquilaren's poor laborers work the Poison Forests collecting raw materials for the Poison Masters back in Sessil's Old Apothecary District. These intrepid farmers have developed tremendous survival skills to do what they do on a daily basis.

Susquilarians are a quiet, thoughtful and tentative race. They have learned that rash action can often lead to painful death, so they constantly exhibit a cultivated, carefully restrained demeanor. Because they are not a demonstrative and outgoing people, the Susquilarians look inward for leisure and recreation. Most Susquilarians are at least casual drug users and the rest are heavily addicted drug fiends. Their tolerance for poison is legendary; it is said that Susquilarian children are fed small doses of common poisons in the crib to develop a resistance to the dangers of the Poison Forest. Native Susquilarians will subconsciously check door handles, food, utensils and clothing items for poison before touching them.

The nearby Poison Forest is home to a host of unique and lethal plants and animals. The most noteworthy species of both are:

Venom Pines: Venom Pines are a long-needle pine tree with poison tipped needles. The sap is also venomous. The poison on the venom pine is a neurotoxin that can be deadly in large doses. Don't touch.

Blueneedle Fir: Blueneedle Fir trees are the most common in the Poison Forest. The touch of their short needles releases a powerful soporific agent (sleep poison). Forest predators hang out near these trees to feed on sleeping prey.

Fire Ferns: Fire Ferns produce a contact poison that causes a burning rash. Don't wear short sleeves and pants around them. If concentrated, Fire Fern spores can cause agonizing damage.

Mortiferns: Mortiferns are actually safe to touch, but their sap produces a deadly necrotizing poison. A popular poison for assassins.

Dream Moss: Dream moss is common and grows on the forest floor, as well as on trees. It is a powerful hallucinogen. Taken in concentrated doses it can cause Insanity.

Mandrake Root: Mandrake root grows at the base of trees. It has both poisonous and hallucinogenic properties and is popular in a number of drug preparations. It is the #1 harvested crop in the Poison Forest.

Deadly Nightshade: Deadly Nightshade is perhaps the most lethal ingested poison around. The touch of this mushroom can cause paralysis and consumption can cause instant death.

Barbed Foxes: Barbed foxes are foxes with a short coat of sharp quills. The quills are poisoned. They are skittish scavengers.

Forest Racers: Forest racers are a snake with a mildly poison bite. Normally non-aggressive.

Pine Scarabs: Pine Scarabs are a common wood beetle that have become poisonous from their diet. Poison harvesters sometimes use pine scarabs as a means to safely harvest sap from poisonous trees. Their kidneys are highly efficient poison collectors.

Tree Rats: Tree Rats are squirrels that are adapted to resist poison. Some poison harvesters use trained Tree Rats to fetch seeds from poisonous plants.

Thorvas (TOR-bass):

These tall, fair-skinned, pale haired highlanders, also called the Children of the Mountain, are peerless metalworkers.

The Thorvas worship the mountains that make up their homeland. They believe that each mountain contains an ancient spirit that watches over them and blesses them with the Gift of Iron. Several astral bodies have impacted in the mountain range over the millennia and left behind huge deposits of Starmetal, which the Thorvas regard as the most sacred of substances -- literally god-given.

Thorvasi are stoic people, hard like the stone and steel of their homeland. While they outwardly appear dour in truth they have a great love for what they do and take extreme pride in their craftsmanship. In battle the Thorvasi are as resolute and stalwart as a boulder, seeking to wear their opponent down by outworking them. In business they are equally unrelenting, asking much but yielding little. Thorvasi do not give their trust easily but tend to mate and make friends for life.

If the Thorvasi have a character flaw it is their love of gambling. Being connoisseurs of all that shines they enjoy wagering coin and pieces of good steel in games of chance. Dice throwing games are the most popular sort. More than one Thorvasi bride has been won on a rash toss of the dice.

A long simmering feud has existed between the Thorvas and the Vasharn for many generations. The Vasharn covet Thorvasi steel and slaves and the Thorvasi, in return, owe them repayment of many blood debts.

The capital of Thorvas is Kingsmount, home of the famous Nightforge, the pre-eminent source of Starmetal weapons. Nightforge runs constantly, throwing towering plumes of forge smoke into the sky year round.

Ur:

The Ur are perhaps the most dreaded race on the planet. These brutal, bloodthirsty and ruthless warriors have a reputation for murder and rapine that is honored around the globe. The Ur Horde is an eternal war host that never stops riding, fighting and pillaging. The lands occupied by the Ur are a cultural wasteland -- the Ur do not spare time for building cities. Nobody likes the Ur; they are a general plague infecting the world. They are single-handedly responsible for most other civilized nations raising strong armies and entrenched fortifications.

The Ur completely smashed the Kingdom of Hexilad and turned it into a perpetual graveyard.

Ur psychology is very primal. They believe that might makes right and will only follow a warchief who can defeat them in battle. Women are chattel to the Ur, used only for breeding purposes. Ur warriors ritually scar and mortify their flesh to give themselves a more fearsome appearance. They wear full helms and faceblack to intimidate their foes. The Ur cannot be bought off like other barbarians. They live for battle and value conquest over cash.

Note: Playing as an Ur is a difficult proposition. In a sense, they are more monster than man and are intended to provide something for typical parties to fight against. If a player wishes to play an Ur then they had best take care, just about every other civilization on the planet will want to kill them.

Vasharn:

The Vasharn have an evil reputation as slavers, raiders and warmongers. It is true that theirs is a harsh society and that they prize human life more lightly than most but the Vasharn see this as a necessity for survival. Life doesn't favor the weak and those who can't take for themselves will be taken. They respect strength and will give a man his space if he proves he can defend it.

The Vasharn economy is driven by slave labor. Captured thralls provide all of the basic services that keep a Vasharn Clanhold going. Vasharn warriors ply the icy seas of the northlands in their black raiding ships looking for fresh thralls, riches and food. When the season is right, the ice floes that trap the Vasharn in the north loosen sufficiently to grant them access to the Endsea. During these times, their coastal raiding ships can be found as far away as Dardaniac. It is also during these times of year that the Vasharn trade openly with other cultures, securing the rare imports that they can only seldom get. There's a saying in Vasharn that the Spring is for raiding, the Summer for trading, the Fall is for fucking and the Winter for sleeping.

Vasharn are brash, crude and irascible. They can shift from laughing to raging in a moment's turn. If a visitor can tolerate the Vasharn's mercurial sense of humor and barbarous manners they would find them to be decent enough company, but only if the Vasharn sees the visitor as an equal. It is said that a Vasharn decides in the first minute whether he likes or dislikes someone, and never changes that opinion afterward.

Pit fighting is a popular pastime here, especially in the winter months when the seas are too frozen for raiding. Slavemasters will pit their toughest thralls in battle against one another for profit and entertainment. Entire fighting leagues exist in different Clanholdings and in the springtime the champion from each Clanholding will meet to determine the Grand Champion.

Starmetal is highly prized by the Vasharn and is the reason for many raids into the mountain homes of the Thorvas, their southern neighbors. Well, that and the famously beautiful fair-haired women of that land.

Wuzek:

The mysterious Wizards of Wuzek have very little interest in the world at large. They are content to remain in their magically shielded cities pursuing esoteric lines of research. These asiatic people are related to the Izull who are their neighbors. It is believed in some quarters that the Izull are actually an offshoot of the Wuzek that broke off long ago over some cultural dispute. Relations between the two countries are peacefully neutral today. The Wuzek are not fond of visitors -- foreigners tend to upset their quiet contemplations. Still, the Wizards are not insensitive to the benefits of trade and maintain several small trading posts in their mountain homeland. Wuzek-made magical goods are prized in other lands.

On the surface, Wuzek appears to be nearly deserted but the truth of the matter is that each trading post is connected to a large city that is hidden behind colossal illusion spells. The Wuzek expend a great deal of energy maintaining these illusions.

The wisdom of the Wizards is respected far and wide. People seeking answers to challenging questions will travel at great risk and expense to consult with them.

Wuzek society is orderly and criminal behavior is shown very little tolerance. Gender relations are very formal. Women are expected to behave in a demure fashion and dress conservatively; men are expected to be courtly and similarly reserved. A woman who is of marriageable age wears a white flower on the lapel of her robe to signal her availability. When she selects a suitor, she gives him the flower which he nurtures and carries throughout the courtship period.

The capital of Wuzek is Taishar, a massive city obscured by powerful invisibility magic. Storytelling and myth trading are popular pastimes here. A Wuzek is known to trade valuable objects for an especially good story they've never heard before. Other forms of recreation are taken in the many tea shops and smoke dens that can be found in the alleyways of Taishar. Chess and similar board games are typically played while enjoying a water pipe full of herbal tobacco. The consumption of alcohol is frowned upon here so there are no taverns.

The Wuzek don't maintain a standing army. They are confident in the power of their magic to keep them safe.

If Wuzek has a dark secret, it is the cost of their city-blanketing illusions. Older Wizards surrender their life force to a massive Shadow Generator located in the center of Taishar to feed it with power. The Wizards are constantly on the lookout for an alternative to this gruesome practice.

Xelchis:

The decadence of Xelchis is legendary. Stories of the elaborate debaucheries practiced here have grown in lasciviousness with each telling. Never ones to shy away from lewd excess, the pleasure merchants of Xelchis endeavor to live up to this reputation.

Xelchis is ruled by a Sultan who dwells in the "Pleasure Dome" -- a huge palace in Xelchis' main city, Ishaba. This dusty and sand scoured metropolis is home to all manner of charlatans, impresarios, junk vendors and sin peddlers. The largest harems in the world are kept here. They contain a menagerie of men, women, boys and beasts. The Sultan has an inexhaustible appetite for sexual partners of all persuasions.

Set worship is popular in Xelchis. All over the country you can find snake icons venerating this evil God.

The most popular sport in this region is Snake Wrangling. Contestants try to snatch vipers bare handed and put them in a basket faster than their opponent can.

The great majority of Xelchis is covered by an arid desert that is home to a wide array of very dangerous serpents. The more notable examples are:

Sand Reaper: This dun-colored, hooded cobra is very large and has deadly venom. It is able to camouflage itself in the sands very easily. This snake hunts by burying itself in the sand and striking at unsuspecting animals as they pass by. An alert traveler who knows what to look for can see the tops of their hooded heads when they are buried.

Dune Asp: Dune asps are the most common sort of venomous snake that you'll find in Xelchis. They prefer hiding in nooks and crannies to avoid the blistering mid-day sun. Their bite is painful but seldom lethal. Snake Wranglers like to practice their sport on these serpents.

Shift Viper: The Shift Viper, sometimes called The Assassin's Friend, is a sidewinder snake that glides across the top of the sand in a bizarre, sinuous, lateral motion. Shift Viper venom causes acute paralysis and muscle spasms. Hired killers like to use this venom because it can give the appearance that someone has died of natural causes.

Kiss Adder: Kiss Adders are tiny vipers that can be found virtually anywhere in Xelchis. The venom of these slender snakes has some very unusual properties. Kiss Adder poison acts as both a stimulant and a mild hallucinogen, mixing to create a very pleasant cocktail. Natives will purposefully goad these snakes to bite them to enjoy the gentle rush it gives them. Their name derives from the fact that many people believe the bite of this snake acts as an aphrodisiac and intensifies sexual experiences. As a result, they are a common sight in harems where they are kept in large baskets.

The Sultan's personal army of bodyguards, called the Sons of Set, patrols his harem and keeps interlopers away from His Majesty's property. These eunuchs are trained from a very young age in the arts of warfare and are renowned for their unbreakable morale.

Cabalists in Xelchis are specialists in summoning Elementals and Djinn, demonic elemental princes.

Yydrian:

Yydrian is ruled by a crass, arrogant Prince who calls himself the Goat Lord. His black goat banner flies above the walls of every dusty settlement in Yydrian.

It is customary for men in Yydrian to wear their curled hair long and to grow large moustaches and beards. The length of a man's moustache is a symbol of his virility. Men and women both wear loose-fitting toga-like robes. Men leave one shoulder exposed and women cover all but their faces. Yydrian

men take great pride in grooming their beards and will use expensive scented oils to give their facial hair a distinctive aroma.

Yydrians are polygamists and having many wives is viewed as a status symbol. It is not uncommon for a wealthy Yydrian to have foreign brides, though it is only proper that the first wife be of pure Yydrian blood.

Yydrians are capable warriors and have a long history of beating back invading armies. They use bows without shame and are notorious for employing dirty tricks to gain an advantage over a foe. The two-handed falchion is a favorite weapon of Yydrian champions.

The goat is respected here because it is a tenacious animal. It can survive just about anywhere and can live on even the sparsest and roughest of grasses. To a Yydrian this symbolizes strength and the capacity to endure the worst of conditions – traits that the Yydrians value in themselves. Doing harm to a goat in Yydrian is a great way to provoke a fight.

A very large breed of mountain goat called the War Goat has been raised in Yydrian to provide a special mountain cavalry force. These sure-footed mounts can survive charges down the steepest of grades.

Currently, the nation of Arthmenar is paying tribute to Yydrian in exchange for protection from the Ur horde. Among the Goat Lord's many titles is "Sworn Shield of Arthmenar", a distinction he has a particular relish for.

Zalorma:

A land of dark magic and mystery, Zalorma once controlled an Empire that spanned most of the southern continent, but factional in-fighting has reduced this nation to a shadow of that former glory. The black-skinned people of this land adopt a garish and avant-garde style of dress. Feather masks are common accessories worn by the entitled classes of Zalorma. Necromancy is commonly practiced here so it is not at all uncommon to find a noble being attended by a train of zombie servitors.

Much of Zalorma is covered by a vast foggy rainforest called the Frost Jungle. Though most of this jungle is temperate, the southern extreme contains frost-coated palm and banyan trees. Throughout the entire jungle is a thick, clammy mist that drenches clothing in mere moments. A nasty breed of indigenous spider called the Junglemaster makes casual forays into the Frost Jungle inadvisable at best. The venom of these dog-sized, green-haired arachnids is both necrotic and neurotoxic.

Zalorma is ruled by a Necromancer King who resides in the city of Zekesh. His control over the country is tenuous at best; numerous cabalists and warlords hold their own fiefs in and around the Frost Jungle. The King cares very little for this state of affairs; he is content to pursue his research into Necromancy with as little interruption from the duties of government as possible. This leaves much of the actual job of governing in the hands of his corrupt Ministers. If he needed to, the King could levy a colossal army of undead to protect his domain.

Cabalism is extremely popular here; indeed, some scholars call it the birthplace of cabalism. The natives here do not look twice at people who sport the kind of demonic mutations that arise from failed *Spell Bargains*.

Appendix F: The Twenty-Four Hells

In the cosmology of Eyrth there are 24 separate Hells and no Heaven. Each Hell is different from the others in some unpleasant way and is home to a number of demonic lords. Little is actually known of these places though some written accounts do exist. The foolish souls who penned these tracts lost their sanity or worse.

The Shivering Abyss:

Viscid, freezing and moist, the Shivering Abyss feels like Hell frozen over. The entire plane is formed of oozing ectoplasm that has been frozen by brutally cold winds into spires and islets of gelatinous ice. Beneath the icy exterior, unspeakably alien creatures swim in the dense, chilling ooze of slime oceans.

Exposure to this place is deadly for a number of reasons. Every round a *Vigor* check must be made to avoid gaining *Fatigue* levels from the cold. There is no air to breathe here, just a lighter ectoplasm floating on top of the denser ectoplasm that makes up the oceans so people will begin suffocating immediately unless they have a magical means of water breathing. *Pace* is reduced by 2.

The plane is home to all manner of Cthonians. Several of their Dark Gods also call this Plane home.

Infernius, The Fires of Damnation:

This is the iconic "hot hell" of the popular imagination. Lakes of hot lava, pillars of fire and sharp outcrops of volcanic rock fill this plane. The air is full of burning cinders, making breathing painful. Pit Lords and Elder Fire Elementals bask in lava pools while Fire Imps play in the thermal updrafts. All non-natives of this plane must succeed a *Vigor* -2 check every round or sustain a *Wound*.

Gogmagog dwells here, a powerful Pit Lord with a talent for channeling Hellfire. He shares dominion with Kal'Tor the Living Flame, who rules as King of all Fire Elementals.

Everdark, The Prison Plane:

Everdark is an impenetrable void. It is positively pitch black, swallowing all light. Strange floating islands drift through this plane; most of them bizarre metallic geometric formations (cubes, inverted pyramids, etc.). This is the plane of hopelessness and desolation. Everdark is also used as a prison plane, where beings are kept trapped on cube islands under powerful force fields. The Cenobites are the keepers of this place.

Everdark is, oddly enough, not lethal to humans. There is, however, nothing to eat or drink so unless suitable provisions are brought along, visitors here will eventually starve.

The Outer Sphere:

This plane is outer space. It is an absolute vacuum that is terminally cold, a dwelling place of Cthonians. Stars blanket the eternal night sky here. It is theorized by some mad wizards that the Outer Sphere connects with all other Planes of Existence. Thus, if one could devise a way to travel in this lethal place, they could conceivably travel anywhere in the universe.

Without protection, people begin freezing, suffocating and decompressing the moment they enter this plane. Two *Vigor* -4 checks must be succeeded each round or the traveler sustains a *Wound*.

Phlegamorphia, Primordial Chaos:

This is a realm of total chaos. Random admixtures of elements collide here creating a deadly, unpredictable mess. The Chaos Demons reign in this domain, distorting all that they touch.

Every round spent in Phlegamorphia subjects the traveler to a random blast of elemental forces. Roll a 6-sided die and consult the table below:

1	<i>Fire:</i> You suffer 2d10 points of Fire damage
2	<i>Water:</i> You are doused with salt or fresh water
3	<i>Air:</i> You are in a pocket of harmless air; winds buffet you
4	<i>Electricity:</i> A bolt of lightning strikes you for 3d6 Electrical damage
5	<i>Earth:</i> A chunk of solid earth smashes into you for 2d6 damage
6	<i>Ice:</i> Freezing winds and sleet pummel you for 2d6 points of Cold damage

There is no up and down in Phlegamorphia. People can 'float' through this dimension by using their *Swimming* skill.

Archerus, The Realm of Hellish Order:

Archerus is the realm of hellish law. Law Demons preside here binding petitioners in a number of unpleasant judicial procedures, tortures and incarcerations. The entire plane is a massive city composed of impossibly tall buildings and vacuous halls. Law Demons set up kangaroo courts to try and punish interlopers with extreme prejudice.

The environment of this plane is hospitable to life, but the residents are extremely hostile and will go out of their way to capture and prosecute any outsiders. The tortures dreamed up by the Law Demons are exquisite and nasty.

The Demon Lord Zoroastricarn lives here, a greater Law Demon surrounded by a nimbus of blue fire.

Sanguinos, The Bleeding Hell:

The realm of blood and living nightmares, Sanguinos is the stuff of dark dreams. This soot-black land cowers under a seething red, perpetually cloudy sky. Various ghouls, vampires and succubae dwell here, organized into loose clans that all swear fealty to the Vampire King, Zaramikos. King Zaramikos rules from the continent sized Castle Gaelmorda, a masterpiece of gothic architecture. Its countless towers and dungeons hold horrors that defy human comprehension. Other undead aristocrats hold their own lands in this grim realm, but all kneel before the power of the First Vampire. Vast oceans of lukewarm blood separate the obsidian black land masses of this plane.

Slog-ug-othog the Bile Lord dwells in the Blood Ocean. This godling is an epic sized blob of protoplasm that filter feeds on the viscera trapped in the Blood Ocean by creating massive whirlpools to suck fresh vitria into its thousand maws.

Tantalos, The Hell of Excessive Indulgence:

This is the realm of infernal pleasure. Its appearance is exceedingly deceiving. It looks like a sun-baked, lush tropical paradise with beaches of rainbow colored sand and the most vacation-worthy climate imaginable. It is ruled by an Archdemon called the Succubus Queen. She and her legion of tempters entrap those who visit this place and gradually drain their life forces.

The climate and environment in Tantalos is extremely hospitable. In truth, it would be a wonderful place to live were it not for the vicious demons who dwell there. Food is plentiful in the jungles and seas. The local fruits explode with flavor, the fish is succulent, and there are no apex predators to make life uncertain.

Upon arriving in Tantalos, it will not take long before the visitor is approached by the local succubae and incubi, in the guise of beautiful, scantily clad natives. These tempters will encourage the visitor to stay, eat, make love and remain with them for as long as possible. Gradually, the succubae will drain their host's life-force until they die, whereupon their souls become the property of the Succubus Queen.

A visitor who rebuffs the advances of the locals will be encouraged to go to the main city where they will be exposed to even greater temptations. Especially inflexible visitors may be brought before the Succubus Queen, who will take what she wants from the traveler with or without consent.

Every time someone tries to leave Tantalos, they must succeed a *Spirit* check. If they fail, they must remain for 1 more day before they can attempt to leave again.

Grelzark Twelvecocks, an Incubus Lord, dwells here. He is the sometimes consort of the Succubus Queen and chief of all Incubi. And yes, his name is accurate.

Permabellum, The Realm of Eternal War:

This is the land of eternal warfare. Legions of the damned remain locked in eternal combat, littering the fields of this place with blood and bodies. The Fallen are collected daily by Valkyrie Succubae and are resurrected to fight again. It is a land of harsh weather, imposing mountain ranges and raging rivers. It possesses a certain wild beauty but visitors are given little time to appreciate their surroundings between the fierce battles that are constantly being fought.

Floating earthbergs hold the palaces of the warlords who oversee the seething conflicts on the ground below. The Valkyries are their messengers and servants, transmitting orders from the floating castles to the generals in the field. Most of the armies are made up of Beastmen, the lowly foot soldiers of the demon race.

The war god Solikar maintains a fortress here. It is his futile ambition to finally "win" the war on Permabellum.

Dis:

This is the home plane of the Lords of Discord, Antarioch Eightswords among others. Discord is like organized chaos; it is the willful and directed opposition of lawfulness. The Lords of Dis seek to make things fall apart. Wherever they find structure, government and order they seek to introduce anarchy and mayhem.

There are 8 principal Lords of Discord. They are constantly striving to bump each other off to disrupt the order imposed by their balanced opposition. Dis is the home of the Doppleganger race; these beings were specially created by the Lords of Dis to undermine governments in the worlds of mortal men.

Dis is a realm of stark contrasts. The whole dimension is literally drawn in shades of black and white, creating a painful impression on the visitor's sight.

Alelagoria, The Bottomless Ocean:

This demonic water world is one giant, never-ending ocean broken up by the occasional small

island. Horrors unmentionable swim in the bottomless waters. Flying sharks make life above the waves equally perilous. Cthonians rule the deeps and ad hoc navies of Beastmen patrol in crudely made boats (usually constructed out of bones).

Provided that visitors to this plane are strong swimmers, they may survive for a short time. 90% of visitors are deposited directly in the ocean rather than on terra firma.

The oceans of Melagoria are made up of a number of different liquids. For the most part, they are common salt water, but there are patches of acidic and poisonous water.

Elder Water Elementals lurk in the very deepest portions of Melagoria along with Bildungblipdool, the Fish Goddess, who holds court in Melagoria's crushing depths

Viroxicarn, The Living Hell:

This entire realm is located inside of a titanic living body. Mucus-coated passageways wind sinuously through moist, warm chambers filled with pus, waste and effluvium. A gentle breeze like the drawn breaths of a massive animal sigh through the tunnels. The smell is positively vile, composed of equal parts shit, piss and rotting flesh. All manner of vermin and pests live here, as well as Plague Demons who thrive on the byproducts of this plane.

Stormogonod the Vile lives here, a Duke among the Plague Demons.

Alycosia, A Fearsomely Large Mushroom:

This plane is full of rainbow-hued fungi of every conceivable variety. Giant mushrooms overshadow a wild undergrowth of mold colonies. The air here is positively thick with spores, making breathing very difficult. Air-breathers gain a *Fatigue* level every hour so long as they continue to inhale the spore-heavy air.

A race of sentient mushroom-people tend the fungus gardens here. They are ruled by a titan-sized member of their species called the Mushroom King.

Vertigia, The Falling Hell:

This is the land of endless freefall. The entire plane is a bottomless sky filled with clouds, rain squalls, lightning and gale force winds. Visitors to this place are locked in a perpetual state of freefall unless they have the power of flight. The air is breathable. All manner of flying demon-kin dwell here. The main population center on this plane is called the Falling City. It is built on a large plummeting earthberg. Standing on the Falling City gives visitors the feeling of being on solid ground even as they streak downward at terminal velocities.

Ambrosia, The False Heaven:

Ambrosia proves that looks can be deceiving. This plane has the appearance of a benevolent afterlife with shining sun beams, white clouds, blue skies and golden palaces. Angelic Golden Avengers hold court here. In truth, this realm is the Torment of Unreachable Rewards. There is much here that a mortal would desire but can never possess. The Golden Avengers are cruel, pitiless and arrogant, scoffing at mortal cries for succor. They despise imperfection and see in mortalkind nothing but flaws and failures.

Arth dwells here in a massive temple of marble and gold. He is attended by animated marble statues and a host of Golden Avengers who are so full of pride that they look down on other Golden Avengers.

The Stygian Gulch:

This is an endless underground maze of tunnels, caverns and crevices. There is little in the way of natural light here, apart from the occasional phosphorescent fungus or glowing vein of ore. Travelers who don't bring their own light sources will quickly find themselves lost in this nest of twisting passages that all look alike.

Sheekara the Spider God and The Black Prince dwell here, as well as a race of sentient Earth Elementals calling themselves the Tellurians. The Tellurians operate the only settlement on this Plane, a crude city in a massive cavern called Dusk. There are huge vaults in Dusk containing a mind-bending fortune in raw gemstones and precious metals.

The Black Prince is a Demon formed entirely out of darkness. He wears a humanoid shape and is as solid to the touch as flesh but appears to be made of purest, essential Blackness. He never speaks and his touch can turn living beings into shadow creatures.

The Wildlands:

This place is full of rampant jungles and massive forests. The explosive plant growth nearly blots out the sunlit sky above. At first glance, this seems like a hospitable enough Plane; the air is safe to breathe, there is ample food to forage and the climate ranges from hot to temperate. However, this realm is full of predatory beasts that would attack, kill and eat humans without a second thought. A number of species of carnivorous plants makes hacking through the jungles and forests a harrowing prospect. Dire animals of all descriptions lair here. Other local denizens include Satyrs and Bacchae -- men and women driven to ecstatic madness who will tear anyone they meet limb from limb, eat their flesh and copulate with their expiring bodies.

The feral goddess Lammasa dwells here, a lion-human taurid with the forequarters of an athletic, well-endowed human woman. A pair of curling rams horns sprout from her head. Lammasa is worshipped by the people of Lewan, whom she communes with through divining pools. Lammasa is attended by her "Children" -- Beastmen born from the male human sacrifices that she copulates with (before consumption).

Lammasa shares this realm with The Green Man. This being is a sentient, man-shaped plant that has power over all growing things. He seeks to destroy civilizations and spread his vine tendrils throughout the multiverse. He thinks humans and other animal beings are only good for fertilizer.

Anyone who remains on the plane for any great length of time runs the risk of becoming a satyr or bacchae. Gradually, visitors will be driven mad and compelled to join the eternal Festival of Flesh.

Mordantius, Purgatory of Souls:

The Land of Death, Mordantius is an especially gray and cheerless domain of gunmetal skies and skeletal trees. This is a purgatory where lost souls are gathered after death by the Grim Reapers who run the place. Wayward souls are corralled, measured and stored for sale to other Demons. The Grim Reapers oversee this trade. All manner of Ghosts and Possessor Demons lurk here, searching vainly for a means to escape. Visitors to this plane may discover that they have acquired a number of unwanted hitchhikers on the way out.

The only hint of civilization in this plane is a huge, fortified trading post called The Soul Market. Demons from all over the 24 Hells come here to barter for choice souls. It is possible to come here and bargain for the soul of a friend or loved one but the only sort of currency that the Demons accept is payment in other souls.

Thoth-Azar, a mighty Wizard who learned the secret of Immortality, lives here in a tower fortress. Many Wizards aspiring to learn his recipe for longevity have come here seeking his counsel. It is never freely given.

Kauros, The Endless Desert:

This infinite desert is completely devoid of life-giving moisture. The powerful Snake God, Set, dwells in a colossal pyramid here served by half-snake, half-man demons. Enormous serpents burrow in the dunes of this place devouring anyone foolish enough to traverse the open sands.

A group of sentient shades calling themselves the Eternal Caravan travel this realm in their floating palanquins providing transport, goods and information to any traveler who can offer something of value in trade.

Lucinar, The Radiant Hell:

A plane composed entirely of radiant energy, Lucinar is blinding to look upon and deadly to all life. Mortals who are exposed to the energies of this place must make two *Vigor* checks per round at -4 or sustain *Wounds*. If a person dies here their body is instantly incinerated. Even if the radiation doesn't kill you outright, prolonged exposure to the searing light of Lucinar will cause permanent blindness in minutes.

If someone can devise a magical method to survive the radiation they will be rewarded with one of the most uniformly boring adventures imaginable. The entirety of Lucinar is composed of white energy. There are no settlements here. The only denizens are a bizarre race of energy beings that are also called the Lucinar. These mute entities have been known to depart their plane from time to time but no one has been able to learn about their motivations. The Lucinar are not hostile beings; indeed, they seem to pay material beings no mind at all.

Some sages theorize that the energy of this plane could be harnessed as a power source if a gateway to this realm was opened in a controlled manner. To date, no wizard has managed this feat successfully.

Sommeus, The Dreaming Hell:

The properties of this hell are ever-shifting, like the Plane of Primordial Chaos, except that here subjective will can impose whatever reality it wishes upon the plane. Beings with strong minds can literally weave kingdoms out of the mists of Sommeus. Characters can summon items and places into being with a successful *Spirit* check; more complex items may impose penalties at the Game Master's discretion. A special type of Reaper Demon, called Sleep Reapers, claims this plane as their own. These shadowy, robed beings drift from dream to dream harvesting spiritual energy from the hopes and nightmares of slumbering mortals.

All things here are transitory. While one might dream themselves to be a King today, someone else could just as easily come along and dream that dream away tomorrow.

Glamerrung, The Prismatic Hell:

Also called the Plane of Delirium, this is a place of wild sensory overload. The clash of light, sound, smell and sensation is so overwhelming that most mortals go mad within minutes. Chaos Demons and Doppelgangers favor this place because it suits their ever-changing natures. The untrammelled energies of this plane have created the Prismatic Elementals, powerful constructs made of pure energy that reflect every color of the rainbow at once.

Mundania, The Hell of Endless Toil:

The flat, never-ending plains of Mundania present a bleak tableau to the unfortunate visitor. The featureless landscape is divided into parcels, each of which is worked by a chained petitioner who performs some menial, repetitive task for eternity. None of the work that is done here is productive; most petitioners spend their ceaseless days excavating and filling the same hole over and over. Huge, whip-bearing Pit Lords calling themselves "Taskmasters" lash the workers and hurl insults.

Cypher, The Crossroads of Hell:

This is the Realm that is not a Realm, the Crossroads of Hell. It exists in the interstices between the other Hells as a sort of middle-plane. Beings from the other 23 Hells can freely pass to and from Cypher through designated gateways. It is a largely featureless place composed of gray mists and hazy light. A huge earthberg provides the foundation for a city where the Demons congregate to do business with each other. Eldritch spells, cast by some forgotten God, are woven into the mortar of the city preventing any Demon from shedding the blood of another Demon; to do so results in immediate and painful death.

Many Demons have chosen to take up permanent residence here, operating shops and inns for visiting Demonkin.

Mortals are welcome in Cypher but they are sure to cause a stir as every visiting Demon will try to persuade them to give over their souls in exchange for their heart's desire. Some mortals come here expressly for that purpose.