

Perdition



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Select illustrations from the *Compendium rarissimum totius Artis Magicae*, 1775 and the British Library public domain collection. *Satan*, opposite page is by Gustave Doré

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PERDITION



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PERDITION

WHAT IS HELL?

Hell is the loss of all hope.

Hell is when you realize you are not free and there is no escape, even in death. It is not torture applied by devils, though that surely occurs. It is what we do to ourselves.

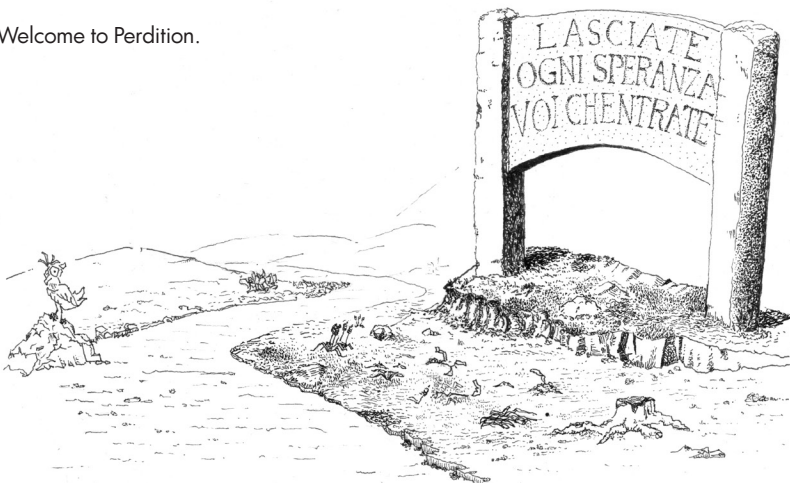
A man living in Perdition has no hope; he is born already in debt to his fiendish masters, and the very action of survival costs him more than he can earn. . . unless he devotes himself to wickedness to raise his station in life.

There is no escape, even in death. Upon death his soul becomes property and he is used as his betters see fit. He is left without choice. He cannot even sell his soul, because hell already owns it! This realm of Perdition is conquered and the devils have little to gain by bargaining for souls. If they wait long enough the soul will be theirs.

The man in Perdition is without hope. His only choices are slavery and eternal damnation or an endless struggle for power; a struggle that forces him to commit enormity after enormity until he becomes worse than what they struggle to free themselves from.

Welcome to hell.

Welcome to Perdition.



WHAT IS PERDITION?

Perdition is a third wave Old School Renaissance “Adventure Role-Playing Game” clone. It is a heavily modified clone in the spirit of the Basic/Expert set, with some elements and terminology from later editions. It is a third wave clone because it is not a game designed to directly emulate or provide an improved version of the “Fantasy Adventure Role-Playing Game”. It is **not** a game designed to allow you to create your own fantasy realm and have whatever type of adventures you wish.

It is a game designed to allow you to explore the world of Perdition. It crosses the line of setting books that work with whatever ruleset you are using and provides the setting information via mechanics, classes, equipment, spells, and monsters, instead of through large blocks of flavor text and fiction writing. It is a game that defines a setting. It is something Game Masters have been doing for years made explicit.

Make no mistake, this is a version of the classic fantasy adventure role-playing game. You may feel free to loot Perdition for house rules, game ideas, classes, and more! You still roll up characters and explore dungeons and hexes. You still kill monsters and recover treasure. Perdition assumes you already know how to play “Adventure Role-Playing Games” and are seeking an idiosyncratic experience of adventuring in a specific Game Master’s world.



CHANGE QUICK REFERENCE LIST

What are the changes in *Perdition* at a glance, besides the expected new races/classes?

- *Perdition* takes place on a prime material plane that been invaded by devils.
- There are five ability scores: **PHYSIQUE**, **CUNNING**, **EGO**, **CHARISMA**, and **WICKEDNESS**:
 - PHYSIQUE** replaces Strength and Dexterity, representing your prowess in battle.
 - CUNNING** replaces Intelligence, representing your ability to outwit fiends.
 - EGO** replaces Wisdom, representing mental defences and force of will.
 - WICKEDNESS** is a representation of how much evil you have committed.It can change based on your choices.
- You have both physical and mental hit dice, along with both a physical and mental armor class.
- You have an attack bonus versus ascending armor classes but have different modifiers for physical, psychic, magical, and social attacks.
- Experience is called *Prestige* and can be spent in order to accomplish political actions.
- The Vile Conclave prevents any outright aggression between devils. In order to have permission to attack a devil, they must provoke you so you can declare a vendetta.
- Spellcasting uses a dice pool and allows casting any spell you know. Low total rolls cause you to lose access to spells, and dice that roll low reduce the size of your available dice pool. You may roll more dice to offset this, but run the risk of a spell surge, which can cause disaster.
- Hit points recover to half your maximum after every battle. If you reach 0 hit points, you must make a saving throw after taking more damage to avoid taking a critical ruin or derangement effect that can leave you permanently disabled.
- Henchmen, hirelings, animal companions, and more are part of a entourage system that expands your character abilities and options.
- The referee (or 'Game Master') is called an *Agonarch*.
- When rounding, you round down.





HOW TO CREATE A PLAYER CHARACTER

1. To generate ability scores, roll 3d6 five times and assign the numbers to the ability scores in any order.
 - i. If you have no score above 13, change your lowest score to 13.
 - ii. **WICKEDNESS** may be bought down. For every point you lower an ability score, you may reduce your **WICKEDNESS** score by 2.
 - iii. Before assigning these scores, you may want to decide on a class so you have an idea where to assign them.
2. Choose a race. See page 15 for a list of races.
 - i. Modify your ability scores according to your racial modifiers.
3. Choose a class that you qualify for. See page 27 for a summary of the classes and requirements.
4. Write down both your physical hit die and your mental hit die.
5. Record your base armor classes.
 - i. Your physical armor class is equal to your **PHYSIQUE** + **CUNNING** divided by 2.
 - ii. Your mental armor class is equal to your **EGO** + **CHARISMA** divided by 2.
6. Record your class's base saving throw value and write down any modifiers to this save usually provided by either your race or class.
7. Record your Heroic Bonus of +1. This provides a bonus to all of your attacks and increases when you reach level 4 and level 9.
8. Record your physical and social attack bonuses. If you can make psychic or magical attacks, record those as well. For many beginning characters these will be 0. Each attack bonus is modified by the appropriate ability score modifier. Physical is modified by **PHYSIQUE**, social is modified by **CHARISMA**, psychic is modified by **EGO**, and magical is modified by **CUNNING**.
9. Record your initiative pool and initiative factor. Initiative pool for most beginning characters will be 2d6. Page 144 contains information on calculating your initiative factor.
10. Record any other special abilities.
11. Randomly determine one of the starting equipment packages available for your class.
12. Gain languages indicated by your race, plus a number of languages equal to your **CUNNING** bonus. See page 99 for the language list.
13. Record the skills you select from your class list. You may choose to learn a language in place of a skill. You do not gain a character point at first level.
14. OPTIONAL: You may select one ability score as strong and a second as weak if you wish. Strong ability scores roll 2d8 for tests instead of 2d6. Weak ability scores roll 2d4 for tests instead of 2d6. If you select one ability score as strong, you must select one as weak. See page 12 for details.
15. Record your final armor class modified by equipment and roll for your current hit point totals. Your physical hit point total is modified by your **PHYSIQUE** modifier once per hit die and your mental hit point total is modified by your **EGO** modifier once per hit die.



CHARACTER CREATION

After rolling the five ability scores for a character the player should pick a race. The race will modify these scores and provide other features. An overview of races begins on page 15.

Then the player should peruse the class section beginning on page 26 and select a class. To choose a class, characters must meet the class's requirements. The character creation rules allow any randomly generated combination of ability scores to qualify for any class. Once a class is decided upon, ability scores may be assigned and modified.

Ability Score	Modifier
3-5	-2
6-8	-1
9-12	0
13-15	+1
16+	+2

Ability scores provide consistent bonuses and penalties known as *Ability Modifiers*. Any score of 13 or higher provides a +1 modifier, any score of 16 or higher provides a +2 modifier. Any score of 8 or lower provides a -1 modifier, and any score of 5 or lower provides a -2 modifier.

During character creation, you have the option of selecting an ability score as strong if you select an ability score as weak. A strong ability uses 2D8 for ability tests instead of 2D6. A weak ability uses 2D4 for ability tests instead of 2D6.

CHARACTER ABILITIES

PHYSIQUE: This is your martial prowess and ability. It affects your attacks in melee, ranged, and thrown combat, your physical hit point total, and the damage you do with all physical attacks. It also determines how difficult you are to hit with physical and magical attacks.

CUNNING: This is your ingenuity and ability to outwit your opponents. It allows you to quickly assess situations and understand dangers and likely outcomes. It is used when bargaining with devils, attacking with magic, and negotiating fiendish contracts. It also determines how difficult you are to hit with physical and magical attacks.

EGO: This is your mental fortitude and strength of will. It affects attacking others with psychic attacks, your mental hit point total, how many sigils you may possess, and your ability to focus and concentrate. It also determines how difficult you are to hit with psychic and social attacks.

CHARISMA: This is your ability to influence others. It is a representation of your physical presence and affects your ability to manipulate others, gain followers, and make social attacks. It also determines how difficult you are to hit with psychic and social attacks.

WICKEDNESS: This is a representation of the darkness present in your soul. Good actions may eventually lessen this, evil actions will cause it to increase. This number can act as a specific modifier for certain rituals, influencing demons and devils, and affects select social attacks. It is your capacity for evil and should only be raised with caution



AFFLICTION

AFFLICTION is not a ability score. Certain poisons, disease, extreme fatigue, and other magical effects can grant you **AFFLICTION** points. These manifest as a stiffening of the joints, weakness, or other debility. For every 2 points of **AFFLICTION**, you are -1 on all rolls and lose 1 maximum hit point per physical hit die. When you have an **AFFLICTION** total higher than your **PHYSIQUE**, or when your physical hit point total is reduced to 0, the most recent effect noted in the monster or poison description takes place (e.g. catatonia, paralysis, petrification). You recover 1 **AFFLICTION** point per day of bed rest.

HIT POINTS AND HIT DICE

Hit dice represent the raw physical and mental potential of your character. You use hit dice for two purposes.

1. They are used to determine *hit points*. Hit points are the number of points of damage characters can sustain before permanent consequences start occurring.
2. They are used to determine the outcome of *Struggles*. Certain events will trigger specific kind of struggles (e.g. possession, grapples, et. al.), and your entire pool of hit dice will be rolled and compared to your opponent's roll of their entire pool of hit dice.

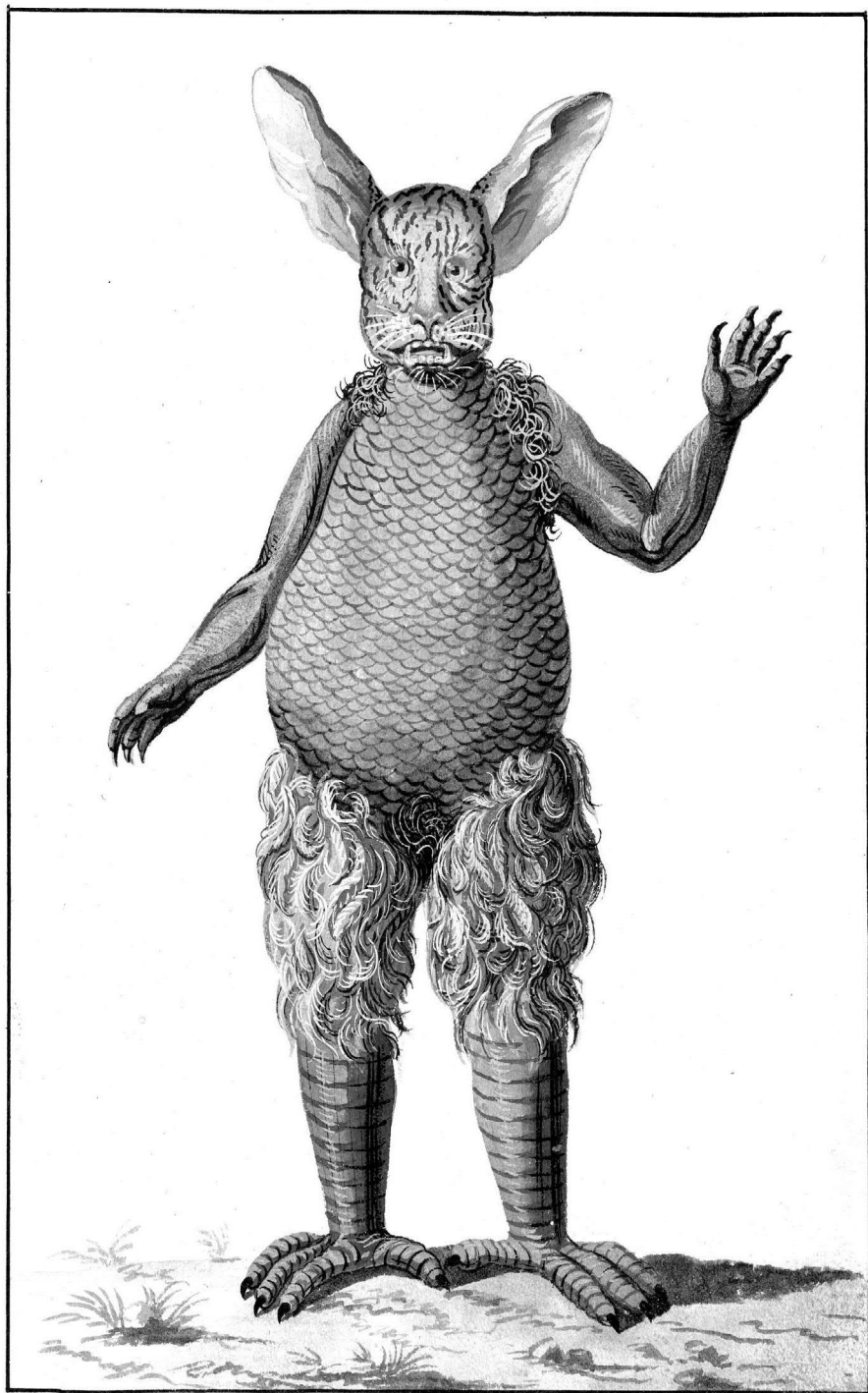
ROLLING HIT POINTS: Each time you receive a new hit die, you re-roll all your hit dice to find your new hit point total. If the new total is higher than the old total, record it in the space for hit points. If not, increase the current total by one. Your hit dice increase every level until level 10.

Your physical hit point total is modified by your **PHYSIQUE**. Apply your **PHYSIQUE** modifier once per physical hit die. Negative modifiers also apply, but can never reduce the total to less than 1 per hit die. Your mental hit point total is modified by your **EGO**. Apply your **EGO** modifier once per mental hit die. Negative modifiers also apply, but can never reduce the total to less than 1 per hit die.

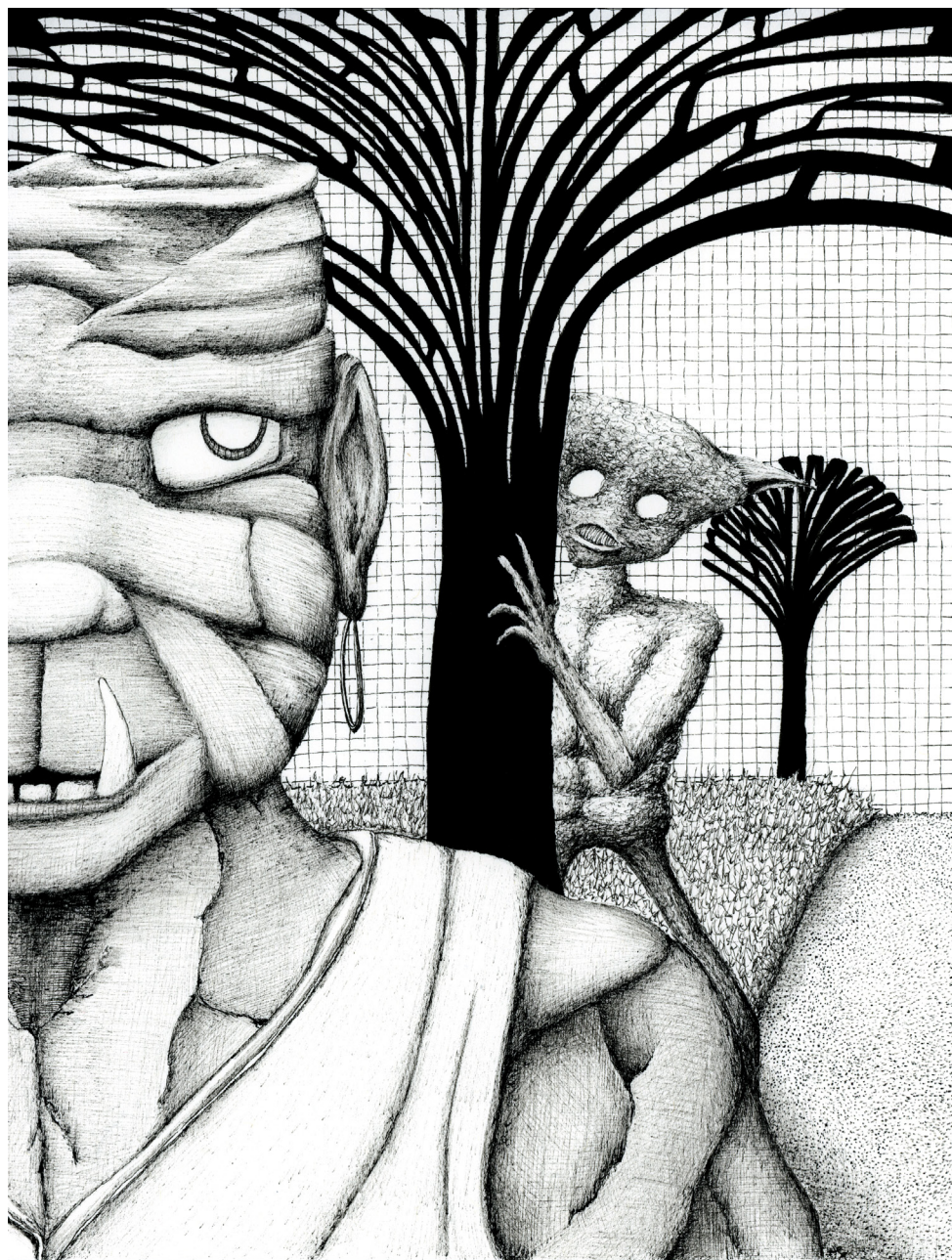
When you take damage that reduces either of your hit point totals to 0 or less, then your damaged hit points are set to 0 and you are **Staggered** (any action exhausts all your initiative dice, see page 319). There are no other effects until you are struck again. If it is physical damage, you must succeed at a saving throw versus death or roll on the appropriate Critical Ruin table. If it is mental damage, you must succeed at a saving throw versus insanity or roll on the Critical Derangement table. See page 157 for Critical Ruin and Derangement tables.

SCALE INCHES

Ranges are give in scale inches. These are table-top inches, and each inch is equivalent to 5 real world feet. If a spell has a range of 12" that means it can be targeted anywhere within 60' of the character in the game world.



CHARACTER RACES





BLACK ORC

The orcs fled to the wilderness when the devils came. They lived in the wilds, free and savage. But a darkness lurked in the succor of nature. When the demons followed the devils here for their endless war, they found the orcs in the wilds and changed them.

Black orcs are around five feet tall, have dark ebony skin and piercing red, violet, or yellow eyes. They are muscular, with square furrowed faces and sharp teeth. Black refers to the demonic influence, which is the cause of their dark skin.

- Black Orcs receive a chaos mutation upon character creation (see page 247)
- Black Orcs receive a +4 bonus to **PHYSIQUE** and **CUNNING** ability scores
- Black Orcs receive a +2 bonus to both physical and magical attacks
- Black Orcs receive a +2 bonus to their physical armor class
- Black Orcs have a base movement rate of 12"
- Black Orcs know the languages *COMMON* and *HELLION*

BOGILL

They hide in the forest from the devils. They hide in the forest from the demons. To not be found is to survive.

They are large creatures but squat and covered in fur. They have wedge shaped ears, large green eyes with no pupils, and mouths full of needle-sharp teeth. They are quite adept at learning and mastering techniques of all kinds, and they move very gracefully.

- Bogill receive a +1 on **Stealth** checks
- Bogill gain a +2 to either **CUNNING** or **PHYSIQUE**
- Bogill have **Nightvision** to an unlimited range, and they have **Light Sensitivity** (see Light & Vision page 93)
- Bogill are large creatures averaging 7' in height. Being large has the following effects:
 - Large creatures pay double price for armor
 - Large creatures have their physical armor class reduced by 1
 - Large creatures receive a +2 per hit die to physical struggles
 - Large creatures may wield heavy weapons in one hand and can attack with two medium weapons instead of two light weapons
- Bogill may assign an ability score as strong without having a weak ability score
- Bogill may select any one skill and acquire it at Expert
- Bogill have a base movement rate of 15"
- Bogill know the languages *COMMON* and *HELLION*



DEVILKIN

In the world of Perdition, it is certainly possible to play one of the victors of the invasion but only one of low diabolic standing. This race represents either a tiefling or some sort of crossbreed between human and devil. They are not true devils, but looked upon as an upper class among the lower races.

They are generally man-sized. Their appearance is clearly influenced by their diabolic heritage. They may have horns, red skin, scales, etc.

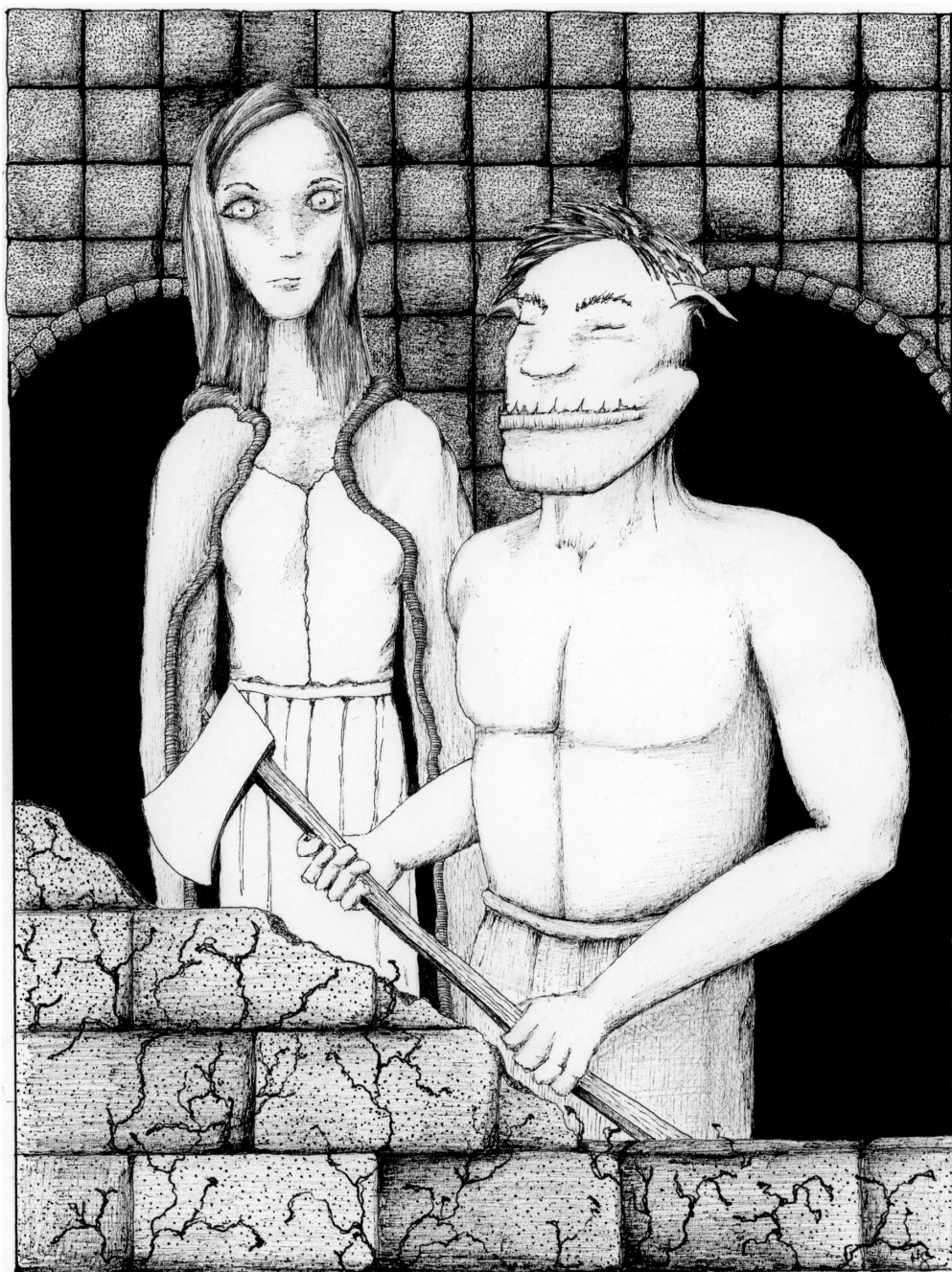
- Devilkin must make 2 rolls on the devilish appearance table on page 315
- Devilkin receive a +2 bonus to their **CHARISMA** and **EGO** ability scores
- Devilkin receive a +4 bonus on saves versus magic, spells, and magical devices
- Devilkin receive a +2 bonus on psychic and social attacks
- Devilkin receive a innate +1 bonus to all social actions (see page 100)
- Devilkin receive a +1 bonus to their mental armor class
- Devilkin have a base movement rate of 12"
- Devilkin know the languages *COMMON* and *HELLION*

GIANT

Before the devils came, the giants existed peacefully in the wilds. They were poisoned upon the arrival of the hellish energy. Most of them were twisted and mutated into the hideous titanic agonimorphs. Those that survived were the smallest and the weakest.

- Giants are large creatures from 8' to 10' in height. Being large has the following effects:
 - Large creatures pay double price for armor
 - Large creatures have their physical armor class reduced by 1
 - Large creatures receive a +2 per hit die to physical struggles.
 - Large creatures may wield heavy weapons in one hand and can attack with two medium weapons instead of two light weapons
- Giants are good at throwing things. They receive a +1 to hit when throwing objects; treat thrown weapons as dealing damage as melee weapons of their size (as opposed to one size less) and double the range increments. They may throw non-throwing objects and weapons as throwing weapons.
- They receive a +4 bonus on their **PHYSIQUE** score and a -2 penalty on their **CHARISMA** score.
- Giants receive a +4 bonus on saves versus death, poison, and petrification
- Giants receive a +4 bonus on physical attacks
- Giants have a base movement rate of 15"
- Giants know the languages *COMMON* and *JOTNAR*







HUMAN

Humans have suffered the most since the devils have arrived. Those few who have not been conscripted into the army of the damned have frequently fallen prey to the demons that follow.

All toil and suffer and are damned, save those who take the nature of evil onto themselves, and they are damned in a much more terrible way.

- Humans receive an additional character point when gaining a class level. Each character point gained in a single level must be spent on a different benefit
- Humans may assign a single ability score a +2 bonus OR reduce their **WICKEDNESS** to 0 for free
- Humans may assign a single ability score a +2 bonus OR gain a character point immediately at character creation. Both these bonuses may apply to the same score.
- Humans have a base movement rate of 12"
- Humans know the language *COMMON*

HOBGOBLIN

Hobgoblins were the lawful soldiers of the devil lords, now receiving their rightful reward, being their favored race. Hobgoblins are second only to devilkin among the diabolic hierarchy.

Hobgoblins are considered first-class citizens, both taking pride in their rigid militant civilization and looking down on all others as savages and primitives. Though they do not outnumber the other races, society is geared in their favor making all others minority in spirit if not in number.

- Hobgoblins receive a +2 to their **PHYSIQUE** and **WICKEDNESS** ability scores
- Hobgoblins receive a +4 bonus on all physical attacks
- Hobgoblins receive a +2 bonus on the physical armor class
- Hobgoblins are tough, and the first time they reach 0 hit points in a combat, their hit point total is considered 1 for the next attack
- Hobgoblins have a base movement rate of 12"
- Hobgoblins know the languages *COMMON* and *HELLION*



RED TROLL

These creatures are nicknamed trolls, but are not true trolls. These are the living servants of the devils. They are taken from all various stocks and are reformed in hellforges to the creatures they are today. Once their task is completed, their minds are erased and they become cogs in the machine once again. Only sometimes they become lost or abandoned, their original purpose lost to forgotten past, and find that they must fend for themselves.

They are tall creatures, standing 6'. They have long, angular faces, with deep shadowy pits for eyes, and often have black hair and horny ridges. They appear lanky and are often hunched over, their long arms reaching down past their knees.

- Red Trolls receive a +2 bonus to their **CUNNING** and **WICKEDNESS** ability scores
- Red Trolls may spend character points on Infernal Investments
- Red Trolls have **Fire Resistance**
- Red Trolls gain a +2 bonus on all magical attacks
- Red Trolls gain a +1 bonus to their physical and mental armor class
- Red Trolls have **Fast Healing 1**
- Red Trolls have a base movement rate of 12"
- Red Trolls do not age, grow older, or die naturally
- Red Trolls know the languages *COMMON* and *HELLION*





CHARACTER CLASS

CHARACTER CLASSES

A character's class is both the way the character chooses to approach the world and the way the player chooses to approach the game. Choose one depending on how you, the player, like to solve problems.

Classes are divided into four distinct groups: Swords, Cups, Wands, and Pentacles.

Sword classes are tough and like to solve problems by taking them head on, in the knowledge that they have the ability to sustain the consequences of their choices. They are independent and can grow into strong and powerful leaders.

Cup classes are skilled and like to solve problems by applying pressure in the right point. They view their knowledge and skills as the tools that keep them safe. They are not as powerful as the other classes in straight up confrontations, but they are quick on their feet and have the ability to act more often and with greater acumen in crisis situations.

Wand classes are magical and like to solve problems by preparation and study. They each have a specific type of approach or philosophy, and their force of will allows them to impose this upon the world around them. Though slow to act, their abilities are quite powerful, although limited.

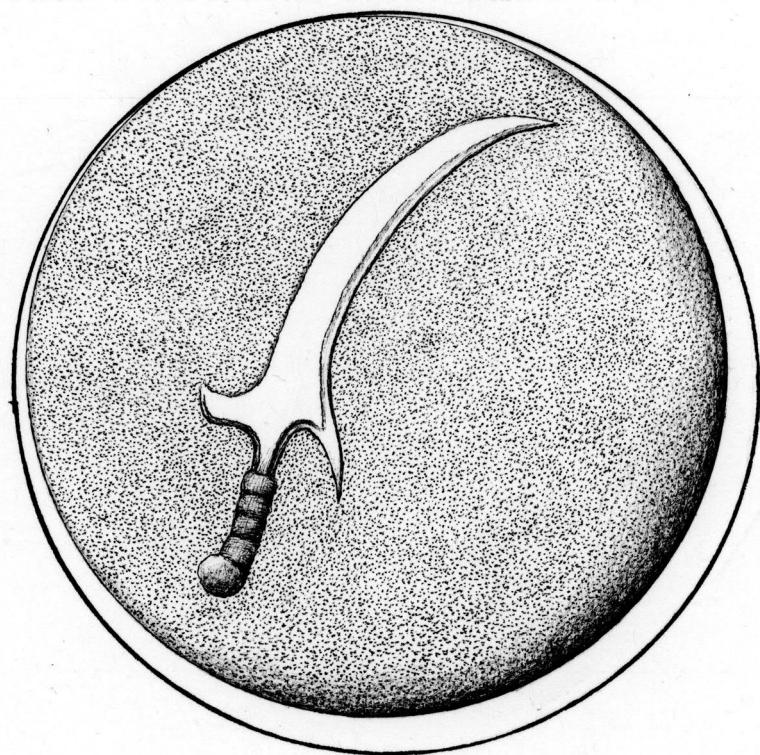
Pentacle classes are social and like to solve problems by manipulating other parties into either solving the problem for them or granting them the power to solve the problem themselves. It is their strong alliance or tie with forces much more powerful than themselves that is their strength. They move among demons and devils and patrons and attempt to walk the line of using fiends for their own ends, without being turned into a tool for the fiends themselves.

Characters become heroes at level 4, and their heroic bonus increases by one. They become superheroes at level 7, and their heroic bonus increases again. Finally they become lords, reaching name level at 9th level, when their heroic bonus increases for the final time.

Hit dice do not increase at level 10 and beyond. Instead the value listed is added as a flat bonus to the previous hit point total. Even though no new hit dice are gained, characters still reroll their hit point pools hoping for a higher total and additional bonuses for **PHYSIQUE** and **Ego** apply to the totals.

CLASS OVERVIEW

Class Name	Description	Requirements
Sword Classes		
PALADIN	A holy warrior who believes in the old gods. They valiantly stand against the evil that has inundated their world.	CHARISMA 9+ WICKEDNESS 0
HEAVY KNIGHT	An armored warrior who lives for the thrill of war.	PHYSIQUE 13+
THUG	A vicious fighter who specializes in causing great pain to her opponents and putting them down quickly.	WICKEDNESS 9+ PHYSIQUE 9+
Cup Classes		
INQUISITOR	A hunter that specializes in tracking and killing fiends and beasts as well as turning and breaking magic.	EGO 9+ CHARISMA 9+
OUTRIDER	A survivor, wanderer, and loner. They seek meaning in solace and freedom.	PHYSIQUE 9+ CUNNING 9+
SHROUD	A master of stealth, shadows, deception, and secrecy.	CUNNING 9+ CHARISMA 9+
Wand Classes		
MAGUS	Do not take them for some conjuror of cheap tricks! They are masters of the mystical forces of this world and the worlds beyond.	CUNNING 13+
MYSTIC	They are masters of inner space, their bodies and minds. By their will alone do they bend the world to their liking. Their mind is both sword and shield.	EGO 13+
SORCERER	They bend the will of strange extraplanar beings to their service. They summon and command powerful forces to enact their ends.	CUNNING 9+ CHARISMA 9+
Pentacle Classes		
WARLOCK	A servant of a dark and powerful patron grants the warlock powers beyond those of mere mortals. They wield eldritch energies and darker forces to vanquish their foes.	CHARISMA 13+
DRUID	They draw their power from their connection to elemental forces, such as the elements of pain and dust. Their form itself is malleable.	PHYSIQUE 9+ EGO 9+
INHERITOR	One that lets their own body and spirit become corrupted by dark fiendish energies, Inheritors transmute and mutate their own bodies into weapons to slay foes.	PHYSIQUE 9+ CHARISMA 9+







PALADIN

Paladins are those who fight against devils and demons, having faith in the old forgotten gods.

It is difficult to survive as a Paladin in the world of Perdition. Those that have survived developed a pragmatic approach to victory. All those who were unable to control their intolerance were immediately slain. The modern paladin strives to fight evil without making herself a target of destruction. She must constantly balance the threat of evil darkening her soul versus the risks associated with helping those who suffer to continue to do her work.

Many Paladins eschew civilization for this reason and wander the demon wastes, where all can be slain without compunction.

Paladins are proficient with light, medium, and heavy armors; shields; and light, medium, and heavy melee weapons.

REQUIREMENTS

CHARISMA 9+, WICKEDNESS 0



Level	Level Title	Features
1	Gentleman	Judgement, Brave, Holy, Pure, Vow of Poverty
2	Protector	[Paladin Ability]
3	Defender	[Paladin Ability]
4	Warden	+1 Heroic Bonus
5	Knight	+1 Initiative Die
6	Holy Knight	[Paladin Ability]
7	Justiciar	+1 Heroic Bonus
8	Hero	[Paladin Ability]
9	Paladin	+1 Heroic Bonus, [Paladin Ability]
10	Paladin	+2 Hit Points / +2 Mental Hit Points
11	Holy Paladin	+4 Hit Points / +4 Mental Hit Points
12	Holy Paladin	+6 Hit Points / +6 Mental Hit Points
13	Holy Lord Paladin	+8 Hit Points / +8 Mental Hit Points
14	Angelic Knight	+10 Hit Points / +10 Mental Hit Points



Class Features

Brave: Paladins receive a +2 on saves versus mind-affecting spells and a +4 on saves versus fear.

Holy: Paladins are immune to possession and disease.

Judgement: Paladins have the ability to judge others. This allows them to bypass the consent of the Vile Conclave. If they meet someone they wish to judge, they use the social attack of *Judgement*. If this attack is successful, they can see and identify an evil act that the creature has committed and may attack without fear of retribution from the Vile Conclave. It is uncertain why the Paladin is free from retribution; the most popular theory is protection of the mythical heavenly host.

Judgement may only be attempted against the same target once every 24 hours.

Judgement

DOUBLE ACTION ± SOCIAL ATTACK

Add ½ the target's **WICKEDNESS** to your attack roll. On a successful attack you have identified a vile and evil act they have committed. You and your allies are able to hurt or kill the target free from retribution from the Vile Conclave.

Pure: Paladins must possess a **WICKEDNESS** score of 0 at all times. If for any reason a Paladin acquires a **WICKEDNESS** score of higher than 0, she loses access to all her paladin abilities and class features until she atones for her actions (see page 314). If she does not do so, she continues to advance as a Heavy Knight.

Vow of Poverty: Paladins may own only what they can carry. They may not carry duplicate weapons or magical items (i.e. only one pair of magical boots, etc.). Any additional wealth they acquire must be given to those in need.

Paladin Abilities

Paladins gain certain special class abilities. Each time you gain a [*Paladin Ability*] select one of the following abilities:

Banishment: Once per day, as a [*Double Action*], a Paladin may make a psychic attack to banish a fiend. On a success the fiend's physical form is unraveled, and their spirit is sent back to hell.

Enhancement: Add two additional uses per day.

Enhancement: Gain a +4 to hit on the psychic attack.



Blessing Aura: All allies within 6" gain the Paladin's heroic bonus on all combat attacks and saves.

Divine Sunder: As a [*Double Action*] the Paladin can attempt a magical attack against spells, enchantments, curses, and dweomers within 18". The armor class of the magical energy is equal to the caster's mental armor class or 10 + HD. On a success it is dispelled.

Energy Resistance: Gain *Energy Resistance* against fire, acid, and lightning.

Healing: As a [*Double Action*] the Paladin can lay on hands to heal herself or other people. This heals both mental and physical hit points equal to twice the Paladin's **CHARISMA** score. She may do this a number of times equal to ½ her Paladin level per day.

Enhancement: Make this an [*Action*].

Enhancement: Allows the Paladin to do this a number of times equal to her level.

Holy Protection: The Paladin receives ¼ her **CHARISMA** as a bonus on all saves and all her armor classes.

Holy Avenger: This infuses the Paladin's weapon with holy energy, doing an additional 2d6 damage against any target with a **WICKEDNESS** score of 10+. This attack ignores any reduction in damage.

Holy Sigil: As an [*Action*] the Paladin can mark a creature with a holy sigil. If the target attacks anyone other than her, they take the Paladin's **CHARISMA** score in psychic damage to their mental hit points. The target is aware of the sigil, drawing them to destroy the Paladin. Only one creature may be marked by holy sigil at a time.

Smite: Once per day a Paladin may smite a target. The target must have a **WICKEDNESS** score of 10+. For 24 hours, the Paladin receives a bonus to hit equal to ½ her **CHARISMA** on all attacks against this target and does double damage on all hits. To smite a target the Paladin simply declares the target of the smite.

Enhancement: Add an additional use per day.

Enhancement: The target must save or be *Shaken* when struck.

Spell-breaking: A Paladin may declare spell-breaking as a [*Double Action*]. Any fiend, spellcaster, or other magic-user with a **WICKEDNESS** score of over 10 within 18" that uses a magical power or attack must first succeed in a psychic struggle against the Paladin. This effect lasts an entire turn. She may break as many spells as she wishes, but each failure causes the Paladin to temporarily remove one mental hit die from her pool available for psychic struggles until she can rest for 24 hours.



Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Paladins may spend character points on the following:

- A single point will grant you an enhancement listed for one [*Paladin Ability*]
- +3 physical hit points
- +3 mental hit points

Skills

Paladins may select one of the following skills at the level of Expert for free: **Athletics**, **Infernal Lore**, **Healing**

Equipment Options

Paladins randomly select one of the following backgrounds/equipment packages at character creation.

1)	Beggar	
3d6 × 10 Gold Coins		
Iron dagger	<i>Light</i>	1d6
Candles	<i>Bundled</i>	
Chalk	-	
Flat Cap	<i>+1 Survival (Urban)</i>	
Rags	-	
Silver Bowl	-	
Walking stick	<i>Light</i>	
Wooden signboard	<i>Light</i>	
Pet pigeon or rat	<i>Light</i>	
Gain Profession (Panhandling) and Survival (Urban) at Skilled.		

2)	Cloistered Monk	
1d6 Steel Pieces		
Padded Cloth Armor	<i>Light</i>	<i>+1 PAC</i>
Wooden Truncheon	<i>Light</i>	<i>1d8 - 1</i>
Kerosene Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Quill, Ink	-	
Robes	-	
Silver holy symbol	<i>Light</i>	
Silver Bell	-	
10 sheets paper,	<i>Bundle</i>	
Gain Profession (Gardening) at Expert.		

3)	Knight	
1d6 × 100 Steel Pieces		
Chain Veil	Enc.	+2 PAC
Steel Broadsword	Enc.	1d8 + 1
Backpack, Masterwork	-	
Tent	In Backpack	
Blanket	Light	
Hoad	See page 134/136	
Saddlebags (2)	On Hoad	
Gain a +1 on all physical attacks.		

4)	Outlaw	
1d6 × 100 Ceramic Shells		
Lamellar (Leather)	<i>Light</i>	+1 PAC
Steel Dagger	<i>Light</i>	1d6 + 1
Iron Falchion	<i>Light</i>	1d8
Light Crossbow	<i>Light</i>	1d6
Quiver (20 bolts)	<i>Bundle</i>	
Sack	-	
50' Hemp Rope	<i>Encumbering</i>	
Gain Survival (Forest) OR Survival (Mountain) at Expert.		



HEAVY KNIGHT

The Heavy Knight is a warrior. With no nation left worthy of fighting for, with no purpose in their lives, they fight for the love of battle. They are always the last one standing.

They fight to punish themselves. They fight to temper their spirit. They fight because they know naught else.

They are called Heavy Knights due to their skill with all armors and weapons, though not every Heavy Knight chooses to go forth armored.

Heavy Knights are proficient with light, medium, and heavy armors; shields; and light, medium, and heavy weapons.

REQUIREMENTS

PHYSIQUE 13+

PHYSICAL
HIT DIE

D12

SAVING
THROW
20

MENTAL
HIT DIE

D4

Level	Level Title	Features
1	Warrior	Tough, Armored, Jaded, Armor Specialist, Hardy, +1 Physical Attack Bonus
2	Veteran	[Heavy Knight Technique]
3	Guardian	[Heavy Knight Technique]
4	Knight	+1 Heroic Bonus
5	Hero	+1 Physical Attack Bonus, +1 Initiative Die
6	Champion	[Heavy Knight Technique]
7	Fighter	+1 Heroic Bonus
8	Master of Arms	[Heavy Knight Technique]
9	Heavy Knight	[Heavy Knight Technique], +1 Heroic Bonus
10	Heavy Knight	+3 Physical Hit Points / +1 Mental Hit Points
11	Grand Knight	+6 Physical Hit Points / +2 Mental Hit Points
12	Lord Grand Knight	+9 Physical Hit Points / +3 Mental Hit Points
13	Baron	+12 Physical Hit Points / +4 Mental Hit Points
14	Sovereign	+15 Physical Hit Points / +5 Mental Hit Points



Class Features

Tough: Heavy Knights have an additional physical hit die at first level. They roll 2d12 physical hit points when rolling for hit points at first level and are always considered to have an extra physical hit die for all purposes.

Armored: Heavy Knights wear heavy armor well. While wearing heavy armor, a Heavy Knight gains an additional point of protection granting them a +5 physical armor class instead of a +4.

Jaded: The Heavy Knight is no stranger to death and violence. They do not gain stress points from combat, and stress is never triggered by allies taking critical hits.

Armor Specialist: They are good at wearing armor. All armor encumbers one category less.

Hardy: They receive a +4 bonus on all saves versus poison and death and a +2 bonus on all saves versus petrification, paralyzation, and stunning.

Class Abilities

Heavy Knights gain certain special class abilities. Each time you gain a [*Heavy Knight Technique*] select one of the following abilities:

Agile Knight: The Heavy Knight is particularly swift and skilled. All [*Heavy Knight Techniques*] that require a [*Quick Action*] now instead require no action at all to perform.

Cleave: The Heavy Knight gains the ability to make another strike after a successful attack. When a target is hit by a Heavy Knight's blow, she may use a [*Quick Action*] to make a single physical attack at another target in melee with the Heavy Knight. If no targets are in melee, the Heavy Knight may move up to 2" to strike a target.

Defensive Set: The Heavy Knight who learns this technique gains the ability to set her body to withstand any assault as an [*Action*]. She becomes immobile. This renders the Heavy Knight immune to effects that would cause her to go prone or move. She gains a +2 bonus to her armor classes, both physical and mental. Both her hit die pools are considered doubled when engaging in struggles with opponents, the Heavy Knight may expend a [*Quick Action*] to attack any opponent that enters melee range. The Heavy Knight can end the Defensive Set as at will.

Extra Attack: The Heavy Knight is a master with her weapons. Anytime she uses an [*Action*] to make a basic melee weapon attack, she may attack twice with whatever melee weapon she is using.



Iron Will: The Heavy Knight has trained her mind as rigorously as her body. Her mental hit die size increases to D6 and she re-rolls her mental hit point total.

Martial Prowess: The Heavy Knight is a master of combat. Anyone in melee range of a Heavy Knight who attacks someone besides the Heavy Knight is putting themselves at risk. The Heavy Knight may attack such opponents by expending a [Quick Action].

Steel Charge: The Heavy Knight can use her mass to devastating effect in a charge. When making any charge, a Heavy Knight's attack and damage dice are **Augmented**, and her hit dice are doubled for any ensuing combat maneuver. The standard +2 to hit and doubled damage on a charge still apply.

Weapon Mastery: The Heavy Knight becomes a master of weaponry. Any attack with a weapon is made with a +1 to attack and the damage die is considered one class higher. E.g. light melee weapons and medium ranged weapons will roll 1d8 for damage. Heavy melee weapons roll 2d6 instead of 1d10. Brutal weapons roll 2d8.

Whirlwind Attack: The Heavy Knight is a whirling dervish of bladed death.

Whirlwind Attack

DOUBLE ACTION ± PHYSICAL ATTACK

Take an [Action] against every opponent you are in melee with.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Heavy Knights may spend character points on the following:

- +4 physical hit points
- +2 physical attack bonus

Skills

Heavy Knights may select one of the following skills at the level of Skilled for free:

Athletics, Survival (forest), Survival (mountain), Survival (subterranean), Survival (swamp), Survival (urban), Healing



Equipment Options

Heavy Knights randomly select one of the following backgrounds/equipment packages at character creation.

1)	Town Militia	
	2d6 × 10 Steel Pieces	
Linothorax Armor	<i>Light</i>	+2 PAC
Steel Truncheon	<i>Light</i>	1d8 + 1
Wooden Spear	<i>Light</i>	1d10 - 1
Bandage	<i>Light</i>	
Pouch	-	
Whistle	-	
Gain the Alertness ability (page 86).		

2)	Tax Collector	
	3d8 × 10 Gold Coins	
Padded Cloth Armor	<i>Light</i>	+1 PAC
Iron Knife	<i>Light</i>	1d6
Light Crossbow	<i>Light</i>	1d6
Kerosene Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Pouch	-	
Quiver (20 bolts)	<i>Bundle</i>	
Gain Social Resistance 2 (page 154).		

3)	Executioner	
	1d10 × 10 Gold Coins	
Lamellar Armor	<i>Light</i>	+1 PAC
Steel Mercurial Greatsword	<i>Light</i>	2d6 + 1
100' Silk Rope	<i>Light</i> × 2	
Executioner's Mask	+1 Profession (Executioner)	
Manacles	<i>Light</i>	
Torches × 10	<i>Bundle</i>	
Gain the skill of Profession (Executioner) at Skilled.		

4)	Sailor	
	1d6 Gold Coins + 1 Jewelry (see page 299)	
Bone & Wood Armor	<i>Enc.</i>	+2 PAC
Steel Parashu	<i>Light</i>	1d8 + 1
Steel Falchion	<i>Light</i>	1d8 + 1
Shortbow	<i>Light</i>	1d6
50' Hemp Rope	<i>Encumbering</i>	
Quiver (20 arrows)	<i>Bundle</i>	
Tricorn	+1 Profession (Sailor)	
Gain Profession (Sailor) at Skilled.		



THUG

The Thug is a brutal fighter for a brutal world. She copes with the pain of this existence by inflicting as much pain as she can on others. The thug is a master of being more brutal and vicious than those that surround her. That is the key to survival.

Thugs lack formal training in weapons and armor, learning through violence how to fight dirty, hurt opponents, and win fights quickly. They know the best fight to have is the one where you eliminate your opponent without risk to yourself. Failing that, it is best to put them down as quickly as possible.

They are not simply brute, physical warriors. They know the importance of image and maintaining face. They use this to their advantage, goading opponents into making poor choices.

Thugs are proficient with light, medium, and heavy weapons; and light and medium armors. They are not proficient with shields.

REQUIREMENTS

WICKEDNESS +9, PHYSIQUE 9+



Level	Level Title	Features
1	Ruffian	Brutality (1d6)
2	Bravo	[Thug Beating] Brutality (2d6)
3	Cutthroat	[Thug Beating]
4	Rogue	+1 Heroic Bonus, Brutality (3d6)
5	Highwayman	+1 Social Attack Bonus, +1 Initiative Die
6	Brutalizer	[Thug Beating] Brutality (4d6)
7	Marauder	+1 Heroic Bonus
8	Killer	[Thug Beating] Brutality (5d6)
9	Thug	[Thug Beating], +1 Heroic Bonus
10	Thug	+2 Physical Hit Points / +1 Mental Hit Points
11	Raider	+4 Physical Hit Points / +2 Mental Hit Points
12	Master Raider	+6 Physical Hit Points / +3 Mental Hit Points
13	Scourge	+8 Physical Hit Points / +4 Mental Hit Points
14	Privateer	+10 Physical Hit Points / +5 Mental Hit Points



Class Features

Brutality Dice: Thugs have a brutality dice pool. These are a number of dice that allow the Thug to do extra physical damage. They may roll as many of these dice on a damage roll as they wish. Once rolled, these dice are spent and do not refresh until the initiative pools refresh. Brutality dice are never multiplied, they are flat bonus that is added on top of the damage.

Hardy: Thugs receive a +4 bonus on all saves versus poison and death, and a +2 bonus on all saves versus petrification, paralyzation, and stunning.

Class Abilities

Thugs gain certain special class abilities. Each time you gain a [*Thug Beating*] select one of the following abilities:

Disabling Blow: This attack allows the Thug to incapacitate her opponents by *Stunning* them if they fail their saving throw.

Enhancement: The Thug selects one effect from this list, and may apply it as a replacement for the Stun effect: *Blinded*, *Fatigued*, *Staggered*. This Enhancement may be taken multiple times, selecting a different effect each time. Note that only one effect may be applied per attack.

Enhancement: The opponent's save is *Penalized*.

Disabling Blow

DOUBLE ACTION ± PHYSICAL ATTACK

On a successful hit the opponent must save. On a failed save, the opponent becomes *Stunned*.

Furious Retaliation: Rage flows through the Thug. Every time an opponent damages the Thug, she gains a +1 to hit and a +1 on damage rolls until the end of the combat. This has a maximum benefit of +10. This applies to any kind of attack the thug makes.

Goad: The thug gains the ability to taunt her opponents into attacking her.

Goad

ACTION ± SOCIAL ATTACK

You attempt to use your ability to talk trash to put your opponent at a disadvantage. On a successful hit your opponents are so distracted by your comments that their attacks are *Penalized* when they attempt to attack anyone but you in combat.



Knockback: Thugs gain the ability to knock their opponents around.

Knockback

DOUBLE ACTION ± PHYSICAL ATTACK

You make a normal physical attack against an opponent. After taking the damage, every five points of damage you did knocks your opponent backwards 1". They must also make a save with a penalty equal to the distance moved or fall **Prone**. If they hit a solid object (like a wall or another person), they and the thing they hit take 1d6 damage for every 1" they moved.

Manipulation of the Fiend: The chaotic nature of the Thug has changed her. The Thug may select one Infernal Investment. This requires no character point expenditure.

Mighty Blows: The blows of the Thug are devastating. They receive a +5 bonus to damage on physical attacks.

Smack Talker: The Thug causes any saves versus her social attacks to be **Penalized**.

Terrifying Display: This is a masterful display of combat prowess.

Enhancement: You may perform the Terrifying Display as an [Action].

Terrifying Display

DOUBLE ACTION ± SOCIAL ATTACK

You display your ability in an intimidating presentation. All creatures who have equal or fewer hit dice than you within 6" must save or become **Shaken** by your display. Those who make a successful save are immune to further displays of the same Thug.

Vicious Charge: The Thug who decides to bring the pain, does so. On a charge the thug does quadruple damage. The Thug may apply brutality dice to this attack.

Wild Brutality: The Thug gains 2 additional brutality dice.

Enhancement: The Thug gains an additional brutality die.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Thugs may spend character points on the following:

- A single point will grant you an enhancement listed for one [*Thug Beating*]
- +1 damage (cumulative) on any physical attack.
- +2 social attack bonus



Skills

Thugs may select two of the following skills at Skilled for free: **Athletics**, **Devices**, **Healing**, **Prestidigitation**, **Stealth**, **Survival (Urban)**

Equipment Options

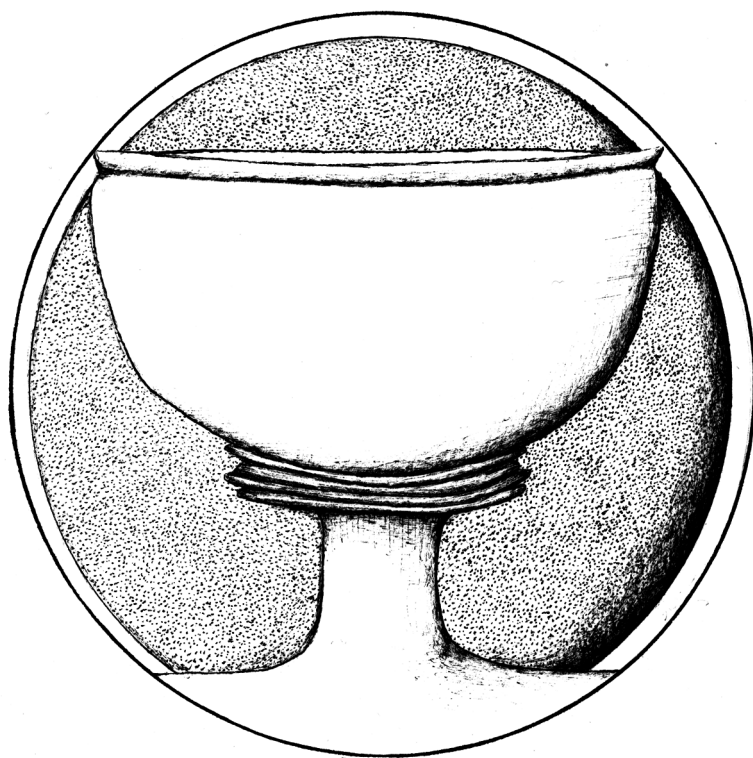
Thugs randomly select one of the following backgrounds/equipment packages at character creation.

1)	Musician		
	2d6 × 10 Gold Coins		
Lamellar Aromor	<i>Light</i>	<i>+1 PAC</i>	
Iron Battle Axe	<i>Light</i>	<i>1d8</i>	
Musical Instrument	<i>Light</i>		
Backpack	-		
Chain 45'	<i>Encumbering</i>		
Sack × 2	-		
Gain the skill Perform (Musical Instrument) at Skilled for free.			

2)	Shyster		
	2d6 × 10 Gold Coins		
Linothorax	<i>Light</i>	<i>+2 PAC</i>	
Iron Mercygiver	<i>Light</i>	<i>1d6</i>	
Chain 15'	<i>Light</i>		
Crowbar	<i>Light</i>		
Ink 8 oz. & Quills	-		
Manacles	<i>Light</i>		
Paper (20 sheets)	<i>Bundle</i>		
Torches × 10	<i>Bundle</i>		
Gain the Bureaucracy skill at Skilled.			

3)	Butcher		
	1d6 × 10 Steel Pieces		
Padded Cloth	<i>Light</i>	<i>+1 PAC</i>	
Steel Hatchet	<i>Light</i>	<i>1d6 + 1</i>	
Steel Knife	<i>Light</i>	<i>1d6 + 1</i>	
50' Hemp Rope	<i>Encumbering</i>		
Candles × 20	<i>Bundle</i>		
Empty Bucket	<i>Light</i>		
Iron Hook	<i>Light</i>		
Small Boar	-		
Sack × 2	-		
Gain the skill Profession (Butcher) at Skilled.			

4)	Assassin		
	1d4-1 × 100 Gold Coins		
Demon Skin Armor	<i>Light</i>	<i>+2 PAC</i>	
Steel Mercy Giver	<i>Light</i>	<i>1d6 + 1</i>	
Balaclava	<i>+1 Stealth Checks</i>		
Blanket	<i>Light</i>		
Alchemical Belt	-		
Flash Pellets × 20	<i>Bundle</i>		
Smoke Pellets × 20	<i>Bundle</i>		
Stun Gas × 1	<i>Bundle</i>		
Torch × 10	<i>Bundle</i>		
Gain the skill Stealth and Profession (Assassin) at Skilled.			







INQUISITOR

Witches, devils, demons, monsters. The world is overrun. That's job security. Inquisitors hunt the evil, track the evil, and then kill the evil. Monsters, infected or possessed creatures, otherworldly invaders, the walking dead, and other unnatural creatures are their prey.

For a former mercenary there are few better ways of making quick coin. Often Inquisitors pick up the career out of a desire for revenge.

They travel from place to place, track down local threats, and garnish rewards. They don't stay in one place too long; people often treat Inquisitors as if they cause the supernatural threats instead of hunting them.

Inquisitors are proficient with all light armors; all light and medium weapons; and heavy crossbows.

REQUIREMENTS

Ego 9+, CHARISMA 9+



Level	Level Title	Features
1	Tracker	+1 physical armor class in Light Armor, Warded, Hunter's Training, Hunting Skill
2	Fiend Blight	[Hunter's Trick]
3	Huntsman	+1 Initiative Die
4	Hunter	+1 Heroic Bonus, [Hunter's Trick]
5	Butcher	+1 to physical armor class in Light Armor
6	Fiend Bane	[Hunter's Trick]
7	Stalker	+1 Heroic Bonus, +1 Initiative Die
8	Exterminator	[Hunter's Trick]
9	Inquisitor	[Hunter's Trick] +1 to physical armor class in Light Armor, +1 Heroic Bonus
10	Inquisitor	+2 Physical Hit Points / +2 Mental Hit Points
11	Master Inquisitor	+4 Physical Hit Points / +4 Mental Hit Points
12	Slayer	+6 Physical Hit Points / +6 Mental Hit Points
13	Master Slayer	+8 Physical Hit Points / +8 Mental Hit Points
14	Lord Slayer	+10 Physical Hit Points / +10 Mental Hit Points



Class Features

Warded: Inquisitors receive a +4 bonus to their saves versus all magical effects. This includes spells, effects from magical wands, rods, staves, and effects from magical attacks, but does not include mental or social attacks such as *Domination*. They also receive a +2 bonus to their saves versus fear.

Hunter's Training: Inquisitors receive a +1 bonus to hit and damage versus all monsters and unnatural creatures. They gain a +2 bonus to hit and damage versus all fiends (e.g. demons and devils). They may ignore the first stress point they would acquire during a day.

Hunting Skill: Inquisitors are able to use the **Survival** skill to track opponents. They receive a +1 bonus to this skill when using it to track monsters and unnatural creatures, including fiends.

Class Abilities

Inquisitors gain certain special class abilities. Each time you gain a [*Hunter's Trick*] select one of the following abilities:

Ancient Sorceries: This allows the Inquisitor to cast some minor magics. The Inquisitor learns 3 rituals (see page 162). They also gain a magic pool of four dice and two minor law incantations (see page 194).

Enhancement: The Inquisitor also learns a single major law incantation

Animal Companion: The Inquisitor may have an animal companion (see page 214). This is an animal with a special bond to the Inquisitor. As the Inquisitor gains levels, so does the animal companion gain abilities, per the chart on page 214.

Dreadful Presence: The Inquisitor may cause all unnatural creatures to dread her presence.

Dreadful Presence

DOUBLE ACTION ‡ SOCIAL AREA EFFECT ATTACK

Every non-natural creature that can see the Inquisitor must make a saving throw. On a failed save, they lose an initiative die from their pool and gain the **Shaken** condition.

Once a target succeeds or fails at the save, it can no longer be affected for 24 hours by this ability.

Doubled Shot: The Inquisitor is a master of ranged attacks. Anytime she uses an [*Action*] to make a ranged attack, she may make an additional attack. These attacks may all be at separate targets. This stacks with mastery of the weapon. An Inquisitor with Doubled Shot and a ranged weapon with the swift trait can make 3 ranged attacks as an [*Action*].



Monster Smite: As an [Action], the Inquisitor may mark a target that is a monster, unnatural creature, or fiend. The Inquisitor and her allies may add $\frac{1}{4}$ her **Ego** score to the damage against the target. This lasts for a day or until the hunter chooses to smite another creature.

Purity: The Inquisitor is full of righteous purity, and for every monster or unnatural creature that falls during the battle with the Inquisitor, the Inquisitor receives +1 to hit with all attack types. This lasts until the end of the battle. It allows a maximum bonus of +5.

Rune Breaker: You can break enchantments, sigils, and wards as if you had a spell pool, and your *Arcana* checks to break wards are **Augmented**. See page 166 for spell-breaking rules.

Spell-Turner: As a [Quick Action] the Inquisitor may respond to any spell or magical attack specifically targeting her, and deflect it to the target of her choice. She can do this once per day. The spell functions as normal, it just now affects the target of the Inquisitor's choosing.

Enhancement: The Spell-Turner ability can be used three times per day.

Ward Against Evil: The Inquisitor becomes warded against evil. Unnatural creatures and monsters with **WICKEDNESS** scores over 10 are repulsed by the ward and have their attacks **Penalized** against the Inquisitor, and the Inquisitor's saves are **Augmented** against those targets. The Inquisitor becomes immune to possession. The Inquisitor's mental hit dice are considered doubled for all struggles against unnatural creatures and monsters with **WICKEDNESS** scores over 10.

Enhancement: This becomes an aura, affecting all allies within 3".

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Inquisitors may spend character points on the following:

- A single point will grant you an enhancement listed for one [Hunter's Trick]
- +3 physical hit points
- +3 mental hit points
- Gain an additional language

Skills

Inquisitors may select any four of the following skills at Skilled, and an additional skill from this list at Expert: **Alchemy, Athletics, Arcana, Bureaucracy, Devices, Healing, Infernal Lore, Prestidigitation, Stealth, Survival (Forest), Survival (Urban), Survival (Mountain), Survival (Subterranean)**



Equipment Options

Inquisitors randomly select one of the following backgrounds/equipment packages at character creation.

1)	Sheriff	
	1d8 × 10 Gold Coins	
Lamellar Armor	<i>Light</i>	+1 PAC
Iron Truncheon	<i>Light</i>	1d8
Revolver	<i>Light</i>	1d6
40 Bullets	<i>Bundle</i>	
Badge	-	
Kerosene Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Whistle	-	
Gain the Profession (Lawman) and Bureaucracy skill at Skilled.		

2)	Priest	
	1d6 Ceramic Shells	
Padded Cloth	<i>Light</i>	+1 PAC
Cold Iron Morning Star	<i>Light</i>	1d8
Heavy Crossbow	<i>Light</i>	
Holy Water × 10	<i>Bundle</i>	
Kerosene Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Quiver (20 Silver Quarrels)	<i>Bundle</i>	
Silver Holy Symbol	-	
Steel Mirror	-	
Talisman, Shielding	+2 MAC	
Roll +1 hit die to resist possession attempts and the Infernal Lore skill at Skilled.		

3)	Burglar	
	1d10 Gold Coins	
Padded Cloth	<i>Light</i>	+1 PAC
Wooden Spear	<i>Light</i>	1d10-1
Sling	<i>Light</i>	1d4
Balaclava	+1 Stealth Checks	
Crowbar	<i>Light</i>	
Collapsible Pole	<i>Light</i>	
Folding Ladder	<i>Light</i>	
Talisman, Devices	+1 to Devices	
Thieves' Tools, Masterwork	<i>Light</i>	
Gain a +1 on all Devices skill checks.		

4)	Doctor	
	3d6 × 10 Gold Coins	
Padded Cloth	<i>Light</i>	+1 PAC
Wooden Warhammer	<i>Light</i>	1d8 - 1
Bandages × 10	<i>Bundle</i>	
Analgesic × 5	<i>Bundle</i>	
Antiseptic × 5	<i>Bundle</i>	
Brush	-	
Drill	<i>Light</i>	
Kerosene Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Masterwork Backpack	-	
Plague Mask	+1 Healing Checks	
String/Twine/Thread	-	
Scalpel	-	
Gain the Profession (Doctor) and Healing skill at Skilled.		



OUTRIDER

Outriders are those who survive away from the purview of the devils. They focus on their own survival, taking no chances in the harsh wilderness.

They eschew society, knowing that there is no safety in numbers. They depend on themselves and their own resources. They are quick and mobile hunters, doing the most damage to opponents when they can strike while moving. They call the wild and dangerous wastelands their home and the creatures that live there their allies and friends.

Nature speaks to you and you speak to it. You are the wind in the sky, the hunter in the shadow, the danger in the wild.

Outriders are proficient with all light armors; and all light and medium weapons.

REQUIREMENTS

PHYSIQUE 9+, CUNNING 9+

PHYSICAL
HIT DIE
D8

SAVING
THROW
15

MENTAL
HIT DIE
D6

Level	Level Title	Features
1	Strider	+1" to movement, Skirmish Dice (1d6), +1 to armor classes, Agile Reflexes, Kip-Up
2	Scout	[Skirmish Tactic]
3	Pathfinder	+1" to movement, +1 Initiative Die, +1 Physical Attack Bonus
4	Ranger	+1 Heroic Bonus, [Skirmish Tactic]
5	Wild Lander	+1" to movement, Skirmish Dice (2d6)
6	Wanderer	[Skirmish Tactic]
7	Outsider	+1" to movement, +1 Initiative Die, +1 Heroic Bonus
8	Savage	[Skirmish Tactic], Skirmish Dice (3d6)
9	Outrider	[Skirmish Tactic], +1" to movement, +1 to armor classes, +1 Heroic Bonus
10	Outrider	+3 Physical Hit Points / +1 Mental Hit Points
11	Outlander	+6 Physical Hit Points / +2 Mental Hit Points
12	Master Outlander	+9 Physical Hit Points / +3 Mental Hit Points
13	Outlander Lord	+12 Physical Hit Points / +4 Mental Hit Points
14	Ghost	+15 Physical Hit Points / +5 Mental Hit Points



Class Features

Skirmish Dice: Outriders are mobile fighters. Whenever they make a physical or magical attack in melee against a new target after moving 2" or more in a round, they gain a bonus to their damage on all their attacks. They cannot apply this damage to the same target two rounds in a row.

Agile Reflexes: Outriders receive a +4 bonus to their saves versus all conflagrations.

Stable: They also receive a +2 bonus to their saves versus fear and insanity.

Kip-up: Outriders may stand up from prone as a [Free Action].

Class Abilities

Outriders gain certain special class abilities. Each time you gain a [Skirmish Tactic] select one of the following abilities:

Animal Friend: Gain a +2 on **CHARISMA** tests to influence animals. If you have an animal companion (see page 214) gain a free extra [Quick Action] that you can only use to instruct your animal companion. At level 4 this changes to an [Action]. At level 9 this changes to a [Double Action]. This free extra action may be used when you spend any of your initiative dice.

Beastmaster: The Outrider may have an animal companion (see page 214). This is an animal with a special bond to the Outrider. As the Outrider gains levels, so does the animal companion gain abilities. The Outrider is considered to be of 3 levels greater than her actual level when calculating animal companion abilities. The Outrider may switch out her animal companion from day to day.

Enhancement: Gain access to a second animal companion. Your actual level is used to calculate the bonuses of this animal companion.

Flawless Stride: The Outrider is no longer hindered by difficult terrain. She treats all difficult terrain as normal terrain. This applies to overland movement also. This includes ice, mud, and all substances that inhibit movement, but not those that restrain or attack the Outrider. The Outrider and any number of creatures equal or less than the Outrider's level can move 2× faster on roads, $\frac{3}{2}$ faster in normal terrain, and at their normal movement rate in difficult terrain.

Hunter's Mark: The Outrider can mark a creature as an [Action]. All allies, including the Outrider have their attacks **Augmented** against the creature. Only one creature can be marked at a time.

Enhancement: The Outrider also gains a +2 bonus to her armor classes and saves versus the marked target.



Lucky Shot: Three times a day, the Outrider can add her class level as a bonus to hit on any attack or save she makes. This can be applied after the roll.

Enhancement: The Outrider can alternately reroll any die she rolls.

Master Tracker: The Outrider is able to use her **Survival** skill to track opponents. The Outrider can also locate invisible and hidden creatures in any terrain she has the **Survival** skill in. On a successful **Survival** check the outrider can locate the position of an invisible or hidden creature, allowing the Outrider to see them for the round. This check can be made as a [Quick Action], and is **Augmented** when detecting hidden opponents.

Enhancement: The Outrider can automatically detect invisible or hidden creatures if she has the **Survival** skill of the appropriate terrain type.

Mobility: The Outrider can engage and disengage from combat without penalty. They never trigger attacks from disengaging from combat. Any round an Outrider moves over 2", Opponent attacks are **Penalized** against the Outrider till the next round.

Unencumbered: This grants the Outrider proficiency with all medium armors and allows them to lower the encumbrance of any armor worn. Light armors are no longer encumbering at all, and medium armors are treated as light for purposes of encumbrance.

Willful: The Outrider has a strong force of will, increasing her mental hit die size to 1d8. They re-roll their mental hit points when gaining this ability.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Outriders may spend character points on the following:

- A single point will grant you an enhancement listed for one of your [Skirmish Tactics]
- +3 physical hit points
- Gain an additional language
- Gain **Nightvision**

Skills

The Outrider may select three skills from the following list at Skilled, and may select one **Survival** skill at Expert.

Athletics, Devices, Healing, Infernal Lore, Prestidigitation, Stealth, Survival (Forest), Survival (Urban), Survival (Mountain), Survival (Subterranean)



Equipment Options

Outriders randomly select one of the following backgrounds/equipment packages at character creation.

1)	Animal Trainer		
	2d10 Steel Pieces		
Lamellar (Leather)	<i>Light</i>	<i>+1 PAC</i>	
Iron Falchion	<i>Light</i>	<i>1d8</i>	
Backpack, Masterwork	-		
Chain 45'	<i>Encumbering</i>		
Net	<i>Light</i>		
Silk Rope 50'	<i>Light</i>		
Torches × 10	<i>Bundle</i>		
Whip	<i>Light</i>		
Whistle	-		
Gain Profession (Animal Trainer) at Skilled and a +1 bonus on all CHARISMA tests versus normal animals.			

3)	Trailblazer		
	1d12 Copper Pennies		
Lamellar (Leather)	<i>Light</i>	<i>+1 PAC</i>	
Iron Falchion	<i>Light</i>	<i>1d8</i>	
Light Crossbow	<i>Light</i>	<i>1d6</i>	
Steel Hurlbat × 3	<i>Light × 3</i>	<i>1d4 + 1</i>	
Backpack, Masterwork	-		
Bandana	<i>+1 Athletics Checks</i>		
Blanket	<i>Light</i>		
Chalk	<i>Bundle</i>		
Iron Pitons × 20	<i>Bundle</i>		
Signal Horn	<i>Light</i>		
Silk Rope 100'	<i>Light × 2</i>		
Spade	<i>Light</i>		
Tent	<i>Encumbering</i>		
Quiver (20 bolts)	<i>Bundle</i>		
Trailblazers gain the Pack Rat general ability for free (page 86).			

2)	Bounty Hunter		
	2d6 × 10 Gold Coins		
Padded Cloth	<i>Light</i>	<i>+1 PAC</i>	
Steel Dagger-Axe	<i>Light</i>	<i>1d6 + 1</i>	
Bronze Knuckle Iron	<i>Light</i>	<i>1d6</i>	
Wooden Truncheon	<i>Light</i>	<i>1d8 - 1</i>	
Chain 15'	<i>Light</i>		
Hemp Rope 50'	<i>Encumbering</i>		
Iron Pitons × 20	<i>Bundle</i>		
Manacles × 2	<i>Light × 2</i>		
Sack	-		
Talisman of Luck	<i>+2 to Saves</i>		
Gain a +1 bonus on Survival rolls to track.			

4)	Highwayman		
	3d8 × 10 Gold Coins		
Lamellar (Leather)	<i>Light</i>	<i>+1 PAC</i>	
Iron Falchion	<i>Light</i>	<i>1d8</i>	
Short Bow	<i>Light</i>	<i>1d6</i>	
Wooden Truncheon	<i>Light</i>	<i>1d8 - 1</i>	
Backpack	-		
Blanket	<i>Light</i>		
Hemp Rope 50'	<i>Encumbering</i>		
Sack × 2	-		
Quiver (20 Arrows)	<i>Bundle</i>		
Highwaymen receive a +2 bonus to hit on the social attack Intimidate .			



SHROUD

The shroud deals with dark powers and survives by hiding from retribution. She is a master of stealth and secrecy, her mind steeled against the most heinous attacks.

She hides and tricks her way into the most dangerous of places and steals from the most powerful of creatures. She remains safe in her mantle of darkness and stealth.

The shroud is an assassin, a spy, a living shadow. She knows your darkest secrets because she can pluck them from your mind. No one is safe, anywhere.

Shrouds are proficient with light armor and light weapons only.

REQUIREMENTS

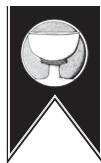
CUNNING 9+, CHARISMA 9+

PHYSICAL
HIT DIE
D6

SAVING
THROW
18

MENTAL
HIT DIE
D6

Level	Level Title	Features
1	Footpad	+1 to Mental Armor Class, Unencumbering Weight, Light Weapon Mastery, Miraculous Save
2	Dusk	[Shroud]
3	Shade	+1 Initiative Die, +1 Physical Armor Class
4	Shadow	+1 Heroic Bonus, [Shroud]
5	Stealth	+1 Mental Armor Class
6	Sneak	[Shroud]
7	Gloom	+1 Heroic Bonus, +1 Initiative Die, +1 Physical Armor Class
8	Phantasmist	[Shroud]
9	Shroud	+1 Heroic Bonus, [Shroud], +1 Armor Class
10	Shroud	+1 Physical Hit Points / +1 Mental Hit Points
11	Master Shroud	+2 Physical Hit Points / +2 Mental Hit Points
12	High Master Shroud	+3 Physical Hit Points / +3 Mental Hit Points
13	Shroud Lord	+4 Physical Hit Points / +4 Mental Hit Points
14	Master Shroud Lord	+5 Physical Hit Points / +5 Mental Hit Points



Class Features

Unencumbering Weight: The shroud treats light armor as having no encumbrance, and may carry up to three light items without counting their encumbrance value.

Light Weapon Mastery: A shroud treats all light weapons as medium weapons for purposes of damage dice used.

Miraculous Save: Once per day, after an attack has successfully hit and dealt damage, the Shroud may make a saving throw to negate the damage from the attack.

Class Abilities

Shrouds gain certain special class abilities. Each time you gain a [*Shroud*] select one of the following abilities:

Brutal: The shroud gains a single brutality die, similar to the Thug (See page 39).

Enhancement: Gain an additional brutality die.

Darkness Shroud: The Shroud can do more than move about stealthily. She may wrap the darkness around her like a blanket and become invisible while in an area of darkness. If the Shroud succeeds at a **Stealth** check, she is invisible until she makes an attack, casts a spell, or leaves the area of darkness. Note that the Shroud can grant herself a **Stealth** bonus with character points.

Enhancement: With a successful **Stealth** check versus a target of 9, the Shroud can become invisible in dim light.

Enhancement: The Shroud receives **Darkvision**.

Evasion: This grants a +4 saving throw bonus against conflagrations, such as dragons' breath, elemental area attacks, and spells that damage an area; anything that affects an area without specifically targeting the shroud is included. On a failed save the Shroud takes $\frac{1}{2}$ damage. On a successful save they take none and may choose to move outside the area of the effect in the closest direction, as long as that distance is not over 6".

Mentalist: The Shroud gains 3 Power Points + her **Ego** modifier and can select 1 psionic attack mode. At 7th level the shroud can select a second attack mode (see page 200).

Mindbreaker: The Shroud generates a field of mental static. This grants her **Psychic Resistance** 4 (see page 154). This field extends out to 6" granting this bonus to friend and foe alike.

Enhancement: The field now only affects the Shroud's allies.



Mind-Cracker: This allows the Shroud to make a psychic attack.

Mind-Cracker

DOUBLE ACTION ± PSYCHIC ATTACK

You make an attack against a target within 6". If the attack hits, the target's mental armor class is damaged by 1d4 points. These points recover at 1 per 24 hours of rest.

Obtenebrist: The Shroud gains the ability to manipulate shadow. She may immediately select 2 minor spells from the Shadow magic school, plus one minor spell for every 3 Shroud levels the Shroud possesses. The Shroud gains a magical pool equal to 2 dice plus ½ her Shroud level as a Magus (see page 198). E.g. a fourth level Shroud with a **CUNNING** of 14 that takes this ability gains 5 dice in her magic pool (2, plus 2 for ½ her level, plus 1 for her **CUNNING** modifier), and three minor Shadow spells. Note that the Shroud gains spells as she gains levels. If she takes this at level 6, at level 9 she will gain another minor Shadow spell.

Enhancement: Gain one major Shadow spell per 4 levels the Shroud possesses.

Sideslip: This allows the Shroud to move anywhere within 20" that is visible to them, through a warp in space. This movement requires an *[Action]*. This can be used 3 times an hour. More frequent usage grants 1 **AFFLICTION** (Fatigue) point per use.

Enhancement: This movement can now be accomplished with a *[Quick Action]*.

Slippery Mind: The Shroud can grant herself or an ally within 6" another saving throw or struggle attempt versus a continuous mental effect as an *[Quick Action]*. The Shroud receives a +2 per mental hit die on psychic struggles and +2 to saves versus mind-affecting effects.

Steel Mind: This causes the Shroud to be immune to mind-affecting spells and powers and possession effects. Psionic attack modes can still affect the shroud.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Shrouds may spend character points on the following:

- A single point will grant you an enhancement listed for one *[Shroud]*
- +1 to **Stealth** rolls (unlike other bonuses to skills, this may be taken multiple times)
- +3 mental hit points

Skills

The Shroud receives the **Stealth** skill at Expert and may select three skills from the following list at Skilled.

Athletics, Devices, Healing, Infernal Lore, Prestidigitation, Survival (Forest), Survival (Urban), Survival (Mountain), Survival (Subterranean)



Equipment Options

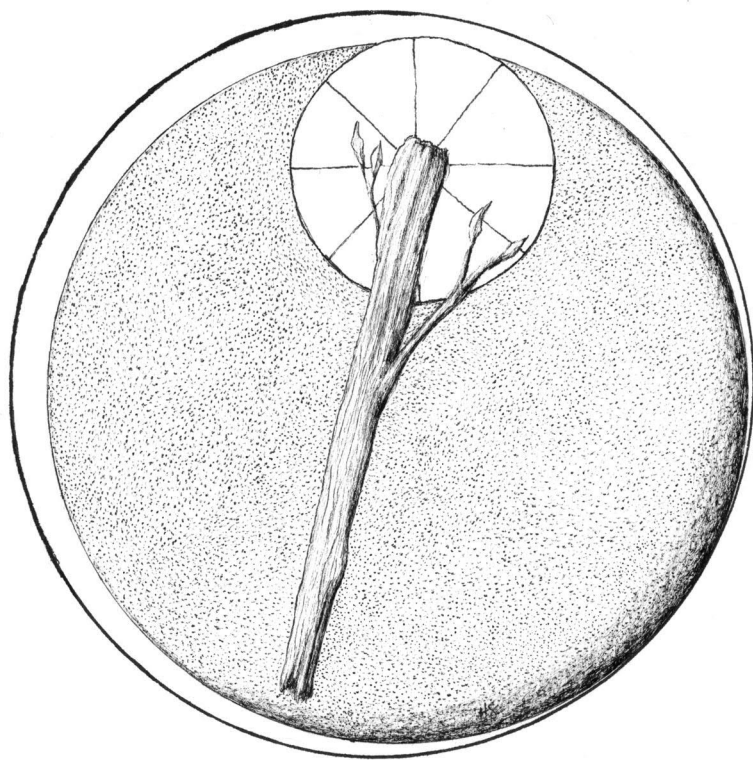
Shrouds randomly select one of the following backgrounds/equipment packages at character creation.

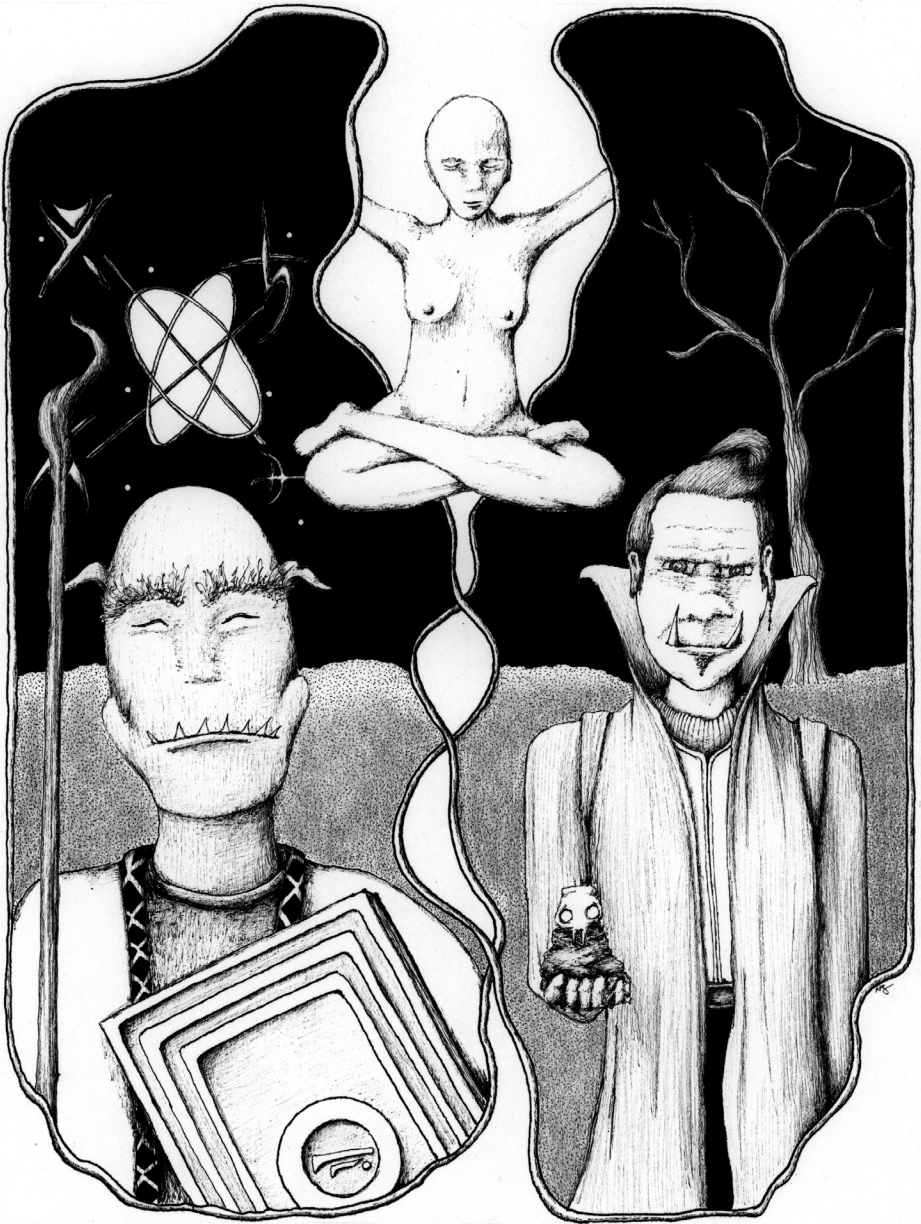
1)	Circus Performer		
3d8 × 10 Steel Pieces			
Silken Armor	Light	+1 PAC	
Iron Dagger	Light	1d8	
Steel Hurlbat × 6	Light × 6	1d6 + 1	
Chalk	Bundle		
Bell	-		
Blanket	Light		
Leather Scroll Case	Light		
Spidersilk Rope 100'	Light		
Thieves' Tools	Light		
Gains a +1 on any Athletics Skill Checks.			

2)	Charlatan	
1d4 Platinum Circles, 1d6 × 10 Gold Coins		
Padded Cloth	<i>Light</i>	+1 PAC
Knuckle Iron	<i>Light</i>	1d8
Alchemical Belt, Masterwork	-	
Alchemical Bag	<i>Encumbering</i>	
Bandages × 5	<i>Bundle</i>	
Pyrotechnic Dazzler	-	
Spade	<i>Light</i>	
The Alchemical bag contains an assortment of liquids, ointments, and pastes. Select 20 from the following list: Alchemist's Mercy (Hangover cure), Analgesic, Curative Tonic (Alcoholic, heal 1d4), Anti-Toxin, Energy Drink, False Slumber, Smelling Salts, Emetic, Antidote, Grease, and Antiseptic.		

3)	Fence	
3d6 × 10 Gold Coins		
Padded Cloth	Light	+1 PAC
Steel Dagger Axe	Light	1d8 + 1
Crowbar	Light	
Kerosene Lamp	Light	
Lockbox	Light	
Lamp Oil × 5	Bundle	
Thieves' Tools, Masterwork	Light	
Gains a +2 on any CHARISMA tests involved in purchasing or selling items.		

4)	Hunter		
4d8 × 10 Steel Pieces			
Lamellar Armor	<i>Light</i>	<i>+1 PAC</i>	
Steel Hatchet	<i>Light</i>	<i>1d8 + 1</i>	
Steel Dagger	<i>Light</i>	<i>1d8 + 1</i>	
Sling	<i>Light</i>	<i>1d4</i>	
Backpack, Masterwork	-		
Blanket	<i>Light</i>		
Fettered Fire Fairy	<i>Light</i>		
Flint & Tinderbox	-		
Hemp Rope 50'	<i>Encumbering</i>		
Lamp Oil × 5	<i>Bundle</i>		
Sack	-		
Spade	<i>Light</i>		
Gains a +1 to selected Survival skill.			







MAGUS

Ancient arcane lore is shrouded in mystery. Magi seek to uncover it.

The study of magic was arcane and experimental even before the devils came; now it is an enigma wrapped in a mystery. Becoming a Magus allows you to manipulate these chaotic forces, in the hopes they will benefit you more than they will harm you.

It works by trapping living extraplanar entities within your brain, using ritual cerebration to bind them and carefully unleashing their power using precise movements and eldritch incantations. The mighty power of magic is inconsistent in the best of circumstances and beyond deadly in the worst.

Magi are proficient with silk armor, light weapons, and the quarterstaff.

REQUIREMENTS

CUNNING 13+













Level	Level Title	Features	Spells
1	Magician	Spellcasting, Customized [Magus Lore], Specialization, Metamagic	2 0 0
2	Magic-User	[Magus Lore]	3 0 0
3	Conjurer	+1 Magical Attack	4 0 0
4	Wizard	+1 Heroic Bonus	4 1 0
5	Occultist	[Magus Lore]	4 2 0
6	Savant	[Magus Lore]	5 2 0
7	Seer	+1 Heroic Bonus, +1 Magical Attack, New School	6 3 1
8	Adept	[Magus Lore]	6 4 1
9	Magus	[Magus Lore], +1 Initiative Die, +1 Heroic Bonus, +1 Magical Attack	7 5 2
10	Magus	+2 Mental Hit Points	7 5 3
11	Arch-Magus	+4 Mental Hit Points	8 5 3
12	Grand Arch-Magus	+6 Mental Hit Points	8 6 3
13	High Arch-Magus	+8 Mental Hit Points	8 6 4
14	Lord Arch-Magus	+10 Mental Hit Points	9 7 5



Class Features

Spellcasting: Magi learn spells. They keep these spells in large tomes. They may own and possess many arcane magics, but they may only know a few. Magi focus their knowledge into schools. When they begin, they may only know spells from a single school. They make this choice at character creation. Later, they may select a second school.

There are three categories of spells: minor, major, and grand. The Magus may cast any spell she knows at any time if she has the magical energy available. The Magus has a spell pool equal to 2D6, plus a number of 1D6 equal to their Magus level, plus a number of bonus dice equal to your **CUNNING** modifier (which is always at least +1 for a Magus).

To cast a spell, you may roll any number of these dice, but at least a minimum of 2, as an [Action]. The spell always goes off, but if you roll 6 or less total on the dice you lose access to the spell until you have had a chance to rest for 24 hours. You may also lose some magical power dependent on the strength of the spell. When casting minor spells, you lose any dice showing  or  pips. When casting major spells, you lose any dice showing , , , or  pips. When casting grand spells, you lose any dice showing . Each additional die beyond 2 that is rolled reduces the number of pips that cause you to lose dice, to a minimum of . You always lose dice that come up . Cast a grand spell with 7 dice, and you only lose dice on a roll of , but you are very likely to experience a surge.

Doubles cause spell surges which may make your spells more powerful and erratic or even cause them to backfire. Your odds of doubles increase as you choose to roll more dice, drastically increasing the danger of the spell and your odds to be able to cast that spell again. Rolling only two dice provides additional protection from spell surges. See the Spells and Spellcasting section (pg. 165) and the Spell Fumbles and Surges section (pg. 168) for more details. Any dice lost are not recovered until a full night's rest.

Specialization: Magi select from the school of Arcana (pg. 178), the school of Enchantment (pg. 182), the school of Fleshcrafting (pg. 186), the school of Illusion (pg.190), the school of Law (pg. 194), or the school of Shadow (pg. 198). Secondary schools may never have more spells in a rank than the primary school.

Customized [Magus Lore]: Magi may also select [Magus Lore] from options within their school of magic. Each school of magic has a selection of lores. These lores are listed in the school sections (see page 178+).

Metamagic: Some of the lores allow Magi to alter how their spells function. To use metamagic, it requires the use of a [Double Action]. While using metamagic, you lose the spell on any result of 8 or less total on the dice (instead of 6), and depending on the type of metamagic, it may add one or two pips to the value that causes your magic power to drain.



Class Abilities

Magi gain certain special class abilities. Each time you gain a [Magus Lore] select one of the following abilities or one of the abilities from your school of spells known:

Chained Incantation: This metamagic ability causes a spell which affects a single target to affect a second target. It adds 2 pips that cause dice to be lost.

Empowered Spell: This metamagic ability causes a spell which has any sort of numeric value to do an additional 50% of that value. A spell that does 2d6 damage will instead do 3d6. A spell that affects 4 hit dice worth of targets instead affects 6. This adds 1 pip that causes dice to be lost.

Familiar: The magus gains a familiar that provides a small bonus. See page 213.

Maximize Spell: This metamagic ability causes a spell to have any random values to use the maximum values. A maximized spell that does 5d6 damage does 30 damage. It adds 2 pips that cause dice to be lost.

Penetrating Spell: This metamagic effect causes targets to have their saves *Penalized*.

Powerful mage: The Magus gains an additional 2 spell dice to their pool.

Enhancement: The Magus gains an additional spell die to their pool.

Quicken Spell: This allows the Magus to cast a spell as a [Quick Action]. Unlike standard metamagic, this automatically causes you to both lose the spell and the dice used to cast it. If you cast a minor spell, you must roll 3 dice. If you cast a major spell, you must roll 4 dice, and if you cast a grand spell, you must roll 5 dice. These dice are checked for surges and mishaps as normal.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Magi may spend character points on the following:

- A single point will grant you an enhancement listed for one of your [Magus Lores]
- +3 mental hit points
- Gain an additional language
- +2 magical attack bonus

Skills

A Magi may select any three skills at Skilled: **Alchemy**, **Arcana**, **Bureaucracy**, **Devices**, **Infernal Lore**, **Prestidigitation**, **Survival (Urban)**



MAGUS SPELL DICE EFFECTS

Dice Rolled	Minor Pips Dice Lost	Major Pips Dice Lost	Grand Pips Dice Lost	% Chance of Surge	Pips Reduced
2	1-2	1-4	1-6	17%	0
3	1	1-3	1-5	44%	1
4	1	1-2	1-4	72%	2
5	1	1	1-3	91%	3
6	1	1	1-2	99%	4
7	1	1	1	100%	5
8	1	1	1	100%	6
9	1	1	1	100%	7

Equipment Options

Magus randomly select one of the following backgrounds/equipment packages at character creation.

1)	Courtier
3d8 × 100 Gold Coins	
Silk Armor	<i>Light</i> +1 PAC
Steel Mercy Giver	<i>Light</i> 1d6 + 1
Leather Scroll Case	<i>Light</i>
Ink (8 oz) and Quills	<i>Light</i>
Kerosene Lamp	<i>Light</i>
Lamp Oil × 5	<i>Bundle</i>
Paper (20 sheets)	<i>Bundle</i>
Gain a +1 on all Bureaucracy checks.	

2)	Dandy
2d4 Platinum Circles	
Silk Armor	<i>Light</i> +1 PAC
Steel Dagger	<i>Light</i> 1d6 + 1
Dashing hat	-
Foppish Outfit	<i>Light</i>
Pouch	-
Gain an additional skill at Skilled and an additional language.	

3)	Scribe
1d4 Copper Pennies	
Wooden Quarterstaff	<i>Light</i> 1d10 - 1
Backpack	-
Brush	-
Chalk/Charcoal	<i>Bundle</i>
Ink (8 oz) and Quills	<i>Light</i>
Kerosene Lamp	<i>Light</i>
Lamp Oil × 5	<i>Bundle</i>
Leather Scroll Case	<i>Light</i>
Paper (20 sheets)	<i>Bundle</i>
Sack	-

4)	Squire
1d4 × 10 Steel Pieces	
Padded Cloth	<i>Light</i> +1 PAC
Steel Mercy-Giver	<i>Light</i> 1d6 + 1
Steel Dagger × 2	<i>Bundle</i> 1d6 + 1
Iron Falchion	<i>Light</i> 1d8
Backpack, Masterwork	-
Crowbar	<i>Light</i>
Hoad	See page 136
Iron Pitons × 20	<i>Bundle</i>
Pole 10'	<i>Encumbering</i>

Starts play with proficiency with the Falchion and light armors.

Gain the skill **Profession (Scribe)** at Skilled and 2 additional languages.



MYSTIC

The mystic travels the inner realm, the realm of the mind. It is an expanse more broad than the world entire. She discovers strengths and abilities locked within her psyche that grant her power over the hell of the real world, limited only by her inner strength.

The mystic is a master of her mind. It is her shield and weapon. She can kill with a thought and use it to protect herself. She gains a small selection of mental powers, granting her access to the hidden realms of the psyche. These abilities grant her power over other people, things, and ultimately once enlightenment is reached, herself.

Mystics are proficient with light armor and light weapons only.

REQUIREMENTS

Ego 13+

PHYSICAL
HIT DIE

D6

SAVING
THROW

20

MENTAL
HIT DIE

D12

Level	Level Title	Features	AM	PP
1	Sensitive	+1 Psychic Attack, Sustenance, Psionic, Attack Modes	1	2
2	Mentalist	[Mental Power]	1	3
3	Hypnotist	+1 mental armor class	2	5
4	Psychic	+1 Heroic Bonus	2	6
5	Medium	[Mental Power]	3	7
6	Psi-Warden	[Mental Power]	3	9
7	Director	+1 Heroic Bonus, +1 Psychic Attack	4	10
8	Psi-Adept	[Mental Power]	4	12
9	Mystic	[Mental Power], +1 Initiative Die, +1 Psychic Attack, +1 mental armor class	5	13
10	Mystic	+1 Physical Hit Points / +3 Mental Hit Points	5	15
11	Psionic	+2 Physical Hit Points / +6 Mental Hit Points	6	20
12	Psionic Lord	+3 Physical Hit Points / +9 Mental Hit Points	6	25
13	Grand Psionic	+4 Physical Hit Points / +12 Mental Hit Points	7	30
14	Arch-psion	+5 Physical Hit Points / +15 Mental Hit Points	7	40



Class Features

Mystics have the following class features.

Sustenance: The Mystic draws her energies from the world and does not need food or water to live. The mystic uses incense as rations to reduce stress. Eventually her mastery is so complete that she no longer needs air at 9th level.

Psionic: Mystics activate their psionic abilities using a pool of power points. To regain their power points they must have a complete night's rest. The Mystic's power point total is the number listed on the level advancement chart (under the PP column) plus her **Ego** modifier. They also receive a +4 bonus on saves versus insanity.

Attack Modes: The Mystic's Mastery of her mind is so complete that she can use her mind as a sword as well as a shield. She selects an attack mode at every odd level. The attack mode progression is listed on the level advancement chart. These attack modes are separate from the [Mental Powers] granted to Mystics. Attack modes are listed on page 202.

Class Abilities

All [Mental Powers] are subject to the following stipulations. While they are activated, the mental armor class of the Mystic is reduced by 10. Also, the powers are blocked by certain wards and any metal sheeting. Steel requires a sheet 6" thick to block mental powers, but soft lead requires but a thin sheet. Mystics gain certain special class abilities. Each time you gain a [Mental Power] select one of the following abilities:

Clairvoyance/Clairaudience: This allows the Mystic to hear or see what is happening within 6" of a singular point. Distance is not a factor, but the location must be known (e.g. behind that door) or familiar (e.g. back at the inn). It costs 1 power point to see or hear, or 2 power points may be paid to do both.

Enhancement: Gain *Shield Thoughts* as a defense mode. (See page 204)

Domination: This allows the mystic to infiltrate and trick a creature's mind into accepting signals from the Mystic. Each time this struggle occurs, the Mystic must spend 1 power point.

Domination

DOUBLE ACTION ‡ PSYCHIC ATTACK › PSYCHIC STRUGGLE

The mystic makes a psychic attack against a target. On a successful attack she attempts to dominate the target. This is a Psychic struggle between the victim and the Mystic. If the victim loses, on her turn the Mystic may control the dominated creature in lieu of her own action. Forcing the victim to harm themselves, someone they love, or go against their nature causes another struggle. Attacking former companions and friends requires no check. On the victim's turn they may use a [Double Action] to engage in a psychic struggle to free themselves. On a failure they remain dominated.



ESP: This allows you to tune into and detect the thoughts of creatures within 12". If the Mystic does not know the language the creature speaks, the thoughts are unintelligible. Non-sentient creatures only transmit basic pictures and raw drives. It costs 1 power point to activate this power for a turn.

Enhancement: Gain *Empty Mind* as a defense mode. (See page 204)

Hypnosis: This allows the Mystic to plant a suggestion in a creature's mind. Only reasonable courses of action may be suggested. Orders to commit suicide or act against the target's nature simply end the effect. On a successful psychic attack as an [Double Action] the Mystic may ask the target to do one reasonable thing. It costs 1 power point to use hypnosis. If necessary, this grants a +4 bonus on the **CHARISMA** tests made for negotiations or demands and eliminates any penalties that might affect such a roll, such as the -4 bond for never having seen the Mystic before. See page 204 for social interaction rules.

Levitation: Each point activates this ability for one turn. It may then be turned on and off during that turn at will. It is a [Quick Action] to activate this power. It allows the user to float herself, plus up to 100 pounds (one heavy object) per level. She can move up to 4" vertically per round. This only allows vertical movement. Spending an extra power point allows the Mystic to levitate another person or object not carried at half efficacy.

Powerful: You are a particularly powerful Mystic. Immediately gain 3 power points.

Enhancement: Gain *Spire of Iron Will* as a defense mode. (see page 204).

Pyrokinesis: This allows the Mystic to set fires with her mind. She may fling bolts of flame at nearby targets.

Pyrokinesis

ACTION ± MAGICAL ATTACK

The Mystic flings a bolt of flame at a target within 12" doing 1d8 points of damage per mystic level.

Telekinesis: You may move objects with the force of your will. It allows you to manipulate one light object per Mystic level. This means at third level the Mystic can manipulate three light objects or one encumbering object. Objects are treated as weapons of their class, i.e. a light object may be flung and do damage as a light ranged weapon. This requires a magical to hit roll. Each use of objects being flung as weapons always costs 1 power point no matter how many objects are thrown. A single power point will allow manipulating and carrying objects for up to a turn. E.g. A 5th level mystic may fling one encumbering and two light objects at a target, making three magical attacks to hit and spending 1 power point.

Enhancement: Gain *Fortress of Intellect* as a defense mode (see page 204).

Enhancement: Gain *Armor of the Mind* as a defense mode (see page 204).



Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Mystics may spend character points on the following:

- A single point will grant you an enhancement listed for one of your *[Mental Powers]*
- Gain an additional power point
- +2 to psychic attacks
- +4 mental hit points

Skills

Mystics may select any one skill at Skilled: **Alchemy**, **Athletics**, **Bureaucracy**, **Healing**, **Infernal Lore**, **Prestidigitation**, **Stealth**, **Survival (Forest)**, **Survival (Urban)**, **Survival (Mountain)**

Equipment Options

Mystics randomly select one of the following backgrounds/equipment packages at character creation.

1)	Fortune Teller		
	5d6 × 10 Gold Coins		
Steel Dagger	<i>Light</i>	1d6 + 1	
Crystal Ball (page 308)	<i>Encumbering</i>		
Sack	-		
Gain the skill Profession (Fortune Teller) at Skilled.			

3)	Smuggler		
	5d4 × 20 Gold Coins		
Lamellar Armor	<i>Light</i>	+1 PAC	
Knuckle Iron	<i>Light</i>	1d6	
Steel Mercygiver	<i>Light</i>	1d6 + 1	
Backpack, Masterwork	-		
Crowbar	<i>Light</i>		
Gain the skill Bureaucracy at Skilled.			

2)	Grifter		
	1d20 × 1d12 Gold Coins		
Padded Cloth	<i>Light</i>	+1 PAC	
Knuckle Iron	<i>Light</i>	1d6	
Sack	-		
Thieves' Tools	<i>Light</i>		
Gain a +1 on all CHARISMA tests.			

4)	Spy		
	1d10 × 10 Steel Pieces		
Lamellar Armor	<i>Light</i>	+1 PAC	
Iron Dagger-Axe	<i>Light</i>	1d6	
Collapsible Pole	<i>Light</i>		
Folding Ladder	<i>Light</i>		
Leather Map Case	<i>Light</i>		
Gain 2 additional languages.			



SORCERER

Sorcerers were destined for something greater, for they alone can pierce the veil to the spaces between dimensions and command those strange alien forces within. When they call for help, they are heard and all who are present cower at their wicked and terrible power.

The Sorcerer is a master at trafficking with infernal forces. They make pacts with outer realm creatures who serve them for some inscrutable purpose. The horrors they call up are strange and bizarre creatures. Their savvy with such creatures gives them a strong edge when bargaining with fiends of all sorts.

They are never alone and their soul is always in peril. They are always at risk that the forces they call up to serve them may one day be the forces they serve, for only the most powerful can walk this path safely.

Sorcerers are proficient with light armor; and light and medium weapons.

REQUIREMENTS

CUNNING 9+, Ego 9+

PHYSICAL
HIT DIE
D4

SAVING
THROW
18

MENTAL
HIT DIE
D8

Level	Level Title	Features
1	Summoner	Summon I, Infernal Beckoning Ritual, Master Summoner, Savvy
2	Bringer	[Sorcery]
3	Beseecher	Summon II, Name I
4	Beckoner	+1 Heroic Bonus, [Sorcery]
5	Eldritch Savant	+1 Initiative Die, Summon III, Name II
6	Eldritch Speaker	[Sorcery]
7	Arcane Channeler	+1 Heroic Bonus, Summon IV, Name III
8	Auger of Horrors	[Sorcery]
9	Sorcerer	+1 Heroic Bonus, [Sorcery], +1 Initiative Die, Summon V, Name IV
10	Sorcerer	+1 Physical Hit Points / +2 Mental Hit Points
11	Master Sorcerer	+2 Physical Hit Points / +4 Mental Hit Points
12	High Sorcerer	+3 Physical Hit Points / +6 Mental Hit Points
13	Lord Sorcerer	+4 Physical Hit Points / +8 Mental Hit Points
14	Sovereign Master	+5 Physical Hit Points / +10 Mental Hit Points



Class Features

Infernal Beckoning Ritual: The Sorcerer receives this ritual for free (see page 112).

Master Summoner: The Sorcerer receives +2 on all **EGO** and **CUNNING** tests made while performing the summoning of a fiend.

Names: Sorcerers automatically uncover fiend names while leveling. Each level of names grants a different kind of name.

- Name I grants a common demon's or lesser devil's *name*
- Name II grants a common demon's or lesser devil's *greater name* OR a major demon's or greater devil's *name*
- Name III grants a major demon's or greater devil's *true name*
- Name IV grants a noble's *greater name*.

Savvy Summoner: Financial costs are halved for sorcerers when researching names and inscribing magical circles.

Summon X: Sorcerers choose a single creature from their summon level from the list on page 224. This creature becomes their summon. Each summoning level has a different selection of creatures. Once selected, that creature is permanently the one the Sorcerer can summon. The summons receive bonuses as the Sorcerer gains levels, noted on page 224. It is a [Quick Action] to summon a creature. Each summoned creature lasts for a single turn, and each creature may be called once a day. Only one creature can be called at a time. Summoned creatures, unless specifically noted, are not required to make morale tests. Note that the creatures must be instructed. When the Sorcerer wins initiative, if she wishes her summons to act, she must spend a type of [Action] to do so. Effectively, either the Sorcerer takes actions herself, or the summon does.

Class Abilities

When gaining even levels and name level, Sorcerers gain certain special class abilities. Each time you gain a [Sorcery] select one of the following abilities:

Accurate Summons: The creatures the Sorcerer summons add $\frac{1}{4}$ the Sorcerer's **CUNNING** as a bonus to their chances to hit.

Bonus Summon: This allows the Sorcerer to summon two creatures at once. Even though two creatures may be called simultaneously this does not allow them any additional actions.



Demon Tongue: This grants the Sorcerer a +4 on any **CHARISMA** tests involving fiend bargains, either when signing contracts or requesting a service from a summoned fiend.

Extended Summon: The Sorcerer's summoned creatures last for an hour, instead of a single turn.

Extra Summons: The Sorcerer may summon each creature twice a day.

Enhancement: The Sorcerer may summon each creature three times a day.

Hexed: As an [Action] choose a target to be Hexed. That target has all their rolls *Penalized*, and your summons' attacks against that target are *Augmented*. That target must also save or gain one of the following conditions you choose: *Blinded*, *Exhausted*, or *Fascinated*. Only one condition may be applied at a time.

Improved Summons: Treat the Sorcerer's level as four higher for bonuses applied to summoned creatures. Normally Sorcerers add an additional +1 to the summons hit dice and saves on even levels, and +1 to their to hit rolls and armor classes for every odd level. Taking this power immediately adds +2 hit dice, +2 to saves, +2 to hit, and +2 to the summons' armor classes.

Warded Summons: Add $\frac{1}{4}$ your **Ego** to the armor class and saves of your summons.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Sorcerers may spend character points on the following:

- A single point will grant the you an enhancement listed for one of your [Sorceries]
- Gain the *name* of a fiend (any power level)
- Gain a flat +2 to all psychic struggles

Skills

Sorcerers receive **Infernal Lore** at Expert for free. They may select another one of the following skills at Skilled: **Alchemy**, **Arcana**, **Bureaucracy**, **Healing**, **Prestidigitation**, **Stealth**



Equipment Options

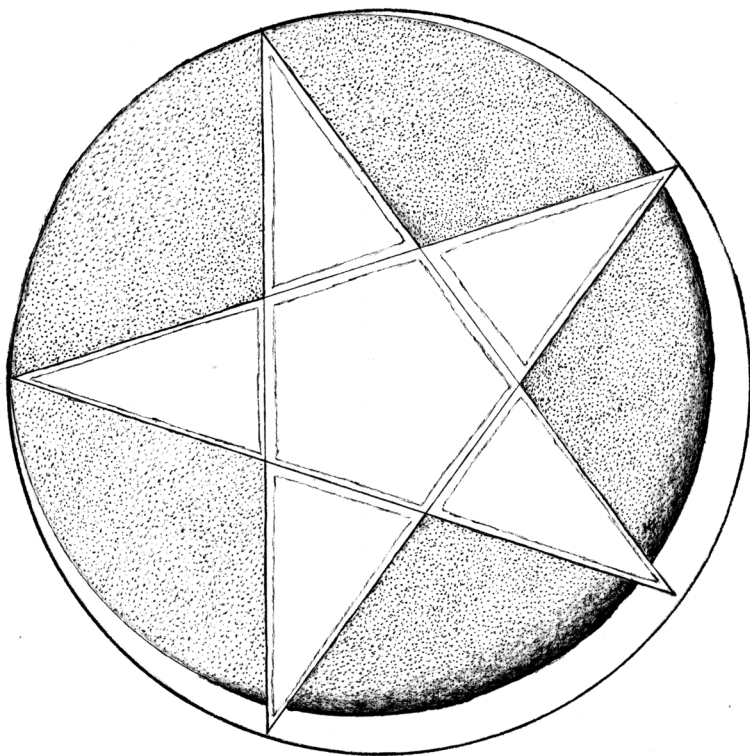
Sorcerers randomly select one of the following backgrounds/equipment packages at character creation.

1)	Monstrosity		
	1d8 × 2 Steel Pieces		
Iron Parashu	<i>Light</i>	<i>1d8</i>	
5 Alchemical Items	<i>Bundle</i>		
1 Magical Item	<i>Light</i>		
Roll 2 times on the chaos mutation table (page 247).			

2)	Banker		
	4d4 × 10 Platinum Circles		
Padded Cloth	<i>Light</i>	<i>+1 PAC</i>	
Steel Broadsword	<i>Light</i>	<i>1d8 + 1</i>	
Backpack, Masterwork	-		
Crowbar	<i>Light</i>		
Kerosene Lamp	<i>Light</i>		
Lamp Oil × 5	<i>Bundle</i>		
Sacks × 3	-		
Spidersilk Rope 100'	<i>Light</i> × 2		
Gain Bureaucracy at Skilled			

3)	Preacher		
	1d10 × 10 Steel Pieces		
Padded Cloth	<i>Light</i>	<i>+1 PAC</i>	
Iron Morning Star	<i>Light</i>	<i>1d8 + 1</i>	
Alchemical Belt	-		
Backpack	-		
Holy Water × 5	<i>Bundle</i>		
Iron Pitons	<i>Bundle</i>		
Silver Holy Symbol	<i>Light</i>		
Silver Bell	<i>Light</i>		
Steel Mirror	<i>Light</i>		
Gain the <i>Exorcism</i> ritual (see page 163) and gain +1 per mental hit die to resist possession and expel possessing fiends.			

4)	Vagabond		
	1d12 Copper Bits		
Padded Cloth	<i>Light</i>	<i>+1 PAC</i>	
Wooden Truncheon	<i>Light</i>	<i>1d8 - 1</i>	
Backpack	-		
Blanket	<i>Light</i>		
Bucket	<i>Light</i>		
Sacks × 3	-		
String/Twine	-		
Gain an additional language.			







WARLOCK

Evil has entered your world and you serve it to make it serve you.

Warlocks serve a fiendish patron in the pursuit of power. They have already formed a bargain with a fiend patron and draw their power from this nefarious relationship.

In addition to this terrifying service, they wield arcane energies that blast their opponents.

Warlocks are proficient with light and medium armor; and light and heavy weapons.

REQUIREMENTS

CHARISMA 13+



Level	Level Title	Features
1	Infernal Whisperer	Arcane Blast (1d6), Arcane Mastery, Fiendish Patron
2	Infernal Servant	[<i>Warlock Investment</i>]
3	Infernal Speaker	+1 Magic Attack, Arcane Blast (2d6), Bound Fiend I
4	Hell Speaker	[<i>Warlock Investment</i>], +1 Heroic Bonus
5	Infernal Blaster	Arcane Blast (3d6)
6	Hellish Arcanist	[<i>Warlock Investment</i>]
7	Fiendish Servant	+1 Heroic Bonus, +1 Magic Attack Bonus, Arcane Blast (+1d6), Bound Fiend II
8	Fiendish Adept	[<i>Warlock Investment</i>], Arcane Blast (4d6)
9	Warlock	[<i>Warlock Investment</i>], +1 Initiative Die, +1 Magic Attack, +1 Heroic Bonus, Arcane Blast (5d6)
10	Warlock	+1 Physical Hit Points / +1 Mental Hit Points
11	High Warlock	+2 Physical Hit Points / +2 Mental Hit Points
12	Lord Warlock	+3 Physical Hit Points / +3 Mental Hit Points
13	Infernal Warlock	+4 Physical Hit Points / +4 Mental Hit Points
14	Sovereign Warlock	+5 Physical Hit Points / +5 Mental Hit Points



Class Features

Arcane Blast: This is an attack of raw magical energy.

Arcane Blast

DOUBLE ACTION ‡ MAGICAL ATTACK

This is a range 12" magical blast that does damage equal to the Warlock's arcane blast pool. This attack is affected by *Magic Resistance* like all normal magical attacks.

Arcane Mastery: Their Arcane Blast receives a bonus to hit equal to their Warlock level. This stacks with the Warlock's magical attack bonus.

Bound Fiend: At third level Warlocks select a fiend of equal or lesser hit dice to be a servant. This fiend is treated as a hireling, though does not count against the total number of hirelings the Warlock may have. They may not gain levels or power. They are bound and must follow the orders of the Warlock, but they ever seek to free themselves from her rule. They have a servitor bond with the Warlock. At seventh level they may select a second fiend as a servant.

Fiendish Patron: The Warlock also begins play as a servant of a fiendish patron. The Warlock selects or randomly determines a patron (see page 279). This also allows the warlock to spend character points on Infernal Investments.

- | | |
|----------------------------------|--------------------------------------|
| 1. Carrion Queen, Lady of Razors | 4. Rasfeculon Caanox, Conqueror Wyrn |
| 2. Dauthaz, King of Ghouls | 5. Scarbringer, End of Sentence |
| 3. Grandfather Count-the days | 6. Voorthux, Centrifuge of Flesh |

Class Abilities

Warlocks gain certain special class abilities. Each time you gain a [Warlock Investment] select one of the following abilities:

Arcanist: This allows the Warlock to cast a small selection of spells. She gains a spell pool equal to $2 + \frac{1}{2}$ her level, + her **CUNNING** modifier, similar to a Magus (see page 178). They also immediately gain 2 minor Arcane spells, plus 1 minor arcane spell per every three Warlock levels; i.e. a 4th level Warlock with a **CUNNING** of 9 that takes this ability gains 4 dice in her spell pool (2 plus 2 for $\frac{1}{2}$ her level) and three minor arcane spells.

Enhancement: You gain 1 major Arcane spell per 4 levels.

Enhancement: The formula to calculate your spell pool changes to $2 + \text{your level} + \text{your CUNNING modifier}$.



Arcane Blaster: Your magical arcane blast gains a range of 36" and you gain a +4 bonus to hit with the arcane blast attack. You may now use arcane blast as an [Action].

Enhancement: Add +1 die to your arcane blast pool.

Enhancement: Add +1 die to your arcane blast pool.

Enhancement: Add +1 die to your arcane blast pool.

Arcane Shield: As a [Double Action] the Warlock can form her arcane blast into a shield. This prevents the Warlock from being able to use it in combat as a weapon, though the Warlock may dismiss the shield as a free action. If an opponent attacks the Warlock, their attack is **Penalized**. If they hit they must make a saving throw. On a failed save they take the full arcane blast damage. On a successful save they take ½ the arcane blast damage. This discharges the shield.

Blood Warlock: The Warlock can use her blood to empower her arcane blast. The Warlock cuts herself for 1d6 points of damage and gains that many dice of damage to her arcane blast. If the Warlock rolls a 3, she takes 3 points of damage and her arcane blast deals 3d6 additional damage. The damage is taken the same time she uses the blast.

Disabling Blast: On a successful hit with an arcane blast the target must save or gain the **Shaken** condition till the end of combat. The victim may take a [Double Action] to attempt to end the condition.

Enhancement: The Warlock may impose the **Blinded** condition instead.

Enhancement: The Warlock may impose the **Distracted** condition instead.

Enhancement: The Warlock may impose the **Prone** condition instead.

Elemental Resistance: The Warlock gains **Fire Resistance**.

Enhancement: The Warlock also gains **Cold Resistance**.

Enhancement: The Warlock also gains **Acid Resistance**.

Enhancement: The Warlock also gains **Electricity Resistance**.

Loyal Thrall: You receive blessings from your fiend lord. Once per day the Warlock can add her level to a skill check or attack roll. The Warlock also permanently receives 1/3 her highest patron bond as a bonus to their attacks and armor classes.

Enhancement: You can do so three times a day.

Mystic Healing: Once a day, you can heal yourself as a [Double Action]. Both your hit point pools are restored to maximum.

Rugged: Your physical hit dice are now 1d10, not 1d6. Reroll your hit point total when you take this ability.



Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Warlocks may spend character points on the following:

- A single point will grant you an enhancement listed for one of your [Warlock Investments]
- **Darkvision**
- Learn two rituals

Skills

Warlocks receive **Infernal Lore** at Expert and may select another skill from the following at Skilled: **Alchemy**, **Athletics**, **Arcana**, **Bureaucracy**, **Prestidigitation**, **Stealth**, **Survival (Forest)**, **Survival (Mountain)**, **Survival (Subterranean)**, **Survival (Urban)**

Equipment Options

Warlocks randomly select one of the following backgrounds/equipment packages at character creation.

1)	Demon Blooded	
3d8 × 100 Copper Pieces		
Demon Skin Armor	Light	+2 PAC
Iron Zweihander	Light	1d10
Heavy Crossbow	Light	1d8
Chain 45'	Encumbering	
Manacles	Light	
Quiver (20 bolts)	Bundle	
Select 1 Infernal Investment.		

2)	Grave Digger		
2d10 × 10 Steel Pieces			
Lamellar Armor	Light	+1 PAC	
Iron Maul	Light	1d10	
Bone Collection	Bundle		
Kerosene Lamp	Light		
Lamp Oil × 5	Bundle		
Sack × 2	-		
Spade	Light		

Can dig at twice the normal rate.

+1 **PHYSIQUE**.

3)	Prisoner	
1d6 Copper Bits		
Wooden Quarterstaff	<i>Light</i>	1d10 - 1
Wooden Spear	<i>Light</i>	1d10 - 1
Manacles	<i>Light</i>	
String/Twine	-	
Tin Cup	-	
Gain +1 hit point per physical and mental hit die.		

4)	Apprentice		
1d6 × 10 Gold Coins			
Padded Cloth	Light	+1 PAC	
Wooden Quarterstaff	Light	1d10 - 1	
Iron Mercygiver	Light	1d6	
Ink (8 oz.) and Quills	-		
Paper (20 sheets)	Bundle		
Gain an additional die to your arcane blast, and if you take Arcanist, gain an additional die to your spell pool.			



DRUID

The world is ruined and cries out for vengeance. The Druids have an unusually strong connection to the elemental forces that make up existence: the life force that flows through every living thing, the earth, psychic suffering, fire.

Druids are masters of the elements and avengers of the destroyed earth. They manipulate raw, elemental forces, like pain, earth, dust, and fire, to protect what little purity of the land is left and punish those who came here to destroy it.

Druids are proficient with natural armors and weapons made from organic (non-metal) materials only.

REQUIREMENTS

PHYSIQUE 9+, Ego 9+

PHYSICAL
HIT DIE
D8

SAVING
THROW
17

MENTAL
HIT DIE
D8

Level	Level Title	Features
1	Aspirant	Animal Companion, Spellcasting, Elemental Path I
2	Naturalist	[Wild Lore]
3	Ecologist	[Wild Lore]
4	Initiate	+1 Heroic Bonus, Elemental Path II
5	First Circle Adept	+1 Physical Attack Bonus, +1 Magical Attack Bonus
6	Second Circle Adept	[Wild Lore]
7	Third Circle Adept	+1 Heroic Bonus, Elemental Path III
8	Fourth Circle Adept	[Wild Lore]
9	Druid	[Wild Lore], +1 Heroic Bonus +1 Initiative die
10	Grand Druid	+2 Physical Hit Points / +2 Mental Hit Points
11	Arch-Druid	+4 Physical Hit Points / +4 Mental Hit Points
12	Hierophant Initiate	+6 Physical Hit Points / +6 Mental Hit Points
13	Hierophant Adept	+8 Physical Hit Points / +8 Mental Hit Points
14	Hierophant Master	+10 Physical Hit Points / +10 Mental Hit Points






Class Features

Animal Companion: Druids may select an animal companion (see page 214) from the list of companions.

Spellcasting: Druids learn spells. They learn these spells from the scent of earth, the whispering secrets of fire, or the death rattles of the dying. They only possess the secrets of the elemental forces the spirits have granted them. Druid spells are divided into Elemental Paths, such as pain, earth, dust, and fire. They may only know spells from a single path at first, eventually learning more.

Druids select an Elemental Path at character creation (see page 206) and learn the first spell on that list. At level 4, they may select a second Elemental Path, and at level 7 a third, and immediately learn the first spell on those lists as well. Each time they gain a level they learn the next spell on all accessible paths.

Druids have a spell pool equal to $2D6$, plus a number of $1D6$ equal to their level, plus a number of bonus dice equal to their **Ego** modifier.

To cast a spell, you may roll any number of these dice, but at least a minimum of 2, as an [Action]. The spell always goes off, but if you roll 6 or less total on the dice you lose access to the spell until you have had a chance to rest for 24 hours. You may also lose some magical power dependent on the strength of the spell. Any spell cast, causes you to lose any dice that come up with equal or fewer pips showing compared to the rank of the spell on the elemental path. If you are casting a rank 3 spell (i.e. the third spell you learn on a path) you lose any dice showing , , or  pips when you cast a spell. Druids do not cause spell surges with their magic. Any dice lost are not recovered until a full night's rest.





Class Abilities

When gaining levels, Druids gain certain special class abilities. Each time you gain a [Wild Lore] select one of the following abilities:

Beastmaster: The Druid is considered to be of 3 levels greater than her actual level when calculating animal companion abilities. The Beastmaster may switch out her animal companion from day to day.

Enhancement: Gain access to a second animal companion. Your actual level is used to calculate the bonuses of this animal companion.

Elemental Focus: Choose an Elemental Path you can cast spells from. You add $\frac{1}{4}$ your **Ego** to all attack rolls resulting from spells cast from that path.

Enhancement: Consider your level one higher for spells gained from that path

Immortal Body: You become immune to all disease and poison and cease aging.

Magic Resistance: Gain *Magic Resistance* equal to $\frac{1}{4}$ your **Ego**.

Enhancement: Gain *Magic Resistance* equal to $\frac{1}{3}$ your **Ego** instead.

Shapechange: Choose a single form on page 210. You may change into this form once a day for the duration of an hour. Your **CUNNING** and **Ego** remain the same, but for all purposes, you become the other creature. You also gain the Primary trait of your primary animal while in human form. You may not speak or cast spells in animal form.

Enhancement: You may take this shape three times a day.

Enhancement: Gain a secondary trait listed for your primary shapechange form.

Enhancement: You may select a secondary form.

Enhancement: You may select a tertiary form.

Wild Resistance: Gain *Resistance* to a damage type (see page 154).

Enhancement: Gain *Resistance* to a second damage type.

Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, players that are Druids may spend character points on the following:

- A single point will grant you an enhancement listed for one of your [Wild Lores]
- Increase your effective rank in a secondary Elemental Path by 1 when you have access to a secondary elemental path. This secondary path may never exceed the level of the primary path.



Skills

Druids begin with their native **Survival** skill at Master. They may select another skill at Skilled: **Alchemy**, **Athletics**, **Arcana**, **Healing**, **Prestidigitation**, **Stealth**, **Survival (Forest)**, **Survival (Mountain)**, **Survival (Subterranean)**, **Survival (Urban)**

Equipment Options

Druids randomly select one of the following backgrounds/equipment packages at character creation.

1)	Game Warden		
1d6 × 100 Ceramic Shells			
Bezainted Hide	Enc.	+2 PAC	
Wooden Truncheon	Light	1d8 - 1	
Short Bow	Light	1d6	
10' pole	Encumbering		
Backpack	-		
Net	Light		
Quiver (Arrows 20)	Bundle		
+2 on CHARISMA tests involving animals.			

3)	Prostitute	
1d4+1 Platinum Crowns		
Silken Armor	Light	+1 PAC
Steel Mercygiver	Light	1d6 + 1
Bandages × 5	Bundle	
Contraceptive × 5	Bundle	
Manacles	Light	
Perfume	-	
Whip	Light	
+1 to CHARISMA and +1 on CHARISMA tests.		

2)	Herbalist	
2d8 × 10 Gold Coins		
Heavy Fiber Armor	<i>Enc.</i>	+1 PAC
Wooden Quarterstaff	<i>Light</i>	1d10 -1
Sling	<i>Light</i>	1d4
Backpack	-	
Herbs, Assorted	<i>Bundle</i>	
Mortar & Pestle	<i>Light</i>	
Portable Alchemical Lab	<i>Heavy</i>	
Start with the Alchemy skill at Skilled.		

4)	Exterminator	
3D8 x 10 Steel Pieces		
Linothorax Armor	Light	+2 PAC
Iron Falchion	Light	1d8
Light Crossbow	Light	1d6
Backpack	-	
Gas Mask	Light	
Quiver (20 bolts)	Bundle	
Tongs	Light	
Gain the Poison Use skill at Skilled.		



INHERITOR

Some sup on fiendish energies, allowing them to become suffused with power. It changes them. They seek out fiendish patrons and revel in their service. The energies of the outer realms flow through their flesh, mutating and changing them.

There is no purer purpose than to devote yourself to the infernal lords. They are more powerful than the gods, and you are their unholy servitor.

Inheritors are proficient with light and medium armor; shields; and light and medium weapons.

REQUIREMENTS

PHYSIQUE 9+, CHARISMA 9+



Level	Level Title	Features	Spellcasting		
1	Cultist	Chaos Mutation, Fiendish Patron	0	0	0
2	Dark Servant	+1 Physical Attack Bonus, +1 Magical Attack Bonus, [<i>Chaos Form</i>]	0	0	0
3	Dark Fated	+1 Social Attack Bonus, Spellcasting	2	0	0
4	Dark Priest	+1 Heroic Bonus, [<i>Chaos Form</i>]	3	0	0
5	Minion	+1 Physical Attack Bonus, +1 Magical Attack Bonus	3	1	0
6	Dark Acolyte	[<i>Chaos Form</i>]	4	1	0
7	Dark Brother	+1 Heroic Bonus	4	2	0
8	Dark Curate	+1 Physical Attack Bonus, +1 Magical Attack Bonus, [<i>Chaos Form</i>]	4	2	1
9	Inheritor	[<i>Chaos Form</i>], +1 Initiative Die, +1 Heroic Bonus	5	2	1
10	Inheritor	+2 Physical Hit Points / +1 Mental Hit Points	5	3	1
11	Dark Heir	+4 Physical Hit Points / +2 Mental Hit Points	6	3	1
12	Dark Inheritor	+6 Physical Hit Points / +3 Mental Hit Points	6	4	1
13	Lord Inheritor	+8 Physical Hit Points / +4 Mental Hit Points	6	4	2
14	Messiah	+10 Physical Hit Points / +5 Mental Hit Points	6	4	2



Class Features







Chaos Mutation: The Inheritor begins with a random chaos mutation, and must succeed at a saving throw every level or acquire a new one. They may forgo this save if they wish.

Fiendish Patron: The Inheritor also begins play as a servant of a fiendish patron. The Inheritor selects a demon or devil as her patron and abides by all restrictions of the patron. This also allows the Inheritor to spend character points on Infernal Investments freely. If you wish, you may roll on the following table to select one randomly:

- | | |
|----------------------------------|---------------------------------------|
| 1. Carrion Queen, Lady of Razors | 4. Rasfeculon Caanox, Conqueror Wyrms |
| 2. Dauthaz, King of Ghouls | 5. Scarbringer, End of Sentience |
| 3. Grandfather Count-the days | 6. Voorthux, Centrifuge of Flesh |

Spellcasting: At third level Inheritors learn spells. They keep these spells in dark eldritch tomes of power, wrapped in human skin. They may own and possess many fiendish magics, but they may only know a few. Inheritors can only cast evil and fiendish magics, from either the demonic or diabolic spell school, their choice.

There are three categories of spells, minor, major, and grand. The Inheritor may cast any spell she knows at any time, if she has the magical energy available. The Inheritor has a spell pool equal to $2d6$, plus a number of $1d6$ equal to their Inheritor level minus 2, plus a number of bonus dice equal to her **CUNNING** modifier.

To cast a spell, you may roll any number of these dice, but at least a minimum of 2 as an [Action]. The spell always goes off, but if you roll 6 or less total on the dice you lose access to the spell until you have had a chance to rest for 24 hours. You may also lose some magical power dependent on the strength of the spell. Any minor spell cast, causes you to lose any dice that come up with  or  pips showing. Any major spell causes you to lose any dice that come up with , , , or  pips showing. Any grand spell causes you to lose all dice you cast it with. Each additional die beyond 2 that is rolled reduces the number of pips that cause you to lose dice to a minimum of 1. Cast a grand spell with 7 dice, and you only lose dice on a roll of 1, but you are very likely to experience a surge.

Doubles cause spell surges which may make your spells more powerful and erratic. Your odds of doubles increase as you choose to roll more dice, drastically increasing the danger of your spell and your odds to be able to cast that spell again. Any dice lost are not recovered until a full night's rest.



Class Abilities

Inheritors gain certain special class abilities. Each time you gain a [*Chaos Form*] select one of the following abilities.

Claws: The Inheritor grows claws, which are treated as a medium weapon with the qualities: *AGILE*, *BLEED*, *CLOSE COMBAT*, and *SWIFT* (see page 129). If you have 9 or more Hit Dice, they are treated as heavy weapons and gain the qualities *BRUTAL* and *VICIOUS* in addition to the above traits.

Enhancement: The Inheritor's claws become envenomed. On a successful hit the target must make a saving throw versus poison. On a failed save they become *Fatigued*.

Dark Power: The Inheritor gains an additional minor spell of her selected school and an additional die added to her spell pool.

Enhancement: At 5th level, gain an additional major spell and another additional die added to her spell pool.

Dire Gaze: Once a day, you may make a psychic gaze attack against a single target.

Enhancement: You may use Dire Gaze 3 times a day.

Dire Gaze

ACTION ± PSYCHIC ATTACK

Gaze at one target in your line of sight. On a successful psychic attack that target takes 1d8 points of mental damage per Inheritor level and they must save. On a failed save they become *Shaken*.

Fiendish Resistance: You gain a +4 saving throw bonus versus poison, and also gain *Fire*, *Ice*, *Acid*, and *Electricity Resistance*.

Fiendish Smite: When you cause damage with a magical or psychic attack, do additional damage equal to ½ your **CHARISMA**.

Flame Gaze: Once a day, you may shoot flames from your eyes burning your enemies.

Enhancement: You may use flame gaze 3 times a day.

Flame Gaze

ACTION ± MAGICAL ATTACK

Gaze in a direction to shoot out a 3" × 3" cone of flame. On a successful magical attack all targets hit take 1d8 points of damage per two Inheritor levels.

Skin of the Fiend: Your skin becomes tough and red. You gain a +2 bonus to your physical armor class and *Fire Immunity*.



Character Points

A single character point is gained every level. Character points may be spent to gain proficiencies, attacks, or general abilities (see page 84). In addition to the normal options, Inheritors may spend character points on the following:

- A single point will grant you an enhancement listed for one of your [Chaos Forms]
- **Darkvision**
- Infernal Investments

Skills

Inheritors receive **Infernal Lore** skill at the Expert level and may select another skill from the following at Skilled: **Alchemy**, **Athletics**, **Arcana**, **Bureaucracy**, **Prestidigitation**, **Stealth**, **Survival (Forest)**, **Survival (Mountain)**, **Survival (Subterranean)**, **Survival (Urban)**

Equipment Options

Inheritors randomly select one of the following backgrounds/equipment packages.

1)	Gambler	
1d100 × 1d20 Gold Coins		
Padded Cloth	<i>Light</i>	+1 PAC
Iron Dagger	<i>Light</i>	1d6
Sling	<i>Light</i>	1d4
Chalk	<i>Bundle</i>	
Deck of Cards	-	
Dice	-	
Lamp	<i>Light</i>	
Lamp Oil × 5	<i>Bundle</i>	
Sack	-	
Gain the Profession (Gaming) skill at Skilled for free. Target for attempting to bluff the gambler is +2.(See page 100)		

2)	Alchemist	
3d8 × 10 Gold Coins		
Linothorax	<i>Light</i>	+2 PAC
Iron Mercygiver	<i>Light</i>	1d6
Light Crossbow	<i>Light</i>	1d6
Alchemical Bag	<i>Enc.</i>	
Alchemists Belt, Masterwork	-	
Quiver (20 Bolts)	<i>Bundle</i>	
Sack	-	
Gain the Alchemy skill at Skilled. The alchemical bag has an assortment of 5 items, selected from the Alchemical grenade		
list.		

3)	Hermit	
1d4 Copper Bits		
Bone & Wood	<i>Heavy</i>	+2 PAC
Iron Parashu	<i>Light</i>	1d8
Steel Dagger	<i>Light</i>	1d6 + 1
Bag		-
Assorted herbs, twigs, strips of cloth		-
Hermits can re-roll once if they dislike a mutation result. They must accept the result of the second roll.		

4)	Initiate	
1d6 Gold Coins		
Lamellar (Leather)	<i>Light</i>	+1 PAC
Steel Mercygiver	<i>Light</i>	1d6 + 1
Iron Warhammer	<i>Light</i>	1d8
50' Silk Rope	<i>Light</i>	
Human Skull	-	
Sack	-	
Spade	<i>Light</i>	
Initiates are favored by their patrons, and start with a free character point.		



CLASS IMPROVEMENT

As you gain prestige you can become more powerful. When your prestige reaches certain thresholds, you must train to gain a level. This process takes 1 month and costs steel pieces equal to 1,000 times twice your level; e.g. a third level character must pay 6,000 steel pieces to level to fourth level. Players do not gain the benefit of the new level, and are considered in every way their old level until they are able to take the time to train. More than one adventurer has returned from a quest to discover that their devil lord has taken most of the credit.

In the situation above, it is likely that the devil lord would fund their training, both to encourage them to continue to earn her prestige and using it as a bargaining chip against them. In many situations, training is acquired by a trade of service or servitude. If you train multiple levels at once, it takes one month per level, and the cost of each level is totaled to one value; e.g. going from third level to fifth costs 14,000 steel pieces.

You may be reading the above and think that it unfair. Welcome to Perdition.

GAINING A LEVEL

1. Add your new hit dice and reroll your hit point totals.
2. Record any new class abilities.
3. Spend your character points to improve your character.
4. Deduct your money spent and record your new level.

CHARACTER POINTS

Each level you gain, you will acquire a character point. Humans acquire an extra point. This point may be spent to improve your abilities as noted below. Each class also has certain specific abilities these points may be spent on, either to enhance powers or your techniques. Each option costs exactly one character point. You may spend a character point on the following options:

- +1 to a single skill. This may only be selected once per skill.
- +1 to a specific attack type. You specify the attack type when you select this option, either physical, magical, psychic or social. This may be selected multiple times for a specific attack type, stacking each time, e.g. if you select +1 to physical attacks three times over three levels, you receive a total of +3 to physical attacks.
- Gain proficiency with a single weapon or armor type or gain a general ability off the general ability list (see page 86). This allows you to acquire the ability to fire into melee safely or gain a large bonus against a certain danger such as poisons. Unless otherwise noted, a general ability may only be taken one time.
- Those who have demon or devil patrons may use character points to purchase Infernal Investments. See page 87.



Level	Prestige Threshold Needed to Claim Level	Steel Pieces Needed to Train to Claim Level
1	0	0
2	500	2,000
3	2,000	4,000
4	6,000	6,000
5	12,000	8,000
6	24,000	10,000
7	48,000	12,000
8	96,000	14,000
9	192,000	16,000
10	500,000	18,000
11	750,000	20,000
12	1,000,000	22,000
13	2,000,000	24,000
14	4,000,000	26,000

Any extra character points beyond the first must be spent on a different item than the base character point acquired for the level; i.e. on gaining a level a human could raise her physical and psychic attack values, but could not raise her physical attack value twice.

DUAL CLASSING

After training to level 4, any character may choose to change their class when they gain a level. Once they have decided to do so, the decision is irrevocable. This may only be done once during the life time of the character. They must meet all the requirements of the new class in order to select it.

The declaration is made and they locate a teacher or mentor of their new class. The Agonarch determines a reasonable length of time for the training (usually six months to a year). Their prestige total is set to 0. They write in their new class next to their old one and mark it as level one. They write down all the abilities of the new class on their character sheet. They keep all their numerical advantages, including hit dice, attack values, saving throws, and skills of their old class. Until their new class is of a higher level than their old class, they may not use specific class abilities e.g. such as spellcasting, from their old class. If they do, they gain no prestige for the adventure. Once their new class is of a higher level than their old class, they may use all of their available abilities without restriction.

Levels are never totaled for powers, abilities, or spells. You are considered your current class's level at all time. Optionally you may restrict dual-classing to humans.



GENERAL ABILITY LIST

Agile: Improve your physical armor class by 1 point.

Alertness: When surprise is rolled, you are less affected. The first action a creature takes against you during surprise costs an additional action.

Blind-Fighting: You no longer receive penalties for fighting in darkness or while blind.

Brawler: Your bare hand attacks are treated as medium melee weapons.

Fast: Raise your base movement rate by 2".

Improvement: Raise one of your ability scores by 2, or two by 1, but not higher than 20. This may be taken multiple times.

Kip-Up: Stand up from prone as a [Quick Action].

Pack Rat: You gain 3 additional inventory slots for encumbrance purposes.

Precise Shot: Fire into melee combat with ranged attacks at no penalty. Normally attacks into melee are *Penalized*.

Ritual: Learn a single ritual (see page 162). This ability may be chosen multiple times, each time learning a different ritual.

Saving Throw Bonus: Receive a +4 versus various types of saving throws. Pick one from the following types of saves:

- Cast Iron Stomach: Gain a +4 on saves versus poison.
- Courageous: Gain a +4 on saves versus fear.
- Element Resistance: Gain a +4 on saves versus elemental attacks. If no saving throw is allowed, reduce damage by 1 point per die or 1 point if no dice are used.
- Iron Will: Gain a +4 on saves versus charms and compulsions.
- Savvy: Gain a +4 on saves versus magical devices and rays.
- Skeptic: Gain a +4 on saves to disbelieve illusions and phantasms.
- Small Target: Gain a +4 on saves versus bursts, breath weapons, and area attacks.
- Stable: Gain a +4 on saves versus insanity.
- Vigor: Gain a +4 on saves versus death magic and death effects.

Spring Attack: This allows you to traverse half your movement rate when you take the attack [Action]. You may move before or after the attack and are not considered engaged in melee.

Willful: Improve your mental armor class by 1 point.



INFERNAL INVESTMENT LIST

Arcane Shield: You have a very dim sickly green glow. You gain *Magic Resistance 5*. (See page 154). If you already have some type of *Magic Resistance*, its value increases by 5.

Aura of Fire: You are surrounded by an aura of heat. In combat this turns into flames, and anyone who enters into melee or is in melee combat with you (or fighting adjacent to you) when initiative pools refresh takes 1d6 damage for every 2 levels your character has. You may select a freezing aura instead of fire.

Bat Wings: You grow a bat-like pair of wings. This grants you the ability to fly at a movement rate of 6".

Terrifying Visage: As a [Quick Action] you can cause the flesh on your skull to reflexively peel back, exposing the muscle underneath. All opponents with equal or fewer hit dice within 6" must save or become *Shaken*.

Fiend's Heart: When taking stress damage, you only take ½ your level in damage per stress point.

Fiend's Sight: You gain the ability to see in both normal and magical darkness, as well as being able to see invisible creatures. Once a day you may penetrate any illusion, visual deceptions, or alternate forms. Your eyes glow red.

Fiend's Skin: Your skin becomes tough and leathery. You gain *Fire Resistance* and your physical armor class increases by 2.

Hell's Insight: Gain +4 on any roll once a day. This may be applied after the roll. You stink of brimstone.

Silver Tongue: Your tongue literally turns to silver but maintains its flexibility. You gain +1 on all **CHARISMA** tests.

Stamina of the Hellborn: You gain +2 physical and mental hit points per hit die. You also gain *Fast Healing 1*

Talons of the Damned: Your hands elongate and you grow long nails. You can make melee attacks with your hands as if they were light weapons with the qualities: *AGILE*, *CLOSE COMBAT*, and *SWIFT* (see page 129). If you have 9 or more hit dice, they are treated as medium weapons and gain the quality *VICIOUS*.



RULES



TIME

Time is tracked in several different ways. It is important for a meaningful campaign that accurate time records are kept.

During Downtime: Time passes as the players say it passes.

During Travel: Time passes in watches, approximately 4 hours each. Each watch covers a certain distance of terrain depending on movement, and each watch will have an encounter check dependent on the terrain.

During Exploration (Outdoors): Time passes in turns, approximately 10 minutes each. Outdoors in clear terrain you can travel approximately 1000' at an exploration pace in 1 turn. Encounters are checked with a frequency based on the terrain traveled through.

During Exploration (Indoors): Time passes in turns, approximately 10 minutes each. Indoors you can cover your movement rate in 10's of feet. This assumes cautious, careful, organized, quiet travel and both checking for traps and mapping. It is possible to move quickly through an area already covered at 10× this rate.

During Combat: Time passes in rounds. A round is an abstract measure of time. During each round you will be able to take actions by removing initiative dice from your pool when it is your turn in the initiative order. Each round cycles through the player(s) with highest initiative until all dice are exhausted. You may remove one die to perform an *[Action]* or two dice to perform a *[Double Action]*. You may not perform a *[Double Action]* if you do not have two initiative dice in your pool. You may also perform one *[Quick Action]* during an entire round. Many enchantments and spells may have a duration of a turn; that duration extends for the entire combat. When combat begins, you gain one stress point (see page 142).

[Actions] include but are not limited to the following:

- Using a magic item
- Making an attack
- Casting a spell or using a special ability
- Moving up to your movement rate
- Opening or closing a door
- Standing up
- Retrieving a weapon from the ground
- Drawing a weapon

[Double Actions] include, but are not limited to:

- Withdrawing from combat safely and moving up to your movement rate
- Standing up or retrieving a weapon safely in melee range

[Quick actions] include:

- Certain reactions and abilities
- Using an *[Action]* against someone in melee range casting a spell, using a ranged weapon, standing up, retrieving a weapon, or fleeing.



ENCUMBRANCE

Encumbrance is tracked abstractly. There are five categories of items.

Unwieldy Items: A character may only carry one of these. It takes up 10 slots. These items weigh between 100-200 pounds. If you are carrying a unwieldy item, you are automatically considered heavily encumbered.

Heavy Items: An item that takes up 4 slots. These items weigh 50-100 pounds.

Encumbering Items: An item that takes up 2 slots. These items weigh between 20-50 pounds.

Light Items: An item that takes up 1 slot. These items weigh 20 pounds or less.

Bundles: These items have a trivial weight, and are considered to be a light item when bundled with others of their kind (potions, arrows).

Characters receive a number of inventory slots equal to their **PHYSIQUE** score. Encumbrance affects your movement. There are four states of encumbrance: unencumbered, lightly encumbered, moderately encumbered, or heavily encumbered. This is determined by the number of slots you have filled in your inventory sheet. If you have $\frac{1}{2}$ your slots filled, you are considered lightly encumbered. If you have $\frac{3}{4}$ your slots filled, you are considered moderately encumbered. If you have all your slots filled, you are considered heavily encumbered. If you are carrying more than the number of slots you have, your movement is reduced to 1" a round.

Encumbrance	Slots Filled	Movement Adjustment
Unencumbered	Under $\frac{1}{2}$	None
Lightly Encumbered	$\frac{1}{2}$ slots	$\frac{3}{4}$ movement rate
Moderately Encumbered	$\frac{3}{4}$ slots	$\frac{1}{2}$ movement rate
Heavily Encumbered	All slots	$\frac{1}{4}$ movement rate



All unworn armors are encumbering. Worn light armors and all weapons whether wielded or carried encumber as light items, worn medium armor encumbers as an encumbering item, and worn heavy armor encumbers as a heavy item. Worn bulky, heavy armor takes up 6 slots.

Copper pennies, steel pieces, and gold coins are 10 to the pound. Ceramic shells and platinum circles are 100 to the pound. Copper bits are (logically) 80 to the pound. Runic Arcanite is alternately dust, fluid, or solid and is worth 12,000 gold coins per pound. Up to 20 pounds of coinage is considered lightly encumbering.

Coin	Per Pound	Per Light Enc.	Value in sp
Copper Bits	80	1600 coins	2 sp
Copper Pennies	10	200 coins	2 sp
Ceramic Shells	100	2,000 coins	200 sp
Steel Pieces	10	200 coins	200 sp
Gold Coins	10	200 coins	2,000 sp
Platinum Circles	100	2,000 coins	2,000,000 sp



MOVEMENT

Player movement rate is given in movement points, notated in inches.

INDOOR EXPLORATION

Movement rate is one 10' × 10' square moved per movement point per turn. Character movement is literally the number of dungeon squares that can be moved per turn. After encounter checks are made, they may move this many squares on the map/board.

This movement assumes several things: testing the environment for hazards, general mapping, cursory exploration giving the base chance for trap and secret door detection, being quiet, and moving as an organized group. Players are free to move at normal walking speed, but if they do, they will set off every trap, always be surprised, draw an automatic encounter every turn and generally inform everyone as to their presence. Terrain already explored may be traversed at 10× normal speed safely. Going back out the way you came in is easy.

OUTDOOR EXPLORATION

Player movement while exploring hexes is one 1320' hex per turn. This assumes exploration of the area, looking around as a coordinated group, and checking various terrain features. Visibility is dependent on terrain, but generally vision extends in a clear line 1 to 3 miles.

OUTDOOR TRAVEL

The standard hex size in Perdition is a six mile hex. A single hex breaks down into hexes each measuring 1320'. Double your movement points to determine the number of miles per day you can march comfortably. Terrain type affects that speed.

Forced march allows an increase in the number of miles character's can move in a day. Multiply movement rate by 2.5 to determine your forced march distance. This negatively affects morale and when doing so everyone is considered *Fatigued* until they receive one full day of rest.

Becoming Lost

As long as a major landmark is visible, players will not become lost. Otherwise a *Survival* skill check of variable target number made daily is necessary to avoid becoming lost. If lost, then movement will be off one hex facing, randomly determined if the sun is visible. If the sun is invisible, determine the direction of travel randomly.

Terrain	Target	Movement is. . .	Encounter check Exploration/Travel	
Clear, city, trail, grasslands	3	Normal	6 turns	3 watches
Forest, hills, desert, wastelands	6	$\frac{2}{3}$ the normal rate	3 turns	2 watches
Mountains, jungle, swamp	7	$\frac{1}{2}$ the normal rate	2 turns	1 watch
Road	—	$\frac{3}{2}$ the normal rate	1 turn	1 watch



LIGHT & VISION

NATURAL LIGHT

Bright light: Anyone may see anything that is visible within their line of vision in bright light. Bright light is effectively visible to observers for infinite distances. Bright light is shed by any light source: torches, lanterns, light spells. A cloudy day outside or a lit room inside is considered brightly lit. Creatures with the light sensitivity trait receive a -1 penalty on all their rolls in bright light. Light sources shed bright light to their radius.

Dim light: Anyone may see within dim light out to over 100'. Beyond that, specifics are difficult to distinguish. There are no bonuses or penalties associated with seeing or acting in dim light. Dim light is considered to contain shadows. Sources that shed dim light are effectively visible to observers for over a mile outdoors. Dim light extends again as far out from the source as the bright light radius is shed; i.e. a torch sheds 6" of bright light and another 6" of dim light. A moonlit night or the light at dusk is considered dim light.

Darkness: After one turn in darkness anyone may see forms and outlines to a distance of 1". If acting in darkness, you act as if you were mostly blind, having your attack rolls and skills **Penalized**. Those with **Nightvision** or **Darkvision** can see in darkness as if it was dim light. Darkness is not 'shed'; it is the absence of visible light. An unlit, windowless room or a night without a moon is considered darkness.

UNNATURAL LIGHT

Brilliant light: Brilliant light is very bright. If coming from any light level other than bright light, it is treated as darkness for a round. For subterranean creatures, demons, devils, and other light sensitive creatures, acting in brilliant light is difficult; all their rolls are **Penalized**. In general, brilliant light is shed by special holy spells or certain celestial creatures. A cloudless day during winter at noon is considered to be brilliantly lit.

Magical Darkness: Magical darkness is a magical version of normal darkness. The only difference is that magical darkness is shed from a source. It radiates like light does. It overpowers all natural sources of light, and it is canceled by magical light; i.e. when they overlap, both spells cease. It stops **Nightvision**, but not **Darkvision**. Anyone who produces the magical darkness can always see within it as if it were dim light. This is the darkness produced by any magical effect.

Deeper Darkness: This is an intensified version of magical darkness. It is only countered by brilliant light. It overpowers all natural sources of light and stops all vision. Those who can cast or create deep darkness as well as those who can see within it are called out specifically. If not noted otherwise, the ability to create deep darkness does not grant you the ability to see within it.



MONEY

All hells run on money.

Copper Bit (cb): is a coin known as a hoof. It is a copper penny scored and split into 8 bits. A single bit is the lowest value coin and is practically worthless. A bit will buy a cup of water.

Copper Penny (cp): is a coin known as a talon. It is a copper piece made from copper and bronze. A copper penny can buy you an apple or a mug of cheap swill.

Ceramic Shell (Cs): ceramic shells are specific mixtures of clays, baked, imprinted, and then glazed with special formulas unique to each devil lord. A ceramic shell is called a fang worth 10 copper pennies. A ceramic shell can buy you a pound of unmilled wheat or a loaf of bread.

Steel Pieces (sp): are pure worked steel. They are referred to as horns worth 10 fangs. A single horn can purchase a pound of tobacco, most of a meal, a bed for the night, a chicken, or a yard of linen.

Gold Coins (gc): are called flames. They are a golden red color and are a mixture of gold and copper. A single gold coin is worth 10 horns, i.e. steel pieces. A single flame is enough to purchase a room at an upscale inn for two days and have all your meals covered. It will buy you a boar, two goats, or three sheep.

Platinum Circles (pc): are called crowns. They are mixed platinum with nickle and a bit of gold. These coins are hollow, and resemble rings or a halo. A single platinum circle is worth 100 flames, i.e. gold coins. This is enough to purchase finely made weapons or armor or pay a year's rent with money left over.

Runic Arcanite (RA): This is a magical shimmering metal. It can be reduced to powder, or if heated will remain liquid at room temperature. Every ounce is considered a single coin. It is rich with magical energy. Each ounce of this is worth 1,000 flames, i.e. gold coins. It is also used in the manufacture of essences or magical items.

Souls: Devils often deal in souls. Souls are translucent discs that appear to be made from wispy smoke-like spiderwebs. They feel quite solid to the touch, but the shifty material moves underneath the surface of the coin, and they glow dimly. A soul's worth is valued by its brightness. The actual gold coin value of a soul is equal to the hit dice of the creature, squared, times 1,000 gold coins. A four hit die creature's soul is worth 16,000 gold coins.

Exchange Value	Name	Copper Bits	Copper Penny	Ceramic Shell	Steel Piece	Gold Coin	Platinum Circle
Copper Bit (cb)	Hoof	1	$\frac{1}{8}$	$\frac{1}{80}$	$\frac{1}{800}$	$\frac{1}{8,000}$	$\frac{1}{8} \times 10^5$
Copper Penny (cp)	Talon	8	1	$\frac{1}{10}$	$\frac{1}{100}$	$\frac{1}{1,000}$	$\frac{1}{1} \times 10^5$
Ceramic Shell (Cs)	Fang	80	10	1	$\frac{1}{10}$	$\frac{1}{100}$	$\frac{1}{10,000}$
Steel Piece (sp)	Horn	800	100	10	1	$\frac{1}{10}$	$\frac{1}{1,000}$
Gold Coin (gc)	Flame	8,000	1,000	100	10	1	$\frac{1}{100}$
Platinum Circle (pc)	Crown	8×10^5	1×10^5	10,000	1,000	100	1



RETAINERS

Characters may wish to acquire one of two categories of retainers: henchmen and hirelings.

HENCHMEN

Henchmen are classed and leveled underlings or special characters (monsters, uniques, et. al.). They are frequently acquired to round out the abilities of a party or act as a buffer to the eventual death or loss of a player character.

There are two restrictions to acquiring henchmen. First, you may only have as many henchmen as your **CHARISMA** modifier allows. You may have one henchmen with a **CHARISMA** over 13, and two with a **CHARISMA** over 16. Henchmen grant you an additional initiative die and access to up to two of their powers, attacks, or abilities. Beware, they can be attacked separately. Henchmen receive one full share of the prestige gained, but only apply half of it to their prestige total. Henchmen are bound to the particular player's character and will not adventure on their own, with another character of the player, or with another person's player character. They are considered to have a loyalty bond of 12, unless events conspire to lower it.

HIRELINGS

Hirelings are normal sentients, though they are often skilled. Their relationship with the player character is a financial one. They include mercenaries, skilled experts, servants, staff and so on. They are considered to have a loyalty bond. This loyalty bond increases or decreases depending on player actions. See page 101 for more on bond levels.

The maximum number of loyal hirelings you may have (i.e. hirelings with values on the loyalty bond track) is equal to your level + 1 + your **CHARISMA** modifier. You can have tracks with hirelings other than loyalty, such as thrall bonds or minion bonds. A group of mercenaries counts as a single hireling.

Retainer Actions in Combat

Henchmen, and other followers such as animal companions, summons, mercenary companies, or charmed or dominated monsters may be instructed to act by a player character as an [Action] or a [Double Action], taking their actions in lieu of player action. Up to 4 individual hirelings can assist you in combat; for each your armor classes are considered 1 higher and you do an additional point of damage.

If the hireling's loyalty bond is high enough, (Fanatical/12) the character has the choice of having their hireling take any blow targeting the player. Also, note that nothing prevents opponents from killing your hirelings before they attack you to reduce their ability to protect you.



SKILLS

Perdition uses a variation on Skills: The Middle Road (developed by Benjamin David). Anyone may attempt any skill. You roll a die, dependent on your skill level, and (usually) rolls of 6 or better are a success. If the target number is not 6, it will be noted when the skill check is called for. Some skill checks are modified by ability modifiers, these are noted in the skill description. Each character receives a selection of skills from their class. The only other way they acquire skills is by taking the time to learn and study them.

- A character who is Unskilled at a skill rolls a 1d6
- A character who is Skilled at a skill rolls a 1d8
- A character who is Expert at a skill rolls a 1d10
- A character who has Mastered a skill rolls a 1d12

Alchemy: Using this skill unskilled, only allows you to identify potions, powders, and other basic alchemical items.

For the skilled practitioner a successful roll allows you to identify magical items, collect monster essences, and craft alchemical items you know the recipe for. Possessing this skill at Skilled or better allows you to destroy an alchemical item you have to learn the recipe, OR learn the recipe by duplicating the item at double time and cost from the sample or a formula (if you have the required ingredients). Alchemy is modified by your **CUNNING** modifier.

Arcana: This allows you to see into the Empyrean (see page 308) to see magical effects, auras, wards, and threads of magical concentration, and it allows you to use magical items and read scrolls, even if you are not generally able to use these items. If attempting to use a magical item, the user may add $\frac{1}{2}$ their class level to the roll. You may also use this skill to manipulate the Empyrean. See page 166 for the rules on ward breaking.

Athletics: This represents your physical skill. How long can you run? How agile are you? How fast can you climb? Athletics is modified by your **PHYSIQUE** modifier. It is used for the following list of activities:

- To balance on a rope or ledge
- To move full speed through difficult terrain
- To disengage from combat without getting attacked as an [Action] (target number is 4 + $\frac{1}{2}$ physical hit dice of opponent, minimum 5)
- To climb full speed up a rough wall, tree, etc.
- To swim at full speed
- To kip-up as a [Free Action]
- To jump:
 - A running jump gives you the distance in feet, equal to twice the value of the check. (Rolling a 5 + 2 for **PHYSIQUE**, gives you 14 feet for the jump)
 - A standing horizontal jump gives the distance in feet equal to the value of the check.
 - A vertical jump allows you jump vertically a number of feet equal to $\frac{1}{2}$ the check.



Skill List

- Alchemy
- Arcana
- Athletics
- Bureaucracy
- Craft
- Devices
- Healing
- Infernal Lore
- Perform
- Poison Use
- Prestidigitation
- Profession
- Stealth
- Survival

Bureaucracy: Evil bureaucracies are the worst. This skill is how you navigate them. Your success determines if and how quickly your request is granted. It is also used when attempting to acquire permission, information, official authorization, or other services from the devils' hierarchy. Bureaucracy is modified by your **Ego** modifier.

Craft: This skill is used to describe your talent at creating items. You can select anything to craft, but frequent selections are bowyer/fletcher, cobbler, glassblower, leatherworker, locksmith, metalsmith, painter, potter, sculpture, shipwright, stonemason, tailor, trapmaker, writer, etc. A successful skill check indicates you have crafted a serviceable item. A skill check of 10 or greater indicates you have crafted an exceptional item. A skill check of 16 or greater indicates you have crafted a legendary item. A well equipped workshop will provide a +4 bonus to craft an item, and each doubling of the base time it takes to craft provides a +1 bonus. The base time is set by the Agonarch.

Devices: This allows you to disable, reset, or repair devices, machines, and traps. If you are trained in it, you may also use this skill to open complicated puzzle locks or open simple locks without breaking or damaging them. This is modified by your **Cunning**. Any normal lock is easily opened by anyone by smashing or breaking it.

Healing: A single use of this skill heals an additional rolled hit die on top of the restoration that occurs after combat. On a roll of 8 or higher two hit dice are restored. 10 or higher restores four hit dice. It may only be used once after a conflict in order to heal physical wounds. Requires a set of bandages per use. A successful skill roll during a rest will remove one point of stress.

Infernal Lore: This skill specifically relates to knowledge of fiends. It allows you to answer questions about demons and devils including: what interests they have, where they rule, predilections, natures, who they are beholden to, who is beholden to them, combat techniques, and other general information.

If you are trained in this skill, you may also use it to reduce the time used to research a fiend's name. A successful check at the start of research reduces the time required by half.

Perform: This indicates your skill at musical instruments, games, and other skilled tasks. You rarely need to roll this skill unless trying to impress a particular personage or in an attempt to raise funds. A successful skill check will raise 1d6 times the skill check result in ceramic pieces, while a failure will just raise 1d6 ceramic pieces. If your skill check is over 10, you raise 1d6 times the result in steel pieces per day. You can select any type of performance to specialize in, but frequent selections are specific musical instruments, dancing, singing, miming, a particular sport, etc. This skill is modified by **Charisma**.



Poison Use: A successful poison use roll allows you to extract, prepare, or identify poisons. Using a prepared poison to coat a weapon is an [Action] that anyone may perform.

Prestidigitation: This skill allows the character to steal from creatures without detection and perform other light-fingered tasks.

Profession: This is your chosen profession. You can earn 1d6 steel pieces a week. A successful skill check allows you to earn an additional 2d6 steel pieces per week of work. Common professions include banker, blacksmith, butcher, cook, courier, engineer, farmhand, miner, sailor, and woodcutter.

Stealth: This skill is used to avoid detection and surprise opponents. If you are at least 12" (60') away from anyone not moving stealthily, then a successful check allows you to surprise opponents on a surprise roll of 3+. This skill is penalized by your physical armor bonus.

Survival: This is applied per terrain type (forest, mountain, subterranean, swamp, and urban). It is used for a variety of things.

- Moving overland at half speed while hunting and foraging
- Ignoring the effects of inclement weather
- Avoiding becoming lost
- Predicting the weather
- Identifying tracks and animal sign

Certain classes may also be able to track animals. On a successful roll they not only identify tracks and animal sign, but can gather two pieces of information from the following list:

- How many creatures were there?
- How long ago did they pass?
- Where did they go? (Follow the tracks)
- How fast were they moving?

Urban survival allows you to locate contacts, avoid getting lost, and discover information. If you can track in an urban environment, you can find people you are looking for even if they don't want to be found. Subterranean survival allows you to determine grade or slope in a passage, new construction of a passage or tunnel, sliding or shifting walls or rooms, traps involving pits, falling blocks, and other stonework, and approximate depth underground.

Non-Skills: These are natural abilities that cannot be trained. Noticing secret doors, being surprised, listening to hear sounds, luck, or other rolls are examples. These have a default 1-in-6 chance of success (a 6+ on a 1d6) though they may be affected by certain unique effects.



LANGUAGES

There are many languages spoken in Perdition. Any language may be taken in place of a skill.

COMMON is a trade tongue widely known.

CARTHIAN is spoken in lands northeast of the Aphotic Sea.

UMBER is spoken by the northern tribes.

PHARON is spoken in lands south of the Ardent Sea.

FELGEN is spoken in western wastes.

SIGN is a form of communicating in common using just your hands and gestures.

GOSSAMER is the tongue of the fairy creatures, not seen since the invasion.

LILLIPUTIAN is the tongue of the tiny men and forest creatures.

MONTUS is the tongue of the sub-world, land beneath stone, and the creatures and horrors that live within.

HELLION is the language of the demi-men: hobgoblins, orcs, and bugbears.

JOTNAR is the language of the giants, though now only a few know its secrets.

OPHIDIAN is the ancient language of serpents, wyrms, and the mythical dragons.

EMPYREAN is said to be the language of the old gods, neither spoken nor written any longer.

Training Skills and Languages

It takes 1 month and 1,000 steel pieces to gain a skill at the level of Skilled. People who are Skilled can take 3 months and pay 3,000 steel pieces to increase their skill to the level of Expert. Finally, an Expert can spend 10,000 steel pieces and spend 6 months to increase their skill level to Master. During this time, they must train full time. A language can be learned by spending 1,000 steel pieces and it takes six months. Unlike skills, languages can be learned while engaged in other activities.



SOCIAL ENCOUNTERS

REACTIONS

The reaction roll is a special test similar to a **CHARISMA** test (see page 105). Low (3-5) is hostile, high (9-11) is friendly, and average (6-8) rolls are neutral. There are special results on 2 and 12 (immediately attack and helpful). This roll is made when monsters are encountered.

2d6 roll	Result	Modifier
2	Attack	Attacks
3-5	Hostile	-2
6-8	Neutral	0
9-11	Friendly	+2
12	Helpful	+4

Because the game is supposed to be fun for the Agonarch also, reaction rolls allow the players and the Agonarch to discover the reality of the realm they are exploring together. These reactions do not proscribe behavior beyond the modifier they add to various social actions and other instances noted in the text. The Agonarch can use the roll to improvise the attitude and reaction of the monsters. Reaction and reaction changes last till the end of the encounter plus six turns. Reaction rolls may be modified by the following things:

- **CHARISMA** modifier if a party member chooses to parley
- Situational factors and modifiers
- Pre-existing bond (see page 101)
- Specific modifiers tied to ability, rank, holdings, or class

SOCIAL ACTIONS

Characters may make a variety of social actions with opponents. These actions are **CHARISMA** tests, modified by the reaction and bond. Note that bond for creatures met for the first time is -4. These social actions are not mind control; take the intelligence of the opponent into account. This is simply a system to objectively determine reactions. When making demands, negotiations, and requests, modify the difficulty from +1-5 based on the difficulty of the request.

Bluff: Convince the target of a lie. This has a difficulty of $6 + \frac{1}{2}$ HD.

Converse: This attempts to improve the reaction from hostile to neutral. It has a difficulty of 6 for a single target or 9 for a group.

Demand: Attempts to get something for nothing in return. The base target is the creature's morale.

Negotiation: This is an offer or exchange. Depending on how good the bargain is for the creature, the difficulty is a Likert scale from 7 for an excellent bargain to 11 for a miserable one. Also modify the request based on how difficult the task is to complete as noted above.

Examples include trying to hire a non-player character or having a creature open a door.

Request: This is as negotiation, but not offering anything. Add 3 to the negotiation target.

Threaten: Target 9. On a failure, creature reaction becomes hostile. On a success, a morale test is made. On a failed test morale is lowered by 4, making demands easier. On a successful morale test, they attack or flee.



BONDS

RELATIONSHIPS AND BONDS

A bond is the strength of the relationship between any two parties. After each adventure or non-violent encounter with a creature, the bond is checked by a bond roll. A bond roll is identical to a reaction roll (i.e. a 2d6 test) but applies to the bond instead of the current reaction.

If this roll is higher than the current bond, then the bond increases by one.

Relationships characterize the type of bond. There are several types of relationships, Friendship, Lover, Rival, Companion, etc. These relationships are the bond 'track'. When certain bond thresholds are reached, then a boon or bane is applied. These Agonarch created boons and banes vary based on the type of relationship; a non-player character may have a different boon for reaching bond level 7 (Colleague) on the Friendship track than the boon granted for reaching bond level 7 (Colleague) on the Rival track. Not every bond level may possess a boon or bane. Generally, this represents relationships between players and non-player characters. Players do not have bond ratings with each other.

The boons, banes, and relationships possible are limitless.

It is important to note that when interacting with people, your bond modifies their reaction via social actions. This means the modifier below is applied when you attempt to negotiate with them or ask them for things of consequence. It is not applied for general reaction rolls.

A common bond track is the loyalty track for retainers. Features of this track can include unlocking discounts, new services for the retainer to provide, or the retainer improving in skill. Retainers with a bond level of 5 or less require a morale test to follow the player into a dangerous area. Retainers of loyalty 6 or higher will accompany characters into dangerous area.

Bond Level	Bond Name	Modifier
2	None	-4
3	Stranger	-2
4	Acquaintance	-2
5	Associate	-2
6	Pal	0
7	Colleague	0
8	Friend	0
9	Companion	+2
10	Partner	+2
11	Loved/Kin	+2
12	Lifebond	+4

An example bond: You have been subverting Torkis Daubermal the devil for several weeks now. After three adventures in his domain, your enmity bond has increased to 5. You gain a +1 on ***Infernal Lore*** rolls regarding Torkis from your bond level 3 and a +1 on ***Bureaucracy*** rolls from your bond level 4. Upon reaching bond level 5, Torkis has become aware of you, and all his servants have been told about you, causing a -4 on all reaction and social rolls with his servants. Much later, upon reaching bond level 8, you are granted ***Fire Resistance*** from your long experience fighting his flame brigades.



PURSUIT & EVASION

Evasion

This is an attempt to avoid an encounter. This is automatic if one party is not aware of the other party. If the parties are aware of each other, then the other group may choose to pursue. If you are in combat, you must disengage first (see Disengaging, page 146).

Pursuit

Monsters and humanoids with reaction roll results of 2-9 will generally pursue any characters that flee, the exception being monsters weaker than the party. Once in pursuit, monsters will continue to pursue as long as they still hold out hope of catching the pursued party.

Pursuit Ends if party is . . .

Far away and in sight	=	Double monster movement
Somewhat distant and out of sight	=	Equal to monster movement
Pursuit has continued for a full turn without the monsters catching the party		

Preventing Pursuit

Dropping food for unintelligent monsters or treasure for intelligent opponents will give a 4+ on a 1d6 (50%) chance of ending pursuit. Creating a hazard will end pursuit on a 3+ on a 1d6 (66%), unless the hazard is impassable for the creature, in which case pursuit is automatically ended. Hiding in a room behind a door that is spiked shut gives a 3+ on a 1d6 (66%) to stop pursuit per round. The monster will attempt to bash open the door until then. Caltrops cause monsters who fail a save to reduce their speed by ½. Looking around, asking questions of the Agonarch, and taking actions reduce your speed by half during the round.

Mapping

While fleeing all traps are triggered if crossed (i.e. no 2 in 6 chance) and directions given consist of left, right, and ahead choices. If the answer is not given in a timely manner, the direction is decided randomly OR the monsters catch the party, player's choice. No mapping or referencing a map may occur without a corresponding reduction in speed.

Action	Chance to End Pursuit
Food (Unintelligent)	4+ on 1d6
Treasure (Intelligent)	4+ on 1d6
Hazard	3+ on 1d6
Hiding in Room	3+ on 1d6
Caltrops	Reduce Monster Speed by ½
Asking questions, looking around	Reduce Player Speed by ½



PRESTIGE

Prestige is a measure of your power. When you reach certain thresholds of prestige, your characters may train and gain a level and become more powerful.

You gain prestige by acquiring wealth and extracting essences from monsters. You may also gain prestige via actions taken at the Vile Conclave (see page 120). You may gain more than one level at once if you acquire enough prestige and have the steel to pay for it. Doing so likely draws a lot of attention from some very jealous devils.

Prestige may also be spent for a variety of reasons, forging magical items, binding and bargaining with devils and demons, and manipulating the Vile Conclave.

Prestige may also be lost, via actions taken by people of higher status than you, social attacks, certain spells, or actions taken by the Vile Conclave.

Once you have reached a certain threshold of prestige and gained a level in training, you do not lose your level if your prestige drops below that threshold. Your level is almost never lost, though you will need to earn enough prestige to reach the next level threshold before advancing. You can only lose a level if you do not have enough prestige for the rank you currently possess AND the Vile Conclave takes action to reduce you in status.

Prestige is not a physical value, spent in real coin, but an abstract value that we treat as a quantifiable measure. You do not literally spend prestige, but going to the Vile Conclave or not responding to an insult can reduce your status. We measure that abstract status lost using prestige.

Each steel coin piece acquired provides 1 prestige. You earn 10 prestige for every 1 gold coin. Prestige is divided among all members of an expedition, including those who died. Prestige is not gained for goods found and kept, only those sold. Prestige can also be acquired through in-game actions, such as appearing near people of high status, invitations to events, knowledge spread of deeds done, or other related in-game actions.

It is very likely at times that you will have much more prestige than you need to level and will find yourself quite strapped for cash. This is by design. Bargaining with local devils or patrons for the money or services needed to level without spending the steel can solve your problem, but puts you in their debt. Large hauls of prestige will often attract attention causing devils to engage the Vile Council to steal prestige from you.



CONFLICT RESOLUTION

There are a number of ways to resolve conflict in *Perdition*. They are all designed to be quick and abstract, representing whatever actions are necessary for success or failure.

Describe what you are doing or describe what you want to do. In either case, the Agonarch will tell you how to resolve that conflict, what some of the possible consequences of that action might be, and ask you to confirm your choice. This step is **crucial** for clarity and player agency.

There are 4 ways to resolve conflicts: **Attacks**, **Ability Tests**, **Skill Checks**, and **Struggles**.

ATTACKS

There are four different kinds of attacks: **physical attacks**, **psychic attacks**, **magical attacks**, and **social attacks**. Each attack is resolved to determine if you are able to affect your opponents. If you succeed at an attack, then you apply whatever effect the attack has against your opponent. Usually this is applying damage to either physical hit points or mental hit points, but sometimes they have other effects, like initiating a struggle. Unless noted, physical and magical attacks affect physical hit points and social and psychic attacks affect mental hit points, but there are exceptions. Attacks are resolved via the following method:

1d20 + HB + TYPE ATTACK BONUS + ABILITY MODIFIER + CIRCUMSTANTIAL MODIFIERS Vs. AC

HB stands for Heroic Bonus. This is a class-based value that is generally between 1 and 4.

Type Attack Bonus: Certain classes and races get various bonuses on types of attacks. These may also be purchased with character points.

Ability Modifier: Depending on the type of attack, you add or subtract your ability modifier; e.g. **PHYSIQUE** affects physical attacks, which consist of ranged and melee combat.

Circumstantial Modifiers include things such as magic weapons, darkness, **Augmented** or **Penalized** rolls, and various other modifiers applied by your Agonarch to the situation. You will be informed of these before you choose to commit to the attack.

Armor class is the defensive value that is the target number for the attack. There are two different armor classes. There is a physical armor class and a mental armor class.

PHYSICAL ARMOR CLASS = (CUNNING + PHYSIQUE)/2 + ARMOR + MODIFIERS

MENTAL ARMOR CLASS = (EGO + CHARISMA)/2 + TALISMANS + SIGILS + MODIFIERS

Physical armor class (abbreviated PAC) defends against physical and magical attacks. Mental armor class (abbreviated MAC) defends against social and psychic attacks. All classes will have physical and social attack values. Some classes will have psychic or magical attack values. Modifiers include sigils and class abilities.



ABILITY TESTS

These are tests of your basic abilities. They are rolled using 2d6 against a target number. Easy tasks have a target number of 5, average tasks a target number of 7, difficult tasks a target number of 9, and onerous tasks a target number of 12. *Unless otherwise noted, respective tests are **always** modified by their ability modifiers.*

During character creation you have the option of selecting one ability score as strong if you set another ability score as weak. Strong abilities allow you to roll 2d8 for your ability tests, weak abilities force you to roll 2d4.

PHYSIQUE ability tests are made for things like clearing jumps and holding your breath. **CUNNING** ability tests are made for things like deciphering magical runes and parsing the text in a contract successfully. **EGO** tests are made for things like sustaining magical rituals or engaging in forced marches. **CHARISMA** ability tests are made for negotiations and social actions. A reaction roll is a special type of roll like a **CHARISMA** test, but is always rolled on 2d6.

SKILL CHECKS

These are checks made to accomplish tasks. Skills have four rankings. You are either unskilled, skilled, a skill expert, or a skill master. These ranks determine the dice you use to make skill checks. If you are unskilled you roll a 1d6 to make skill checks. If you are skilled you roll a 1d8. If you are an expert you roll a 1d10, and a master rolls a 1d12. Most tasks have a target of 6. This can be modified up or down based on the situation.

Skills checks supersede ability tests. A character may replace a skill check with an ability test by increasing the difficulty.

STRUGGLES

Struggles are extended contests between characters. There are two types: physical struggles or psychic struggles. Each character has a physical hit die type and a mental hit die type. When a struggle occurs, you roll all the dice in the appropriate hit die pool and compare this total to the total of your opponent's roll of all his hit dice. Occasionally there may be an instruction to add a value for certain types of struggles. No matter how much damage you have taken, unless noted otherwise, you always roll your full hit die pool.

Struggles are cumulative. For example, if two hobgoblins were attempting to grapple a character, then they would add their hit die pools together when resolving the struggle.

Examples of physical struggles include grappling, shoving, and brawling. Examples of psychic struggles include certain psychic attacks, debates, and possession.



AGENCY

The agency of the player is fulfilled when the effects of their action matches their intent. This does not mean that the player must succeed at any task they accomplish; it does mean that the player understands the situation and likely consequences in a similar fashion to the way the Agonarch understands the situation.

There are no rules for agency; it is a matter of open discussion at the table.

INTENT, INITIATION, EXECUTION, AND EFFECT

How does play occur? Specifically what is covered in play and how is it resolved?

Players and Agonarchs will via discussion and consensus agree to a campaign style. Some examples are listed on page 310. Acquiring prestige is the explicit goal of the game. From that goal, and the ways prestige is acquired, defended, and used, comes interesting conflict.

The goal drives play in a concrete way. It is the acquisition and maintenance of prestige that gives the completion of goals real meaning and value.

When you sit down to play, the Agonarch should have several courses of action available for your characters. These courses of action indicate the areas of the campaign the Agonarch has chosen to develop. His presentation of them is communication that says “interesting conflicts lie in these places.” These are not limiting, but informative. Players then decide on actions to take. This begins the Intent, Initiation, Execution and Effect process.

The Agonarch should be an impartial adjudicator.

If the players believe that the Agonarch will alter his presented environment in response to the verbalization of player intent, then players will be reluctant to state their intent. In this case, players’ expectations will frequently not match the Agonarch’s expectations due to poor communication. They engage in an end-around run of actual play by asking a series of guarded questions to protect themselves from the Agonarch. This causes confusion over player intent, preventing the maintenance of agency. Role-playing games are cooperative endeavours.

So what should play look like?

Players talk about their intent. They may list several different intents. They have a discussion with the other players about these goals and ask the Agonarch questions about what steps are involved in accomplishing the various goals. The Agonarch provides information to the players about what steps and actions are involved in the process along with likely dangers and risks.



During this process, players will ask questions their characters can not answer. It is incumbent upon the Agonarch to respond that the characters don't have that information and give them information on how the characters would find out the answer to that question. E.g. *"You can't see down that corridor, but you can step forward and look around the corner. If you bring your light source, it will be visible to observers nearby."* Or *"You don't know who can cleanse the red influence from your horse, but your character thinks Sardin the village elder might know someone. You could go ask him. It's also possible the library at the decayed veins might point you in the right direction."*

Then the players decide on an action and begin the Initiation process. They state what they would like to do, and the Agonarch describes the mechanical process involved in taking such an action along with likely consequences. The Initiation process is finished, and players then confirm they wish to do it. Then the Execution and Effect are handled by conflict resolution.

CONFLICT RESOLUTION IS TASK RESOLUTION

The systems given in the conflict resolution section are for resolving tasks—things your characters wish to accomplish. These tasks will be resolved on the player's turn. This is separate from what issues are important to the player character and how the actions taken change them. Task resolution is literally determining the outcome of an action.

You, as a player, decide for yourself what your character values. You should take aims to accomplish tasks associated with that value. The rules are not used to resolve a conflict! They are used to resolve the actions you choose to take to resolve the 'conflict'. The game postulates winning as the accumulation of prestige. This goal immediately insinuates you in situations filled with difficult choices and risks.

Do not use these methods of resolving conflict if nothing is at stake. That is a very specific statement meaning that if there is not an interesting consequence to failure then there is no conflict. The "resolution" tells you nothing without conflict. Literally nothing.

E.g. If you are picking a lock in your house, the results if you fail are that you try again. You have all day, so you just try again till you succeed. No need to roll the dice. This same thing is true if you are in a dungeon without encounters. With an encounter die, the choice to take time to pick the lock introduces risk, creating an interesting consequence.

Three of the tasks are orthogonal tasks, and one of the tasks is oppositional. Orthogonal tasks are resolved independent of any action of your opponent, except for possibly passive modifiers (like armor). Your success or failure at them is not intertwined with the success or failure of your opponent.



Attacks

Attacking is an orthogonal task. It is your ability to accomplish your task in chaos and intense pressure. It is explicitly not representative of a single blow, hit, or action, but rather a series of actions that accomplish your aim. It is divided into four categories to represent four different kinds of conflicts.

Physical attacks include wearing away at your opponent's ability to fight to the point of actually causing real harm after their defenses are lowered, hitting targets, and other tests of athletic prowess.

Psychic attacks include your ability to use psionic or mental powers to affect a mind. The utility of this attack is strictly limited to psionic powers. Mindless targets without a mental armor class cannot be psychically attacked.

Magical attacks include your ability to effectively target people with magical spells. The utility of this attack type is limited to manipulation of magical energies. You target the physical armor class of the opponent, because the attack is a physical one, just made with magical forces in lieu of a sword.

Social attacks include your ability to affect people with your words. This means getting them to respond, positively or negatively to actions you take against them. Note that successful social attacks can remove player freedom in the same way that a sword blow can, only instead of being 'dead' and out of play, the character will be 'subdued', 'panicked', or 'enraged'.

Ability Tests

Ability tests are orthogonal tasks. These represent your ability to accomplish tasks that are in line with your abilities. This test is a *bell curve*, which means that average statistical values are extremely likely. You can see this in the kind of tasks recommended for ability tests.

It is also a very lightly modified roll, with possible bonuses of +1 or +2 only, and those bonuses having a huge effect in play. A person with a +2 bonus will hit an average target number of 83% of the time and a difficult target number 58% of the time, versus 58% and 27% respectively for someone with a +0 bonus.

This means that people who have a high **PHYSIQUE** are very likely to open stuck (difficult) doors in comparison with someone who has an average or low **PHYSIQUE**. Results are consistent and this method of resolution should be used for things people should be consistently good at.



Skill Checks

Skill checks are orthogonal tasks. These are learned skills that are independent of gaining levels. A normal man could be a master of several skills, given enough time and training. This test is a linear 'curve' like attack rolls. It addresses statistical norms, not probable ones. This means individual results can be inconsistent, but over time a person skilled at **Athletics** will come out ahead of a person without it.

Any skill may be attempted by anyone, untrained, with a 1d6 roll. These skills are literally ways to resolve specific tasks that come up frequently in play. They fail frequently, between one-half and one-fourth of the time. Skill checks should only be made when failure is *interesting*, meaning that there is some consequence to failure. Climbing a wall or mountain should not require a roll, but doing so in combat where a failure may result in a fall does.

Before you call for a skill check, ask yourself, "What is interesting in failure?" It is for this reason that it is not suggested to create situations to ask for skill checks to 'keep the players in the dark' about what the real threats are. If a door is trapped, that should be an element of gameplay, not a situation where you have to call for a roll so that the players don't know which door is trapped. Those uninteresting failures and the associated rolls should just be eliminated to increase the pace of play.

Struggles

Struggles are oppositional tasks. You engage in a struggle with another active agent within the world in a win-lose conflict. These things are directly opposed. Either the demon is controlling your mind or you are. There is no in between.

Struggles usually involve many dice. These pools are dice of varying sizes, based on the strength of the opponent. This means that this probabilistic roll is doubly weighted. A strong-willed person (large mental hit dice) who is powerful (6th or 7th level) will consistently dominate most opponents. This is offset by two factors: The frequency with which the rolls must be made and the ability of cumulative attacks.

The hit die pools must be rolled during the round both by the person to maintain the advantage and again when the victim attempts to free themselves. This gives a more frequent chance for extreme values to result. Our very powerful person above is still going to roll a value of 21 or less at least 5% of the time, putting his victim in range for breaking free on a lucky roll. A similarly leveled opponent with a d6 for Mental Hit Dice stands a 50% chance of hitting that number. If that strong-willed person is facing 12 normal humans, the person is in trouble. Their average of 33 is less than the will of the humans combined.

This can create swings in combat. Is someone pinned? Running over and assisting them calls for another roll and can change the situation. Some attacks and abilities can also change or bypass these rolls.



INFERNAL RULES

Dealing with devils and a prime material plane overrun with them calls for some information on how they interact with the world. The following rules for Summoning, Possession, the Vile Conclave, and Contracts describe ways of interacting with demons and devils.

Devils are effectively immortal. They can be slain but simply reform in hell. They are involved in a never-ending conflict called the blood war with creatures of chaos known as demons. Conflict, struggle, and suffering define the entirety of existence to devils. There is only one way to improve their quality of life and that is to acquire more power. And the way they do that is by acquiring souls.

Because the devils have conquered the realm now known as Perdition, they no longer have to contest or corrupt the souls in their domain. Whatever demesne the devil oversees, she receives all credit for souls that die in her service. It is in their interest to have those who serve them increase in power, because the more powerful a soul was in life, the more power and wealth it grants upon death. Devils are in constant competition with each other and mortals for more and more prestige. Outright conflict is prevented by the Vile Conclave, so they are reduced to plots, schemes, betrayals, and treachery to acquire power.

What is the difference between a Demon and a Devil?

Demons are chaotic beings who desire only to tear the world asunder and replace it with a cacophony of unpredictable pandemonium. Devils are lawful ordered beings whose duty is to prevent this from happening. They power their infernal engine of war by corrupting human souls, preventing them from reaching the demesne of the gods.

The word 'fiend' represents either a demon or devil, interchangeably.

Where does a devil come from?

When a person dies, they leave behind a soul. This is the essence of who they were. If they die corrupted or on a conquered plane like Perdition, they immediately find themselves on the banks of the river Lethe. The souls are doused in the river to remove their memories. This process also clarifies the mark of the devil impressed upon the soul who deserves credit for corrupting the soul.

They are passed onto the ferryman's barge, which takes them to their final destination. After experiencing unimaginable torment all the energy, wealth, value, and prestige is extracted from the soul, and what is left is reborn as a Lemure, one of endless legions of mindless devils whose entire existence is suffering. They are used as fodder in the blood war. Those who display a particular aptitude or talent may someday be promoted into one of the other types of devils, more powerful and yet still subject to the endless suffering of hell.



Why are things like this?

Without the devil's constant war, all of creation would be overrun by chaos. Do not think them noble. Archdukes of Hell are powerful and grow more powerful with every battle their servants fight. This war and the suffering it perpetuates continue because it is very much in their interest for the war to continue, as endless souls fall under their sway.

Where does a demon come from?

When the world was given order by the first lawful gods, they formed worlds, rules, and men from something we might refer to as a primordial ooze. But the material used was not happy with the new order. Once the gods stood back and admired their work, the ooze awoke and began the ceaseless work of tearing it back down. In the end, some say, it will certainly succeed. Demons form from the abyss that stands where the formless chaotic muck used to construct reality lies. But they are all not mindless ravening beasts. Some are brilliant and powerful enough to rival gods. . .

Dealing with Devils

When addressing devils, it is important to remember that they are effectively never able to relax. They are beholden to multiple masters, all with different aims and schemes, and their day job is fighting an endless war they can never win that can kill them at any moment. They will continue to do so for eternity without reprieve, and the only way their situation is likely to change is for the worse. If they are successful, they will likely be viewed as a threat and demoted by their superiors; if they fail, they will suffer torture by those same superiors, and if they try to tread water, they will be overthrown by their underlings.

Perhaps if they are wise, successful, and lucky, they can overthrow their superiors, only to discover the job gets more complicated and stressful as you move up.

Dealing with Demons

The ultimate goal of all demons is the destruction of everything. Not everything in the sense of 'they want to break my toy', but everything in the sense of 'why should gravity be a constant?'

They are not all slaving beasts. They feed off chaos, terror, and suffering. A demon's goals are to cause as much fear and horror as possible in the short amount of time it has, before being sent back to the formless chaos. Sometimes this is terrifying villagers, sometimes this is raising huge armies and waging war for a lifetime, and sometimes this is creating a world-spanning cult devoted to spreading their influence far and wide.

Whatever else they are, they are certainly never on your side.



SUMMONING

The last thing a devil or demon wants is for someone to force them to stop whatever they are doing, travel to some hell-forsaken shithole, and complete some busywork. It is perhaps unsurprising that they will as readily eat the petitioner and wear their face as a hat as listen to their demands.

How to summon fiends

Summoning demons is complex because you're attempting to call and bind heinous forces that, at best, see you as money or at worst desire to change the laws of reality so that all you know will be anguish. They can provide powerful rewards—literally anything, if the right fiend is coerced.

In order to summon fiends you must first learn the *Infernal Beckoning* ritual (see page 163).

1.) Research the name of the fiend

There are four different categories of fiends. The first category is Minor Demons and Least Devils. The second category is Common Demons or Lesser Devils. The third category is Major Demons or Greater Devils. The fourth category is princes, lords, and other Nobility.

You have to research either a generic type (“Succubus” or “Type I demon”) or one of the three types of names in order to call a demon. This costs time and money. If you already have the name of a demon, then this step may be bypassed. “Research” assumes more than just seeking out dusty old tomes. It can be gathering information, tracking down people, and extracting what you need to know from other fiends.

There is a flat 1 in 10 chance if you are seeking a greater or true name, that the name you discover will be wrong. This may be because of misinformation, changes in status, lies, death of the fiend in question, or some uncounted number of other factors.

How to summon a fiend

1. Research the name or type of the fiend you wish to summon.
2. Begin the *Infernal Beckoning* ritual.
3. Construct the summoning circle, spending the appropriate steel pieces. This involves an **Ego** test in order to avoid mistakes.
4. Make a **CUNNING** test to see how well you have performed the ceremony. The result is modified by various factors.
5. Roll percentile dice and modify the result by the success of your **CUNNING** test to see how successful the summoning is.
6. The fiend will likely try to immediately escape.
7. If held, then you may attempt a **CHARISMA** test in order to bargain with the fiend. You may either bargain for service. Service requests specific tasks or benefits provided by the fiend.
8. If the **CHARISMA** test fails, it can be retried again the next day, allowing the fiend to attempt escape again (return to step 6).



2.) Begin the Infernal Beckoning ritual

The ritual process begins. After the ritual is begun, the magic summoning circle must be inscribed. No other action but the summoning can be taken at this point.

Time	
1 hour per fiend HD	Ego Test
1 hour	Easy test (5)
< 4 hours	Average test (7)
< 8 hours	Difficult test (9)
8+ hours	Impossible test (12)

A permanent magic circle provides a +4 bonus on this test.

3.) Inscribe the Summoning Circle

The circle costs 100 Steel pieces and takes one hour to inscribe per hit die of the fiend you are attempting to summon. The circle prevents dimensional travel and hopefully protects the summoner from attack. This is a difficult and precise task. An **Ego** test must be made to prevent errors. The difficulty of this test is shown above in the table. If there is an error, the summoner will not know it. Results of failure are noted in step 6. You may spend double, triple, or quadruple the amount of money inscribing the circle for further bonuses granted in step 4.

A permanent magic circle may be constructed to aid this process. A permanent magic circle costs 5,000 steel pieces per hit die of the maximum level fiend it can be used to summon, e.g. a 20,000 steel piece permanent circle can summon fiends up to 4 hit dice. A permanent circle adds +4 to the **Ego** test. Note that the permanent circle still must be personalized and the normal steel piece cost paid for each individual summoning. Remaining completely undisturbed during the inscribing process and summoning in an interior, windowless room adds a +1 bonus to the roll. Fasting, solitude, and meditation for 1 week prior adds +2 bonus.

Category	Research Time	Cost per Day
MINOR DEMONS AND LEAST DEVILS		
TYPE	1-20 hours	10-40 sp
COMMON DEMONS AND LESSER DEVILS		
TYPE	1-4 days	10-60 sp
NAME	2-8 days	10-80 sp
GREATER NAME	3-12 days	10-100 sp
TRUE NAME	4-16 days	10-120 sp
MAJOR DEMONS AND GREATER DEVILS		
TYPE	1-6 weeks	10-60 sp
NAME	2-12 weeks	10-80 sp
GREATER NAME	3-18 weeks	10-100 sp
TRUE NAME	4-24 weeks	10-120 sp
NOBLE DEMONS & DEVILS		
NAME	1-12 months	20-120 sp
GREATER NAME	2-24 months	20-160 sp
TRUE NAME	3-36 months	20-240 sp



4.) Perform the ceremony

Now you must perform the actual ceremony to summon a fiend. This is a **CUNNING** test. The result is modified by several factors. The difference between the fiend's hit dice and the caster's hit dice is added to the **CUNNING** test result. E.g. if a five hit die character summons a Hell Hound (5 - 4 = 1), they add 1 to the result. If that same character summons a Succubus (5 - 8 = -3) they add a negative 3 to the result

(resulting in effective subtraction). If they spent double the money required on the summoning circle, they add +1. If they spent four times the money required on the summon circle, they add +2. If they spent eight times what was required on the circle, they can add +3.

CUNNING		CUNNING	
Test		Test	
Result	Modifier	Result	Modifier
<2	-80%	8	+5%
2	-50%	9	+10%
3	-30%	10	+15%
4	-20%	11	+20%
5	-15%	12	+30%
6	-10%	13	+40%
7	0	14+	+50%

5.) See what shows up

Now it's time to discover what your hard work has wrought. Roll percentiles, modify them by the results of your **CUNNING** test and check the chart to see what is summoned. In the event of a catastrophe roll on the catastrophe table on page 317. If a stronger or weaker fiend shows up, randomly determine the fiend that arrives.

	Catastrophe	Failure	Weaker Fiend	Stronger Fiend	Correct Fiend
MINOR DEMONS /LEAST DEVILS	01	02-05	—	06-15	16-00+
COMMON DEMONS/ LESSER DEVILS					
TYPE	01-10	11-25	26-50	51-75	76-00+
NAME	01-05	06-15	16-25	25-40	41-00+
GREATER NAME	01	02-10	11-20	21-30	31-00+
TRUE NAME	—	01	02	03	04-00+
WRONG NAME	01-30	31-70	71-90	91-99	00+
MAJOR DEMONS/GREATER DEVILS					
TYPE	01-15	16-35	36-85	86-90	91-00+
NAME	01-10	11-25	26-50	51-75	76-00+
GREATER NAME	01-05	06-15	16-25	25-40	41-00+
TRUE NAME	—	01	02-05	06-10	11-00+
WRONG NAME	01-40	41-80	81-90	91-99	00+
NOBLE DEMONS & DEVILS					
NAME	01-15	16-35	36-85	86-90	91-00+
GREATER NAME	01-10	11-25	26-50	51-75	76-00+
TRUE NAME	01-05	06-15	16-25	25-40	41-00+
WRONG NAME	01-50	51-90	91-99	—	00+



6.) The fiend will attempt to escape

No matter what fiend shows up, it will attempt to escape. It immediately engages the summoner in a psychic struggle. This struggle is modified in the following manner.

- If there is an error in the summoning circle because of a failed **Ego** test during the inscribing, the fiend's mental hit dice are doubled for the struggle. The fact that you are inviting fiendish energy into your realm gives the fiend this extra energy.
- If the summoning circle is correct, the fiend's mental hit dice are halved for the struggle.
- If you have the correct greater name, add 2 to your effective mental hit dice.
- If you have the true name, double the summoner's mental hit dice for the struggle.

The fiend may attempt this escape each time they encounter the summoner using the same modifiers above for each attempt. Every time it interacts with the summoner it receives a bonus of +1 mental hit die to escape. If it escapes, it is free to do as it wishes.

7.) Bargain with the fiend

At this point, you have several options. You can maintain the hold over the fiend for as long as you manage. You can release the fiend, but it doesn't go anywhere until it wants to. It likely will want to have some fun, most likely while wearing your corpse. If you have the ability, you can attempt to banish the fiend while it is held.

Or you can talk to it.

The summoner can now request a service of the fiend, or if summoning a patron, request to be a servant. The success is determined by a simple **CHARISMA** test. Any result of 9 or greater succeeds. Results of less than that result in failure. This test is modified by the bond with the individual fiend (see

page 101), which means for fiends that the caster has never met before the test has a penalty of -4. Other things that will affect the test are in the table above. Refused bargains may be remade daily. Every time the summoner interacts with the fiend, she adds +1 to the **CHARISMA** test, e.g. after five attempts to bargain with the fiend, the summoner adds +5 to her **CHARISMA** test.

Blood Sacrifice		Steel Piece Value (or equivalency) Offered	
Non-sentient	+1	None	-2
Sentient	+1 per HD	100 sp per HD	0
Virgin	+2	500 sp per HD	+1
WICKEDNESS < 10	+1	1,000 sp per HD	+2
WICKEDNESS = 0	+2	5,000 sp per HD	+4
Willing	+1	10,000 sp per HD	+8

Service Length		Task Difficulty	
Short (< 1 hour)	-1	Easy	0
Medium (< 24 hours)	-2	Average	-2
Long	-4	Difficult	-4
"Permanent"	-8	Impossible	-8
Caster offers Soul (Devil Only)		+10	
Caster Wickedness		+1 per 5 points	



Benefits of Summoning

The fiend agrees to provide a service for the caster. It will perform its task to the letter of the service, not the spirit. A service is considered as difficult as its most difficult feature. Part of the effect of the summoning process is that the summoned creature is *Pact Bound*, and will complete the task they agreed to or suffer the consequences, reference page 164. This will not prevent them from attempting to pervert your attempt. Examples of different types of services follow:

Easy tasks include: single services, requests 7 or fewer words in length, answering questions the fiend knows the answer to, performing an immediate service for the summoner (e.g. sex with a succubus), or using a spell or ability the fiend knows.

Average tasks include: two services, requests 9 or fewer words in length, retrieving something, providing passage somewhere, agreeing to come when called to fight once, finding something out, or completing a specific but non-immediate task, e.g. intimidating underlings, using a spell or ability in a future situation. This is the most powerful task a Common Demon/Lesser Devil can complete.

Difficult tasks include: requesting more than two services, requests 11 or fewer words in length, retrieving someone, acting as a guide, acting as a bodyguard for the duration of service or other long term, requesting a power or ability, annoying or difficult tasks. This is the most powerful task a Major Demon/Greater Devil can complete.

Impossible tasks include: requests of greater than 11 words in length, requesting a great power or ability (such as full spellcasting), tasks the fiend cannot accomplish and must go into debt to accomplish and other outlandish requests.

Summoning a Patron

In order to convince a fiend to become your patron it must have something to gain from the relationship. When contacting a patron, a herald of the entity is contacted. When convincing the herald (passing the **CHARISMA** test), you gain the fiend as a patron. The herald is usually equal in power to a Major Demon/Greater Devil and is summoned in the normal way. You immediately swear fealty to the fiend, though this in no way prevents you from acquiring other fiendish patrons. Patrons take a percentage of all prestige the character earns and there are certain observances that must be made (see Patrons page 279). In return, they provide a number of powerful powers and benefits as your bond increases with your patron.

POSSESSION

Possession is a very real danger in *Perdition*. In order for fiends to possess a target, they separate their shadow form from their physical form (they cannot be said to have spirits or souls). Their shadow form is incorporeal and invisible. Their body lies where it is, in suspended animation. The shadow form cannot cross magical circles, or other wards of protection, travels 1,000 miles per hour, and is immune to most magical and physical effects, excepting those specifically noted. The plane of shadow is sometimes called the *ethereal*.



The fiend then makes a normal psychic attack with a bonus equal to their HD, or their HD + 5 if they have other psychic abilities, against the mental armor class of the person she wishes to possess. If this attack is successful, the fiend is considered a rider in the body. It is literally hiding in the back of the mind of the person who is possessed. The person attacked has no idea that she has become possessed. If this attack fails, the person becomes aware that something has happened, but is unsure what. A failed attack means that person is immune to possession from that fiend for 24 hours. A successful **Arcana** skill check is necessary to know that there was a possession attempt. Any time the target is subject to an action of any kind by a demon possessing them, they may make this skill check as a free action.

The fiend then has several options.

- The fiend may **hide**. The fiend is undetectable via spells and can travel through barriers such as magic circles and consecrated ground while hidden inside the person. It is an average (difficulty 7) **CUNNING** test to hide.
- The fiend may **subvert** the ridden creature's will. The target sees things in the corner of their eyes and hears whispers driving them to madness. Each turn the fiend may make a psychic attack against the person possessed. If successful, a die is temporarily removed from their mental hit die pool until the fiend is exorcised and 24 hours are spent in rest. If all dice are eliminated, the target experiences a psychotic break and rolls on the Critical Ruin: Social Anxiety table on page 159, at which point his mental hit die pool is refreshed. The fiend may then repeat the process.
- The fiend can attempt to **dominate** the target. This is a psychic struggle between the possessed and the demon. The possessed can initiate this struggle if they are aware they are being possessed. If the possessed wins, she can expel the fiend, and is immune to possession by that fiend for 24 hours. If she loses, her will is suppressed and the fiend is in total control of her body. Once the demon succeeds at this check, it may only be retried if the demon forces an action against the player's nature.
- The fiend can **communicate and observe**. It can read the possessed creature's mind, speak to the possessed creature and is aware of the possessed creature's surroundings. A difficult (difficulty 9) **CUNNING** test must be passed if the possessed creature wishes to hide a thought.
- Finally, the fiend can **assist or hinder** the possessed. It can increase any ability score by a value equal to its hit dice. It can cause ability scores to be considered strong. On a successful psychic attack, it can take one action with the possessed body, cause an ability score to be considered weak, or reduce any ability score by a value equal to its hit dice.

Once a fiend has possessed a mortal, there are only a few ways to cause the fiend to leave.

- You can attempt to enter a magic circle of protection. If the fiend fails a difficult (difficulty 9) **CUNNING** test, they are banished; otherwise you cannot enter the circle.
- The Arcana school spell *Banishment* will force the demon off this plane.
- The *Exorcism* ritual will banish a fiend.



CONTRACTS

Contracts are quite straightforward. Only devils (and only certain devils at that) will offer contracts. They must be sought by the player characters, usually at a crossroads.

The player character desires something. The devil wants the player character's soul. They draw up a contract with this result. In *Perdition*, the fact that the souls of the inhabitants are already going to devils weakens the bargaining power of men. You must possess some measure of prestige (i.e. be level 3) before your soul becomes powerful enough to be contested over.

The process of hashing out a contract is complicated and fraught with pitfalls. This is compounded by the fact that the only two people allowed to see the contract are the parties involved. The way this is handled is that the player states what she desires (wealth, adoration, an increase in natural ability, wishes, services, etc.) then the devil states what is required. For less greedy requests, this may be the completion of minor tasks. For more powerful requests, this may be the soul of the signatory, but often is just the completion of a task to two. These tasks invariably involve an increase in **WICKEDNESS**.

The contracts are complicated, so complicated that we are going to use an abstract system to represent them. Each contract has four parts:

- The list of rewards given to the person signing the contract
- The list of what is being paid for said rewards
- A list of requirements created by the signatory
- A list of obfuscated taboos and betrayals inserted by the devil

What is open between the person signing the contract and the devil offering it is the reward and what is being paid for such rewards. **If they agree to the terms then the contract is signed.** After the signatory has agreed to the deal, we see how well they were able to outsmart each other. Both the devil and the signatory try to engineer the contract in their favor.

The signatory comes up with a list of requirements, stipulations, and protections for completion that the devil must follow. These requirements must be possible; any impossible requirements (i.e. you cannot betray me) or requirements that negate the terms of the contract are nullified. The signatory can create a number of requirements equal to her **CUNNING** score.

The devil comes up with a list of taboos, services, and betrayals. Devils get as many of these as twice the number of their hit dice (devils specializing in contracts even more). Then the player and the devil both make an easy (difficulty 5) **CUNNING** test. Succeeding allows the party to remove one of their opponent's stipulations, plus one more for each one above the target number. The signatory then looks at the devil's list of betrayals and taboos and the devil looks at the signatory's list of requirements. Signatories can remove taboos and betrayals, and devils can remove requirements. Once finished, both parties are stuck with whatever remains.



Contract Example

Mordred the Craven, a fifth level warlock, has been bargaining with Tobias the Horned Devil with his soul. They agree on the following contract.

Mordred the Craven wants immortality, more personal power (10 character points to spend on class abilities or Infernal Investments), and the “servitude” of an Erinyes devil for 100 years in exchange for his soul. They both agree to these terms and the contract is signed. They are currently bound to it no matter what follows. We then see how well they were able to outsmart each other. Mordred has a **CUNNING** of 11, so may create up to 11 stipulations. They follow:

1. The gifts given must not be revoked and last as long as Mordred is alive.
2. Immortality provides immunity to natural aging.
3. Immortality provides immunity to being killed by accident or violence.
4. Immortality provides immunity to disease and illness.
5. The Erinyes must be a loyal servant.
6. The Erinyes must not report on my activities to other devils.
7. The Erinyes must work to insure my safety and longevity.
8. Tobias must not take any action to undermine their contract.
9. Tobias’s superiors must not take any action to undermine their contract.
10. Tobias’s underlings must not take any action to undermine their contract.
11. The soul does not become the possession of Tobias until Mordred’s death.

Tobias has 5 hit dice, so he gets to create 10 taboos/betrayals, as follows:

1. The Erinyes servant carries several powerful disfiguring diseases.
2. Mordred is required to sacrifice 1 HD of sentient creatures with **WICKEDNESS** < 10 once a month.
3. Mordred’s immortality lasts for the term of the Erinyes servitude.
4. Mordred must bathe in blood weekly or his investments fade.
5. Mordred’s immortality can be negated if he is exposed to the light of the full moon.
6. Mordred must not cut his hair or his immortality would be negated.
7. Mordred must hand over all children he sires forever more to be raised by Tobias.
8. Any children sired by Mordred will be able to bypass his immortality.
9. Blessed iron will make Mordred sick, eventually withering and dying.
10. Mordred must not speak of this contract or it becomes null and void.

Both lists were created secretly, and then revealed at the same time. Mordred and Tobias have no **CUNNING** modifier. They both roll their tests. Mordred gets a 7 which allows him to remove 3 taboos. Tobias gets an 8 and may remove 4 player requirements. They both eliminate their choices secretly. Whatever is left they must both live with.



VILE CONCLAVE

Hell is ruled by law, and so it is in Perdition also.

Without the law, the powerful could not rule, the weak could not advance, and the war could not be fought. But one cannot trust those to follow the law, so how is the law enforced?

The answer is the Vile Conclave. The Vile Conclave is a voting body of various devils whose purpose is to enforce a select few edicts. The Vile Conclave forbids:

- Direct attack against another greater devil or noble or their lieutenants or soldiers.
- Any diplomatic action or change in status that does not go through the conclave.

They do this for the sole purpose of furthering their own ends. How could they accomplish anything if they had to fear unjustified attack?

The Vile Conclave enforces these edicts by excommunication. If one does not follow the rules, then one is not protected by the Vile Conclave. Without protection, your prestige and status are taken from you in a power grab that resembles a feeding frenzy. The devil and his entire house are slain as a matter of course. They generally respawn in hell, but with no prestige, forced to start from scratch.

The Vile Conclave is never ignored.

The Vile Conclave takes no action on its own. It is simply a body that processes requests and does so in a timely, efficient, and lawful manner. Player and non-player character alike may use the Vile Conclave. What diplomatic options does the Vile Conclave facilitate?

DEMAND

Spend 500 prestige.

ACCEPT = Opponent gives you back prestige and completes your request.

REFUSE = You lose your prestige and may declare Vendetta.

INSULT

Spend 100 prestige.

ACCEPT = Your prestige is refunded and you gain $2d4 \times 100$ (500) Prestige.

REFUSE = You lose your prestige and they are obligated to declare Vendetta.

TRIBUTE

Spend $HD^2 \times 100$ in steel coins and $HD^2 \times 10$ in Prestige.

ACCEPT = No demands or insults for 30 days.

REFUSE = Lose only prestige.

HUMILIATION = Lose gift and prestige, Vendetta will restore both.

VENDETTA

Declare a goal inimical to your opponent. Declare a prestige wager. Your opponent can raise your wager up to twice its initial value, which you must match. If you can accomplish your goal, you win the Prestige. If your opponent can prevent you, they win the Prestige.



DEMANDS, INSULTS, TRIBUTES, AND VENDETTAS

Demands

Any creature can spend prestige to make a demand. The cost is 500 prestige. The demand can be anything you can imagine.

The victim has two responses. They can refuse, causing you to lose the prestige you spent. This allows you to declare a vendetta. Or they can accept, and your prestige is returned to you and your demand will be met. The prestige that is returned to you is deducted from the victim's total. The demand is commonly a service, but can also be a humiliation that transfers prestige from the victim to the demander. See the list on page 310 for ideas.

Insults

You may send a formal insult through the Vile Conclave. The cost is 100 prestige. The insult can be whatever you wish. Exceptional insults might apply a multiplier to the award ($\times 1.1$, $\times 1.5$, or even $\times 2!$) if the group is sufficiently entertained.

The victim has two responses. They can accept the insult, in which case you get your prestige back and take $2d4 \times 100$ of theirs. Or they can refuse the insult, which obligates them to take a vendetta out against you.

Tribute

Any creature may spend prestige to make a tribute. A tribute is a gift that obligates your opponent to not make any claims against you to the Vile Conclave for a period of one month.

The cost of a tribute must be equivalent to the power of the person it is made to. Take the square of the hit dice of the opponent and multiply that by 100. This is the number of steel pieces it must cost. E.g. to pacify an Erinyes (6 HD), you must spend 3,600 ($6 \times 6 \times 100$) steel pieces or the equivalent. You must also give 10% of that value in prestige to the Vile Conclave (360 prestige).

The tribute can be accepted, which means that there is now a moratorium on demands and insults from that person for 101 days. The tribute can be refused, in which case your gift is returned and you only lose the prestige you spent in the attempt. Alternatively, your opponent can humiliate you, causing you to lose both your gift and prestige equal to the gold coin value of the gift on top of what you spent to the conclave. You may declare vendetta which, if successful will restore both prestige and money.



Vendetta

You must have a reason to declare a vendetta. This means, an opponent must refuse a demand or humiliate your tribute, or you must refuse an insult in order to declare a vendetta.

Once you declare a vendetta, you make a gentlemen's wager on who will win. This is a prestige value that you put up. Your opponent can wager up to twice the value you propose, at which point you must match, or you lose the vendetta. The winner of the vendetta acquires the wagered prestige in addition to whatever they acquire during the vendetta.

When declaring a vendetta, you must set a length of time equal or less than one year and a day and pick a goal. If you accomplish the goal within the time limit, then you win the vendetta. For the duration of the Vendetta direct attack is allowed, if it is within the terms of the vendetta. E.g. a fiddle contest vendetta is declared; killing your opponent is not allowed and will cause you to lose the vendetta. Vendettas that can be declared include:

- Capturing a certain number of HD worth of souls or gold coins from your opponent
- Slaying a certain number of specified servants or soldiers of your opponent
- Slaying your opponent
- Achieve victory in single combat. Champions may be used for this fight.
- Conquering or acquiring a certain area of land, property, or resources of your opponents
- Winning a contest, event, or riddle

These terms must be set at the beginning of the vendetta and cannot be altered.

ENFORCEMENT

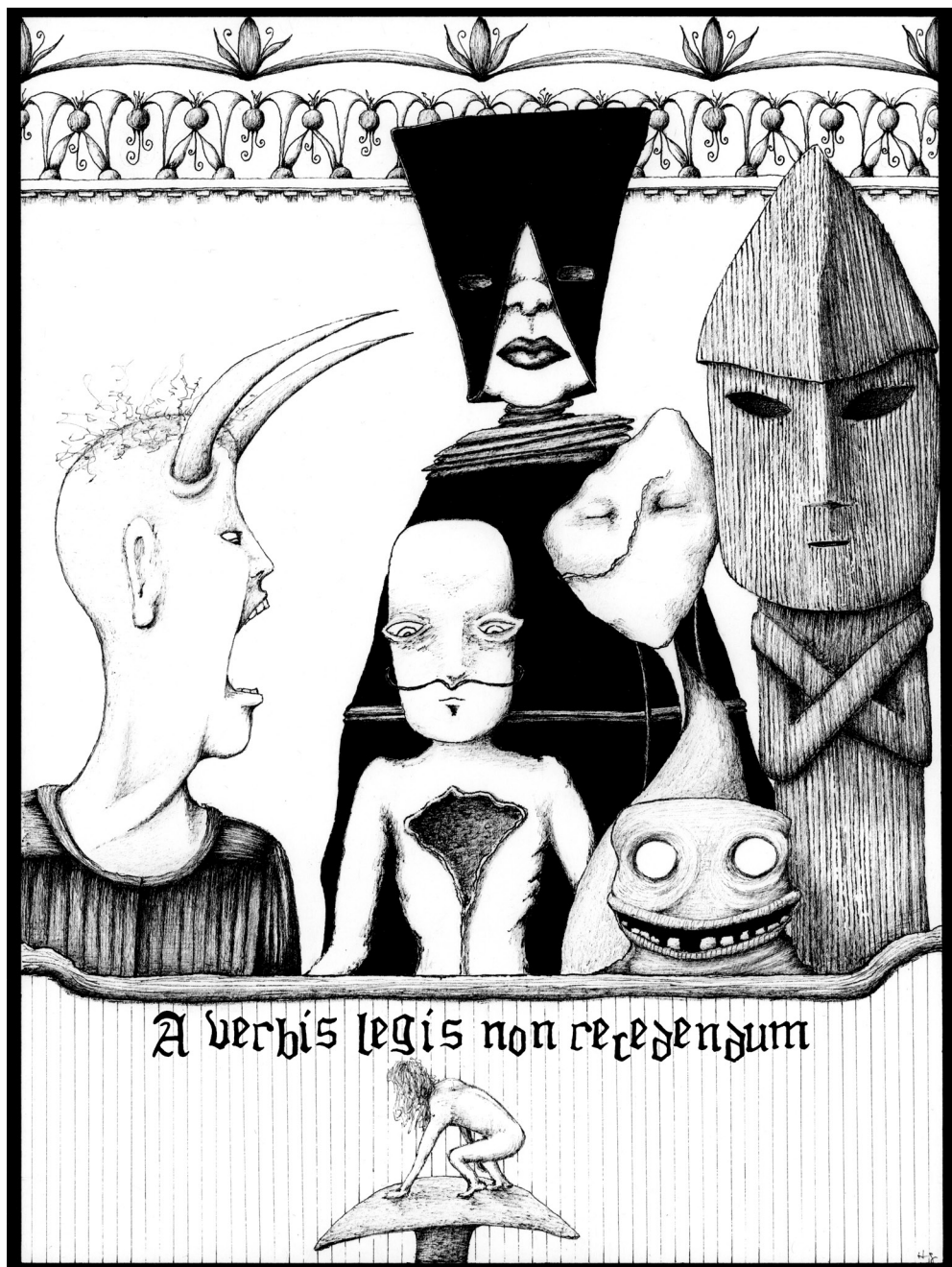
Sanctions

Generally, offenses against the Vile Conclave are treated mildly at first. When breaking the rules (insulting or killing a devil directly), the first step is usually sanctions. This consists of a tax on incoming prestige until a certain total is met. E.g. if you slew a succubus, then you must return 2,400 prestige till your debt is paid. The award and penalty rate is arbitrarily set by the Vile Conclave.

Excommunication

A much more severe penalty is excommunication. This means that there will be no sanction claimed for anyone who attacks, kills, insults, demands, or otherwise harms an excommunicated creature. They are bereft of protection.

The general response is a violent invasion of their land and redistribution of their property. Rules are still enforced between other devils, so possession is the determinate of distribution. First come, first serve.





EQUIPMENT



EQUIPMENT

WEAPONS

There are three primary categories of weapons: light, medium, and heavy. All weapons in the same category do the same damage. All weapons take 1 inventory slot, regardless of their damage class.

Weapon Class	Melee Damage	Ranged Damage
Light	1d6	1d4
Medium	1d8	1d6
Heavy	1d10	1d8

Light weapons can be held in one hand, and either two weapons or a shield can be wielded at the same time.

Medium weapons can be held in one hand. They are slightly larger than light weapons and may only be wielded with a shield.

Heavy weapons require two hands to use.

Weapons have traits. These traits affect how they work; they are the differentiation between weapons. Mastery traits are not available until you have mastered the weapon.

Weapon Proficiency

What weapons you are proficient with are listed in your class description. Weapons with the trait *SIMPLE* are usable without proficiency. You may spend character points when gaining a level to acquire a new weapon proficiency. Alternately, you may spend 1 month, 300 steel pieces, and 1,000 prestige to become proficient in a weapon. If you do not have proficiency with a weapon, all attacks made are *Penalized*.

Weapon Mastery

If you have used a weapon in combat, you may acquire mastery of the weapon, unlocking its mastery traits. This costs 10,000 steel coins and 10,000 prestige. Training for mastery requires six months. The cost may be paid out over this period.

ARMOR

There are three categories of armor: light, medium, and heavy. All armors in the same category provide the same protection. Armor may also have traits.

Armor Type	Armor Bonus
Light	+1
Medium	+2
Heavy	+4

Armor Proficiency

If you lack proficiency with armor, it applies its bonus as a penalty on all your rolls.



WEAPON DESCRIPTIONS

Battle-Axe: An armor-rending, double-bladed weapon of reaving.

Broadsword: An elegant, long, straight, sword, with a basket hilt, for the tactician.

Crossbow: A winched armor-piercing thrower of implaer-shards.

Dagger: A forged metal tooth anyone can bite with.

Dagger-Axe: A forged metal tooth on a pole, for bleeding armored foes.

Falchion: A broad-bladed, heavy sword, often curved.

Halberd: A long polearm with a spike on the end and an axe head.

Hatchet: A small, light axe.

Hurl-bat: A completely metal axe with every edge forged to rend when thrown.

Knuckle Iron: Aids shattering bone in close combat.

Longbow: A giant, 6' + bow, designed to gift your enemies with eternal solace at a long range.

Maul: A giant hammer, for human sized nails.

Mercurial Greatsword: This quicksilver blade hits with the fury of hell.

Mercy-giver: A giant spike, designed to free men's souls from their metal prison.

Morning Star: Long chains fling jagged weighty death at your opponents again and again.

Parashu: A curved axe blade with a spiked eye, poll, and haft. It is a weapon used by those who wish to sever worldly attachments.

Quarterstaff: A 5' + length of wood, often banded in metal.

Shortbow: A flinger of barbs.

Spear: A shaft of wood, set with a metal point.

Truncheon: Any blunt stick-like object, used to bash an opponent.

Warhammer: A small fist to puncture steel, wielded on a haft.

Zwiehander: A blade the size of a man to crush anyone that approaches.

ARMOR DESCRIPTIONS

Bone and Wood: The wooden bands rest on thick padded hide and are covered in bone and bone plates from large creatures.

Bezainted Hide: This is animal skin, studded with metal.

Chain Veil: This armor is made from metal bands and supports over a leather backing, over which chain-link veils are draped for protection. It covers the user's face and identity.

Demon Skin: This is made from the skin of sentients.

Four-Mirror: Hanging four metal plates from the torso, front, back, and under each arm.

Heavy Fiber: This armor is woven from Jute or other thick plant fibers.

Lamellar: This is armor made from material hung in parallel rows using a cord.

Linothorax: This is cloth armor, hardened and drenched in salt water, which crystallizes when dried.

Padded Cloth: This is thick woven cloth, covered by a dense quilted fabric and studded with metal.

Plate: A fitted suit of metal armor.

Silken: This is armor that consists of long silk strips and obscures your actual location.



WEAPONS LIST

Weapon	Traits	Mastery
Light Weapons (1d6 damage)		
Dagger	Agile, Simple, Throwing	Keen
Dagger-Axe	+1 versus armor	Bleed
Hatchet	Simple	Disarm
Hurlbat	Throwing	Vicious
Knuckle-Iron	Close Combat	Stagger
Mercy-Giver	+2 versus heavy armor	Shock
Sap	Subdual	Shock
Medium Weapons (1d8 damage)		
Battle-Axe	+1 versus armor	Stagger
Broadsword	Deflection	Riposte
Falchion	+1 versus armor	Bleed
Truncheon	Simple	Stagger
Morning Star	Trip	Vicious
Parashu	+1 versus armor	Deflection
War hammer	+1 versus armor	Vicious
Heavy Weapons (1d10 damage)		
Halberd	Reach, +1 versus armor	Trip
Flamethrower	Cone, Brutal, Fragile, Steel only	Vicious
Maul	Slow, Brutal	Stagger
Mercurial Greatsword	Slow, Brutal	Vicious
Quarterstaff	+1 Armor Class	Deflection
Round Bomb	Burst, Throwing, Single Use, Iron only	Brutal
Spear	Reach, Throwing	Keen
Zweihander	Slow, Vicious	Brutal
Light Ranged Weapons (1d4 damage)		
Sling	Ranged (Short)	Stagger
Hand Crossbow	Ranged (Medium)	Swift
Medium Ranged Weapons (1d6 damage)		
Crossbow, Light	Ranged (Short)	+1 versus armor
Short bow	Ranged (Medium)	Swift
Revolver	Ranged (Short), Swift, Iron+ only	Agile
Heavy Ranged Weapons (1d8 damage)		
Crossbow, Heavy	Ranged (Medium)	+2 versus armor, Vicious
Longbow	Ranged (Long)	Swift
Rifle	Ranged (Medium), Vicious, Iron+ only	+1 versus armor, Keen



WEAPON TRAITS

+1 Armor Class: Using the weapon grants you a +1 to your physical armor class.

+1 versus armor: Grants a +1 bonus to hit versus any armor type classified as medium or heavy.

+2 versus heavy armor: Grants a +2 bonus to hit versus any armor type classified as heavy.

Agile: Can be used in a grapple, while restrained, or in close quarters.

Bleed: On a maximum damage result, targets automatically take weapon damage every time they take an [Action], till bandaged.

Brutal: Uses 2d6 for damage instead of 1d10.

Burst: Affects all targets in a 1" radius.

Close Combat: Counts as fighting bare handed (see page 151).

Cone: Does damage to all targets in a cone 3" long and 1" wide.

Deflection: The wielder can sacrifice a single initiative die at the start of the round for a +2 bonus to physical armor class.

Disarm: On a successful hit, roll the base damage for the weapon, unmodified. You may add this many dice to your hit dice in the disarm struggle.

Fragile: When rolling to hit or damage, weapon breaks on a roll of 1.

Keen: Does maximum damage on a 19+ on the attack roll.

Ranged (Short): Has a range of 8". Farther shots are *Penalized*.

Ranged (Medium): Has a range of 16". Farther shots are *Penalized*.

Ranged (Long): Has a range of 20". Cannot fire at targets within 6". Farther shots are *Penalized*.

Reach: +1 bonus to initiative factor, and if you are charged, you may make an attack as a [Quick Action] against the charging opponent and do triple damage. You may also attack opponents up to 2" away and over the shoulder of a front line.

Riposte: When an opponent misses you, roll a 1d8. On a 5+, you do that much damage.

Shock: On a roll of maximum damage, the target falls unconscious. Targets with equal or greater hit dice can make a saving throw versus death to avoid being knocked out.

Simple: Weapons can be used without proficiency.

Single Use: Weapon is ruined after one use.

Slow: Gives a -1 to initiative factor.

Stagger: On any damage roll of 5+ your target loses an initiative die from their pool.

Swift: You may take an extra attack with each [Action] you use to attack.

Subdual: Does subdual damage.

Throwing: Weapon can be thrown. Range increment is $\frac{1}{4}$ your **PHYSIQUE** times 10'. Every range increment past the first is -2 to hit. Weapon does 1 die smaller in size when thrown.

Trip: On a successful hit, you may begin a trip attempt. Roll the base damage for the weapon, unmodified. You may add this many dice to your hit dice in trip struggle.

Vicious: Roll damage twice and take the higher value.



ARMOR LIST

Type	Class & Traits	Cost
Light (AC +1)		
Lamellar (Leather)	-	500 sp
Padded Cloth	Weak	50 sp
Silken	-	1,000 sp
Heavy Fiber	Bulky	250 sp
Medium (AC +2)		
Bone and Wood	Bulky, Buoyant	1,000 sp
Chain Veil	-	2,500 sp
Demon Skin	Fiend Skin, Flexible	5,000 sp
Bezainted Hide	-	3,000 sp
Linothorax	Flexible	5,000 sp
Four-Mirror	Noisy, Weak	750 sp
Lamellar (Steel)	Noisy	2,500 sp
Heavy (AC + 4)		
Lamellar (Stone)	Bulky	10,000 sp
Plate	Noisy	40,000 sp

HAT LIST

Type	Cost	Special
Balaclava	50 sp	+1 to Stealth skill checks
Bandana	50 sp	+1 to Athletics skill checks
Beast Head	100 sp	+1 to Survival (Forest) skill checks
Conical Hat with Stars	100 sp	+1 to Arcana skill checks
Cap with Ear Flaps	150 sp	+1 to Survival (Swamp) skill checks
Cave Helmet	200 sp	+1 to Survival (Subterranean) skill checks
Fez	150 sp	+1 to Infernal Lore skill checks
Full Helmet	500 sp	+1 to physical armor class
Flat Cap	50 sp	+1 to Survival (Urban) skill checks
Fur Hat	150 sp	+1 to Survival (Mountain) skill checks
Gas Mask	1,000 sp	Immunity to gasses
Headlamp with adjustable lenses	200 sp	+1 to Device skill checks
Jester's Hat	250 sp	+1 to Prestidigitation skill checks
Porcelain Face Mask	200 sp	+1 to Poison Use skill checks
Powdered Wig	150 sp	+1 to Bureaucracy skill checks
Plague Mask	50 sp	+1 to Healing skill checks
Tin Foil Hat	50 sp	+1 to mental armor class
Turban	50 sp	+1 to Alchemy skill checks



ARMOR TRAITS

Bulky: A type of protection that is considered one class more encumbering.

Buoyant: Grants +2 to **Athletics** checks made to stay afloat (though -1 to those made to cover distance) and adds +2 to **PHYSIQUE** tests made to swim/stay afloat.

Fiend Skin: The skin of fiends or men. Provides **Fire Resistance**.

Flexible: Armor encumbers as one category less.

Noisy: This armor tends to be particularly difficult to be silent in. **Stealth** checks are **Penalized**.

Weak: Taking maximum damage degrades the armor, reducing its bonus by +1. Once the bonus is eliminated, the armor is destroyed.

HATS

Hats have the listed effects when worn. Each hat is always treated as a light item, whether carried or worn. If you are hit by an attack, before the damage is announced, you may choose to have your hat be destroyed instead of taking the damage.

WEAPON PRICE LIST

Weapon Material	Cost (light)	Cost (Medium)	Cost (Heavy)	Traits
Wood	50 sp	100 sp	200 sp	Dull
Bronze	100 sp	200 sp	400 sp	Weak
Iron	250 sp	500 sp	2,000 sp	-
Steel	1,000 sp	2,500 sp	10,000 sp	+1
Cold Iron	5,000 sp	10,000 sp	50,000 sp	Fiend Bane

WEAPON PRICES

Weapon prices are determined by the material the weapon is made from. Various materials and their effects follow.

+1: Steel weapons are very valuable and are good at damaging opponents. They grant a +1 to damage.

Dull: Wooden weapons do 1 point less damage.

Fiend Bane: Cold iron weapons gain a +2 to hit fiends and do +2 damage versus them.

Weak: On an attack roll of 1 further rolls with the weapon are **Penalized**. On a second roll of 1, they break.



EQUIPMENT LIST

Name	Price	Enc.
Animal Call	20 sp	-
Backpack	2 sp	*
Backpack, Masterwork	50 sp	*
Bandage	1 sp	Light
Bell	1 sp	-
Belt, Alchemical	1 sp	*
Belt, Alchemical, Masterwork	80 sp	*
Blanket	1 sp	Light
Board, Collapsible	1 sp	Light
Brush	1 sp	-
Bucket, Empty	1 sp	Light
Caltrops	1 sp	-
Case, Scroll/Map, Leather	50 sp	Light
Chain	50 sp	Light
Chalk	1 sp	Bundle
Crowbar	5 sp	Light
Drill	10 sp	Light
Horn, Signal	8 sp	Light
Iron Piton/Spike	10 sp	Bundle
Ladder, Folding	50 sp	Light
Manacles	150 sp	Light
Manacles, Silver	6,000 sp	Light
Manacles, Cold Iron	1,500 sp	Light
Misc. Tools/Equip.	1-10 sp	Light
Net	10 sp	Light
Oil, Lamp	1 sp	Bundle

Name	Price	Enc.
Pole 10'	-	Enc.
Pole, Collapsible	250 sp	Light
Rations	2 sp	Light
Rope, Hemp (50')	10 sp	Enc. per 50'
Rope, Silk (50')	250 sp	Light per 50'
Rope, Spidersilk (50')	2,500 sp	Light per 100'
Sack	-	*
Sextant	5,000 sp	Light
Spade	4 sp	Light
String/Twine	-	-
Tent	30 sp	Enc.
Tongs	7 sp	Light
Thieves' Tools	100 sp	Light
Thieves' tools, Masterwork	2,000 sp	Light
Vial	Varies	Bundle
Whistle	3 sp	-
Whip	10 sp	Light

Light Sources

Name	Range	Price	Enc.
Candles	1" r	-	Bundle
Foxfire Baton	2" r	5 sp	Light
Kerosene Lamp	3" r	10 sp	Light
Fettered Fire Fairy	4" r	100 sp	Light
Arclight	6" r	500 sp	Light
Torch	3" r	1 sp	Bundle

FIRE

Kerosene Lamps, Torches, Lamp oil, and some Alchemical items all do fire damage. Fire grows and spreads. On any maximum or 6+ result of damage, the fire grows, rolling on the next highest die in the following round: *Lit* (1d3), *Aflame* (1d4) *Burning* (1d6) *on Fire* (2d6) *Inferno* (3d8). On any minimum result, the fire shrinks. Results of *Inferno* and *on Fire* can spread to nearby flammable objects. Foxfire is bioluminesce and does not do damage. Arclights are electrical lamps with a visible spark. Torches and Arclights do 1d4 fire damage on melee attacks. Fire Fairies are feral, foul, pilgarlic pricks that should be fastened fast to their fetter.



EQUIPMENT DESCRIPTIONS

Animal Call: +1 to **Survival** checks to find food.

Backpack: Does not take up an inventory slot. Grants an extra inventory slot.

Backpack, Masterwork: As backpack, but grants three extra slots instead.

Bandage: Needed to perform the **Healing** skill.

Bell: Creates a ringing peal, audible up to ½ mile.

Belt, Alchemical: Allows you to access an alchemical item with a [Quick Action].

Belt, Alchemical Masterwork: Allows you to access an alchemical item with a [Free Action].

Board, Collapsible: 10' long board, 3' wide, holds 250 lbs. Folds and bundles to 3' × 1' × 6".

Bucket, Empty: Allows you to carry 5 gallons of liquid.

Caltrops: Used to deter pursuit. Victims make a saving throw versus paralyzation, or have their movement reduced by ½ until they can rest for a turn. You may scatter prepared caltrops as you run without impacting your flight.

Case, Scroll/Map, Leather: Comes in metal (+5 sc) and can be waterproofed (+10 sc).

Crowbar: Grants a +1 on **PHYSIQUE** tests to open doors or move things.

Drill: Bores a 1" diameter hole in some objects.

Horn, Signal: Droning blast, audible up to ½ mile.

Iron Piton/Spike: Used to spike open and shut doors, while climbing, etc. A spiked shut door requires a difficult **PHYSIQUE** test to open and causes pursuit to end on a roll of 1-4 on a 1d6.

Ladder, Folding: A 10' ladder that folds into a 3' × 1' × 1' bundle.

Manacles: Chains to hold creatures. Also comes in silver and cold iron. It is an onerous task to break them (**PHYSIQUE** test 12).

Net: If thrown on a target as a physical attack, the target gains the **Entangled** condition. This is a ranged attack with a range of 1". The target can spend a [Double Action] and make an average **PHYSIQUE** test to escape the net. Better net materials may require higher difficulties.

Oil, Lamp: Provides 1 unit of fuel for a lamp or lantern. Takes 1 [Double Action] to light aflame, does 1d3 fire damage.

Rations: If consumed during a rest period rations remove 2 stress points.

Rope: Used for climbing. Silk and spidersilk rope are just as strong but not as heavy.

Sack: This allows you to carry loose items equivalent to a heavy item in your hands, or allows you to use one slot to carry two light items (in pouch form). You may only use three sacks in this manner.

Sextant: Grants you a +1 to **Survival** rolls to avoid getting lost.

Spade: Allows medium sized creatures to dig a six cubic foot hole in an hour. A large creature can dig ten cubic feet. Hard, rough earth doubles this time.

Tent: Protection while sleeping outdoors. Sleeps four people, requires three turns to set up.

Thieves' Tools: Allows you to pick locks and repair/sabotage devices.

Thieves' Tools, Masterwork: Grants a +1 bonus to the **Devices** skill.

Vial: Holds 8 ounces. Comes in glass (1 sp for bundle), pottery (-), steel (1 sp), and crystal (5 sp).

Whistle: Creates a piercing report, clearly audible up to ½ mile.

Whip: Attacks with a whip only do 1 point of damage to unarmored opponents. It may be used to disarm or trip opponents within 3".



SPECIALISTS

Specialists & Hirelings

Albalister	⚔	4 sp / Month
Alchemist		300 sp / Month
Alienist		100 sp / Month
Anchorite†		10 sp / Month
Bellman		10 sp / Month
Calculator		80 sp / Month
Cantor		2 sp / Day
Cavalry	⚔	6 sp / Month
Chirurgeon		150 sp / Month
Chronologist		50 sp / Month
Clacker†		300 sp / Month
Claviger	(⚔)	10 sp / Month
Dataller		1 sp / Day
Dogbreaker		Special
Engineer		100 sp / Month
Faulkner		Special
Footpad		100 sp / Job
Gater		30 sp / Month
Gimp		—
Hierodule†		150 sp / Month
Horn Pig		Special
Infantry	⚔	3 sp / Month
Officer	⚔	Special
Phonologist		300 sp / Month
Resurrection Man		100 sp / Body
Vulcan		30 sp / Month
Wagoneer		3 sp / Mile
War Caster	⚔	Special

Skill	Hit	HD	Cost
Green	+2	1d10	—
Veteran	+4	2d10	x2
Elite	+6	4d10	x4
Master	+8	8d10	x8

† These hirelings allow you to ignore acquiring one point of stress. Talking with them during a rest period will remove 1 point of stress.

ANIMALS

Animals

Auroch	20 sp
Boar	10 sp
Cassowary	400 sp
War Cassowary	1,200 sp
Crypt Cockrel	50 sp
Drooge	50 sp
War Drooge	100 sp
Drake	2,000 sp
Goat	5 sp
War Goat	800 sp
Hoad	300 sp
War Hoad	1,200 sp
Mulmak	2,000 sp
War Mulmak	90,000 sp
Pack Ape	800 sp
Panther	1,500 sp
Quasit	400 sp
Quisquip	10 sp / Mile
Raptor	250 sp
Sheep	3 sp
Troon	75 sp

Vehicles

Bi-Cycle	150+ sp
Carriage	1,000 sp
Cart	50 sp
Chariot, Light	500 sp
Chariot, War	1,000 sp
Glider	75 sp
Hot Air Balloon	1,500 sp
Ornithopter	60,000 sp
Sled	20 sp
Sleigh	700 sp
Steam Tank	150,000 sp
Wagon	Varies
Wheelbarrow	10 sp



SPECIALIST DESCRIPTIONS

Note that mercenaries (✖) are hired in groups of 5-100 and will only engage in military actions. They will not follow characters underground or into small squad level engagements. Statistics depend on armament and weaponry. Clavigers may be hired singularly also.

Albalister: Mercenary bowmen or artilleryists. Specialize in ranged weaponry.

Alchemist: Procurer of potions and poisons. Has **Alchemy** skill at Expert with a +2 bonus.

Alienist: A ritual mental assessor. Provides +1 to **CHARISMA** tests towards hirelings. Can spend 8 weeks to eliminate a social anxiety, succeeding on a 5+ result on a 1d6

Anchorite: A religious hermit. Provides comfort, wisdom, and counseling.

Bellman: A crier that spreads news.

Calculator: A technical scribe that tracks inventories and formulas. Employing one provides a +1 bonus on tasks involving record-keeping, complex research, or calculation.

Cantor: A religious chantor, hired to recite psalms, chants, and other songs. Provides a +1 bonus on summoning **EGO** and **CHARISMA** tests per 10 Cantors, up to +3.

Cavalry: Mercenary soldiers who fight from horseback.

Chirurgeon: A surgeon and healer. Possesses the **Healing** skill at Expert with a +2 bonus.

Chronologist: A scribe. Keeps and maintains records.

Clacker: A magician or sorcerer. They act as advisors and possess minor magics.

Claviger: A servant. Will accompany the employer armed and armored (i.e. hireling).

Dataller: A day laborer. Perform tasks such as holding torches, maps, packs, etc. (i.e. torchbearer).

Dogbreaker: An animal trainer. Can be employed at 500 sp a month, or will train an animal to act as a hireling for half the price of the animals cost. Cannot train birds.

Engineer: These are used for construction of any permanent structures.

Faulkner: A bird trainer. Employed as dogbreaker, but for raptors.

Footpad: A rogue. Hired for nefarious purposes, breaking windows, stealing, beating people up.

Gater: A guard or watchman. Will not accompany the owner on war or adventure, but will stand watch or guard over a stationary place, such as a keep, castle, or base camp.

Gimp: A creature hired and bound to be hurt. Useful for sadists.

Hierodule: A holy prostitute, in service of lust. Hiring one temporarily grants +1 hp per HD.

Horn Pig: A servant that allows things to be tested on him such as possibly poisoned food, trapped items, unknown spells or liquids, etc. Pay is based on probable danger.

Infantry: Armed troops. Squads have different default equipment and may affect hire rate.

Officer: A leader of men and soldiers. A sergeant (50 sp / Month) is required for every 30 men. A lieutenant (300 sp / Month) is required for every 100 men. A captain (800 sp / Month) is required if more than one lieutenant is needed.

Phonologist: A student of elementary sounds uttered by the human voice in speech. Can translate and speak languages.

Resurrection Man: Procurer of dead bodies for whatever purpose you desire.

Vulcan: Crafter of iron and steel. Can make weapons/armor for 1/3 the listed price.

Wagoner: Driver of vehicles.

War Caster: A mage who specializes in combat magic. The high skill of such a caster starts at 10 gc a day for a 1st level magus.



ANIMALS

Auroch: A large ox-like animal, covered in thick fur, with downward curving horns. It is a common pack animal.

Boar: A bristle-furred swine with tusks, raised for their meat. Can grow to upwards of 1,600 lbs.

Cassowary: A 9' tall at the head standing bird that can carry a rider. They share their temperament with the common goose; the black heart of the mythical goose is the reason devils reject them as suitable pets.

War Cassowary: An armored bird, ready for war.

Crypt Cockerel: Silent, stone-colored birds that can fly about 10 feet. They can see in the dark and scout in underground areas.

Drooge: A small four-legged creature weighing between 20-45 pounds, with extruded lower jaws and many sharp, uneven teeth.

War Drooge: Drooges bred for strength and speed, usually armored.

Drake: A small 10-pound dragon. Though they cannot fly, they are fast, agile, intelligent and good at gliding.

Goat: Stout, hirsute, sure-footed, four-legged beasts with iron stomachs and curved horns. They stand about 4' high at the head and weigh around 500 lbs. Commonly used as a light pack animal.

War Goat: Goats bred for their strength and wide bodies. Can support a rider.

Hoad: A dumb, hungry, four-legged beast, larger than a goat. It stands about four feet high at the head and weighs about 1,000 pounds. They have a flexible leathery mane around their heads, a rubbery fan-like tail, clawed feet, and are covered in short water-repellent bristles. Used as one would use a horse.

War Hoad: A hoad outfitted for war, usually having their tail clipped and heavily armored. Stupid and panicky, they are difficult to control in combat.

Mulmak: A mulmak is a four-legged tusked pachyderm, about 7'-11' high when fully grown and weighing several thousand pounds. They are slow and calm animals.

War Mulmak: A mulmak with metal-plated tusks armed for battle. Usually requires 3 men to control during combat.

Pack Ape: A trained ape that will carry supplies.

Panther: A small cat, 2' high, and between 80-120 pounds.

Quasit: Minor fiendish entities, neither aligned with law or chaos, but naturally formed by lower planar energies.

Quisquick: A large docile beetle, 20' long that flies. Often used for long-distance transport.

Raptor: A hunting bird.

Sheep: A small frail animal kept for its wool. The meat is edible, though very gamey.

Troon: A 3' high pink creature, with curly thick wool, and a long snout. Bipedal. Frequently kept as a pet.



SIGILS & TALISMANS

Sigils and talismans are spiritually protective items. Sigils take no inventory slots and provide a spiritual link to a more powerful force. This link provides a blessing. You may not have more sigils inscribed than your level + your **Ego** modifier. If you have a negative **Ego** modifier, you cannot bear sigils until your level is high enough. Talismans are arcane and eldritch plates which provide minor bonuses, often worn around the neck on chains. Each talisman counts as 1 light item and takes up an inventory slot. Talismans do not stack. Sigils do, although each sigil may only be acquired once. All prices are given in steel pieces and represent the cost of magical reagents. Talismans and sigils do stack with each other and are cumulative.

Each sigil indicates a bond with a particular higher power, demon, devil, deva, angel, or god; though the types of protection they can provide is similar. It is important to note that they are literal promises between the power and the character, and cannot be removed or changed, except via the power themselves or dangerous sorcery. The character must choose the source of the sigil. Fiendish patrons, devil lords, and forgotten gods are all good options.

Sigils		
Health	+2 HP per PHD	800
Speed	+1 Initiative Factor	400
Power	+2 Damage	800
Mind	+1 Mental AC	100
Striking	+1 Physical AB	1,200
Blasting	+1 Magical AB	1,200
Psyche	+1 Mental AB	1,200
Charm	+1 Social AB	1,200
Warding	+1 to Saves	2,500
Sight	Re-roll 1 Initiative die	4,000
Arcana	+1 Spell Die	6,000
Vicious	+2 Damage	8,000
Iron Will	+2 MHD in struggles	15,000
Protection	+1 Physical AC	15,000
Vision	Gain Lowlight vision	15,000
Cripple	Double Critical Dam.	20,000
Barrier	+2 Mental AC	25,000
Haste	+1 Initiative Die	25,000
Power	+1 Heroic Bonus	25,000

Talismans		
Lesser Shielding	+1 Mental AC	1,000
Shielding	+2 Mental AC	20,000
Grand Shielding	+3 Mental AC	30,000
Skill	+1 to a Skill	5,000
Grand Skill	+2 to a Skill	30,000
Lesser Luck	+1 to Saves	500
Luck	+2 to Saves	4,000
Grand Luck	+3 to Saves	20,000
Talent	+1 Ability Mod.	25,000
Savvy	+1 on an Ability Test	15,000
Wakefulness	Imm. to sleep	4,000
Health	+4 Poison/Death saves	8,000
Stability	+4 Mind-affecting saves	10,000



ENCOUNTERS



ENCOUNTER

While playing *Perdition*, you will have encounters. These may either be *set encounters*, *random encounters* of creatures that inhabit the immediate area, or *wandering encounters* of creatures from set areas moving out and about.

Encounters are designed by the Agonarch. He will create a list of creatures in various locations as well as small tables for random and wandering monster encounters. Too many entries will be nonsensical; a small handful of encounters will produce a more cohesive experience. These tables should also determine the activities of the creatures encountered.

When depicting encounters on the tabletop, one inch on the table is equal to five in game feet. You can move your movement rate in inches as an *[Action]*. Spell ranges, powers, attacks, and monster abilities have their range and area notated in inches. Note that this is different than the exploration rate of movement.

Order of Events in One Game Turn

1. The Agonarch or a player rolls an encounter die. This check frequency is variable, depending on the environment, (See page 92).
2. The party takes stated actions, movement, searching, etc.
3. If no encounter occurs, the turn ends. If monsters are encountered, the Agonarch determines the type, number appearing, and activity the monsters are engaged in. For tables of random encounters, this may already be decided ahead of time.
4. The Agonarch rolls 3D6. Two of these dice should be of a similar color. The players roll 1D6.
 - The odd-colored die and the die the players rolled is a check for surprise.
 - The two dice that are the same color is the distance between the two parties when they may become aware of each other.
5. If the players are not surprised, the Agonarch should inquire about their response to the encounter.
6. Monster reaction should be checked. This is a reaction roll as described on page 100.
7. The encounter begins:
 - If the party decides to wait, the Agonarch should determine the monster reactions based on the reaction roll.
 - If the reaction roll is good, begin a Social Encounter.
 - If one side flees, use the Evasion and Pursuit rules on page 102.
 - If combat begins, use the Combat rules to resolve the encounter.
8. End of turn. The Agonarch should mark off the turn, check torches, rations, rest periods, and other bookkeeping.



The Encounter Die

The encounter die is a method of challenging players as they explore the game world. Some results on the encounter die will vary with location, but others are constant. Roll 1d6.

1. Encounter; gain 1 stress point before the encounter
2. Spoor
3. Environmental event
4. Stress; gain 1 stress point
5. Background administration
6. Stress triggered! Take mental damage equal to your level times your stress points

Area encounters are creatures and monsters that live in the area. A spoor is a sign of a local creature or situation. Environmental event is some feature tied to the local area. It could be lava flows erupting, the ground shaking, howling wind, or some other event or object. It can also be used as an additional spoor entry.

Background administration may include such things as torches, lanterns, or other light sources going out due to gusts of wind, spells and alchemical effects of a variable duration ending, durations of statuses ending, or other timed or infrequent events occurring. This result can be ignored until after the first time a six is rolled.

Using the Encounter Die

It is possible to get nonsensical results. If the characters are in camp, how do they encounter a spoor? What if they just filled their lanterns or quaffed their potions, should they immediately end? No. Use your group's best judgement in adjudicating the result. The table is a prompt and tool to help the Agonarch move play forward, handle resource scarcity, and create a responsive, changing environment.

Personalizing the encounter die is highly recommended.

The more dangerous, unnatural, and terrifying the environment, the more frequently the encounter die is rolled. Characters can rest in order to consume rations to eliminate stress, refill light sources, or recast spells.

RESTING

It takes a full game turn to rest. When characters rest, it is assumed they are taking standard precautions. Resting allows characters to regain hit points up to ½ their hit point totals, remove all subdual and fatigue damage, and take a single action. This can be using a skill such as **Healing**, consuming rations to reduce stress, searching a room, reorganizing equipment, lighting torches, extracting alchemical essences, etc.



STRESS

Stress accumulates from encounters, being surprised, unnatural and terrifying environments, and other events occurring to characters in Perdition. This makes the characters more perceptive and alert, but exhausts mental resilience and can cause permanent dysfunction. Any time you are told to acquire a stress point, you may make a saving throw vs. stress to avoid acquiring that stress point.

Sometimes this accumulated stress can be triggered. The following events will trigger stress:

- On certain results of the encounter die (usually six).
- Witnessing a critical strike against an ally.
- Being exposed to a powerful demonic or diabolic force or ritual.
- Any other events determined by the Agonarch.

Any time stress is triggered, characters take mental hit points of damage equal to their level per point of stress. If the character is at 0 hit points and they take this damage, they must make a saving throw versus fear. On a failure they become **Panicked** and must roll on the Critical Derangement: Social Anxiety table on page 159. On a successful save they will just become **Panicked**. In all cases, their mental hit point pool is restored to ½ its total.

Resting overnight, returning home, or completing a quest removes all stress.

Every point of stress makes you more alert and heightens your senses. Each point provides the following bonuses.

Stress Point	Bonus
1 st Stress Point	—
2 nd Stress Point	Only surprised on a 6
3 rd Stress Point	Saving throws are Augmented
4 th Stress Point	+1d6 Initiative die
5 th Stress Point	+1 to Initiative factor
6 th Stress Point	+1d8 Initiative die



Surprise

Both the Agonarch and the party roll 1d6 for surprise. If the die thrown shows 5 or 6, you have surprised your opponent. Both parties may be surprised.

- If both sides are surprised, the surprise cancels out and everyone stands around agape for a few seconds.
- If one side is surprised, then they may take [Actions] equal to the number shown on their die, minus the number on the other side's die. E.g. if the monsters roll a 5 and the players roll a 2, the monsters may have 3 [Actions] in which to act, before initiative is rolled.
 - NOTE: This doesn't mean the surprised party is just standing around. Surprise means that they have time to take actions because they haven't been noticed OR that the response to them being noticed is disorganized and chaotic. The party may be trying to attack and such, but is so overwhelmed that their response is ineffective. Rounds are periods of varying length, so a monster with five actions doesn't stand there hitting the person for five minutes or thirty seconds or whatever—the surprise rounds indicate the effectiveness of its actions. Being surprised is very dangerous.
- The surprised party gains an additional point of stress from the encounter.
- If neither side is surprised, move to step 5 of the order of events (see page 140).

A successful **Stealth** skill check by everyone in the encounter group increases the chances of surprise to 3+ in 6. If the surprised group has a value greater than the non-surprised group, then surprise only lasts one [Action]. For instance a bugbear Inquisitor successfully makes her stealth check. She rolls a 3 for surprise and her opponents roll a 4. Her opponents are surprised because she surprises on a 3+. Even though this means she gets negative one [Action] of surprise, she still is considered to have a single [Action] of surprise available.

Distance

The die roll will produce a number from 2-12.

- This number is multiplied by 20" (100') in clear overland encounters
- This number is multiplied by 4" (20') in hilly or broken land encounters
- This number is multiplied by 2" (10') in indoor spaces and visibility restricted areas like forests
- This number is multiplied by 1" (5') in cases of surprise and very tight quarters

The actual layout of participants will require some judgement from the Agonarch as to how parties are aware of each other. If they are out of sight, then any aware parties likely heard the other. This is not the only option. Psychically active characters may 'sense' their opponents, or someone with heightened senses might smell their opponent.



COMBAT SEQUENCE

1. (Optional) Players roll initiative.
2. If using initiative, those players or creatures take their turns. If not, players act, then monsters act.
3. Continue back to step 1 until everyone is out of initiative dice, or, if not using initiative, till everyone has acted, monsters and players.
4. Check for morale, reduce durations of effects, etc.

INITIATIVE

The following rules are optional. By default, asking what the players do and having them alternate their turn with the monsters is most conducive to play. Alternately, using “Vegas Style” where each side roll a single 1d6 for their entire ‘team’ each turn is dramatic and fun. For characters that gain extra initiative dice, you can grant them extra sets of actions to maintain their ability. However, for larger, complex, or more set-piece combats, the following system is suggested.

THE INITIATIVE POOL

Every player has a pool of initiative dice. The base pool is always 2d6. This pool is depleted during the round and refreshed at the beginning of each new round.

At the start of the round, everyone rolls their entire initiative pool. This is modified by a few pre-calculated factors: your initiative factor. The character with the highest die plus initiative factor is the acting character, and their highest die is their active die. On a tie, the character with the most initiative dice acts first. If that is a tie as well, the highest total of the initiative pool. Most actions require the removal of active die from the pool, which allows other characters to take their turns. Some actions (i.e. [Double Actions] etc.) require the removal of additional dice. After all dice for all participants have been exhausted, the pools refresh.

Note that only player characters (and monsters) roll initiative dice. Henchmen, animal companions, summons, hirelings, and all other player character assistants and servants must be instructed to move as the player’s action, taking their action *in lieu* of player action except where specifically noted.

CALCULATING YOUR INITIATIVE FACTOR

Your base initiative factor is 0 and is modified by the following values:

Factor	Modifier
“Reach” Weapon Quality	+1
“Slow” Weapon Quality	-1
One-handed Weapon Only	+1
Nothing Held (Bare handed)	+2
Magic Device	+2





DROPPING A WEAPON

Players may choose to wield a reach weapon for the bonus to their initiative factor. This is perfectly fine. They may drop their weapon on their turn for free and then take other actions. Picking up a dropped weapon is an [Action]. When they recalculate their total for their next action, they apply their current initiative factor.

COMBAT TURN

During a combat turn, you may have multiple opportunities to act. When you are the acting character, it is your combat action and you can take either a [Double Action] OR an [Action]. If you take a [Double Action], you remove your active die and any one other die your initiative pool. If you take an [Action], you remove your active die. If you do not have two dice in your pool, you may not take a [Double Action]. You will generally act as many times as you have initiative dice. You may take one [Quick Action] between each refresh of the initiative pool. You may take as many [Free Actions] as are reasonable. If a creature is given a [Double Action] (such as an animal companion or henchman) it may take two regular [Actions] in its stead.

ACTING IN CONCERT

When you are the acting character, you may choose to act in concert with another player. You give away your turn, which will be taken when the ally you name is the acting character. You may do the same to an opponent to counter an action they are taking. The Agonarch will state what action your opponent is taking, and you get to take your turn before theirs.

MOVEMENT IN COMBAT

When players use an [Action] in combat to move, they may move up to their movement rate in inches. This is considered to be moving quickly, and will set off any traps, dangers, or other hazards. You may choose to move twice your movement rate in inches as a [Double Action]. You may choose to move double your movement rate as an [Action] after using a [Double Action] to run, as long as it is in a straight line. Movement across difficult terrain costs double.

DISENGAGING AND FREE ATTACKS

There are no zones of control; you may move freely around the battlefield. However, certain actions allow opponents to use [Quick Actions] to attack you on your turn. These include leaving melee range, picking something up off the ground, using a ranged weapon, casting a spell, and using a psionic ability. Note that using a spell or psionic ability that has already been cast does *not* allow this. Attacks that cost an [Action] or less may be performed as a [Quick Action]. Disengaging may be done safely if a [Double Action] is used instead of [Action], i.e. you may leave melee range safely or pick up a weapon by using a [Double Action] instead of an [Action]. Spells and abilities that are [Double Actions] cannot be performed safely in melee combat.



ATTACKING

Generally you will be attacking during your turn. An attack roll is usually an [Action]. You can choose to move and attack as a [Double Action]. There are four different kinds of attacks, physical, magical, psychic and social. Each is assumed to be an abstract sequence of actions that attempts to gain an advantage on your opponent. On a successful attack there will be an effect, noted in the attack descriptions.

Attacks are made with a 20-sided die. A natural 1 always misses. A natural 20+ is a critical and causes the maximum effect (damage, et. al.).

PHYSICAL ATTACKS

Physical attacks are made with hands, claws, or other wielded, thrown, or fired weapons with an intent to cause physical harm. They target the **physical armor class** of the opponent and are modified by the **PHYSIQUE** modifier. They almost universally cause a reduction in the physical hit points of the opponent. This hit point reduction is determined by the weapon one is wielding.

1d20 + HEROIC BONUS + PHYSICAL ATTACK BONUS + ATTACKER'S PHYSIQUE MODIFIER + CIRCUMSTANTIAL MODIFIERS ≥ PHYSICAL ARMOR CLASS

The above is your total attack roll calculation to see if you hit for both melee and ranged weapons.

MAGICAL ATTACKS

Magical attacks are attacks made with spells, magical devices, and other supernatural abilities. They target the **physical armor class** of the opponent and are modified by the **CUNNING** ability modifier. These may cause a physical or mental hit point reduction based on the text of the spell or ability, but may also cause unique effects.

1d20 + HEROIC BONUS + MAGICAL ATTACK BONUS + ATTACKER'S CUNNING MODIFIER + CIRCUMSTANTIAL MODIFIERS ≥ PHYSICAL ARMOR CLASS

The above is your total attack roll for both all magical attacks, including spells, rituals, and abilities noted as having an attack type of magical. If you cast magic in melee range of an opponent, all opponents may strike you with a free attack (see page 146).

Unless otherwise noted, all magical attacks that are not conflagrations, clouds, auras, or other area-affecting spells require a magical attack roll. Any magical attack that offers a saving throw either negates the effect or allows the target to take ½ damage.



PSYCHIC ATTACKS

Psychic attacks are attacks made with mental abilities, psionics, and spiritual forces. They target the **mental armor class** of the opponent and are modified by the **Ego** ability modifier. These may cause a mental hit point reduction based on the text of the attack or mental ability, but may also cause unique effects.

1d20 + HEROIC BONUS + PSYCHIC ATTACK BONUS + ATTACKER'S EGO MODIFIER + CIRCUMSTANTIAL MODIFIERS ≥ MENTAL ARMOR CLASS

The above is your total attack roll for all psychic attacks, including psionic attack modes, mental powers, possession attacks, and abilities noted as having an attack type of psychic.

SOCIAL ATTACKS

Social attacks are attacks made with speech, oration, songs, performances, and other social activities. They target the **mental armor class** of the opponent and are modified by the **CHARISMA** ability modifier. These may cause a mental hit point reduction based on the text of the spell or ability, but may also cause unique effects.

1d20 + HEROIC BONUS + SOCIAL ATTACK BONUS + ATTACKER'S CHARISMA MODIFIER + CIRCUMSTANTIAL MODIFIERS ≥ MENTAL ARMOR CLASS

The above is your total attack roll for all social attacks, including standard social attacks, and abilities noted as having an attack type of social.

CURSES

Curses are special kinds of attacks, that instead of requiring an attack roll, require a saving throw. They usually have a verbal and somatic component. The target(s) must make a saving throw versus curses or be affected. The targets need not be visible or even present.

For some this is an ability that might be learned or granted; others might find ancient curses in old tomes or inscribed in ancient ruins. Dying or being betrayed might grant one the ability to curse an opponent.

There is no limit to the frequency one may use a curse, however the act itself is quite evil and carries a corresponding increase in **WICKEDNESS**.



BASIC MANEUVERS

Charge

SPECIAL ACTION ‡ PHYSICAL ATTACK

Move up to twice your movement rate in a straight line and get a +2 to hit and do double damage. Note that if your opponent is wielding a weapon with reach, they can attempt to strike you for triple damage using a [Quick Action]. Charging must be your first action in the turn, exhausts all your initiative dice, and you must move at least 4" in a straight line.

Disarm

ACTION ‡ PHYSICAL STRUGGLE

You attempt to remove your opponent's weapon. It is a physical struggle with the opponent. If you win, they are disarmed. If you tie, nothing happens. If you lose, you are disarmed. Attempting this without wielding a weapon halves your hit dice for purposes of this struggle.

Grapple

DOUBLE ACTION ‡ PHYSICAL STRUGGLE

You attempt to physically overpower your opponent. If the attacker wins the opponent is *Grappled*. If the score is a tie, both parties struggle and no action occurs. If the defender wins, the attacker(s) are thrown off and are *Stunned* for one round. (See page 318 for status definitions.)

On the attackers turn, they may attempt another physical struggle to take their opponent from *Grappled* to *Pinned*. On the victims turn, they may attempt a physical struggle to move in the opposite direction. (From *Pinned* to *Grappled* to free). Once a victim is grappled, they only free themselves, no longer *Stunning* attackers.

Shove

ACTION ‡ PHYSICAL STRUGGLE

You attempt to push an opponent straight back. If you win, they are pushed back 1" + 1" per five points you won by. If the struggle is a tie, nothing happens. If you lose, you must make a saving throw. On a failed save they may either make you fall *Prone* or cause you to be *Staggered* for one round.

You may also attempt to overrun your opponent instead of shoving them. If you win, you can move through their square. If there is a tie or you lose, it is as above. If you win by more than 10 points, you can knock them *Prone* if you wish.

Trip

ACTION ‡ PHYSICAL STRUGGLE

You attempt to make your opponent *Prone*. You initiate a physical struggle. If you win, they are knocked prone. If there is a tie, nothing occurs. If you lose, you are disarmed if tripping with a weapon or knocked *Prone* if not.



Expulsion

DOUBLE ACTION ‡ PSYCHIC STRUGGLE

You attempt to help an ally resist mental influence and enchantments. If you are adjacent to the victim, you can use a [Double Action] to assist them by adding your mental hit dice to their pool and attempting a psychic struggle to free themselves from mental control.

Psychogenic Autonomy

DOUBLE ACTION ‡ PSYCHIC STRUGGLE

You may usually attempt to free yourself from mental influence, spells, and enchantments as a [Double Action] on your turn. Exceptions are noted in the text.

SOCIAL ATTACK TYPES

Everyone has a voice and everyone can make certain basic social attacks (much like fists). Social attack types only work against thinking creatures that comprehend the language you speak.

Charm

ACTION ‡ SOCIAL ATTACK

You attempt to calm and manipulate your opponents. On a successful attack your opponent must make a saving throw. On a failed save they immediately make another reaction roll, modified by the **CHARISMA** modifier of the player making the attack. On a result of 9+, they stop fighting and begin a social encounter.

Confusion

ACTION ‡ SOCIAL ATTACK

You attempt to confuse and distract your opponents. On a successful attack your opponent must make a saving throw. On a failed save they are *Distracted*. Creatures that are *Distracted* that fail the save are *Confused* and act randomly.

Intimidate

ACTION ‡ SOCIAL ATTACK

You attempt to frighten your opponents. On a successful attack your opponent must make a saving throw. On a failed save they are *Shaken*. Creatures that are *Shaken* who fail the save must immediately check morale. You are +1 to hit with this attack for every 5 points of **WICKEDNESS** you possess.

Taunting

ACTION ‡ SOCIAL ATTACK

You attempt to anger your opponents. On a successful attack your opponent must make a saving throw. On a failed save they are *Enraged*. Creatures that are *Enraged* that fail the save are *Infuriated* and will attack the taunter to the exclusion of all other targets. You are +1 to hit with this attack for every 5 points of **WICKEDNESS** you possess.



FIGHTING STYLES

There are some optional fighting styles besides wielding a single medium sized weapon in combat. These are noted below.

Hand to Hand is attacking with your body, and using kicks and punches to damage your opponent. It gives you an initiative factor of +2 (nothing held) and does damage as a light weapon against targets wearing light or no armor. It does not affect targets wearing medium or heavy armor. Attacking in this way grants you an additional initiative die to your initiative pool. Close combat weapons do not damage people in armor categories higher than the class of weapon. E.g. medium close combat weapons will only hurt people in light or medium armor.

Two-handed is using a single weapon with two hands. This grants you an additional point of damage.

Shield style allows the use of a one-handed medium or light weapon with a shield. You receive a +2 to your physical armor class for using a shield.

Two-weapon style is using a weapon in each hand. You roll 1 attack. It grants you a +1 to hit. Damage done is determined by the attack roll. An even to hit roll hits with the left weapon; an odd to hit roll hits with the right. Both weapons must be light weapons, unless you are large.

Single Weapon style allows you to wield only a weapon with an empty off-hand, and grants you a +1 bonus to your initiative factor.

Ranged Weapon style (also **Thrown Weapon style**) allows you to attack at a distance with a ranged weapon (bow, crossbow, etc.) Without special training, firing into melee is **Penalized**. Using a ranged weapon style in melee allows everyone in melee with you an attack as a [Quick Action] that requires an [Action] or less against you. Throwing weapons have a range of 4" + **PHYSIQUE** modifier in inches. Ranged and thrown weapons do 1 die smaller damage than melee weapons. Firing past the ranged increment is **Penalized**. All shots at double the maximum range increment miss. In order to use a ranged weapon, you must have a bundle of ammunition. Ammunition isn't tracked, but the inventory slot must contain arrows, bullets, bolts, or whatever is necessary to fire the ranged weapon in order for the weapon to work.



MORALE TESTS

Some actions will trigger morale tests. Morale tests are made with 2d6 against the creature's morale as the target number, which can be found in the creature's statistic block. If the roll is equal to or less than the target number, the creature passes the test and continues to fight.

If the roll is over the morale value, check the monster description for the actions taken. It will describe what effect will occur when the monster fails a morale test. Often this will be flight or surrender. Sometimes it will be calling for aid or becoming enraged. It depends on the result of the morale test and will be noted in the monster description.

The following circumstances will trigger a morale test:

- Having the first casualty
- Losing half your force
- Leader retreating or slain

If two tests are made and both pass, morale will not be checked again and the creature will fight to the death.

PENALIZED AND AUGMENTED

Sometimes conditions cause you to have the upper hand or make you weak and less capable. Instead of tracking a bunch of independent modifiers, these conditions can penalize or augment your rolls. This simply means that the roll is modified in a consistent way. In *Perdition*, you roll a larger or smaller die to get your result. For example, if your attacks are **Augmented**, instead of rolling a 1d20, you roll a 1d24. If they are **Penalized**, you instead roll a 1d16. If you lack the intermediate sizes of dice, adding or subtracting 4 to the roll, or rolling two dice and taking the better or worse one are alternate options.

Penalized and augmented rolls do not stack, but they do cancel each other out. You may not be augmented or penalized multiple times on the same roll. The die sizes are as follows: 1d24, 1d20, 1d16, 1d12, 1d10, 1d8, 1d6, 1d4, 1d3.

Penalized: While you have this condition, you roll a smaller die size. If your attack rolls are **penalized**, you roll a 1d16 for them instead. If you are skilled at a task and it's **penalized**, you roll a 1d6 instead of your normal 1d8 for that skill instead.

Augmented: While you have this condition, you roll a larger die size. This means if your attack rolls are **augmented**, you roll a 1d24 for them instead. If you are skilled at a task and it's **augmented**, you roll a 1d10 instead of your normal 1d8 for that skill instead.



ARMOR CLASS

Armor class is representative of your defense against assaults: physical, magical, psychic, and social.

You have two armor classes. One defends against physical and magical attacks and the other defends against psychic and social attacks.

Your *physical armor class* is calculated by taking the average of your **CUNNING** and **PHYSIQUE** scores. It is modified by your armor and shield used. It is also modified by your size, magic, and your abilities. Each uses the largest modifier noted unless a specific exception is noted. No benefits from armor, shields, size, or magic stack. Your abilities generally do stack; e.g. picking the trait agile and having a class ability that raises your armor class will both affect your armor class total. Your armor can protect you from magical strikes as well as physical ones.

PHYSICAL ARMOR CLASS = (CUNNING + PHYSIQUE)/2 + ARMOR + SHIELD + SIZE + MAGIC + ABILITIES + SITUATIONAL MODIFIERS

Your *mental armor class* is calculated by taking the average of your **EGO** and **CHARISMA** scores. It is modified by any talismans you carry, or any sigil marks inscribed on your skin. It is also modified by magic and your abilities. No benefits from talismans, sigils, or magic stack, unless specifically noted. Your abilities generally do stack.

MENTAL ARMOR CLASS = (EGO + CHARISMA)/2 + TALISMAN + SIGILS + MAGIC + ABILITIES

Situational modifiers such as cover, being prone, or having the high ground may also modify armor class from +4 to -4. Use your own judgement and table consensus about what are appropriate situational modifiers.

DAMAGE TYPES AND FALLING DAMAGE

There are 8 kinds of damage: Slashing, Bludgeoning, Piercing, Teeth & Claws, Fire/Acid/Lightning, Cold/Nether, Mental/Psychic, and Social. The type of damage attacks cause is axiomatic. It determines the type of critical ruin or derangement table you roll on.

Falling damage does 1d6 cumulative damage when you fall per 10'. That's 3d6 for 20', 6d6 for 30', 10d6 for 40', etc. all the way up to 55d6 at 100'. Each 1d6 remaining after you reach 0 hit points requires a successful save versus death or you must roll on the Critical Ruin: Bludgeoning table.



RESISTANCE

When a creature has resistance to a certain type of attack, their armor class is considered that much higher versus that type of attack. A creature with **Magic Resistance 5** and a physical armor class of 14, has an armor class of 19 versus magical attacks, but still only an armor class of 14 versus physical attacks. A creature with **Social Resistance 2** will gain a +2 to their armor class versus all social attacks, but their mental armor class will remain unchanged versus all psychic attacks.

Resistance to damage types reduces damage taken by half. For instance, a creature with Fire Resistance takes only 7 points of damage from a bolt of flame that would deal 14 damage. Immunity to a damage type prevents all damage; vulnerability doubles it.

DAMAGE, DEATH, AND DYING

Your hit points act as ablative shielding. You are fine until all your hit points are gone. Once all your hit points are gone (either mental or physical), you become **Staggered**, and remain so as long as at least one of your hit point totals remains 0.

In most cases, when you take damage with a hit point total at 0, you make a saving throw. If you succeed at this saving throw, you have dodged some heinous fate. If you fail this saving throw, two things happen. First, your allies take mental hit point damage equal to their level for each stress point they have. Second, you must roll on the appropriate critical ruin or derangement table (see page 156). You will die or suffer some physical deformity or manifestation as a wound and then remain at 0 hit points until healed.

Physical hit point damage requires a successful saving throw versus death. Mental hit point damage requires a successful saving throw versus insanity. Stress damage done to mental hit points requires a saving throw versus fear.

After combat both your hit point pools will return to half their maximum value. Hirelings reduced to 0 hit points or less during the battle have a 5% chance of surviving. Henchmen reduced to 0 hit points or less during the fight have a 50% chance of surviving, possibly with a grievous wound.

FATIGUE & SUBDUAL DAMAGE

You may also take *fatigue* (physical) or *subdual* (mental) damage. This is temporary damage that vanishes at the end of combat. Instead of subtracting from your current total, these totals are added up. If the temporary damage total ever becomes higher than your current hit point total, then you pass out (physical) or are **subdued** (mental). You may freely choose to do fatigue damage with any physical or magical attack or subdual damage with any psychic or social attack.



SAVING THROWS

Sometimes, you fuck up.

You are given the opportunity to survive after making mistakes. This opportunity is called a saving throw.

Each class has a base value for their saving throw. You must roll this number or higher on a 1d20 + your current level in order to make your saving throw. If you make your saving throw, this means you may only take half damage or you may survive being turned to stone or getting a serious wound.

It is very important to realize that if you are making a saving throw, you have already made a fatal mistake. If something can turn you into stone by looking at you, that is nature's way of saying do not engage that creature in melee combat.

Your success at saving throws increases as you gain levels. Classes and races also provide bonuses on certain types of saves. Judgment calls on whether or not the bonus applies should be handled by the Agonarch making a call and then later hashed out via group consensus.

There are a number of categories of saving throws.

- Charms and Compulsions: Patterns, commands, and mind affecting magic
- Conflagration: Area affect spells, breath weapons, collapsing buildings
- Death: Dying, death magic and effects
- Elemental saves: Fire, electricity, ice and cold, or acid damage
- Fear: Terror, overwhelming fright, and stress criticals
- Illusions and Phantasms: Physical impossibilities, illusions, semi-real monsters, confusion
- Insanity: Mental breakdowns, psychic attacks and other mental effects
- Luck: Saving throws can be tested for lucky outcomes
- Magical Devices: Items, rays, targeted magical effects
- Poison: Toxins, disease, illness
- Paralysis: Effects that paralyze, petrify, or otherwise immobilize or root you
- Spells: Magical effects wielded by wizards and spellcasters

E.g. a second level character may have a saving throw of 17, with a +4 bonus versus poisons, a +2 versus fear, and a +2 versus magical devices. If they were poisoned, they would add 6 (+2 for level, +4 for poison bonus) to their 1d20 roll. If they were poisoned with a poison that causes fear then they would add 8 to their 1d20 roll. A wand (magical device) that causes fear would grant them 6 to add to their 1d20 roll.

A roll of 1 is always a failure. Better luck next time.



CRITICAL RUIN & DERANGEMENT

If a character loses hit points greater than her hit point total, then her hit points are set at 0 and she becomes **Staggered**. If the character takes damage after that, she must make a saving throw versus fear for stress, death for physical damage, or insanity for mental damage. If that saving throw is successful, lucky them. If that saving throw fails, roll on the appropriate Critical Ruin or Derangement table.

The penalties, unless otherwise noted, are permanent and cumulative. If the ability score drops below 0, the target dies from blood loss and shock.

Critical Ruin: Slashing

1. Your nose is lopped off. (-2 **CHARISMA**)
2. Your hand is severed. (Lose the use of your hand, -4 **PHYSIQUE**)
3. The blade slices through your calf. (-¼ movement rate)
4. You lose 1d4 extremities such as fingers or toes. (-1 **PHYSIQUE** per 2 digits)
5. A cut across the eyes spews eye jelly on your opponents. (**Blinded**)
6. Your arm is severed. (Lose the use of your arm, -6 **PHYSIQUE**)
7. Devil's own luck; a lucky miss!
8. A cut to your chest punctures a lung and makes it hard to breath. (-6 **PHYSIQUE**)
9. A portion of your skull and brain is removed. (-6 **EGO**, -6 **CUNNING**, Roll on Critical Derangement: Mental Derangement table)
10. Decapitated. (Death)
11. Cut in half. (Death)
12. Femoral artery severed. Shower everyone within 1" with blood for 1d4 rounds. (Death)

Critical Ruin: Bludgeoning

1. Your hand is smashed. (Lose the use of your hand, -4 **PHYSIQUE**)
2. Your groin is smashed. (**Prone**, **Staggered** for 1 week, Automatically fail death saves)
3. Your kneecap is shattered. (-½ movement rate, fall **Prone**)
4. Your jaw is smashed. (-2 **CHARISMA**, -4 on all spellcasting rolls from impeded speech)
5. Your internal organs are damaged. You are helpless and vomit until your death in 1d4+1 rounds. (Death)
6. Your shoulder is smashed and your arm becomes lame. (Lose the use of your arm, -6 **PHYSIQUE**)
7. Lucky bounce! A miss.
8. Your skull is cracked! (Knocked out. There is a 2 in 6 chance of brain damage resulting in a -6, checked separately for each ability score, **CUNNING**, **EGO**, and **CHARISMA**.)
9. Your neck and wind pipe are crushed. You wheeze for a moment before suffocating. (Death)
10. Your skull is crushed and your head explodes. (Death)
11. A solid thump to your chest explodes your heart. (Death)
12. The attack shatters your sternum, ribs, and collarbone, pulverizing your torso.



Critical Ruin: Piercing

1. The attack skewers your thigh. (-2" movement rate)
2. Your hip is punctured by the attack. (½ movement rate)
3. Your eye is split open. (Blind in one eye, ranged attacks are **Penalized**)
4. Your lung is punctured. (-6 **PHYSIQUE**)
5. It strikes near the bone on your arm and causes nerve damage. (Lose the use of the arm, -6 **PHYSIQUE**)
6. Your guts are punctured, leaving you in agony. (No movement for one day, **Staggered**)
7. A lucky miss!
8. You are stabbed through your skull, and your brain is damaged. (-6 **CUNNING**)
9. Your artery is nicked, spraying blood everywhere. (Death in 1d6 rounds unless bleeding is stopped with a 7+ **Healing** skill check)
10. Your spine cracks and is fractured. (**Paralyzed** permanently, -½ **PHYSIQUE**)
11. You are stabbed in the face, and struggle to remove the object for a few moments before death claims you. (Death)
12. Your vitals are punctured and spill out, leaving you to die in 1d4 rounds.

Critical Ruin: Teeth & Claws

1. Your leg is viciously bitten. (Fall **Prone**, -2 **PHYSIQUE** OR -3" movement rate)
2. Your groin is brutally mangled. (Effectively neutered. **Staggered** till a **Healing** skill check is made)
3. Flesh is torn off of your arm. (Arm useless, -6 **PHYSIQUE**)
4. Your hand is bitten, becoming mangled and useless. (Hand useless, -4 **PHYSIQUE**)
5. Your throat is ferociously torn out. (Death in 1d4 rounds)
6. Your face is bitten. You come away intact, except for an ear. (-6 **CHARISMA**)
7. Teeth close on air. Lucky miss!
8. Your ribs are broken from that attack. (-6 **PHYSIQUE**)
9. Your heart is violently torn out. (Death)
10. You are knocked prone and your guts are ripped out. (Death)
11. You are held and violently shaken back and forth until your neck snaps. (Death)
12. Your head is bitten or clawed clean off. (Death)



Critical Ruin: Fire, Acid, and Lightning

1. You have badly burned flesh. (-2 **CHARISMA**)
2. You have severely burned flesh. (-2 **PHYSIQUE**, -4 **CHARISMA**)
3. You have terribly burned flesh. (-6 **PHYSIQUE**, -6 **CHARISMA**)
4. Your eyes are burned out. (*Blinded* permanently)
5. You inhale some superheated air, damaging your lungs. (-4 **PHYSIQUE**, cannot run)
6. Flesh is burned entirely off a limb. (Limb is useless. Roll randomly to determine limb)
7. Devil's fire, that's a lucky miss!
8. Flame shoots from your eyes and mouth. (Death)
9. Your burning skeleton flails about. (Death)
10. Your body is badly burned, aflame, and melting. You die painfully over the next turn.
11. You explode, flinging your body like shrapnel. Anyone adjacent to you takes 1d6 damage.
12. All that is left of you is a pair of smoking boots.

Critical Ruin: Cold and Nether

1. You receive painful frostbite on your body. (-1 **PHYSIQUE**)
2. The painful cold damages your lungs. (-2 **PHYSIQUE**)
3. Your skin blackens and freezes. (-4 **CHARISMA**, -2 **PHYSIQUE**)
4. Hypothermia causes madness. (Roll on Critical Derangement: Mental Damage and Illness)
5. Your arm is frozen solid. (Lose use of your arm, -6 **PHYSIQUE**)
6. The front of your face is frozen solid. (Death)
7. Frozen brass, that was a lucky miss!
8. The blood freezes in your veins. (Death)
9. Your head is encased in ice. You suffocate in a turn. (Death in 1 turn)
10. One half of your body freezes and then shatters. (Death)
11. Your entire body is encased in ice. (Death?)
12. You are flash-frozen solid and shatter. (Death)

Critical Derangement: Mental Damage and Illness

1. Your brain is scrambled. (-2 **CUNNING**)
2. You experience psychic trauma. (-4 **EGO**)
3. You experience hallucinations. (Constantly *Shaken* during battles)
4. You have aphasia. (Unable to cast spells or communicate)
5. You experience a drastic personality change. (Change personality and lose one level)
6. You experience short-term memory loss. (-6 on initiative factor)
7. You feel surprisingly fine. Lucky miss!
8. You become *Feebleminded*. (**CUNNING** and **EGO** become 3)
9. You experience constant psychosis. (Cowers or attacks nearest person for rest of life)
10. You experience a complete loss of will. (**EGO** is 0)
11. You become lobotomized. (**EGO** and **CHARISMA** become 0)
12. Your brain melts. (Death)



Critical Derangement: Social Anxiety

If you fail your saving throw versus fear, you gain the **Panicked** condition and roll on the table below. If you succeed at your saving throw, you become **Panicked** but do not have to roll on the table below. After any Critical Derangement: Social Anxiety check, regardless of the outcome, regain half your mental hit points.

1. **Insecurity:** You become more easily manipulated due to insecurity. (-2 to your mental armor class versus social attacks)
2. **Irrational Anger:** You have a hair-trigger temper. (When attacked or engaged in social interactions, you have a 1 in 6 chance of becoming **Infuriated**)
3. **Coward:** You are now cowardly. (-4 on fear saves)
4. **Alcoholic:** You drown your sorrows in a bottle. (Can only eliminate stress by becoming drunk; drunk characters have the **Shaken** condition)
5. **Glutton:** You overeat to cope with the stress. (+1 ration required to eliminate stress)
6. **Pious:** You become obsessed with religion. (10% of money tithed monthly to church)
7. You are apparently rubber. Lucky miss!
8. **Fastidious:** Cleanliness is next to godliness. (Gain 1 stress point when encountering filth)
9. **Flagellant:** You only feel relief through suffering (Must take 1d6 points of damage to eliminate a point of stress)
10. **Nervous:** You gain a facial tic. (-2 **CHARISMA**)
11. **Bloodthirsty:** Likes causing pain. (Cannot remove stress via normal means, combat eliminates all stress)
12. **Night Terrors:** You experience chronic nightmares. (Always **Fatigued**)
13. **Seizures:** You gain a seizure disorder. (If you have any stress points during combat, you have a 1 in 6 chance of a seizure)
14. **Deluded:** You become delusional. (Select a false belief)
15. **Paranoid:** You become constantly paranoid. (Always **Fatigued**)
16. **Depression:** You suffer from chronic depression. (Must save at the start of the day or be **Fatigued**)



17. **Narcissist:** You are fascinated with your value. (-4 **CHARISMA**)
18. **Sexual Deviancy:** You become focused with some sexual dysfunction. (When acquiring a stress point, saves are **Augmented** to avoid acquiring it; Stress can only be removed when completing the deviant sexual act)
19. **Claustrophobic:** Small spaces make you unhappy. (Gain 1 stress point with no save when entering an underground or enclosed space)
20. **Psychotic Break:** You suffer a complete nervous breakdown. (**EGO**, **CUNNING**, and **CHARISMA** are set to 3)



MAGIC



RITUALS

Rituals are magical effects that anyone can learn and take a long time to cast. To cast a ritual, you must have the ritual text, often contained on a small book or scroll, and an amount of Runic Arcanite as noted in the ritual. Unless otherwise stated, casting a ritual lasts an entire turn and must be completely uninterrupted. You can become proficient at a ritual by either spending a character point when gaining a level or by spending 500 steel coins and 2,000 prestige. If you don't spend the character point or prestige to learn a ritual, then it does not function for you.

Rituals may be cast any number of times as long as you have the requisite Runic Arcanite, however the ritual caster must rest at least 5 turns after enacting the ritual. If they try again sooner than that, they must succeed at a difficult (difficulty 9) **Ego** test or roll 2b20+10 on the spell surge table on page 168.

Arcane Ward

REQUIRES $\frac{1}{10}$ OUNCE OF RUNIC ARCANITE

Magically wards an object or door, preventing access to anyone without the key. The key may be a phrase or item. The difficulty of cracking the arcane ward for those that are able to do so is 4 plus 1 per every 2 caster levels. The difficulty is also increased by 1 (to a maximum of 12) for every extra ounce of Runic Arcanite you use.

Binding

REQUIRES $\frac{1}{2}$ OUNCE OF RUNIC ARCANITE

This ritual summons a generic fiend or elemental. Once complete you select the type of creature you wish to summon. If you succeed on an average (difficulty 7) **Ego** test the correct creature arrives. Then you engage that creature in a psychic struggle. If you win, the creature must serve any one specific request (i.e. defend me, etc.), lasting no longer than 1 day. If you fail, the fiend or elemental is free to act as it will. This ritual is also used to bind higher powers with mortal ones, allowing the bestowing of sigils.

Ritual Name	Description
<i>Arcane Ward</i>	Magically locks a portal
<i>Binding</i>	Summons a fiend or elemental
<i>Breaking</i>	Breaks a sigil bond, opens a lock, or a magical ward
<i>Commune</i>	Communicates with outer-planar beings
<i>Detect Magic</i>	Causes you to see magic as glowing energy
<i>Exorcism</i>	Banishes a creature possessing a mortal
<i>Infernal Beckoning</i>	Allows you to both summon and bind fiends
<i>Pact Bound</i>	Creates a voluntary binding pact between two creatures
<i>Raise the Dead</i>	Restores the soul of a dead creature to its body, returning it to life
<i>Softening</i>	Unpetrifies flesh, softens a large area of stone or rock
<i>Teleport</i>	Transfers a group of creatures or objects instantly across time and space



Breaking

REQUIRES $\frac{1}{10}$ AN OUNCE OF RUNIC ARCANITE

This ritual attempts to sunder a bond, such as a sigil pact, physical lock, or arcane ward. If the attempt fails, the ritual is wasted, but may be reattempted. The person enacting the ritual rolls a 1d8 and adds $\frac{1}{4}$ their level to the roll. If this number is higher than the difficulty of the sigil, lock, or arcane ward, then the lock will open.

Commune

REQUIRES 1 OUNCE OF RUNIC ARCANITE

This allows you to seek guidance from far away interplanetary god-like intelligences. This is not without risk. You must make an average (difficulty 7) **Ego** test applying your **Ego** modifier to the roll. If the total is a 5 or 6, you must roll once on the Critical Derangement: Social Anxiety table. If the roll is a 2, 3, or 4, you must roll once on the Critical Derangement: Mental Damage and Illness table as the extraplanar forces warp and twist your mind. Then the Agonarch will make a secret average (difficulty 7) **CHARISMA** test for you. If under 5, the answer to your questions is a lie. If 5 or greater, you get 1 true answer; if the result is 7 or greater, you get 2 true answers; and finally, 9 or greater grants 3.

Detect Magic

REQUIRES $\frac{1}{1000}$ AN OUNCE OF RUNIC ARCANITE (1 GC)

This ritual allows you to detect magical auras. It does tell you the type of magic, but does not give any specific information on the effects of that magical energy.

Exorcism

REQUIRES $\frac{1}{100}$ AN OUNCE OF RUNIC ARCANITE

This ritual allows the caster to engage in a psychic struggle with a fiend possessing a person. On a success the fiend is banished from the host, returned to its own body, and unable to attempt another possession for 24 hours.

Infernal Beckoning Ritual

REQUIRES NO RUNIC ARCANITE

This is the ritual that allows you to summon and bind fiends as described on page 112. The rules for doing so are located there—though this ritual must be learned before that task is attempted.



Pact Bound

REQUIRES ANY CREATURE'S SOUL

This creates a binding pact between you and another creature. If one of you fails to meet your stated action, the person who breaks the pact is permanently struck with a curse and the pact is forever sundered. It applies to bonds made with demons, sigil bearers, contracts signed with devils, oaths sworn with blood, and promises made to the dying. The person who kept the pact chooses one of the following curses to affect the pact-breaker: roll 1d6 on the Critical Derangement: Mental Damage and Illness table; roll 1d6 on the Critical Ruin: Fire, Acid, and Lightning table; reduce any two statistics by 6; or grant a permanent *Penalized* condition on attack rolls, ability tests, and skill checks.

Raise the Dead

REQUIRES 1 RUNIC ARCANITE PER HIT DIE OF THE CREATURE RAISED

This restores the departed soul of a creature, under certain conditions. First, it does not affect the state of the body, meaning that the ritual must be performed quickly. Taking more than three or four days will often cause the raised to become sick and quickly pass due to the decay taking place in their body. Also, their soul must not be indebted to an extraplanar creature, for such a creature will be loathe to let such an item leave their service. Once raised, the creature is sick for a number of days equal to the number of hours they spent dead. While sick, they are considered *Shaken* for all purposes and their hit points are capped at half normal.

Softening

REQUIRES $\frac{1}{10}$ OUNCE OF RUNIC ARCANITE

This spell returns a petrified creature back into their original living form. Little chips and nicks are repaired though any serious damage, like the loss of an arm, remains. Alternately, it can cause 10,000 cubic feet of stone to become as soft as dirt.

Teleport

REQUIRES $\frac{1}{10}$ AN OUNCE OF RUNIC ARCANITE

This spell allows the ritual bearer and everyone she can fit in a five foot radius circle, to teleport anywhere within the plane of Perdition. Everyone must make a saving throw upon teleportation. On a failure they are sick for a number of minutes equal to the number of miles they traveled. Sick characters are considered *Staggered* for the duration. Also the person enacting the ritual must roll a percentile die. On an 01 they teleport in too low and must make a saving throw versus death or die, half their body buried in earth. Otherwise they take 2d6 damage due to parts of their body being inside solid objects. On a 100 they come in too high and roll 1d4 times 10' for the number of feet in the air they arrive at.







SPELLS & SPELLCASTING


















Spells are recorded in dusty old tomes, but they are not words on a page. Spells are living creatures related to demons, that once learned reside in the brain of the user. The process of casting the spell is an attempt to force the spell-creature to perform an action in an orderly fashion. They fight against this actively. The spellcaster cannot learn more spells than those allowed by their class because their minds lack the capacity to control more spells.


Different types of spells require different mental exercises and rituals to contain; this causes the casters to focus on certain groupings of spells. There are spell-creatures of escalating complexity and power within each of these schools—minor, major, and grand—and using the more difficult ones is very taxing on your magical reserve. The extra power can easily be subverted from your control by the living spell-creature, causing a surge to occur. See spell surges on page 168.

Knowing a spell allows you cast it as long as you have the magical endurance to do so. This endurance is represented by your *spell pool*. Your spell pool consists of a number of 1d6 that are usually equal to 2 + your level + your relevant casting ability score.

You roll at least two but up to nine dice from your spell pool to cast spells. Depending on the power and difficulty of the spell, you lose available dice from your spell pool if a die rolls low, temporarily depleting your spell pool. You may also lose access to the spell-creature; if the total of all the dice you roll is less than 7 then you are unable to use that spell again until the next day. All spell pool dice return after 8 hours of uninterrupted rest and preparation, lost spells after 24 hours.

Every set or pair of doubles causes its own unique surge. A result of  will be very likely negative, but a result of  could cause your spell to be hyper-effective. You experience a spell surge for every pair of doubles. If you roll three dice and get  you experience one surge, but if you roll four dice and they come up  you experience two surges.

When casting a spell, you lose the dice you roll from your daily pool if the individual die result is too low. Minor spells cause you to lose dice that come up with a  or . Major spells cause you to lose dice that come up , , , or . Grand spells cause you to lose dice that roll , , , , . Spells from elemental paths cause you to lose dice that display pips equal or less than their rank. A rank 5 spell (i.e. the fifth spell in the list) causes you to lose dice that come up , , , , or . You always lose dice that come up .

You can reduce this threshold by 1 for every additional dice you roll at the cost of a spell surge. If you roll 3 dice to cast a minor spell, you only lose dice from your pool that roll . Adding additional dice from your Spell Pool is very risky. There is a 16.6% chance of a spell surge normally, but adding a third die causes that to jump over 25% to a 44% chance. A fourth dice means that three out of every four spells will surge. See the table on page 61 or 169.



CASTING TIME

Spells usually take an [Action] to cast. Using metamagic to adjust a spell takes a [Double Action]. It takes no extra time to use additional dice. Rituals usually take a full turn to perform and do not require spell dice. Some spellcasters may learn rituals as major or grand spells. These spells are cast as an [Action]. Exceptions will be noted in the individual spells.

Spells are never forgotten, though the caster may need to rest overnight if they roll poorly while casting until they can control the spell-creature again. They can be cast again and again as long as dice remain in the spell pool. Once learned, spells cannot be changed.

TARGETING

Spells are listed with a range. The target of the spell must be visible to the caster and there must be a clear line from the caster to the target of the spell. Glass, transparent force, and other obstructions block this. If the range is listed as touch, then the caster must be able to physically touch the target. If the range is listed as 0, no targeting decisions are made and the spell can only affect the caster. Generally, this means that the caster is the target; some exception cases are noted in the text. If the target is unwilling, a magical attack must be made.

AREA OF EFFECT

Any creature with over half its body within the area of effect of a spell is considered to be affected. Creatures that are halfway out of the area are considered either non-affected (if there is no saving throw) or have their saving throws **Augmented**.

CONCENTRATION

Any spell requiring concentration requires that the caster roll 1 less initiative die when rolling initiative.

ENCHANTMENTS, SIGILS, AND WARDS

Enchantments, sigils, and wards are constant magical effects. By knowledgeable practitioners, these may be sundered. Enchantments are spells that affect creatures for any length of time. If a spell requires concentration it is an enchantment and may be sundered. Whether a spell is an enchantment is noted in its description. Sigils are mystical bonds between people and powerful entities, such as forgotten gods, fiends, and patrons. Wards are permanent protections (“magical locks”) that protect doors, doorways, portals, and chests, that either trigger traps or prevent use.

If you possess the ability to cast spells (i.e. you have a pool of spell dice), then you may use your **Arcana** skill to sunder enchantments, sigils, and wards. If you do not have the ability to



cast spells, then you must possess training in both the **Arcana** and **Prestidigitation** skill in order to break wards, and you use your **Prestidigitation** skill to actually break the ward, *in lieu* of **Arcana**. The target number of breaking the enchantment, sigil, or ward is usually $4 + \frac{1}{2}$ the level of the caster or hit dice of the sigil granter. Additional Runic Arcanite can increase both the chance to break and the chance to avoid being broken by 1 for every ounce used (up to 12). It takes an [Action] to attempt, using a [Double Action] provides a +1 bonus on the check. On a failed check, the ward cannot be broken until your skill level increases, or a year passes. You must be adjacent to the effect and cannot be the subject of it in order to sunder it.





SPELL FUMBLES AND SURGES

As you access more magical power, the chance of a disaster will increase. If you access more power than you need to cast the spell, you are more likely to retain your ability to continue to cast that spell (because you are more likely to roll a total of 7+), but you are also more likely to trigger a surge, the effects of which can be unpredictable. The type of double that you roll determines what die you use to roll on the following table. Consult the chart below.

If you only roll 2 dice to cast a spell, then you can choose to ignore all doubles rolled.

Doubles	Surge check
	1d12
	1d20
	2d20
	1d50 (dl00/2)
	2d20 + 10
	1d20 + 1d10 + 20

- Restore 2 lost spell dice to your spell pool.
- Spell has maximum rolled effect.
- Increase either the duration or numerical effect of the spell by 50%. A spell that does 3d4 damage will now do 4d4 damage.
- All dice rolled for the spell explode on maximum values. Reroll any maximum value, and add the new result -1. On a subsequent maximum rolls, continue to roll.
- Explosion. All targets within 8" of the spell effect must save or be knocked prone.
- Any dice rolled for the spell use the next highest die. 1d4's use 1d6's, 1d6's use 1d8's, 1d8's use 1d10's. 1d10's use 1d12's, 1d12's use 2d6's, and 2d6's use 2d8's.
- Spell goes off at random initiative value next round, with all the same effects and targeting information used for this casting.
- The spell is super-effective, all saves are at -6 versus the spell.
- Everyone within 10" of the caster may reroll their mental and physical hit dice and gain that many hit points back up to their maximum.
- Everyone within 6" of the caster gains 2d8 temporary mental and physical hit points.
- Spell is cast twice.
- Spell effects are doubled.
- Caster is paralyzed for 1d4 rounds.
- Explosion covers caster in ash.
- Caster takes 1d4 damage for minor spells, 2d6 damage for major spells, and 3d8 damage for grand spells.
- Fireworks suddenly shoot off in a 2" radius around the caster. Everyone who can see the display must save or become **Blinded** till initiative pools refresh.
- Caster gains an allergy to magic for 1d8 turns, causing her to be **Sickened** if wielding any on her person. Caster must successfully save in order to cast a spell.
- The reverse of the spell is cast instead.
- A different random spell is cast instead.
- Caster gains **Magic Resistance** equal to her level for 24 hours.
- Caster summons a random monster. Reaction roll has a -4 penalty.
- Caster summons a random fiend. Reaction roll has a -6 penalty.
- Caster loses 1 point from a random ability score.



24. Caster ages 1d10 years.
25. Caster loses or gains 1d4 times 1d20 pounds.
26. Caster grows or shrinks 1d4 inches.
27. Caster loses 1d4+1 hit points permanently.
28. Caster is target of spell if spell is targeted at opponent, or opponent is target of spell if targeted at caster or ally.
29. All gold within 6" of caster is turned into iron.
30. All gems within 6" of caster become worthless rocks.
31. Caster is drained of spell energy. Lose 2d6 spell dice.
32. Caster hallucinates wildly for the next turn. On a failed save caster is **Panicked**. On a successful save, caster is **Distracted**.
33. Target gains an additional initiative die for the remainder of the battle.
34. Caster disappears because he has traveled 1d4 rounds into the future.
35. Caster gains a random Chaos Mutation. (see page 247)
36. Random nearby creature (ally or opponent) gains a random chaos mutation. (see page 247)
37. Casters clothing and items disintegrate.
38. A random rain (flower petals, fire, excrement, frogs, etc.) begins over the area.
39. Caster immediately rolls on the Critical Derangement: Social Anxiety table. (see page 159)
40. Caster switches places with random opponent.
41. Caster is **Blinded**.
42. Caster becomes **Petrified**.
43. Caster changes gender.
44. Caster is polymorphed into a random animal.
45. A random magical item within 12" is drained of all power.
46. There is an explosion that deals 8d10 damage (save for half) to all targets within 6" of caster.
47. Caster and target switch minds.
48. Caster immediately takes a random Fire, Acid, or Lightning critical. (see page 158)
49. Caster immediately takes a random Cold or Nether critical. (see page 158)
50. Caster immediately takes a random Mental Damage and Illness critical. (see page 158)

Spell Dice Effects

Dice	% Chance of				
	Minor	Major	Grand	Surge	Pips Reduced
2	1-2	1-4	1-6	17%	0
3	1	1-3	1-5	44%	1
4	1	1-2	1-4	72%	2
5	1	1	1-3	91%	3
6	1	1	1-2	99%	4
7	1	1	1	100%	5
8	1	1	1	100%	6
9	1	1	1	100%	7



SCHOOL OF DIABOLIC POWER

This school studies the craft and power associated with devils and the lawful and ordered forces that drive them.

This school of magic may only be learned by Inheritors and those spell casters who have devil patrons. If a Magus or a Warlock has a devil patron, then they may select this as the school they learn, though there are no associated [Magus Lores] with the school. All benefits of that nature are provided by Infernal Investments. Using many of these spells is considered evil.

MINOR DIABOLIC SPELLS

<i>Agony</i>	Cause constant damage to a single target.
<i>Command of Law</i>	Give a creature a single word command it must follow.
<i>Corruption of Hell</i>	Weaken a creature's ability to resist spells.
<i>Devil's Seduction</i>	Charm a target to treat you as a trusted friend.
<i>Fear</i>	Cause creatures to flee in terror.
<i>Fire Bolt</i>	Gain the ability to sling flame at your enemies.
<i>Healing of Hell</i>	Cause a creature you touch to heal each round.
<i>Rigor Mortis</i>	Immobilize a target, preventing them from moving.

MAJOR DIABOLIC SPELLS

<i>Blade Barrier</i>	Create a huge wall of blades that do terrible damage.
<i>Curse</i>	Permanently curse a target.
<i>Hell Blight</i>	Blasts an area with unholy power.
<i>Phantasm</i>	Create a realistic illusion.
<i>Polymorph</i>	Change your form to another person's or creature's.
<i>Rebuke</i>	A powerful word that damages and staggers a single target.
<i>Suggestion</i>	Magically compel a target to perform a request.

GRAND DIABOLIC SPELLS

<i>Binding</i>	Bind a random elemental or fiend to your service as the ritual.
<i>Domination</i>	Take control of another living creature.
<i>Mind Blank</i>	Protect yourself from mental attacks, detection, and possession.
<i>Power Word</i>	Use the dark speech of hell to kill, blind, or stun creatures.
<i>Teleportation</i>	Move yourself across space as the ritual.



MINOR DIABOLIC SPELLS

Agony

RANGE: 6" ± DURATION: 1 TURN (EVIL)

The caster makes a magical attack against a target, wracking it with agony. The target takes 1d4 points of damage a round for 10 rounds with no further effort or concentration from the caster. The effect ends if the caster casts another spell.

Command of Law

RANGE 6" ± DURATION: 1 ROUND

The caster speaks, using the sub-sonics of the universe, to reorder an opponent's brain. She engages in a psychic struggle with a target, a success allows the caster to issue a single word command which the target must follow.

Corruption of Hell

RANGE: TOUCH ± DURATION: 1 HOUR (ENCHANTMENT, EVIL)

Hellish energy warps a target's platonic planar pattern. On a successful magical attack the target is *Penalized* on saves and skill checks and they have their hit dice halved for struggles. Fiends and monstrous creatures are immune.

Devil's Seduction

RANGE: 24" ± DURATION: SPECIAL

The caster's voice becomes hypnotic so that everything she says sounds reasonable. For social actions, the target is treated friendly (+2) and having a lifebond with the caster (+4). A successful save frees the target from the effect. A save is made upon the first request, after that the frequency of the save is dependent on the target's **CUNNING**. A stupid creature may be enraptured for months, while an intelligent one may only be charmed for a day.

Fear

RANGE: 0 ± DURATION: 1 TURN

All targets within a 12" × 12" cone are shown their fate in hell. They make a saving throw. On a failure, they become *Panicked*. On a success, they become *Shaken*.

Fire Bolt

RANGE: 8" ± DURATION: 1 TURN (ENCHANTMENT)

The caster may as an [Action] launch two bolts of hellfire. On a single successful magical attack each bolt does 1d4+1 points of fire damage. Gain an additional bolt every odd caster level (3rd, 5th, etc.). Only one person may be targeted with each volley. As noted, this lasts 10 rounds.

Healing of Hell

RANGE: TOUCH ± DURATION: 1 TURN (ENCHANTMENT)

Flames of hell writhe, closing wounds on the target. Target gains *Fast Healing*, 2 points per caster level.



Rigor Mortis

RANGE: 18" ± DURATION: 1 TURN (CONCENTRATION)

On a successful magical attack the target's muscles stiffen; they become *Paralyzed*. The target may save to cancel the effect each time initiative pools refresh. It affects both living and dead creatures and monsters, but not fiends.

MAJOR DIABOLIC SPELLS

Blade Barrier

RANGE: 24" ± DURATION: 1 TURN (ENCHANTMENT)

Create an immobile wall of jagged whirling blades 4" long per level. The wall is 4" high, and it does 1d6 points of damage per caster level to anyone in or crossing the area; make a saving throw versus conflagration for half.

Curse

RANGE: TOUCH ± DURATION: PERMANENT

Curse a target. Choose one of the following curses: roll 1d6 on the Critical Derangement: Mental Damage and Illness table; roll 1d6 on the Critical Ruin: Fire, Acid, and Lightning table; reduce any two statistics by 6; or grant a permanent *Penalized* condition on attack rolls, ability tests, and skill checks. A successful saving throw versus luck nullifies the spell.

Hell Blight

RANGE: 24" ± DURATION: INSTANT (EVIL)

Blast a 4" radius circle with unholy power. Deals 1d8 damage per 2 caster levels and causes targets to become *Shaken*. Save for half damage and to avoid being *Shaken*.

Phantasm

RANGE: 42" ± DURATION: SPECIAL (CONCENTRATION)

Creates illusion with visual, auditory, olfactory, and thermal characteristics. Ends 2 rounds after concentration stops.

Polymorph

RANGE: 0 ± DURATION 24 HOURS (ENCHANTMENT)

This allows the caster to change her form once. She can appear as any similarly sized creature she is familiar with for up to 24 hours. This can be used to copy an individual's form. She takes on the **PHYSIQUE** and physical traits of the target.

Rebuke

RANGE: 3" ± DURATION: INSTANT

A word of hellish power causes shame in the target, doing 5d8 damage and causing them to be *Staggered*. The damage is doubled if the target has a **WICKEDNESS** of 10+.



Suggestion

RANGE: 6" ± DURATION: 1 HOUR (ENCHANTMENT)

The caster's voice becomes infused with demonic power, no longer just hypnotic; her words compel her target to action. She suggests a course of activity no longer than two sentences. As long as the suggestion is not obviously deadly, the creature complies. Any lies or bluffs made by the caster to the target of this spell gain a +6 on their **CHARISMA** tests to succeed. See social actions on page 100. This allows making one suggestion that can last up to an hour.

GRAND DIABOLIC SPELLS

Binding

RANGE: 2" ± DURATION: UP TO 1 DAY

This allows the caster to cast the *Binding* ritual (see page 162) as a spell using a [*Double Action*].

Domination

RANGE 6" ± DURATION: 1 TURN (CONCENTRATION)

The caster enforces her mental will upon another by dominating their mind with hers. Engage in a psychic struggle versus the target. If successful, you have dominated them and may immediately force them to take an [*Action*]_a. The target may use psychogenic autonomy (see page 150) as a free action if forced to engage in an obviously suicidal act or an act that goes directly against their nature. Attacking former companions does not trigger another struggle.

Mind Blank

RANGE: 0 ± DURATION: 1 DAY

The caster gains *Psychic Resistance 20* and can no longer be detected or sensed via magic. Caster is immune to possession and automatically wins psychic struggles. The caster loses access to all psychic powers and abilities, powers, or spells involving psychic struggles while mind blank is active.

Power Word

RANGE: 18" ± DURATION: INSTANT

Utter a profane word against a target. This word kills a single target, *Stuns* a number of targets equal to the caster's level, or *Blinds* everyone who can hear her speak this blasphemy. A target killed may make a saving throw versus death to avoid death. On a successful save they take 10 points of mental and physical damage per caster level.

Teleportation

RANGE: 0 ± DURATION: INSTANT

This allows the caster to cast the *Teleportation* ritual (see page 164) as a spell using a [*Double Action*].



SCHOOL OF DEMONIC POWER

This school studies the power and craft associated with demons and the chaotic forces that drive them.

This school of magic may only be learned by Inheritors and those spell casters who have demon patrons. If a Magus or Warlock has a demonic patron, then they may select this as the school they learn, though there are no associated [Magus Lores] with the school. All benefits of that nature are provided by Infernal Investments. Using many of these spells is considered evil.

MINOR DEMONIC SPELLS

<i>Darkness</i>	Create an orb of magical darkness.
<i>Deaden</i>	Primal flame blinds or deafens a target.
<i>Demonic Frenzy</i>	Drive a target mad with battlelust.
<i>Doom</i>	Sicken all nearby pure creatures.
<i>Fear</i>	Cause creatures to flee in terror.
<i>Ice bolt</i>	Gain the ability to sling shards of ice at your enemies.
<i>Plague</i>	Give a group of creatures a debilitating illness.
<i>Primal Attraction</i>	Cause people to respond intensely to you.
<i>Prognostication</i>	Gain insight into what's happening in another place.

MAJOR DEMONIC SPELLS

<i>Dimensional Anchor</i>	Prevent a creature from travelling dimensionally.
<i>Discord</i>	Causes weak-minded opponents to attack each other.
<i>Disintegrate</i>	Turn creatures and objects to dust.
<i>Insanity</i>	Feeblemind or Confuse a target.
<i>Polymorph</i>	Change your form to another person's or creature's.
<i>Primordial Ooze</i>	Cover an area in dissolving slime.

GRAND DEMONIC SPELLS

<i>Corrupted Will</i>	Fill a single target with WICKEDNESS for a short time.
<i>Hell Gash</i>	Crack open the earth.
<i>Pandemonium</i>	A symphony of color and chaos strikes against your enemies.
<i>Shapechange</i>	Change shape at will.
<i>Shriek</i>	A loud shriek breaks fragile objects and damages all.



MINOR DEMONIC SPELLS

Darkness

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

A 3" radius is plunged into magical darkness.

Deaden

RANGE: TOUCH ± DURATION: PERMANENT

A primal flame burns out a target's eyes or ears, causing them to be *Blinded* or *Deafened*.

Demonic Frenzy

RANGE: TOUCH ± DURATION: 1 TURN (ENCHANTMENT)

Target becomes *Infuriated*.

Doom

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

Causes anyone within 10" of the caster with a **WICKEDNESS** of <10 to become *Sickened*.

Fear

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

All targets within a 12" × 12" cone become *Panicked*. On a successful save they become *Shaken*.

Ice Bolt

RANGE: 8" ± DURATION: 1 TURN (ENCHANTMENT)

The caster may as an [Action] launch two ice bolts at a single target. On a single successful magical attack each bolt does 1d4+1 points of cold damage. Gain an additional bolt every odd level (3rd, 5th, etc.). This lasts 10 rounds.

Plague

RANGE: 6" ± DURATION: INSTANT (EVIL)

Give everyone in a 3" radius the plague. Make a saving throw versus poison or gain 1d4 **AFFLICTION** points. Gain an additional 1d4 **AFFLICTION** points every day the save is failed. Boils immediately break out on the target's skin and *Penalize* all attacks and skill checks.

Primal Attraction

RANGE: 24" ± DURATION: SPECIAL (CONCENTRATION)

The caster excites primal urges in the target, either of lust, desire, hatred, or fear. All of the caster's social attacks are *Augmented* and she makes strong **CHARISMA** tests against the target.

Prognostication

RANGE: 24" ± DURATION: 12 TURNS (ENCHANTMENT)

Enables the caster to pick a known or obvious location and allows her to see and hear everything within 12" of that location.



MAJOR DEMONIC SPELLS

Dimensional Anchor

RANGE: 24" ± DURATION: 1 TURN

Make a magical attack against a target. On a successful attack green translucent chains bind the creature's arms and legs to the ground, barring dimensional and extra-dimensional travel. They do not inhibit normal movement.

Discord

RANGE: 24" ± DURATION: 1 TURN (ENCHANTMENT)

Causes creatures in an 8" diameter circle that fail an individual psychic struggle against the caster to attack the nearest creature until the spell expires.

Disintegrate

RANGE: 6" ± DURATION: INSTANT

On a hit with a magical attack a purple ray does 3d6 damage per caster level. If the damage is greater than the target's hit points, it eliminates one 10' × 10' cube of matter, leaving only dust.

Insanity

RANGE: TOUCH ± DURATION: PERMANENT

On a failed saving throw versus luck the target becomes either become permanently **Confused** or **Feebleminded**, caster's choice.

Polymorph

RANGE: 0 ± DURATION: 1 DAY (ENCHANTMENT)

This allows the caster to change her form. She can appear as any similarly sized creature for up to 24 hours. This can be used to copy an individual's form. She takes on the **PHYSIQUE** and physical traits of the target.

Primordial Ooze

RANGE: 6" ± DURATION: PERMANENT

Covers a 3" radius in green slime. Green slime destroys heavy armor in two rounds, and medium armor in one. If armor is destroyed, green slime deals 2d6 **AFFLICTION** points a round to targets, turning them into green slime. It can be frozen or burned off. Target takes full damage from magical cold effects, and burning causes 3d8 damage, decreasing by 1d8 per round. A melee attack dealing more damage than the accumulated **AFFLICTION** points in one blow will also stop the green slime.



GRAND DEMONIC SPELLS

Corrupted Will

RANGE: 12" ± DURATION: 1 TURN (ENCHANTMENT, EVIL)

On a failed saving throw versus charm target gains +10 to **WICKEDNESS**. For social actions, the target is treated friendly (+2) and having a lifebond with the caster (+4). They return to normal at the end of the duration. **WICKEDNESS** acquired while acting under the influence of this spell remains.

Hell Gash

RANGE: 24" ± DURATION: 1 TURN

A rent opens in the ground. It is 2" wide and can be as long as 1" per caster level. All those who fall in take 6d6 falling damage and then 8d8 points of fire damage from hellfire. Flame spurts out of rift for duration of the spell; all who take actions within 12" of the rift take 2d8 fire damage.

Shapechange

RANGE: 0 ± DURATION: 1 DAY (ENCHANTMENT)

This allows the caster to change her form. She can appear as any similarly sized humanoid or creature for up to 24 hours. This can be used to copy an individual's form. She takes on the **PHYSIQUE** and physical traits of the target. She may shift as many times as she wishes for the duration.

Shriek

RANGE: 0 ± DURATION: INSTANT

All within 12" take 12d6 points of psychic damage, and are *Stunned* and *Deafened*. Objects may break.

Pandemonium

RANGE: 18" ± DURATION: 1 TURN (ENCHANTMENT)

This is a multicolored symphony of spectacle and confusion. Any time the caster takes an [Action] or [Double Action], she may direct this spray of color and madness at any target within the range as a [Free Action]. On a successful magical attack creatures take 4d8 points of fire and psychic damage and are *Distracted*. Use the same damage roll for both types of damage.



SCHOOL OF ARCANA

This school studies magic, the mystical force that casters manipulate to cast their spells. Magi who study the school of Arcana may select the following [Magus Lores] in addition to those on their class lists. Only Magi may select these lores, not any class that has access to the school.

Arcane Sight: Detect magic at will.

Disjunction: Rolls to sunder enchantments are *Augmented*.

Erudite Caster (Minor): Gain an additional minor Arcana spell.

Erudite Caster (Major): Gain an additional major Arcana spell.

Telekinetic Strike: As an [Action] the Magus can make a magical attack against a visible target to do 1d4 damage. At 3^d level she can fling an encumbering object to do 1d6 damage. At 5th level she can fling a heavy object to do 1d8 damage.

MINOR ARCANA SPELLS

<i>Armor</i>	Provides a bonus to physical armor class.
<i>Invisible Servant</i>	A telekinetic force that can move or carry things.
<i>Light</i>	Create a magical light that lasts for an hour.
<i>Magic Missile</i>	Fire bolts of force at opponents.
<i>Pyrotechnics</i>	Use a flame source to blind and sicken opponents.
<i>Sleep</i>	Put weak creatures to sleep.
<i>Tongues</i>	Speak or read any language.
<i>Web</i>	Trap creatures in a sticky, flammable web.

MAJOR ARCANA SPELLS

<i>Explosive Sphere</i>	Cause a ball of force to explode, hurting enemies.
<i>Fly</i>	Gain the ability to fly.
<i>Force Bolt</i>	A force bolt arcs out from the caster's hand, damaging enemies.
<i>Haste</i>	Grant allies extra initiative dice.
<i>Shardstorm</i>	Cause damage in an area and turn terrain difficult.
<i>Shieldskin</i>	Shields caster's skin, protecting her from physical attacks.
<i>Wall of Force</i>	Create a force wall.
<i>Wizard Eye</i>	Create a magical eye the caster can see through.

GRAND ARCANA SPELLS

<i>Banishment</i>	Send a creature back to its home plane.
<i>Cloudkill</i>	Create a deadly cloud of gas.
<i>Gate</i>	Creates a portal to another plane.
<i>Shapechange</i>	Allows the caster to change her physical form.
<i>Wish</i>	Grants the wish of another creature.



MINOR ARCANA SPELLS

Armor

RANGE: 0' ± DURATION: 1 DAY (ENCHANTMENT)

Purple plates of force surround and swirl around the caster and grant a +2 armor bonus to her physical armor class.

Invisible Servant

RANGE: 6" ± DURATION: 1 HOUR (ENCHANTMENT)

A shapeless force that can carry 20 pounds or push 40 pounds.

Light

RANGE: 12" ± DURATION: 1 HOUR

Creates a magical light that the caster can direct that illuminates a 6" radius with bright light.

Pyrotechnics

RANGE: 12" ± DURATION: SPECIAL

A bright flash *Blinds* all unaware creatures within 12" for 2 rounds or creates *Sickening* smoke in a 4" radius for 1 turn. Requires an existing fire source that is extinguished upon casting.

Magic Missile

RANGE: 24" ± DURATION: INSTANT

Shoots two glowing bolts doing 1d6+1 damage each that automatically hit. You gain an extra missile every level. The bolts look like purple glass arrows.

Sleep

RANGE: 12" ± DURATION: 1 HOUR

A green gas 6" in diameter floats to where the caster directs, and causes those within to fall into a deep sleep. Affects 1d8 hit dice +1d8 per caster level of creatures, weakest first. Creatures of greater than 3 hit dice are immune.

Tongues

RANGE: 0' ± DURATION: 1 HOUR (ENCHANTMENT)

Allows the caster to read, comprehend, and speak any language.

Web

RANGE: 3" ± DURATION: 1 TURN

Covers a 2" cube area in web per 2 caster levels. Anyone in or moving through the web must save or be *Grappled*. The web is flammable. Trapped victims may spend a [Double Action] to make a average (difficulty 7 + the caster's **CUNNING** modifier) **PHYSIQUE** test to escape.



MAJOR ARCANA SPELLS

Explosive Sphere

RANGE: 48" ± DURATION: INSTANT

A globe of force bursts in a 2" radius doing 1d8 points of damage per caster level. A saving throw may be made for half damage. Targets are pushed into an open space outside the area of the spell. A translucent impenetrable sphere of force remains for the following round.

Fly

RANGE: 0 ± DURATION: 1 HOUR (ENCHANTMENT)

Purple translucent wings give the ability to fly. Gain a fly speed of 24".

Haste

RANGE: 12" ± DURATION: 1 TURN (CONCENTRATION)

The caster and her Allies in a 6" diameter circle gain +2 to their initiative factor and an extra initiative die.

Force Bolt

RANGE: 0 ± DURATION: INSTANT

A purple bolt of force 1" wide and 12" long extends from the caster. It does 2d6 damage a level and knocks targets *Prone*. Targets may save for half damage and to remain standing.

Shieldskin

RANGE: 0 ± DURATION: 1 DAY (ENCHANTMENT)

The caster gains a +4 bonus to their physical armor class and gains *Slashing, Bludgeoning, Piercing*, and *Teeth & Claw Resistance*.

Shardstorm

RANGE: 12" ± DURATION: SPECIAL

Force shards rain and swirl in a 4" radius. It immediately does 5d6+10 points of bludgeoning damage once to all targets in the area, and terrain in the area of effect is considered difficult for 1 turn.

Wall of Force

RANGE 12" ± DURATION: 1 TURN (ENCHANTMENT)

Creates a force wall, 150 square feet per caster level. The wall need not be straight (e.g. ring, dome). The wall is impenetrable, subject only to dispelling, disintegration, and ward-breaking. The difficulty of the ward is 4 + ½ the caster's level. By sacrificing a spell die for a year and a day, the caster may make this wall permanent.

Wizard Eye

RANGE: SPECIAL ± DURATION: 1 HOUR (ENCHANTMENT)

Creates an invisible eye with *Darkvision* to 12". It has a movement rate of 12" and cannot move through solid objects. By concentrating the caster can see through the eye.



GRAND ARCANA SPELLS

Banishment

RANGE: VISION ‡ DURATION: INSTANT

The caster makes a magical attack against an extraplanar creature that has no more than twice her hit dice. If successful, the target must save or be banished back to their home plane, unable to return for at least 24 hours. There is a small chance they may be sent somewhere else.

Cloudkill

RANGE: 12" ‡ DURATION: 1 TURN

Creates a billowing 6" diameter cloud. Every round, creatures in the cloud with less than 5 hit dice must save versus poison or die. Creatures with 5 or more hit dice take 1 point of damage per hit die per [Action] they perform while within the cloud.

Shapechange

RANGE: 0 ‡ DURATION: 1 HOUR (ENCHANTMENT)

This allows the caster to change her form. Her **CUNNING** and **EGO** stay the same, but she takes on the **PHYSIQUE** and physical traits of the target. This is not limited to humanoids or creatures or by size. In addition to normal animals and people, the caster could turn herself into lava, glass, a dust mote, water, shadow, heat or even a swarm or disease. She may change shape as a [Quick Action] by making an average (difficulty 7) **CUNNING** test during the duration. On a failure, the spell ends. She may not change shape more than once between initiative pool refreshes. This obviously will require a lot of adjudication by the Agonarch. Damage caused by the caster should be limited by the casters physical hit point pool and logic.

Wish

RANGE: SPECIAL ‡ DURATION: SPECIAL

This spell allows the caster to grant the wish of another person by permanently sacrificing a point of her own **PHYSIQUE**. It can also be used to duplicate any other spell with the addition of 1 ounce of Runic Arcanite.



SCHOOL OF ENCHANTMENT

This school studies the ability of magic to manipulate the mind and life force. Enchanters are charming and suave, using their magic to enhance their already considerable social talents. There are few tasks an enchanter can not complete given enough time. Magi who study the school of Enchantment may select the following [Magus Lores] in addition to those on their class lists. Only Magi may select these lores, not any class that has access to the school.

Smooth talker: The Magus's **CHARISMA** stat is treated as a strong stat. This cannot be selected if **CHARISMA** is a weak stat.

Force of personality: The Magus adds ½ her level to all social attacks.

Likeable: The Magus adds +2 to all reaction rolls. Also she adds ½ her level to the number of hirelings she may acquire.

MINOR ENCHANTMENT SPELLS

<i>Charm Animal</i>	Turns an animal into a companion.
<i>Charm Person</i>	Charm a target to treat the caster as a trusted friend.
<i>Command</i>	Give a creature a single word command it must follow.
<i>Empathic Control</i>	Magically compel someone to act as you wish.
<i>Forget</i>	Cause people nearby to forget recent actions and events.
<i>Friends</i>	Gain another chance at a first impression.
<i>Taunt</i>	Allows you to taunt your opponents with a large bonus.

MAJOR ENCHANTMENT SPELLS

<i>Calm</i>	Pacify nearby creatures.
<i>Charm Monster</i>	Turns a monster or other creature into a servant.
<i>Hideous Laughter</i>	Tell jokes that incapacitate opponents.
<i>Hold Person</i>	Cause a number of creatures to become paralyzed.
<i>Suggestion</i>	Magically compel a target to perform a request.

GRAND ENCHANTMENT SPELLS

<i>Confusion</i>	Confuses a large number of creatures.
<i>Despair</i>	Causes creatures to become despondent.
<i>Fumble</i>	Creatures in an area become very clumsy.
<i>Geas</i>	Force a target to complete a task or suffer a curse.
<i>Heroism</i>	Causes a single creature to become heroic.
<i>Slumber</i>	Puts large and powerful creatures to sleep.
<i>Word of death</i>	Speak a word that causes a creature to die.



MINOR ENCHANTMENT SPELLS

Charm Animal

RANGE: 24" DURATION: SPECIAL

This charms a natural animal, turning them into the caster's friend and companion. They act as a henchman. It lasts indefinitely. It does not affect further changes to the bond between you and the animal.

Charm Person

RANGE: 24" DURATION: SPECIAL

On a failed charm save the caster charms a the target. For social actions, the target is treated as friendly (+2) and having a lifebond with the caster (+4). A successful save frees the target from the effect. The frequency of the save is dependent on the target's **CUNNING**. A stupid creature may be enraptured for months, while an intelligent one may only be charmed for a day.

Command

RANGE: 6" ± DURATION: 1 ROUND

Succeeding at a psychic struggle with the target allows the caster to issue a command of a single word which the target must follow.

Empathic Control

RANGE: 48" ± DURATION: SPECIAL (CONCENTRATION)

The caster makes a magical gaze attack against a target that has hit dice equal to or less than her level +2. On a successful attack the target is enraptured. The caster may immediately force them to perform a single [Action]. The spell ends when the gaze is broken.

Forget

RANGE: 24" ± DURATION: PERMANENT

This spell causes creatures in a 4" radius to forget the last minute plus one minute per 4 caster levels.

Friends

RANGE: 0 ± DURATION: INSTANTANEOUS

Immediately forces a new reaction check with a +2 bonus to the roll. This spell is cast as a [Quick Action].

Taunt

RANGE: 24" ± DURATION: 1 TURN

Allows you to make a Taunting social attack with a +4 bonus to hit and a penalty to their save equal to your **CHARISMA** modifier plus your level. See social attacks on page 150. You may make these taunts for one full turn (10 rounds).



MAJOR ENCHANTMENT SPELLS

Calm

RANGE: 0" ± DURATION: 1 HOUR

Up to 2 creatures per level of the caster of 5 hit dice or less in line of sight lose their will to fight. They will not attack anything for an hour, unless attacked. Creatures with greater than 5 hit dice and fewer hit dice than the caster receive a saving throw to avoid the affect. Creatures with the same or more hit dice than the caster are immune.

Charm Monster

RANGE: 24" ± DURATION: SPECIAL

This charms a monster, turning them into the caster's friend and companion. They are treated as a henchman or hireling with a bond of 12 and a friendly reaction for a total of +6 on any social actions. This affects 3D6 creatures of 3 hit dice or less causing them to become hirelings, or one monster of 4 hit dice or greater as a henchmen. Targets receive a saving throw. The charm lasts a week and must be recast. This is a mental effect and cannot be sundered.

Hideous Laughter

RANGE: 48" ± DURATION: SPECIAL

Make a social attack against a target as an [Action]. On a successful hit they become *Stunned* and fall *Prone*, laughing uncontrollably. They may act normally on their next action. The caster may continue to attack until the spell expires in a turn (10 rounds) or she casts another spell.

Hold Person

RANGE: 36" ± DURATION: 1 TURN (ENCHANTMENT)

Make a magical attack against 1 target per 3 levels. On a failed save targets are *Paralyzed* for 1 turn. If only one creature is targeted, their save is *Penalized*.

Suggestion

RANGE: 24" ± DURATION: 1 HOUR

The caster suggests suggest a course of activity no longer than two sentences. As long as the suggestion is not obviously harmful, the creature complies. Any lies or bluffs made by the caster to the target of this spell gain a +6 on their **CHARISMA** tests to succeed. See social encounters on page 100. This allows making one suggestion that can last up to an hour.



GRAND ENCHANTMENT SPELLS

Confusion

RANGE: 48" ± DURATION: 1 TURN (ENCHANTMENT)

This spell affects 1d4 creatures, plus one creature per level in an 8" radius. If they fail their saving throw, they become *Confused*.

Despair

RANGE: 24" ± DURATION: SPECIAL

This spell causes creatures in a 4" radius to save or be overcome with despair. This causes them to be *Penalized* on attacks, damage, and saving throws. Enemy attacks are *Augmented* against these targets and they are *Distracted*. This is a mental effect and cannot be sundered.

Fumble

RANGE: 6" ± DURATION: 1 TURN (ENCHANTMENT)

This spell creates a 6" radius field where anyone who enters must save or drop everything held and fall *Prone*. Once in the field they find themselves incapable of any coherent action. They may use an [Action] to save and act normally for the round.

Geas

RANGE: 6" ± DURATION: 1 DAY/LEVEL (ENCHANTMENT)

This causes a target to complete a task set by the caster or be beset by curses. A geas is difficult to sunder, requiring a successful roll of 12.

Heroism

RANGE: TOUCH ± DURATION: 1 TURN

This spell grants bravery and morale to the target, *Augmenting* their attacks, saves, and skill checks, *Fast Healing 20*, *Physical* and *Energy Resistance*, and +1 initiative die.

Slumber

RANGE: 24" ± DURATION: 1 HOUR

Affects one creature of hit dice equal to the caster's level plus four or less. Target must save at -6 or fall asleep. Can affect two targets equal or less than the casters hit dice with no penalty to the save. This sleep is natural and cannot be sundered (but creatures can be woken).

Word of Death

RANGE: 48" ± DURATION: INSTANT

Make a magical attack against a target. On a hit the target dies. This spell can only be cast using 3 or more spell dice.



SCHOOL OF FLESHCRAFTING

This school studies the malleability of the mortal form. The fleshcrafter shape skin and bones to her will. The magic inherent in all physical forms strengthens these forms, providing access to new and amazing abilities. Only one fleshcrafting spell may be acting on a target at any given time. Magi who study the school of Fleshcrafting may select the following [Magus Lores] in addition to those on their class lists. Only Magi may select these lores, not any class that has access to the school. These are physical effects and cannot be sundered.

Flesh Artisan: Affect targets besides yourself with a fleshcrafting effect.

Enhancement: Affect yourself with 2 separate fleshcrafting effects at the same time

Crafted Flesh: The Magus may take any range 0 spell known from the school and lose the ability to cast it, but permanently apply the bonus to herself. The Magus gains a different spell in its place and lowers her **CHARISMA** by 2.

Enhancement: The Magus selects another spell and loses the ability to cast it. She permanently applies the bonus to herself and lowers her **CHARISMA** by 2.

Enhancement: The Magus selects another spell and loses the ability to cast it. She permanently applies the bonus to herself and lowers her **CHARISMA** by 2.

Strength of Form: This grants the Magus an additional physical and mental hit die. When this is taken reroll her hit dice.

MINOR FLESHCRAFTING SPELLS

<i>Cheetah's Legs</i>	Extend and strengthen the caster's legs, increasing your speed and jump.
<i>Earshaper</i>	Extend the caster's ears to give her superior hearing.
<i>Enhancing the Flesh</i>	Sculpt the caster's flesh to increase her PHYSIQUE .
<i>Pain of the Flesh</i>	Cause pain and disturb targets.
<i>Pull the Flesh</i>	Lengthen the limbs of the caster, giving them a bonus to attack.
<i>Seal the Mouth</i>	Cause flesh to grow over a target's mouth.
<i>Toughen the Flesh</i>	Pull and stretch a target's flesh for an hour to improve their PAC.

MAJOR FLESHCRAFTING SPELLS

<i>Healing Suture</i>	Cut a creature and sew it back together to heal it.
<i>Manipulate Appearance</i>	Perform surgery to cause a target to look like another creature.
<i>Seal the Eyes</i>	Cause flesh to grow over a target's eyes.
<i>Stone the Flesh</i>	Turns a single target to stone.
<i>Wings of the Flesh</i>	Reform the shoulders of a target to allow flight.
<i>Wrath of the Flesh</i>	Cause a person's flesh to entangle them.



GRAND FLESHCRAFTING SPELLS

<i>Dance of the Flesh</i>	The caster liquefies her own body.
<i>Lash of the Flesh</i>	Tentacles sprout from the caster's flesh.
<i>Melt the Flesh</i>	Melts the flesh of targets in a cone doing large damage.
<i>Morphic Form</i>	Allows the caster to change her shape.
<i>Mutated Will</i>	Target gains a mutation.
<i>Web of flesh</i>	Explode a target's flesh into an entangling web.

MINOR FLESHCRAFTING SPELLS

Cheetah's Legs

RANGE: 0' ± DURATION: 1 DAY

The caster lengthens her legs and spine while strengthening her muscles. Her movement rate increases by 4" and she may add her level to any **Athletics** check made to jump.

Earshaper

RANGE: 0' ± DURATION: 1 DAY

The caster crafts her ears into an extended bat-like shape. This gives her a +4 bonus on listen rolls, a +2 bonus on rolls to manipulate devices, and reduces her chances of becoming surprised by 1.

Enhancing the Flesh

RANGE: 0' ± DURATION: 1 HOUR

The caster enhances her body. Her **PHYSIQUE** increases by 1 + ½ her current level, and in addition to whatever bonus this provides, she gains an additional magical +1 bonus to her **PHYSIQUE** modifier.

Pain of the Flesh

RANGE: 0' ± DURATION: 1 TURN

This allows the caster to make a magical attack against living targets as an [Action] for 1 turn. Anyone struck by the attack takes 1d8 physical damage as their flesh ripples and tears and must save. On a failed saving throw versus fear they gain the **Shaken** condition.

Pull of the Flesh

RANGE: 0' ± DURATION: 1 HOUR

The caster lengthen her limbs, gaining a +2 bonus to hit on all physical attacks.

Seal the Mouth

RANGE: 18" ± DURATION: 1 TURN

The caster makes a magical attack against a living target in range. On a successful hit the target's mouth is sealed for a turn with an overgrowth of flesh. This prevents them from speaking or casting spells.



Toughen the Flesh

RANGE: TOUCH ± DURATION: 1 HOUR

The caster spends 1 turn stretching and pulling a living target's flesh. The thick folds left improve the physical armor class of the target by 2.

MAJOR FLESHCRAFTING SPELLS

Healing Suture

RANGE: TOUCH ± DURATION: INSTANT

The caster does 1d8 points of damage to a willing living target, then the target rolls its physical hit dice if still alive and recovers that many hit points.

Manipulate Appearance

RANGE: TOUCH ± DURATION: 1 DAY

Spend a turn to alter the appearance of a living target and manipulate its size by up to 50% in either direction. If the caster is familiar with a person, she can cause the target to appear to be that specific creature or being.

Seal the Eyes

RANGE: 18" ± DURATION: 1 TURN

The caster makes a magical attack against a living target in range. On a successful hit the target's eyes are covered with an overgrowth of flesh. This causes *Blindness*.

Stone the Flesh

RANGE: 12" ± DURATION: PERMANENT

The caster makes a magical attack against a living target. On a successful hit the target makes a saving throw versus paralysis. On a successful save the target is *Distracted* for a turn and takes 1d6 damage per 2 caster levels. On a failed save the target becomes *Petrified*.

Wings of the Flesh

RANGE: 0 ± DURATION: 1 DAY

This painful adjustment pulls out the shoulder bones of the caster over the course of an hour and creates two large fleshy wings suitable for flying at a speed of 24". This does 2d6 physical damage to the caster. She is considered to have ½ her **PHYSIQUE** for the purposes of encumbrance and cannot fly if she is greater than lightly encumbered.

Wrath of the Flesh

RANGE: 0 ± DURATION: INSTANT

This allows the caster to make a single magical attack against a target. On a failed save the target takes 1d6+1 physical damage per level of the caster and gains the *Staggered* and *Entangled* condition for a full turn as they are caught in a fleshy web of their own skin. A successful save gives ½ the damage and only causes the target to be *Staggered*.



GRAND FLESHCRAFTING SPELLS

Dance of the Flesh

RANGE: 0 ± **DURATION: 1 TURN**

The caster's bones liquefy and her form becomes fluid. She can no longer wear any armor, but can travel through any space liquid could travel through and gains *Bludgeoning*, *Slashing*, *Piercing*, and *Teeth and Claw Resistance*.

Lash of the Flesh

RANGE: 0 ± **DURATION: 1 TURN**

This causes 1 tentacle for every 2 levels of the caster plus 1d4 tentacles to erupt from the caster's flesh. This does 1d4 points of damage to the caster per tentacle. This allows a physical attack with every tentacle at once as a [Double Action]. Each tentacle does 1d6+1 points of damage on a hit. For every tentacle grown, they increase the effective hit dice rolled during a physical struggle by 1.

Melt the Flesh

RANGE: 0 ± **DURATION: INSTANT**

All targets within a cone 6" long and 4" wide take 1d8+1 points of damage per caster level as their flesh melts. Targets that save take half damage.

Morphic Form

RANGE: 0 ± **DURATION: 1 HOUR**

This allows the caster to take the form or shape of any living creature. The caster takes on all physical traits of the forms, including attacks, movement, and senses, but retains her **CUNNING**, **EGO**, and **CHARISMA** scores as well as her own mind. If unable to speak or make gestures, the new form cannot cast spells. The size of the new form cannot exceed 50% of the caster's mass.

Mutated Will

RANGE: TOUCH ± **DURATION: 1 DAY**

This causes the target to gain one random mutation from the mutation table for the period of 24 hours. The mutation selected is random, but on new castings the caster may opt to re-access the most recent mutation gained or randomly determine a new one. See the mutation table on page 247.

Web of Flesh

RANGE: 18" ± **DURATION: 1 TURN**

The caster makes a magical attack against a target. If the caster hits, the target takes ½ their own hit dice in physical damage and their flesh explodes in a 4" radius stringy flesh ball. All who are within this radius (including the target) are considered *Entangled*. The effect lasts one turn.



SCHOOL OF ILLUSION

This school studies illusions and the figments and phantasms that can trick the mind. Magi who study the school of Illusion may select the following [Magus Lores] in addition to those on their class lists. Only Magi may select these lores, not any class that has access to the school.

Blinding Burst: The Magus may make a psychic attack as an [Action] to **Blind** a single opponent within 6". They remain **Blinded** until initiative pools refresh.

Extended Illusion: Illusions no longer require the Magus's concentration to maintain. It lasts until dismissed, 24 hours pass, or it is dispelled or disrupted.

Phantasmal Aura: As an [Action] the Magus creates a 3" radius aura. All opponents treat this area as difficult terrain and are considered **Distacted** within it. This is considered an enchantment.

Terrorize: As an [Action] the Magus makes a psychic attack to cause the target to be assailed by nightmarish phantasms. This target is **Shaken** until initiative pools refresh.

MINOR ILLUSION SPELLS

<i>Bewilder</i>	Distract a target, and penalizes their saves against your spells.
<i>Change Self</i>	Alters the caster's physical appearance.
<i>Color Spray</i>	Dissonant noise and color, knocks creatures out.
<i>Distortion Field</i>	Nullify blindfighting and Darkvision .
<i>Invisibility</i>	Turns the caster invisible.
<i>Minor Phantasm</i>	Create an indistinct noise or illusion of an object.
<i>Mirror Image</i>	Creates duplicates of the caster.

MAJOR ILLUSION SPELLS

<i>Displacement</i>	Displaces your image away from your location.
<i>Dream</i>	Allows the caster to enter the dream realm.
<i>Phantasm</i>	Creates a convincing illusion.
<i>Phantasmal Killer</i>	A mental horror attempts to kill or distract a target.
<i>Rainbow Pattern</i>	Creates a fascinating pattern that weak creatures will follow.
<i>Screen</i>	Creates an image to confound scrying.
<i>Simulacrum</i>	Creates an imitation of a creature.

GRAND ILLUSION SPELLS

<i>Alter Reality</i>	Allows The caster to duplicate any spell, or change any roll result.
<i>Major Phantasm</i>	A permanent, powerful illusion.
<i>Mislead</i>	Creates an illusionary double and turns the caster invisible.
<i>Scintillating Pattern</i>	Overloads the mind of creatures weaker than the caster.
<i>Veil</i>	Hides a large number of creatures.
<i>Weird</i>	Uses an illusion to attempt to kill a large number of creatures.



MINOR ILLUSION SPELLS

Bewilder

RANGE: 6" ± DURATION: 1 TURN (ENCHANTMENT)

A single target becomes *Distracted* and is *Penalized* on all saves versus illusions.

Change Self

RANGE: 0 ± DURATION: 1 HOUR (ENCHANTMENT)

Caster alters appearance of form, clothing, and equipment to any humanoid form.

Color Spray

RANGE: 0 ± DURATION: INSTANT

The caster shoots out a 4" × 4" cone of vivid colors and dissonant sound. Creatures with 3 hit dice or less fall unconscious for 1 turn. Creatures of 5 hit dice or less are *Blinded* for a turn, otherwise creatures are *Stunned* for a round. If the targets have hit dice in excess of caster level, they receive a saving throw versus illusion to avoid the effect.

Distortion Field

RANGE: 0 ± DURATION: 1 TURN (ENCHANTMENT)

This creates distortions in a 12" radius around the caster. It disrupts Blind-Fighting and *Darkvision*.

Invisibility

RANGE: 0 ± DURATION: SPECIAL (CONCENTRATION)

The caster becomes invisible. If the caster attacks or 24 hours pass, the invisibility ends. This provides a +4 bonus on a *Stealth* checks.

Minor Phantasm

RANGE: 36" ± DURATION: SPECIAL (ENCHANTMENT)

Creates an illusion with visual and minor auditory components (no clear speech or loud volumes). No more than 1" in diameter, e.g. a tree or a 10' high wall. This phantasm requires minimal concentration, the caster must spend their [Quick Action] to maintain the illusion. The spell ends 2 rounds after concentration stops.

Mirror Image

RANGE: 0 ± DURATION: 1 HOUR (ENCHANTMENT)

Creates 1d4+1 images of the caster. Any attack attempt that hits an image dissipates the image. Determine target randomly.



MAJOR ILLUSION SPELLS

Displacement

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

The caster appears displaced a few feet from their current location. Attacks against her are *Penalized*, saving throws she makes are *Augmented*.

Dream

RANGE: 0' ± DURATION: SPECIAL

Allows the caster to contact people in their dreams. This is not completely without risk.

Phantasm

RANGE: 42" ± DURATION: SPECIAL (CONCENTRATION)

Creates an illusion with visual, auditory, olfactory, and thermal characteristics. The illusion ends 2 rounds after concentration ends.

Phantasmal Killer

RANGE: 6" ± DURATION: 1 TURN

Creates an illusory shadow killer that strikes at one target. If the target fails a saving throw versus illusion, the phantasm makes a single magical attack at +6. If it hits, the target is slain; otherwise the target fights the phantasm for a turn. Attacking the target grants them a save to end this imaginary fight. This is an internal mental battle and may not be broken as an enchantment.

Rainbow Pattern

RANGE: 48" ± DURATION: SPECIAL (CONCENTRATION)

Affects 3d6 hit dice of creatures, plus 3 hit dice of creatures per caster level. On a failed saving throw versus illusion, they stand *Fascinated*. The Rainbow Pattern is mobile at a rate of 6" under control of the caster, moveable as a [Quick Action]; creatures fascinated by the pattern follow it. If the targets are put in immediate danger, they receive a second save.

Screen

RANGE: 0' ± DURATION: 1 DAY (ENCHANTMENT)

Renders a false image to all attempts to scry on the area. Only an empty place is seen.

Simulacrum

RANGE: TOUCH ± DURATION: INSTANT

Casting this spell takes 12 hours and it constructs a duplicate made from mud, snow, ice, etc, that has half the ability scores and statistics of the target. It is under the caster's command and indistinguishable from the real creature.



GRAND ILLUSION SPELLS

Alter Reality

RANGE: 0' ± DURATION: INSTANT

Allows the caster to duplicate any minor or major spell, or change the results of any roll after it is made to a value the she chooses. If duplicating a spell, the casting time and effects are as the spell duplicated. Changing the results of a die roll is a free action.

Major Phantasm

RANGE: 100' ± DURATION: SPECIAL (ENCHANTMENT)

Creates an illusion with visual, auditory, olfactory, and thermal characteristics. This can be permanent. Alternately the caster can set a trigger for the illusion to begin. This spell can affect a huge area, thousands of feet in size. This spell is an actual glamour, affecting the minds of the targets and appearing real in all respects.

Mislead

RANGE: 0' ± DURATION: INSTANT

The caster turns invisible, instantly teleports to any location within 18", and places an illusionary double in her place. This spell takes almost no time to cast, requiring only a [Quick Action], and may be done in response to another action, being completed before the other action occurs.

Scintillating Pattern

RANGE: 6" ± DURATION: SPECIAL (CONCENTRATION)

Affects any creature with hit dice less than the caster's level. Creatures of 6 hit dice or less are knocked unconscious for 1 turn, creatures of 12 hit dice or less are *Stunned*, otherwise they are *Confused*. If concentration ends or the effect is broken, the unconscious people do not wake, but the stunning and confusion effects end.

Veil

RANGE: 0' ± DURATION: 1 DAY (ENCHANTMENT)

Makes all allies within 48" of the caster appear to be innocuous objects, trees, columns, bookshelves, etc. Ends for each individual when they make an attack.

Weird

RANGE: 18' ± DURATION: 1 TURN

Creates illusionary shadow killers that strike at all selected targets in a 6" diameter. If the targets fail a saving throw versus illusion, the phantasms make a single magical attack at +8 against each target. If it hits, the target is slain; otherwise the targets take 4d8 damage and fight the phantasm for a turn. This is an internal mental battle and may not be broken as an enchantment.



SCHOOL OF LAW

This school studies the natural balances of forces in the universe and how they are regulated and weighed against each other. It uncovers the hidden lattice that the universe is built on. Magi who study the school of Law may select the following [*Magus Lores*] in addition to those on their class lists. Only Magi may select these lores, not any class that has access to the school.

Axiomatic Blade: The Magus can grant a single weapon a bonus of +4 to hit and double damage one time a day for one turn.

Aura of Regulation: Once a day as an [*Action*] the Magus can radiate an aura for 1 turn, causing all creatures within 12" to have their attacks and saves *Penalized*.

MINOR LAW SPELLS

<i>Arcane Seal</i>	Ward an object or entrance.
<i>Arrow of Law</i>	Shoot an arrow at an opponent.
<i>Crystallize Liquid</i>	Turn liquids to solids.
<i>Castigate</i>	Reprimand someone, causing them to panic.
<i>Hypnotic Pattern</i>	Creates a fascinating pattern, causing creatures to stare.
<i>Magic Circle</i>	Protection from Chaotic creatures.
<i>Paralysis</i>	Paralyze a single creature.

MAJOR LAW SPELLS

<i>Axiomatic Articulation</i>	Damage non-lawful creatures with your speech.
<i>Bands of Force</i>	Bind several targets in bands of force.
<i>Crystallize Solid</i>	Permanently encase an object or person in crystal.
<i>Mirrored Wall</i>	Creates a mirrored wall.
<i>Slow</i>	Slows a group of creatures.
<i>Rebuke</i>	Damage and stagger a chaotic creature with your judgement.

GRAND LAW SPELLS

<i>Binding</i>	Bind a random elemental or fiend to your service as the ritual.
<i>Crystalbrittle / Glassteel</i>	Change the hardness of an object.
<i>Shield of Law</i>	Provides protection versus hostile creatures.
<i>Time Stop</i>	Stop time.
<i>Wall of Force</i>	Creates an impenetrable wall of force.



MINOR LAW SPELLS

Arcane Seal

RANGE: 0' ± DURATION: PERMANENT (ENCHANTMENT)

Ward an object or entrance, passable via password. Cracking it requires an **Arcana** check of 4 + ½ level of caster, +1 (maximum 12) per ounce of Runic Arcanite used. See page (166).

Arrow of Law

RANGE: 6" ± DURATION: INSTANT

A shining lance of fire strikes out at an opponent. Deal 1d6 damage fire damage against the target. It does 3d8 damage + 1 per caster level against demons or their servants.

Crystallize Liquid

RANGE: 0' ± DURATION: 1 TURN

At the caster's touch, liquid crystallizes. If touching a living creature, they take 4d6 damage as their blood crystallizes. Can solidify water and other liquids.

Castigate

RANGE: 6" ± DURATION: 1 TURN

On a successful psychic attack roll the caster's judgment of a single opponent causes them to become **Panicked**. On a successful saving throw they are only **Shaken**.

Hypnotic Pattern

RANGE: 6" ± DURATION: SPECIAL (CONCENTRATION)

This spell creates a fascinating pattern in the air. It affects 2d4 hit dice of creatures, plus 2 hit dice per caster level. They stand **Fascinated** on a failed saving throw versus illusion. The pattern doesn't move.

Magic Circle

RANGE: 0' ± DURATION: 1 TURN

The wizard magically inscribes a circle of protection. This spell takes a [Double Action] to inscribe the circle and cast. Anyone inside the 1" radius circle cannot be touched by fiends or extraplanar beings. Fiends or extraplanar beings are **Penalized** for attacking anyone protected by the circle with a weapon or item. Everyone in the circle is protected from possession. This is not an enchantment and may not be sundered. The Circle can be maintained indefinitely if the caster does nothing else but maintain it.

Paralysis

RANGE: TOUCH ± DURATION: INSTANT (ENCHANTMENT)

The caster makes a magical attack against a single target. On a hit the target begins to go stiff and rigid and they lose an initiative die from their pool. At the start of the next round when initiative pools refresh, the target must save or be paralyzed and unable to take actions. They must reattempt this save every time initiative pools refresh in order to take actions till combat ends.



MAJOR LAW SPELLS

Axiomatic Articulation

RANGE: 8" ± DURATION: INSTANT

The caster's ordered speech damages the minds of all demonic creatures in an 8" diameter. All demons and their servants take 4D6 damage and are *Deafened*. Those that fail a saving throw versus charms and compulsions are also *Stunned*.

Bands of Force

RANGE: 6" ± DURATION: 1 TURN (ENCHANTMENT)

This affects 1 target, plus one target every three caster levels. Targets are surrounded by glowing bands of force. They are considered *Paralyzed*. On their turn, they may each separately attempt psychogenic autonomy, using their physical hit die pool in lieu of their mental hit die pool against the caster's mental hit die pool.

Crystallize Solid

RANGE: 0 ± DURATION: PERMANENT

This spell takes a turn to cast. The target must either be willing, immobile, or bound. This encases the target in crystal, *Petrifying* them. They receive a saving throw versus paralysis to negate the effect. If negated, they are immune to this spell from the caster. Creatures crystallized are in suspended animation, though conscious. This is not an enchantment and may not be sundered.

Mirrored Wall

RANGE: 3" ± DURATION: PERMANENT

This spell creates a mirrored wall, up to 3" long per level. The wall is about the width of a thumb and is 10' high. If shattered, it does 1D6 damage per caster level to all adjacent creatures. The wall need not be straight (i.e. ring, dome). If the wall is created in a location where it is not supported, it will fall and shatter, doing damage to any creatures beneath it. The wall is permanent, unless dispelled. It is an actual mirror. It may be a one-way mirror or be reflective on both sides as the caster wishes.

Slow

RANGE: 12" ± DURATION: 1 TURN

This affects all targets within a 6" radius. They gain the *Distacted* condition.

Rebuke

RANGE: 3" ± DURATION: INSTANT

The caster chooses one target with a **WICKEDNESS** of 10+. They take 5D8 damage and are *Staggered* till their initiative pool refreshes.



GRAND LAW SPELLS

Binding

RANGE: SPECIAL ‡ DURATION: SPECIAL

As the ritual *Binding*, See page 162.

Crystalbrittle/Glassteel

RANGE: 0 ‡ DURATION: PERMANENT

The caster can touch a single object up to 100 pounds per caster level and make it as fragile as glass. Alternately, she can touch any object and make it as strong as hardened steel.

Shield of Law

RANGE: 0 ‡ DURATION: 1 TURN (CONCENTRATION)

This floating shield grants +4 to the caster's armor classes and *Augments* her saves. It grants her *Magic Resistance 10*. It also protects the caster as a magic circle. Anyone who successfully attacks the caster automatically gains the *Distracted* condition.

Time Stop

RANGE: 0 ‡ DURATION: SPECIAL

Take $2b4+2$ [Actions]. No one else may act. Other creatures are invulnerable to your attacks and spells. You cannot move items on a creature in normal time, though you may move creatures in normal time.

Wall of Force

RANGE: 6" ‡ DURATION: 6 TURNS (ENCHANTMENT)

This spell creates an invisible wall of force, 400 square feet per level of the caster. The wall is between 1" and 1' thick, determined by the caster. The wall is immune to all damage, excepting disintegrate effects. The wall does not need to be straight (i.e. ring, dome) and can be formed into any shape the caster wishes. The wall can be made permanent by sacrificing a spell die from her pool for a year and a day.



SCHOOL OF SHADOW

This school studies the force of shade and darkness. It all originates from a singular place, sometimes called the ethereal plane, where it crosses our world in innumerable places. The study of shadow is about manipulating this crossing to your advantage. This school uncovers the secret paths and realms that crisscross the world of Perdition. Magi who study the school of Shadow may select the following [Magus Lores] in addition to those from their class lists. Only Magi may select these lores, not any class that has access to the school.

Shadow Sight: The Magus gains the ability to see in all kinds of darkness including magical darkness and deeper darkness (see page 93).

Darkness: The Magus gains the ability to fill a 4" radius with magical darkness or extinguish one light source within 12" as an [Action] once per round. If she already has the minor spell darkness she may exchange it for a different minor spell.

Night's Blessing: The Magus gains a +2 bonus on all her stealth rolls.

MINOR SHADOW SPELLS

<i>Blur</i>	Blur the caster's outline, providing protection.
<i>Darkness</i>	Create a sphere of darkness.
<i>Light</i>	Create a bright light.
<i>Scare</i>	Attempt to scare a number of creatures, unnerving them.
<i>Shadow Weapon</i>	Creates a blade made from shadow.
<i>Silence</i>	Allows quiet travel and improves stealth.
<i>Sleep</i>	Puts weak creatures to sleep.

MAJOR SHADOW SPELLS

<i>Black Bolt</i>	Fire bolts of shadow for a turn.
<i>Blindness</i>	Blind a target, possibly permanently.
<i>Dancing Shadows</i>	Disorient creatures in an area.
<i>Deeper Darkness</i>	Create a sphere of deeper darkness.
<i>Invisibility</i>	Turns the caster invisible.
<i>Shadow Anchor</i>	Pin a target's shadow to the ground.
<i>Shadowed Step</i>	Walk between shadows.

GRAND SHADOW SPELLS

<i>Black Tentacles</i>	Creates black tentacles that grapple opponents.
<i>Create Darkenbeast</i>	Infuses an animal with the power of shadow.
<i>Dark Wings</i>	Create wings of shadow, allowing the caster to fly.
<i>Living Shadow</i>	The caster turns into a creature of living shadow.
<i>Shadow Shield</i>	Creates a shadow copy of the caster that protects you.



MINOR SHADOW SPELLS

Blur

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

This spell blurs the caster's outline. It *Penalizes* attacks from creatures and *Augments* her saving throws.

Darkness

RANGE: 12' ± DURATION: 1 TURN (ENCHANTMENT)

This spell fills a 4' radius with a sphere of magical darkness.

Light

RANGE: 12' ± DURATION: 6 TURNS (ENCHANTMENT)

This spell provides a 3' radius of bright light. On a successful magical attack this spell can also be used to temporarily *Blind* an opponent, *Penalizing* their attacks for the duration.

Scare

RANGE: 12' ± DURATION: 1 TURN

Make a magical attack against every desired target in range. Anyone struck becomes *Shaken*. Targets with more hit dice than the caster's level get a saving throw versus fear to avoid this effect. This is a mental effect and cannot be sundered.

Silence

RANGE: 18' ± DURATION: 12 TURNS (ENCHANTMENT)

This causes silence in a 3' radius from the target. *Stealth* checks gain a +2 bonus, and people within the radius gain +1 surprise actions. It prevents additional encounter die rolls due to noise. Normal conversation, talking, and spell-casting is allowed.

Shadow Weapon

RANGE: 0' ± DURATION: 1 TURN (ENCHANTMENT)

The caster summons a blade made of shadow. She can make a physical melee attack with this weapon as an [Action] with a bonus equal to her heroic bonus plus her level. It does 1d8+1 damage, regardless of the caster's **PHYSIQUE**. It can hit creatures only hit by magic weapons and bypasses physical damage reduction.

Sleep

RANGE: 12' ± DURATION: 1 TURN

This spell affects 2d8 hit dice of creatures putting them to sleep with no saving throw, but does not affect any creature with 5 or more hit dice. The sleep is normal sleep and may not be sundered.



MAJOR SHADOW SPELLS

Black Bolt

RANGE: 0" ± DURATION: 1 TURN

Fling a *Black Bolt* as an [Action], making a magical attack against a target. On a hit the target takes 1d8+1 damage and must make a saving throw. On a failed save they are **Blinded** until initiative pools refresh. The caster may fire bolts until an entire turn (10 rounds) has passed.

Blindness

RANGE: 6" ± DURATION: SPECIAL

Make a magical attack against a target. On a hit the target must make a saving throw. On a successful save the target is **Blinded** for a turn as his eyes sting. On a failed save his eyes melt and flesh grows over his eye sockets; the target becomes permanently **Blind**.

Deeper Darkness

RANGE: 18" ± DURATION: 1 TURN (ENCHANTMENT)

The caster creates a 3" radius sphere of deeper darkness and extinguishes all light sources in the radius.

Dancing Shadows

RANGE: 18" ± DURATION: 1 TURN (ENCHANTMENT)

The caster creates dancing shadows in a 6" cube. All targets are disoriented by the shadows and must save. On a failed save targets are **Staggered** and **Shaken**. The caster and blind creatures are unaffected.

Invisibility

RANGE: 0" ± DURATION: SPECIAL (CONCENTRATION)

This spell turns the caster invisible. The caster remains invisible until she attacks or 24 hours pass.

Shadow Anchor

RANGE: 0" ± DURATION: 1 TURN (ENCHANTMENT)

The caster touches a target's shadow and pins it to the ground. Attempts to move more than 1" in any direction require a physical struggle. The caster doesn't roll her own hit die pool but the shadow's, which matches that of the target.

Shadowed Step

RANGE: 0" ± DURATION: 1 TURN

Allows the caster to move between shadows no more than 24" apart. She may enter a shadowed area and exit through another shadowed area as standard movement, treating the intervening space as 2" of movement. The caster may travel this way for an entire turn (10 rounds).



GRAND SHADOW SPELLS

Black Tentacles

RANGE: 18" ± DURATION: 1 TURN (ENCHANTMENT)

This spell creates 1d4 tentacles +1 per caster level in a 8" × 8" square. The tentacles make physical attacks against targets with a bonus equal to 5 plus the caster's level. On a successful hit each tentacle does 1d4 damage and the opponent is automatically grappled. An escape attempt may be made as a [Double Action] by making a physical struggle versus a pool equal to the caster's level in d8's. On the caster's turn, each grappled target takes 2d4 points of damage for each tentacle they are grappled by. Each tentacle is AC 14 and have hit points equal to the caster's level.

Create Darkenbeast

RANGE: TOUCH ± DURATION: SPECIAL

Turns an animal into a darkenbeast under control of the caster. The animal gains +2 to armor classes, +3 physical and mental hit dice, *Magic Resistance 5*, and +4 to all damage. The spell lasts until the animal is exposed to sunlight. The caster may command the animal to act as a [Quick Action], and the animal gets an extra [Action] taken at the same time as the caster takes her first action in the round. The caster may instruct the animal to act in lieu of taking her action as normal.

Dark Wings

RANGE: 0 ± DURATION: 1 DAY

The caster grows wings of shadow with a 15' wingspan. They allow her to fly at her normal movement rate.

Living Shadow

RANGE: 0 ± DURATION: 1 TURN (ENCHANTMENT)

The caster becomes insubstantial, gaining *Physical Resistance 10* and *Magic Resistance 5*. The caster can pass through any surface with an opening as if she were made from insubstantial shadow (which she is). The caster can attack and cast spells normally. The caster is considered invisible in dimly lit areas, but attacking reveals her location for 1 round. This spell provides a +4 bonus on *Stealth* checks.

Shadow Shield

RANGE: TOUCH ± DURATION: 1 DAY (ENCHANTMENT)

Creature touched gains a shadow double with ½ their maximum physical hit points, that opponents accidentally target 75% of the time. The shadow form is immune to mental and social attacks.



PSIONIC ATTACK MODES

The Mystic may select attack modes from the following list. These psychic powers usually have a manifestation visible to those around the Mystic. Psychic attack modes are not affected by *Magic Resistance*, but are affected by *Psychic Resistance*. They all cost 1 psionic power point to activate, through some last for multiple rounds (e.g. *Ego Lash*, *Mind Knife*)

Acumen Abasement

DOUBLE ACTION ± PSYCHIC ATTACK

This is a psychic attack that attempts to depress and deregulate various hormonal areas in the brain. It has a range of 9" and manifests as an oily iridescent wave-like pseudopod that strikes the head of the target. On a successful hit it does 3D8 plus your **Ego** modifier in points of damage to a target's mental hit points, and the opponent must save or become *Confused*.

Brain Blitz

DOUBLE ACTION ± PSYCHIC ATTACK

This is a psychic attack that attempts to overwhelm the victim's brain with sensory information. It has a range of 6" and manifests by colored lights and sounds appearing around the target's head. It does 1D6 plus your **Ego** modifier in points of damage to a target's mental hit points. On a successful hit the target must save. On a failed save they are *Staggered*. On a successful save they are *Stunned*. If *Staggered* they may take their [Action] to save again to end the condition.

Mind Knife

ACTION ± PSYCHIC ATTACK

This is a psychic attack that severs cerebral connections. It does 1D6 plus your **Ego** modifier in points of damage to a target's mental hit points. It has a range of 6" and manifests as glowing knives. Once activated the *Mind Knife* lasts until the end of combat or until another attack mode, spell, or psychic power is activated. It may be used in melee combat safely once activated.

Ego Lash

ACTION ± PSYCHIC ATTACK

This attack does 1D6 plus your **Ego** modifier in points of damage to a target's mental hit points. On a successful attack, the target must save or take 2 points of damage to their **Ego**. This lowers their mental armor class by 1 and if their **Ego** is gone, their mental hit points are gone also. It has a range of 3" and manifests as a glowing whip. Once activated the *Ego Lash* lasts until the end of combat or until another attack mode, spell, or psychic power is activated. It may be used in melee combat safely once activated.



Id Insinuation

DOUBLE ACTION ± PSYCHIC ATTACK

This psychic attack does 3d8 damage plus your **Ego** modifier in points of damage to the target's mental hit points. It has a range of 9" and manifests as a hand reaching forward to grab the brain of the target. On a successful attack the victim must save. On a failed save it allows you to attempt to dominate them with a psychic struggle as the mental power *Domination* (See page 63). Unlike the mental power, you immediately get to take an action with your dominated thrall, and they may attempt to escape with psychogenic autonomy as a [*Free Action*] instead of a [*Double Action*] when they are the acting character. On a failed attempt to free themselves, they lose an initiative die. The control ends when initiative pools refresh, or when the target succeeds in escaping from its psychic struggle.

Noetic Needler

DOUBLE ACTION ± PSYCHIC ATTACK

This attack creates a nearly-invisible 2" diameter psychic field (covering one real 10' × 10' square in game) anywhere within 12" of the Mystic. It appears as a field filled with sparkling motes. Once activated it lasts until the end of combat or another attack mode, spell, or psychic power is activated. Anyone who enters the field, friend or foe, gets psychically attacked. On a successful hit targets take the Mystic's level plus her **Ego** modifier in points of mental damage and must save or become **Shaken**. This condition lasts till the end of combat. The field can be moved using an [*Action*] and by spending a power point.

Psychic Implosion

DOUBLE ACTION ± PSYCHIC ATTACK

This is a mental attack that attempts to explode the brain of the target. This attack causes no damage and has no visible effects if unsuccessful. It has a range of 9", and the target must save if hit or be **Stunned**. If they fail this save, there is a 3% chance per the Mystics level plus her **Ego** modifier that the target's head to explode like an over-ripe melon, causing death. (A third level Mystic with a 17 **Ego** has a $(3 + 2 = 5 * 3 =)$ 15% of causing death).

Psionic Wave

DOUBLE ACTION ± PSYCHIC ATTACK

This is a mental attack that spreads out in a wave. It manifests as if the air were suddenly superheated, causing a visual distortion. It affects all opponents in a 6" long and wide cone in front of the Mystic and does ½ the Mystic's level in 1d6, plus her **Ego** modifier, in points of damage to the target's mental hit points; e.g. a fifth level Mystic with a 15 **Ego** would do 2d6 + 1 points of mental damage to all opponents within the cone.



PSIONIC DEFENSE MODES

The following list contains the defense modes Mystics may select with their Character Points as enhancements to their psychic abilities. Each of the following modes is activated by having a certain threshold of power points available. If the power points drop below this threshold, the defense modes cease to function. Only one defense mode may be active at a time, and the Mystic can change defense modes as a [Quick Action]. You may have a defense mode active while you use mental powers and attack modes.

As always, using attack modes or psionic abilities during a round lowers your mental armor class by 10 until initiative pools refresh. Certain of the defense modes offset this weakness. *Empty Mind* prevents it from dropping, and the **Psychic Resistance** granted by *Fortress of Intellect* means your mental armor class only drops versus psychic attacks by 6.

Empty Mind (1): While this defense mode is active, the mental armor class of the Mystic no longer drops by 10 when using psionic abilities. The mystic cannot be seen by fiends in ethereal form who are seeking hosts to possess.

Shield Thoughts (2): While this defense mode is active, the Mystic receives +1 per mental hit die on psychic struggles. The Mystic's mind can no longer be read and her aura is masked.

Armor of the Mind (2): The Mystic uses her telekinetic abilities to deflect attacks with her mind. While this is active, the Mystic's physical armor class gains a +4 bonus.

Fortress of Intellect (3): All allies within 1" (including the Mystic) gain **Psychic Resistance 4**. Any psychic attacks against targets have their damage reduced by 1 point per die.

Spire of Iron Will (5): The Mystic creates a semi-translucent spire in a radius of 2" at a point she selects. Targets within this spire gain +2 to their physical and mental armor classes, and enemies can't cross the boundary unless they succeed at a psychic struggle against the Mystic as a [Free Action].





ELEMENTAL PATH: EARTH

Stone Palisade

RANGE: 2" ± DURATION: PERMANENT

This raises a stone wall, 5' high, 1' thick. You can create a 10' wide section per level. It is made of stone spurs, not solid stone. Sections may be "stacked", e.g. a third level Druid could have a wall 15' high and 10' wide. The wall provides a +4 cover bonus to physical armor class.

Eruption

RANGE: 6" ± DURATION: INSTANT

This causes the ground to erupt steam, stone, and debris. A single target takes 1d6 points of damage per Druid level to physical hit points and falls **Prone**. A successful save halves the damage and allows them to keep standing. Creatures within 2" of the target take 1d6 points of physical damage.

Fists of Stone

RANGE: 0 ± DURATION: 1 TURN (ENCHANTMENT)

This turns the Druid's hands to stone. She receives a bonus equal to her level on physical attacks made with her stone fists, in addition to her **PHYSIQUE** modifier and heroic bonus. They are medium weapons with the following traits: *AGILE*, *SHOCK*, *CLOSE COMBAT*, and *VICIOUS*.

Grasping Earth

RANGE: 24" ± DURATION: 1 TURN (CONCENTRATION)

Stone hands grow from the earth and attempt to grab, crush, and restrain targets. The Druid makes a magical attack to grab a target. On a hit they start a grapple with a number of 1d10 equal to the Druid's level. On a successful grapple, targets are **Grappled** and **Shaken**. When the Druid is the acting character, targets held are crushed for 1d6 points of damage per 2 levels of the Druid. The Druid can affect a maximum of 2 targets.

Dig

RANGE: 18" ± DURATION: PERMANENT

Excavates a 10' × 10' × 10' hole a round for up to a turn. If targeting the ground a creature is standing on, they must save to avoid falling in and taking falling damage. It does 4d8 damage to earth creatures.

Stoneskin

RANGE: 0 ± DURATION: 1 DAY (ENCHANTMENT)

The Druid gains **Resistance** to the damage types slashing, bludgeoning, piercing, teeth & claws, fire/acid/lightning, and cold/nether.

Summon Elemental

RANGE: 4" ± DURATION: 1 TURN

Summon a Major Earth Elemental (see page 263).

Elemental Form

RANGE: 0 ± DURATION: 1 TURN

Take the form of a Major Earth Elemental with hit dice equal to her level (see page 263).



ELEMENTAL PATH: DUST

Obscuring Mist

RANGE: 0' ± DURATION: 1 TURN

The Druid produces a 4" radius opaque cloud that hides her position and obscures vision.

Dust Blast

RANGE: 6" ± DURATION: 1 TURN

After casting the Druid can make ranged magical attacks as an [Action] against a target. On a successful hit targets take 1d6 points of damage to their physical hit points and must save or be *Blinded* till initiative pools refresh. She may continue to make these attacks until the spell expires.

Breath of Dust

RANGE: 12" ± DURATION: 1 TURN (ENCHANTMENT)

The druid pulls the air from a target's lungs. They cannot speak, use breath weapons, or cast spells. The target must save every round or take 1d6 cumulative points of physical damage.

Dust Storm

RANGE: 36" ± DURATION: SPECIAL

The Druid causes a 6" radius area to be blasted with superheated air and dust. Everyone takes 1d6 points of physical damage for every 2 levels of the Druid (save for half damage), and flying creatures are forced to the ground. Everyone caught in the blast gains the *Fatigued* condition. This storm ends when initiative pools refresh, leaving a 2" radius dust cyclone. Everyone within the area of the cyclone at the end of the Druid's turn takes 4d6 points of physical damage (save for half damage). All area in the storm and cyclone counts as difficult terrain. The cyclone is an enchantment. The caster may move the center of the area up to 6" as an [Action] for the turn it exists.

Desiccate

RANGE: 12" ± DURATION: INSTANT

The Druid removes all water from a target causing death. On a successful save this instead causes 2d6 points of physical damage a level.

Whirlwind

RANGE: 0' ± DURATION: 1 DAY (ENCHANTMENT)

The Druid brings about a powerful whirlwind that can carry her, plus 1,000 pounds a level at a speed of 36" in any direction she wishes. She can travel 72 miles in 8 hours, or about 10 miles an hour.

Summon Elemental

RANGE: 4" ± DURATION: 1 TURN

Summon a Major Dust Elemental (see page 262).

Elemental Form

RANGE: 0' ± DURATION: 1 TURN

Take the form of a Major Dust Elemental with hit dice equal to her level (see page 262).



ELEMENTAL PATH: FIRE

Flame Arrow

RANGE: 18" ± DURATION: 1 TURN

This allows the Druid to launch an arrow of flame at any target in range as an [Action] for the duration. The attack is a magical attack, and any target hit takes 2d6 points of fire damage.

Scorcher

RANGE: 6" ± DURATION: 1 TURN (CONCENTRATION)

The Druid ejects a gout of flame at any target within range. The target automatically takes 3d6 points of fire damage each round. Anyone between her and the target takes 2d8 points of fire damage and can save for half damage. Once cast the target cannot be changed. The Druid may end the spell at any time.

Fireball

RANGE: 24" ± DURATION: INSTANT

The Druid creates a 2" radius burst of flame. Anyone within this area takes 1d8 points of fire damage per the Druid's level.

Wall of Fire

RANGE: 24" ± DURATION: 1 TURN (ENCHANTMENT)

The Druid creates a wall of fire, up to 10' long per level, 5' thick, and up to 15' high. One side of this wall exudes heat, doing 2d4 points of fire damage to anyone within 2" or 1d4 to anyone within 4" of the hot side. Walking through the wall causes 4d6 points of fire damage plus 1 point of fire damage per Druid level.

Fire Shield

RANGE: 0 ± DURATION: 1 HOUR (ENCHANTMENT)

This wreathes the Druid in fire. Attacks against her do normal damage, but the attackers take 1d6 points of fire damage +1 per Druid level. She also adds half her level in hit dice to all physical struggles. The flames exude light and also grant her *Cold Resistance*.

Flaming Pillars

RANGE: 18" ± DURATION: 1 TURN

The Druid can call down 1d4+1 jets of flame as an [Action]. Each covers a 2" diameter area, doing 6d8 damage, targets save for half. Each strike must hit a different area.

Summon Elemental

RANGE: 4" ± DURATION: 1 TURN

Summon a Major Fire Elemental (see page 263).

Elemental Form

RANGE: 0 ± DURATION: 1 TURN

Take the form of a Major Fire Elemental with hit dice equal to her level (see page 263).



ELEMENTAL PATH: PAIN

Painful Glare

RANGE: 12" ± DURATION: INSTANT

The Druid glares at a target, causing 1d6 physical and mental damage, and the target must save or become *Shaken*.

Agony's Touch

RANGE: 12" ± DURATION: 1 TURN (ENCHANTMENT)

On a successful magical attack the target is convinced each hit they take is much worse than it actually is. For every point of damage they take, they also take a point of subdual damage from the imagined pain.

Burst of Suffering

RANGE: 0 ± DURATION: INSTANT

All opponents within a 10" radius of the Druid take 1d6 points of mental damage per 2 Druid levels and become *Shaken*. A successful save reduces the damage by half and prevents the *Shaken* condition.

Emblem of Suffering

RANGE: 0 ± DURATION: 1 TURN (ENCHANTMENT)

All enemies within 12" of the Druid are wracked with pain. Targets are *Staggered* and their rolls are *Penalized*. On a successful save they are not *Staggered*.

Lance of Torment

RANGE: 12" ± DURATION: 1 TURN

The Druid makes a magical attack as an [Action] to fire a lance of torment. The target takes 1d6 points of mental and physical damage every time they act, and they receive a -1 to all their rolls. These penalties are cumulative.

Eternal Suffering

RANGE: 6" ± DURATION: PERMANENT

The Druid selects a target that ceases aging, becomes immortal, and is rendered helpless and in extreme pain. Every moment is wracked with endless agony. On a successful save they still take 10d6 points of damage to both their physical and mental hit point totals, and all rolls made for the next turn are *Penalized*.

Summon Elemental

RANGE: 4" ± DURATION: 1 TURN

Summon a Major Pain Elemental (see page 264).

Elemental Form

RANGE: 0 ± DURATION: 1 TURN

Take the form of a Major Pain Elemental with hit dice equal to her level (see page 264).



DRUID SHAPECHANGE FORMS

Druids may change their shape as a [Double Action]. While in their alternate shape they may not speak or cast spells. Their mental ability scores stay the same, but their physical ability scores, movement rates, and attack forms change to that of the creature whose shape they took. They may also receive “bonus” physical hit dice, which affect their hit points in animal form and struggles. Druids must select from one of the following shapes to change into.

While in human form, Druids gain the traits of their primary forms. If they select secondary and tertiary forms, they cannot gain the traits of those forms. PAB stands for the Druid's physical attack bonus which is added to the animal's bonus. The attack forms listed are only granted in the druid's alternate form.

Giant Beaver (Medium)

Physique: 16

Movement: 9", Burrow 6", Swim 18"

Hit Dice: +2d6

Senses: Low-Light Vision

Resistances: *Cold Resistance*

Primary trait: *Cold Resistance, Nightvision*

Secondary trait: Natural swimmer (gain a swim speed equal to your land speed) and you can hold your breath for twice as long

Claw

ACTION ± PHYSICAL ATTACK PAB + 4

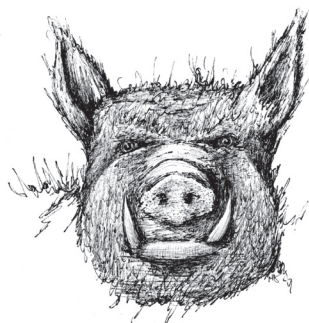
A claw strike does 1d6+2 points of physical hit point damage.

Fury

DOUBLE ACTION ± PHYSICAL ATTACK PAB + 2

Make an attack against every adjacent target (allies included). Each hit does 2b6+6 points of physical hit point damage. This removes all the beaver's remaining initiative dice and opponent attacks are **Augmented** until initiative pools refresh.





Boar (Medium)

Physique: 18

Movement: 15"

Hit Dice: +3d8

Senses: *Scent*

Primary trait: Toughness. Boars are especially tough. The first time they are reduced to 0 hit points in a combat, their hit point total immediately becomes 1

Secondary trait: The Druid gains Cast Iron Stomach as the ability on page 86, and +2 **PHYSIQUE**

Gore

ACTION \pm **PHYSICAL ATTACK PAB + 6**

1d8+4 damage. Double damage on a charge.

Brown Bear (Large)

Physique: 22

Movement: 18", Climb 3"

Hit Dice: +6d8

Senses: *Scent*

Primary trait: **PHYSIQUE** +4. You become more muscular and hirsute

Secondary trait: The Druid gains the ability to detect creatures by scent, and can track them. Her nose and face become noticeably more bear-like

Claw

ACTION \pm **PHYSICAL ATTACK PAB + 11**

1d8+8 damage. As a [Quick Action] after a successful claw attack the bear may start a grapple.

Bite

ACTION \pm **PHYSICAL ATTACK PAB + 8**

2d6+8 damage. As a [Quick Action] after a successful bite attack the bear may engage in a crushing bite. This is a physical struggle that, if successful, grapples the opponent. This allows the bear to automatically deal 4d6+16 damage as a [Double Action].

Maul

DOUBLE ACTION \pm **PHYSICAL ATTACK PAB + 6**

Attack three times with both claws followed by a bite. Each claw does 1d8 + 6 and the bite does 2d6 + 6.





Eagle (Small)

Physique: 16

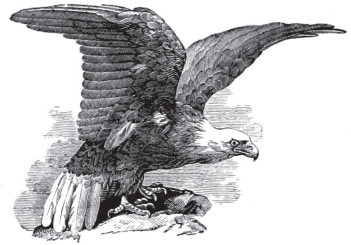
Movement: 3", Flight 24"

Hit dice: +0

Senses: *Nightvision*

Primary trait: You gain Alertness as the general ability on page 86 and *Nightvision*

Secondary trait: You become Eagle Eyed, granting you a +1 bonus to notice secret doors and +2 to hit with physical and magical attacks



Talon

ACTION ± PHYSICAL ATTACK PAB + 3

1d4 damage. The eagle must be in flight. Eagles can attack once at any point during their movement without needing to stop.

Swoop

DOUBLE ACTION ± PHYSICAL ATTACK PAB + 3

The Eagle moves up to its movement and makes three attacks made with talons and beak at any target passed during its movement, each doing 1d4+1 point of damage. The eagle must be in flight.



Viper (Tiny)

Physique: 14

Movement: 18"

Hit Dice: +0

Senses: *Scent*

Primary trait: Scales grant you a +2 to your physical armor bonus, and you gain the ability to detect and track creatures by scent

Secondary trait: You gain a venomous bite as an [Action]. It does 1d4+1 damage + poison. On a failed Poison save poison does ½ the Druids level in dice (d6) of damage (minimum 1d6)

Bite

ACTION ± PHYSICAL ATTACK PAB + 6

1d4+1 damage + poison. On a failed save poison does the viper's level in dice (d6) in damage (minimum 1d6). On a successful save this damage is halved.



FAMILIARS

Familiars are small creatures or objects which may aid a Magus. The Magus bonds with such a creature devoting part of her life force to it. In return, she becomes stronger and gains unique benefits. Familiars generally make themselves unobtrusive until needed. In most cases they may not be separately targeted in combat. Even if subject to an area attack, the familiar remains safe on the Magus or nearby. The Magus has an empathic connection with her familiar and may command it to act as an [Action]. This empathic connection allows the Magus to see what the familiar sees; however, while the familiar is separated from its master, it is vulnerable.

Familiars provide two main benefits. A bond with a familiar increases the physical hit point total of the Magus by 1 per hit die, and they provide a secondary benefit listed below. All familiars are considered to possess 1d6 hit points and a physical armor class of 12. Any mental attacks directed against the familiar instead affect the Magus. Familiars are immune to social attacks. Magi may select which familiar they wish to have, but once made the selection is for life.

Drooge: Gain a +4 to physical attacks. They are tiny creatures, weighing about 20 pounds. They have extruded lower jaws and many sharp uneven teeth.

Panther: Gain the skill **Stealth** at the level of Master and **Nightvision**. These are cats, 80-120 pounds, often black.

Spider: Gain the ability to climb on walls and ceilings as easily as creatures walk upon the ground. The Magus always has the option of ignoring the first stress point she acquires after a rest, and receives a +4 bonus on saves to avoid acquiring stress. Though many shudder at having a spider as a pet, the spiders of Perdition are quite large and resilient.

Rat: Gain a +4 to saving throws versus poison, death, and disease, and grant an additional +1 hit point per hit die (for a total of +2 hit points per hit die). Rats are particularly resilient at survival, and they pass this trait onto their master.

Drake: Gain +1 die to your spell pool. These small pseudo-dragons are popular pets with Magi, but they are not true dragons. They cannot fly, rather they are fast and good at gliding.

Magical focus: Gain a +2 to magical attacks, Opponents save at -2 versus the Magi's spells, and she gains an additional minor spell from any school for free. This is an object or item of a particular value to a Magus such as a ring, wand or hat, rather than a living creature. It provides no bonus hit points and being an inanimate object is immobile.

Owl: Gain **Darkvision**, gain a +1 to any one skill. Unlike other familiars, owls are able to fly.

Quasit: Gain a +2 on tests involving fiends. Quasits are very minor fiendish entities, neither aligned with law or chaos, but formed from energies for the lower planes. Their knowledge allows the Magus to gain a bonus on all tests involving fiends.



ANIMAL COMPANIONS

Some classes can acquire animal companions. These are creatures that have a special bond with the user. These companions have their basic statistics that follow, but each is improved as the character gains levels.

Each character can choose to give up their action in combat to instruct their animal how to act. Animal companions can be replaced in the event of death with a week of searching. They may be exchanged for different animals at any time. Note that although morale and initiative dice are given so these can be used as monsters, animal companions never check morale and never roll for initiative. The character who has the bond with the animal treats his initiative pool as the animals pool. The following chart shows the improvement by level.

Owner Level	Bonus to HD, MHD	Attack Bonus	Physical Armor Class	Mental Armor Class bonus	Special
1	-	-	-	-	-
2	+1	+1	+1	-	Bonus to Saves +2
3	+2	+2	+2	+1	[Special Ability I]
4	+3	+3	+2	+2	Bonus to Saves +4
5	+4	+4	+3	+2	Bonus [Action]
6	+5	+5	+3	+3	Bonus to Saves +6
7	+6	+6	+4	+3	[Special Ability II]
8	+7	+7	+4	+4	Bonus to Saves +8
9	+9	+9	+5	+4	Bonus [Double Action]
10	+3 hp	+10	+5	+5	-
11	+3 hp	+10	+6	+5	-
12	+3 hp	+11	+6	+6	-
13	+3 hp	+11	+7	+6	-
14	+3 hp	+12	+7	+6	-
(15)	+3 hp	+13	+8	+7	-
(16)	+3 hp	+14	+9	+7	-
(17)	+3 hp	+15	+10	+7	-

Bonus to Saves: Provides the listed bonus to saves. At level 2, they get +2 on their save rolls, at level 4 they get +4, and so on. Each new bonus replaces the previous one, they are non-cumulative.

Special Ability: All of the Animal Companions below gain their first special ability at level 3. They have no choice in this ability, they simply gain the one that is listed. They gain their second listed Animal Companion ability at level 7.

Bonus Action: At level 5, the owner has an option to spend their [Quick Action] to command one of their animal companions to make a single [Action]. At level 9, they have the option of doing so to command one of their animal companions to make a single [Double Action].



Aurumvorax

HIT DIE:	4d10
MENTAL HIT DIE:	4d8
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	11
INITIATIVE DICE:	2d6
SAVING THROW:	16
MOVEMENT:	9" BURROW 2"
SIZE	SMALL
MORALE:	5
WICKEDNESS:	5
SPECIAL QUALITIES:	IMPROVED GRAB, NIGHTVISION, SCENT, SURVIVAL (FOREST): EXPERT



Bite

ACTION ± PHYSICAL ATTACK +4

It bites with its powerful mouth doing 1d6+5 damage.

Dervish

DOUBLE ACTION ± PHYSICAL ATTACK +0

The aurumvorax flings itself at its opponent, clawing and biting. It makes six attacks, each one doing 1d4 + 2 damage.

Improved Grab: Anytime the aurumvorax hits with its bite, it automatically attempts to grapple its opponent. The aurumvorax may add +2 per hit die for grapple attempts, due to its extra legs. While grappled, it automatically attacks with its bite attack each time its owner takes an [Action], without being directed.

Nightvision: The aurumvorax has *Nightvision*.

Scent: The aurumvorax has the ability to detect creatures by scent, and can use this ability to track.

Special Ability I: The aurumvorax becomes even more dense and tough. It gains *Slashing and Piercing Resistance*, *Fire Resistance*, and becomes immune to poison.

Special Ability II: The aurumvorax gains sharper claws and larger muscles. The damage on its bite raises to 2d6 + 5, and its dervish damage raises to 1d6 + 5.

Description: This is a heavy golden creature about the size of a wolverine. It has golden fur and six short legs that end in sharp black claws. It is about three feet head to tail, and weighs approximately 200 pounds. It consumes rocks and other surface stones, but prefers more pure metals. It is a violent and territorial, indiscriminate attacking anyone near its lair.



Carnivorous Lizard

HIT DIE:	3D8
MENTAL HIT DIE:	3D4
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	9
INITIATIVE DICE:	2D6
SAVING THROW:	17
MOVEMENT:	12" CLIMB 9"
SIZE:	MEDIUM
MORALE:	8
WICKEDNESS:	5
SPECIAL QUALITIES:	POISON, SCENT, NIGHTVISION, WALLWALKER, SURVIVAL (SUBTERRANIAN): EXPERT

Bite

ACTION ± PHYSICAL ATTACK +4

This carnivorous lizard has a toxic bite. It does 1d8+4 damage and can automatically initiate a grapple on a successful hit. *Grappled* creatures are simply held and take no additional damage. Anyone bitten by this lizard must also make a saving throw versus the virulent poison. Anyone failing this save must remove an initiative die from their pool until the poison is cured. Continuing bite attempts will remove another die, but the saves versus the following poison doses are at +4.

Nightvision: Carnivorous lizards have *Nightvision*.

Poison: This poison causes targets to save or lose initiative dice. Each save past the first failed save is at +4.

Scent: The carnivorous lizard has the ability to detect creatures by scent, and can use this ability to track creatures.

Wallwalker: The carnivorous Lizard can move across any surface, vertical or horizontal.

Special Ability I: The carnivorous lizard gains the Chameleon ability, allowing it to blend into its surroundings. It functions as if it has the *Stealth* skill at Expert.

Special Ability II: The carnivorous lizard can now grab opponents with its tongue. Its bite attack gains an alternate attack mode with a range of 3" and does no damage. Any hit causes it to engage in a physical struggle. If it wins, the target is moved adjacent to the carnivorous Lizard who then attempts to bite the grappled target. The damage on the lizard's bite increases to 2D6 + 6 damage, and the targets must make a saving throw versus the poison rolls at -2, i.e. the first poison attack is at -2 and all following saves are at +2. This replaces the default lizard's bite.

Description: The carnivorous lizard is a subterranean hunter. It can climb and adhere on any substance, moving over walls almost as easily as it can walk across the ground. It has deadly bacteria living in its mouth, that causes slow paralysis to any creatures bit. The lizard is about six feet head to tail, and weighs upwards of 300 pounds.

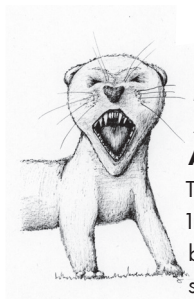




Dread Weasel

HIT DIE:	3d8
MENTAL HIT DIE:	3d8
PHYSICAL ARMOR CLASS:	10
MENTAL ARMOR CLASS:	11
INITIATIVE DICE:	3d6
SAVING THROW:	14
MOVEMENT:	18"
SIZE:	SMALL
MORALE:	6
WICKEDNESS:	5
SPECIAL QUALITIES:	BLOOD DRAIN,

NIGHTVISION, SCENT, SURVIVAL (FOREST):EXPERT



Bite

**ACTION ± PHYSICAL
ATTACK +4**

The weasel bites, doing 1d4+2 damage. Once they bite, they engage in a struggle to grapple their

opponent. On a successful grapple, they drain blood doing 2d6 points of damage when initiative pools refresh, if they are still grappling.

Blood Drain: On a successful bite and grapple, the dread weasel will drain blood doing 2d6

points of damage when initiative pools refresh.

Nightvision: The dread weasel has *Nightvision*.

Scent: The dread weasel has the ability to detect creatures by scent, and can use this ability to track.

Special Ability I: The dread weasel gains the ability to manipulate small devices, receiving the skills *Devices* at Skilled and *Prestidigitation* at Master.

Special Ability II: The dread weasel becomes an acid weasel and gains an acid spit attack.

Acid Spit

ACTION ± RANGED PHYSICAL ATTACK +10

The weasel spits acid at a single target within 6" doing 2d6 + 2 damage.

Description: This is a giant weasel, six feet long. Its fur is light brown and it is easily trained.





Giant Scorpion

HIT DIE:	3D8
MENTAL HIT DIE:	-
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	-
INITIATIVE DICE:	3D6+2
SAVING THROW:	16
MOVEMENT:	15"
SIZE:	MEDIUM
MORALE:	6
WICKEDNESS:	5
SPECIAL QUALITIES:	CONSTRICTING, IMPROVED GRAB, POISON, SURVIVAL (MOUNTAIN):EXPERT

Claws

DOUBLE ACTION ± PHYSICAL ATTACK +4

The scorpion attacks with both of its claws, doing 1d6+2 damage each. On a successful attack with either claw the Scorpion can start a grapple without using an action. It may make a single attack with a single claw as an [Action].

Sting

ACTION ± PHYSICAL ATTACK +0

The scorpion attempts to sting a target with its venomous tail. On a successful hit the victim must make a saving throw versus poison. The poison does a point of **AFFLICTION** (Paralysis) damage for a failed save. The poison continues to affect creatures when

initiative pools refresh. It ends on a successful save. Multiple strikes require multiple saves.

Constricting: If the scorpion succeeds at a grapple check versus an opponent, it automatically does 1d6+2 damage.

Improved Grab: Anytime the scorpion succeeds at an attack with one of its claws, it may attempt to grapple its opponent. While grappled it automatically constricts every time initiative pools refresh.

Poison: When it strikes an opponent with its tail, the scorpion injects venom that deals 1 point of **AFFLICTION** (Paralysis) damage every round the target fails a save. A successful save ends the **AFFLICTION** damage. Multiple strikes require multiple saves.

Special Ability I: The venom of the scorpion becomes stronger. Saves versus this poison are *Penalized* and it does 2 points of **AFFLICTION** (Respiratory Failure) damage every round.

Special Ability II: The scorpion grows in size to a large creature. This lowers its armor class and chance to hit by 1, but increases its movement by 1", and adds 1 to all physical struggles. It also increases in speed, granting it another initiative die. As a companion, it receives a free [Action] the first time its owner takes an action each round. This ability refreshes when initiative pools refresh. It can also be ridden by a medium sized creature.

Description: This is a giant scorpion, with a shiny dark carapace and a stinger dripping with poison. It is about five feet long, and its body is two feet high; the stinger towers over the body to a height of four feet.





Giant Spider

HIT DIE:	3D8
MENTAL HIT DIE:	-
PHYSICAL ARMOR CLASS:	12
MENTAL ARMOR CLASS:	-
INITIATIVE DICE:	2D6+5
SAVING THROW:	14
MOVEMENT:	9" CLIMB 9"
SIZE	SMALL
MORALE:	7
WICKEDNESS:	5
SPECIAL QUALITIES:	WEB, POISON,

SURVIVAL (FOREST):EXPERT

Bite

ACTION ± PHYSICAL ATTACK +4

This bite does 1D6 damage and injects the victim with a poison. The poison requires a saving throw. On a successful save the target takes 1 point of **AFFLICTION** (Paralysis) damage. On a failed save the target takes 1D4+1 points of **AFFLICTION** (Paralysis) damage.

Web

DOUBLE ACTION ± RANGED PHYSICAL ATTACK +2

This attacks any target within 10". On a

successful hit the target must immediately make a difficult (difficulty 9) **PHYSIQUE** test to free themselves. If not, they gain the *Entangled* condition.

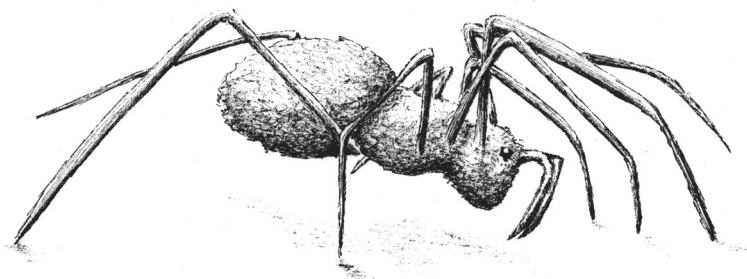
Poison: The spider has a poison bite. On a successful save, the target takes 1 **AFFLICTION** (Paralysis) damage. On a failed save, the target takes 1D4+1 **AFFLICTION** (Paralysis) damage.

Web: The creature can spin webs. The webs support itself and up to another medium sized creature. It can create sticky webbing. Breaking free of sticky webbing requires a difficult **PHYSIQUE** check.

Special Ability I: The poison becomes more venomous causing you to become *Staggered* once bit for the current round and the next.

Special Ability II: The spider gains the ability to phase. As a [Quick Action] it can shift to the shadow plane, and return as a [Free Action]. This allows it to move across a battlefield freely and attack opponents from the rear.

Description: This is a small spider, about 3' in diameter.





Horned Ape

HIT DIE:	3D8
MENTAL HIT DIE:	3D6
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	11
INITIATIVE DICE:	2D6
SAVING THROW:	12
MOVEMENT:	12" Climb 6"
SIZE	MEDIUM
MORALE	7
WICKEDNESS:	5
SPECIAL QUALITIES:	INTELLIGENCE, SURVIVAL (FOREST):EXPERT

Primal Threat

DOUBLE ACTION ± SOCIAL ATTACK +8

The ape bares its teeth and howls. He stomps his feet and thumps his chest. Targets within 18" that are hit are *Shaken* till initiative pools refresh.

Intelligence: Horned apes are quite savvy and dextrous. They can understand the language their owner speaks and can learn the following skills and languages: Sign language, **Athletics, Devices, Healing, Prestidigitation, and Stealth**. They know **Survival (Forest)** at the level of expert.

Special Ability I: The ape increases in size to large. This lowers its armor class and chance to hit by 1, but increases its movement by one, and adds one per hit die to all physical struggles. All of the attacks a Horned Ape can make have their die size increased and their damage bonus raised by 2. A gore now does 1D8 + 8 and claws now do 1D6 + 4

Special Ability II: The ape becomes very intelligent, and gains the ability to speak, can be taught any skill, and immediately gains all the benefits of both the first and second levels of Heavy Knight OR Thug. This includes hit dice, character points, and all other listed benefits.

Description: This creature stands between seven and eight feet tall, and can weigh as much as 800 pounds. It is a very large medium-sized creature.

Claws

DOUBLE ACTION ± PHYSICAL ATTACK +4

The horned ape attacks with both claws, each doing 1D4+2 points of damage. If both hit the ape rends the opponent, doing an additional 1D4+2 points of damage.

Gore

ACTION ± PHYSICAL ATTACK +2

This is a head-butt with the wicked horns atop the horned ape's head. If it hits, this attack does 1D6+6 damage. . This attack may be made at the end of a charge to do triple damage.



Irascible Boar

HIT DIE:	3D8
MENTAL HIT DIE:	3D8
PHYSICAL ARMOR CLASS:	12
MENTAL ARMOR CLASS:	12
INITIATIVE DICE:	2D6
SAVING THROW:	14
MOVEMENT:	15"
SIZE:	MEDIUM
MORALE	4
WICKEDNESS:	10
SPECIAL QUALITIES:	TOUGHNESS,

SURVIVAL (FOREST):EXPERT

Gore

ACTION ± PHYSICAL ATTACK +4

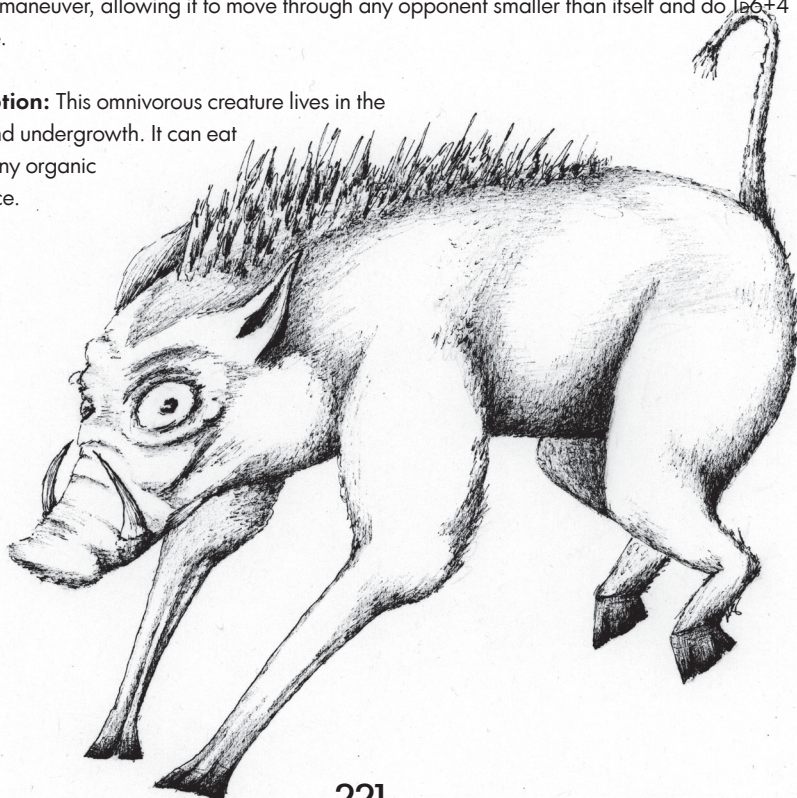
This is a gore doing 1D8+4 damage. It does quadruple damage if used in a charge.

Toughness: Boars are especially tough. The first time they are reduced to 0 hit points in a combat, their hit point total immediately becomes one.

Special Ability I: The boar becomes ferocious. It now forces any opponent attacked by the boar for the first time to make a saving throw, or become *Shaken*. It also does an additional 2 damage on any attack. Once reduced to 0 hit points, has it hit points return to ½ their maximum instead of 1.

Special Ability II: The boar grows to large size. This lowers its armor class and chance to hit by 1, but increases its movement by one, and adds one to all physical struggles. It also gains a trample maneuver, allowing it to move through any opponent smaller than itself and do 1D6+4 damage.

Description: This omnivorous creature lives in the forest and undergrowth. It can eat nearly any organic substance.





Raptor

HIT DIE:	2D6
MENTAL HIT DIE:	2D4
PHYSICAL ARMOR CLASS:	13
MENTAL ARMOR CLASS:	14
INITIATIVE DICE:	2D6
SAVING THROW:	12
MOVEMENT:	2" Fly 16"
SIZE	SMALL
MORALE	5
WICKEDNESS:	0
SPECIAL QUALITIES:	FLYING ATTACK



Distraction

ACTION ± SOCIAL ATTACK +6

The raptor attacks an opponent, fluttering wildly around their head. This does 1 point of mental damage, and causes the opponent to become *Distraction* for the next initiative roll.

Swooping Attack

ACTION ± PHYSICAL ATTACK +1

The bird attacks with its beak and talons, making three attack rolls. Each attack does 1D4 damage.

Flying Attack: While flying, if adjacent to a target, the raptor may make a Swooping Attack by spending an initiative die from the raptor's pool. This does not end or affect its movement.

Special Ability I: The raptor gains a swooping charge, as a [Double Action] it moves up to double its movement towards a target, stopping once adjacent. It does triple damage (i.e. each attack does 3D4 damage) and the target must succeed in a physical struggle versus the bird or be knocked prone.

Special Ability II: The raptor grants the owner eagle vision. The owner can see through the raptor's eyes and gains *Nightvision*. The base damage for the Raptor's attacks increases by 2 (e.g. attacks now do 1D4 + 2 damage).

Description: This is a majestic eagle or other hunting bird. It weighs between 8 and 15 pounds and has a wingspan of up to 7 feet.



Worg

HIT DIE: 4D10

MENTAL HIT DIE: 4D6

PHYSICAL ARMOR CLASS: 12

MENTAL ARMOR CLASS: 12

INITIATIVE DICE: 2D6

SAVING THROW: 14

MOVEMENT: 15"

SIZE: MEDIUM

MORALE 9

WICKEDNESS: 10

SPECIAL QUALITIES: MOUNT,

TRIPPING BITE, SURVIVAL (FOREST):EXPERT

Bite

ACTION ± PHYSICAL ATTACK +4

The worg viciously bites its opponent. It does 1d6+4 damage and automatically begins a physical struggle to trip an opponent. If the worg loses this struggle, it remains unaffected and does not fall prone.

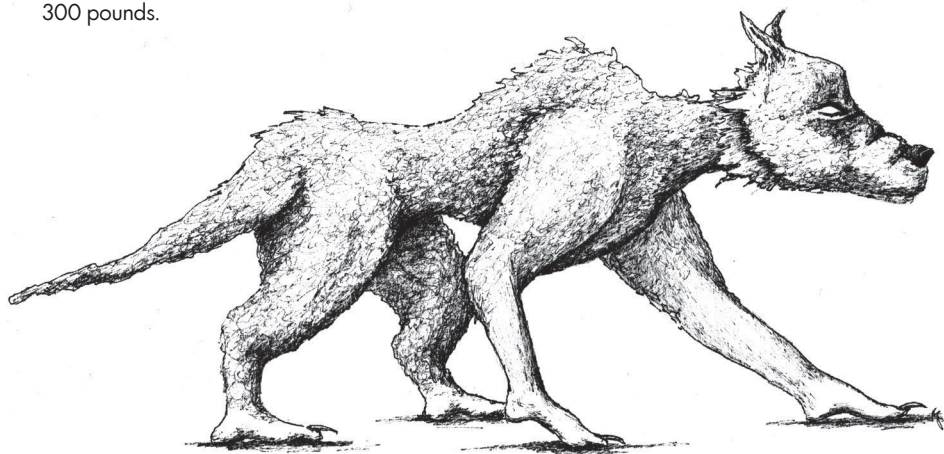
Mount: The worg is powerfully built. It can carry a creature equal to its size as a mount.

Tripping Bite: Anytime the worg hits with its bite attack it can initiate a physical struggle to trip an opponent. It is immune to being tripped from the outcome of this struggle.

Special Ability I: The worg increases in size to become Large. It grows in size to 8 feet long, stands 5 feet at the shoulder and weighs 500 pounds. This lowers its armor class and chance to hit by 1, but increases its movement by one, and adds one to all physical struggles. The worg's bite damage increases to 1d8+6.

Special Ability II: The worg gains the power of the winter wind. It gains *Cold Immunity*, and a [Double Action] breath weapon that is a 3" × 3" cone that does 6d6 cold damage (save for half) that can be used 3 times a day. If the wolf bites and successfully grapples an opponent, on their next action it can hit that single opponent with the winter blast for double damage.

Description: This is a large, primitive, wolf. It is canny, more intelligent than a common animal. It can speak a few words in common, stands 3 feet tall at the shoulder, and weighs 300 pounds.





SUMMONS

Sorcerers are able to select from the following creatures as their summons. Each is an extra-dimensional entity that has an exclusive bargain with the Sorcerer. Each summon is the only one the Sorcerer may select and once selected may not be changed. These bargains are for life.

It is unknown where exactly these summons come from or what their experience of the summoning is. It is known that no matter what has happened before, even if killed, when resummoned they reappear in pristine condition. As the Sorcerer gains in power, so does the summon. Every even level the Sorcerer gains, increase the hit dice and saves of each summon the Sorcerer has by one. Every odd level (not counting first) increase the armor classes and attack bonuses by one.

The table lists the summon levels in order. At Sorcerer level 4, creatures from Summon level I get two bonus hit dice, and creatures from Summon level II get one bonus hit die, and so on up the chart. Like all companions, either they act or the sorcerer does.

Summon I	Summon II	Summon III	Summon IV	Summon V
<i>Corra-Goimon</i>	<i>Laspa</i>	<i>Flensingwraith</i>	<i>Saphrochai</i>	<i>Scallorgrim</i>
<i>Maggaw Montereign</i>	<i>Murdolm</i>	<i>Gainchrip</i>	<i>Turbogeist</i>	<i>Selequeth</i>
<i>Gadfly</i>	<i>Sefrex</i>	<i>Gilly Gansom Man</i>	<i>Vermungot</i>	<i>Tangorava</i>
<i>Grommotch</i>	<i>Nictoreus</i>	<i>Yesiderata</i>	<i>Volgenwie</i>	
<i>Sagna Songwi</i>	<i>Ziragini</i>			
<i>Stomaglio</i>				

Level	Hit Die	Saves	Armor Class	To Hit
1	-	-	-	-
2	+1	+1		
3	+1	+1	+1	+1
4	+2/+1	+2/+1	+1	+1
5	+2/+1	+2/+1	+2/+1	+2/+1
6	+3/+2/+1	+3/+2/+1	+2/+1	+2/+1
7	+3/+2/+1	+3/+2/+1	+3/+2/+1	+3/+2/+1
8	+4/+3/+2/+1	+4/+3/+2/+1	+3/+2/+1	+3/+2/+1
9	+4/+3/+2/+1	+4/+3/+2/+1	+4/+3/+2/+1	+4/+3/+2/+1
10	+5/+4/+3/+2/+1	+5/+4/+3/+2/+1	+4/+3/+2/+1	+4/+3/+2/+1
11	+5/+4/+3/+2/+1	+5/+4/+3/+2/+1	+5/+4/+3/+2/+1	+5/+4/+3/+2/+1
12	+6/+5/+4/+3/+2	+6/+5/+4/+3/+2	+5/+4/+3/+2/+1	+5/+4/+3/+2/+1
13	+6/+5/+4/+3/+2	+6/+5/+4/+3/+2	+6/+5/+4/+3/+2	+6/+5/+4/+3/+2
14	+7/+6/+5/+4/+3	+7/+6/+5/+4/+3	+6/+5/+4/+3/+2	+6/+5/+4/+3/+2



LIST OF SUMMONS I

Corra-Goimon

HIT DIE:	2D8
MENTAL HIT DIE:	2D6
PHYSICAL ARMOR CLASS:	16
MENTAL ARMOR CLASS:	12
SAVING THROW:	18
MOVEMENT:	6"
SIZE:	MEDIUM
SPECIAL QUALITIES:	ARMOR CLASS BONUS

Shriek

ACTION ± PSYCHIC AREA ATTACK +6

Corra can shriek, affecting all targets within 12". Anyone hit is unable to cast spells due to the noise in their head.

Bite

ACTION ± PHYSICAL ATTACK +4

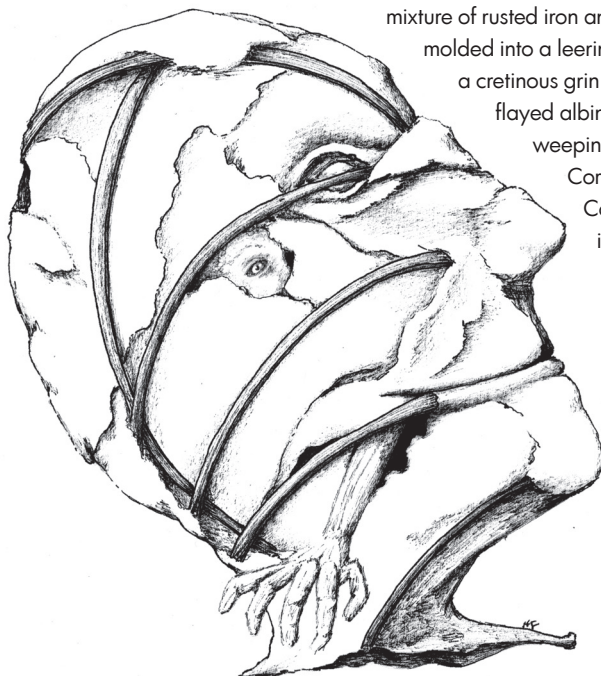
Goimon bites an enemy doing 1D8 damage.

Armor Class Bonus: Any ally fighting

adjacent to Goimon receives a +2 bonus to their physical armor class.

Description: Corra-Goimon resembles a man trapped inside of a giant statue of a head. The statue is about 5' tall and made from a mixture of rusted iron and hard plaster, all crudely molded into a leering face with wide-set eyes and a cretinous grin. The "man" inside the head is a flayed albino, with watery pink eyes and weeping flesh. The man's name is Corra, and the head is Goimon.

Corra (falsely) claims that Goimon is a demon that is imprisoning him, and begs to be released. Corra drags Goimon around by his skinless fingertips, although Goimon is also capable of suddenly leaping and biting.





Maggaw Montereign

HIT DIE:	3d10
MENTAL HIT DIE:	3d4
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	12
SAVING THROW:	16
MOVEMENT:	15"
SIZE:	MEDIUM
SPECIAL QUALITIES:	COWARDLY, QUADRUPED

Punch

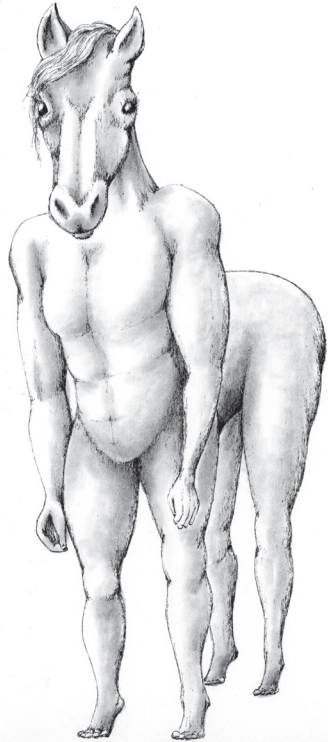
ACTION ± PHYSICAL ATTACK +4

Maggaw Montereign punches an opponent for 1d6+2 damage.

Trample

DOUBLE ACTION ± PHYSICAL STRUGGLE

Maggaw Montereign attempts to over-run an opponent. He must move in a straight line towards an enemy at least 2" away. On a successful struggle, he tramples them knocking them prone and doing 2d6+2 points of physical damage. If attacking someone in metal armor, Maggaw Montereign takes 1d6 damage.



Black Breath

DOUBLE ACTION ± BREATH WEAPON

Maggaw Montereign breaths black smoke. Everyone in a 3" long by 4" wide arc takes 1d4+1 point of physical damage per level of the Summoner. Anyone who saves takes only 1 point of physical damage per level of the Summoner..

Coward: Anytime Maggaw Montereign takes damage, he must make a saving throw versus fear or become *Shaken*. If he is already *Shaken*, he becomes *Panicked*. If he makes either save, he becomes *Enraged* and no longer needs to save.

Quadruped: As a Quadruped, Maggaw Montereign receives a +2 to his shove and overrun struggles per hit die.

Description: Maggaw Montereign is a reverse centaur. He has four human legs on his lower body with a barrel like trunk connecting them, bigger than the torso of any man. His upper body is that of a thickly built man and is completely hairless. His head is that of a horse's. His mind is completely infantile, and he will refer to the summoner as "mama" or "papa". He is only content when suckling milk, hearing a calming song, or trampling a smaller creature beneath his bruised feet.



Gadfly

HIT DIE:	2D8
MENTAL HIT DIE:	2D8
PHYSICAL ARMOR CLASS:	16
MENTAL ARMOR CLASS:	11
SAVING THROW:	19
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	ILLUMINATING FIELD, DISTRACTIBLE

Punch

ACTION ± PHYSICAL ATTACK +2

Gadfly's lumpy fist does 1D4+1 damage.

Sickening Cloud

DOUBLE ACTION ± GAS CLOUD

All targets within 2" of Gadfly must save or become *Sickened* as Gadfly spreads disease.

Distractible: Once per combat when an organic enemy is killed, Gadfly must make a saving throw or run over to play in the blood. On a failed save, lose an initiative die.

Illuminating Field: Gadfly illuminates the area within 18" by causing living creatures' circulatory systems to grow. This will detect any invisible creatures within that radius.

Description: Gadfly appears to be a lumpy child with thick limbs and heavy brows. What appears to be a heavy blanket wrapping its body is actually a carapace of hardened secretions. In combat, Gadfly strobes its flesh in and out of invisibility. The only thing that never turns invisible is its circulatory system, which maintains a ghostly incandescence. It never speaks except for the mad chattering of a single word ('chagarra'). Despite its flabby claws and stocky body, it is an agile leaper.





Grommotch

HIT DIE:	2d8
MENTAL HIT DIE:	2d6
PHYSICAL ARMOR CLASS:	12
MENTAL ARMOR CLASS:	14
SAVING THROW:	18
MOVEMENT:	18"
SIZE:	MEDIUM
SPECIAL QUALITIES:	EXPLOSIVE SUMMON, GRAPPLING BITE

Spectral Howl

ACTION ± PSYCHIC AREA EFFECT

All opponents who hear this howl for the first time must save versus fear. On a successful save they are *Shaken*. On a failed save they are *Panicked*.

Bite

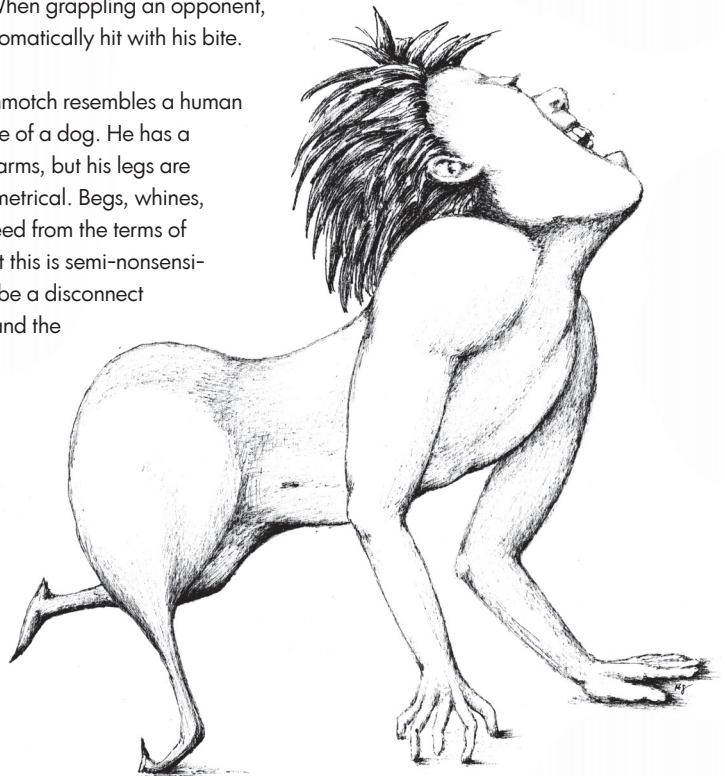
ACTION ± PHYSICAL ATTACK +0

Grommotch bites with his ragged teeth doing 1d8 damage.

Explosive Summon: When summoned, there is an explosion of acidic vomit. Everyone within 2" takes 3d4 + 3 points of damage immediately and 2d4 + 2 when initiative pools refresh.

Grappling Bite: When grappling an opponent, Grommotch can automatically hit with his bite.

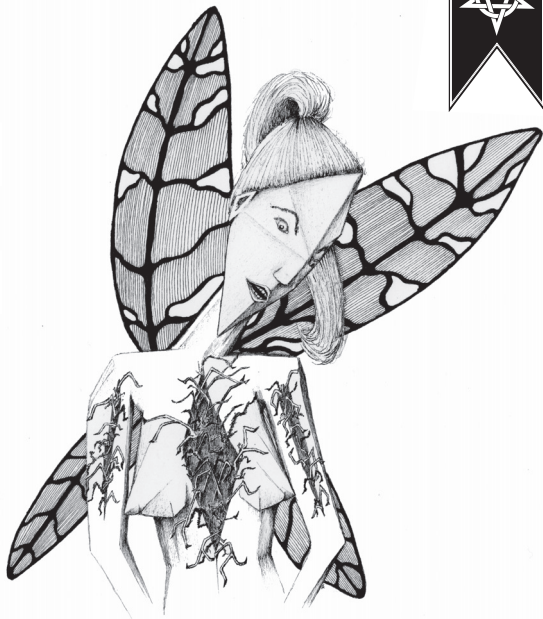
Description: Grommotch resembles a human forced into the shape of a dog. He has a muscular torso and arms, but his legs are withered and asymmetrical. Begs, whines, and pleads to be freed from the terms of 'the agreement', but this is semi-nonsensical. There seems to be a disconnect between the voice and the rest of Grommotch: while the voice might protest and refuse to do something, the body will hasten to obey.





Sagna Songwi

HIT DIE:	2d6
MENTAL HIT DIE:	2d10
PHYSICAL ARMOR CLASS:	10
MENTAL ARMOR CLASS:	16
SAVING THROW:	18
MOVEMENT:	12", BURROW 6", FLY 3"
SIZE:	MEDIUM
SPECIAL QUALITIES:	INSECT CONTROL



Claw

ACTION ± PHYSICAL ATTACK +2

Sagna Songwi slashes with one of her insectile claws, doing 1d8 damage.

Claw Flurry

DOUBLE ACTION ± PHYSICAL ATTACK +0

Sagna Songwi makes 4 claw attacks against any opponents she is in melee with. Each one does 1d8 damage.

Swarm

DOUBLE ACTION ± SWARM

Sagna Songwi slices open a vein, taking 1d6 points of damage. Ants pour out. She can direct these ants to swarm over an opponent as a [Quick Action] each round. They automatically do 1d6 points of damage to any opponent they are swarming over, and they prevent spellcasting. She can increase the size of the swarm by doing this action again, and then the swarm will do 2d6 damage, and so on. The swarm is considered to have as many hit points as Sagna Songwi took, and may be damaged and dispersed by the usual methods (high winds, flames, etc.).

Insect Control: Sagna Songwi can communicate with any insect or spider. She can also control any normal, non-giant, insect or spider.

Description: Sagna Songwi is an angular woman of angular proportions. Her eyes gaze in different directions, and her head is compressed as if by a vice. The sharply delineated planes of her face are slightly different colors, resembling a painting that has been improperly shaded. In combat, her arms and rib-cage open up into a forest of insectile limbs: some long, some short, some branching, some bristled. She has wings, too, beneath the shell-like cloak of hers, although she cannot fly far. Her wine-dark laugh masks a mind as warped as any other. She always says the exact opposite of what she means. She always follows the exact opposite of each order that she is given. She loves cuddling and pets.



Stomaglio

HIT DIE:	2d6
MENTAL HIT DIE:	2d10
PHYSICAL ARMOR CLASS:	12
MENTAL ARMOR CLASS:	14
SAVING THROW:	19
MOVEMENT:	6"
SIZE:	MEDIUM
SPECIAL QUALITIES:	INVISIBLE HORROR, PSYCHIC DISJUNCTION

Claw

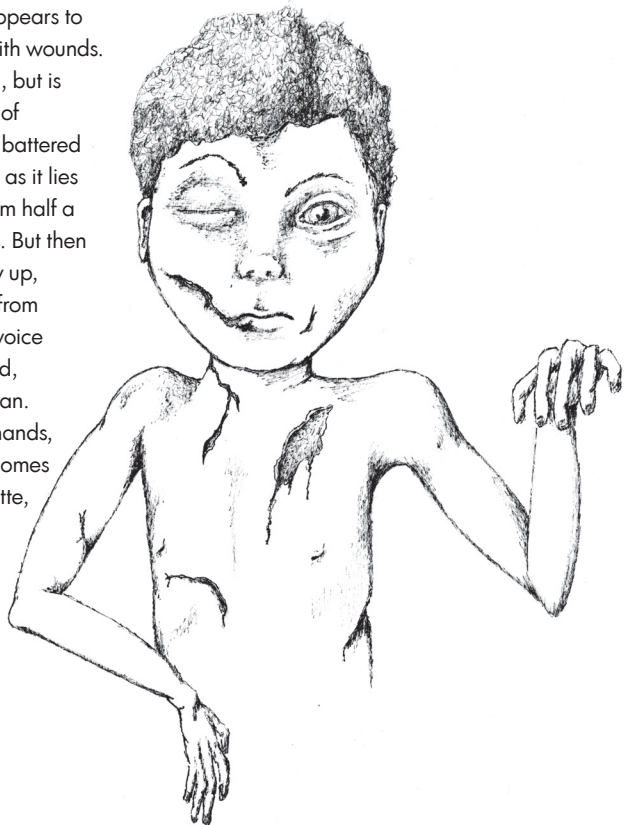
ACTION ± PHYSICAL ATTACK +0

Invisible hands tear opponents apart doing 2d6 + 4 damage.

Invisible Horror: Anyone who can see invisible creatures is horrified by Stomaglio, and takes 4d8 psychic damage as their eyes blacken in their sockets, spitting small gouts of fire.

Psychic Disjunction: Stomaglio can grant a free struggle against domination or possession with a bonus of +2 per hit die, simply by touching those possessed as an [Action]. He also grants every ally in his presence a +2 bonus on all saves and a bonus of +1 per hit die against struggles for domination or possession.

Description: Stomaglio appears to be a young boy covered with wounds. It does not move on its own, but is crudely supported by a set of "invisible hands". Picture a battered child, begging you for help as it lies on the ground, suffering from half a dozen visibly broken bones. But then invisible hands pick the boy up, causing more cries of pain from anguished limbs. Then the voice changes, becoming the loud, mocking voice of a large man. Shoved along by invisible hands, the bloodied boy-puppet comes towards you like a marionette, to rend your flesh with impossible strength from broken hands.





LIST OF SUMMONS II

Laspa

HIT DIE:	5d10
MENTAL HIT DIE:	5d8
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	14
SAVING THROW:	16
MOVEMENT:	12"
SIZE:	MEDIUM
SPECIAL QUALITIES:	BLOODY SORROW

Rotting Touch

ACTION ‡ MAGICAL ATTACK +6

This attack causes the skin to bubble and turn dark, bursting and spewing blood. It does 1d6+1 physical damage, unless the opponent is unharmed. If the opponent has full hit points they take 4d6+4 physical damage.

Beautiful Performance: Laspa's presence provides a +2 to any perform skill checks.

Bloody Sorrow: On any result from Laspa that does maximum damage (i.e. a maximum damage roll or natural "20+"), the opponent must save or fall *prone* in a pool of his own blood.



Description: Laspa resembles a woman wearing an elaborate mask that perfectly replicates the head of an ibis down to the carnelian feathers. Beneath her voluminous dress is a bulky creature that resembles a cross between a beetle and a reticulated human embryo. She speaks in a sweet dulcet voice and smells of cinnamon and powder. Her touch causes eruptions of rot that spew decay and blood. She speaks with refined grace and a cultured accent. She speaks of death as a "waltz", blood as "claret", and so on. After battle, she slips her long tongue through the mask's beak and laps the blood off the floor.



Murdolm

HIT DIE:	4D12
MENTAL HIT DIE:	4D6
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	14
SAVING THROW:	14
MOVEMENT:	6"
SIZE:	SMALL
SPECIAL QUALITIES:	LABILE GROWTH

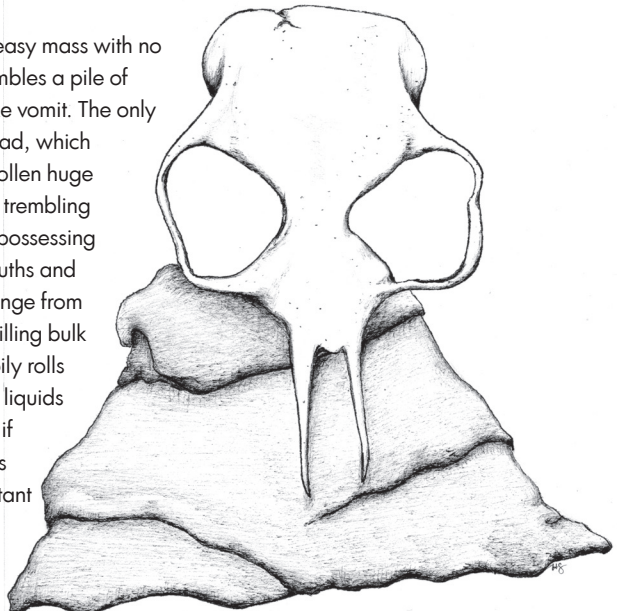
Acidic Battery

DOUBLE ACTION ± PHYSICAL ATTACK +2

Murdolm lashes out four times with his attacks; they may be at the same or separate targets. The attacks deal 1d6 acid damage.

Labile Growth: Murdolm has a variable size. When summoned he is a small creature. Every round in combat, a 1d6 should be rolled. On a 1 he becomes tiny, gaining +2 to hit and physical armor class. On a 2-4 his stats are as listed. On a 5 he becomes medium size. He gains -1 to hit and physical armor class, but gains +1" movement and does +2 damage per damage die. On a 6 he becomes large and gets -2 to hit and his physical armor class, but gains +2" movement and does +4 damage per damage die. Out of combat, Murdolm can control this growth and may shift his size freely. He cannot grow larger than huge, or smaller than tiny.

Description: Murdolm is a greasy mass with no definite size or shape. He resembles a pile of melted chocolate that smells like vomit. The only solid piece of his body is his head, which resembles a yellow rat skull swollen huge and osseous. He speaks with a trembling basso, flinching from light and possessing a disturbing obsession with mouths and lips, which he eats. He can change from a palm-sized puddle to room-filling bulk in the blink of an eye, and his oily rolls slither over each other the way liquids never should. He reacts poorly if treated respectfully—only insults and scorn will urge him into instant action. He is cruel and will attempt to smother and devour so as to cause the most suffering.



Acidic Slam

ACTION ± PHYSICAL ATTACK +4

This attack does 2d6 acid damage the first turn. It also does an additional 2d6 acid damage to the target when initiative pools refresh. If a person is hit multiple times, they still only take 2d6 acid damage when initiative pools refresh.



Sefrex

HIT DIE:	4d10
MENTAL HIT DIE:	4d8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	14
SAVING THROW:	16
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	BEETLE; DISTRACTED

Acid Spray

ACTION ± BREATH WEAPON

Sefrex (or the beetle wearer, see below) can bend forward and have the beetle spray acid in an arc out to 3". This acid does 3d6 damage and 2d6 when initiative pools refresh on a failed save. If the save is successful, the victims only take half damage from the attack, and none when initiative pools refresh.

Dirge

DOUBLE ACTION ± PSYCHIC AREA AFFECT +0

Sefrex makes a single attack against all opponents who can hear him. If he successfully hits a target's mental armor class, they become *Fatigued*.

Rusty Axe

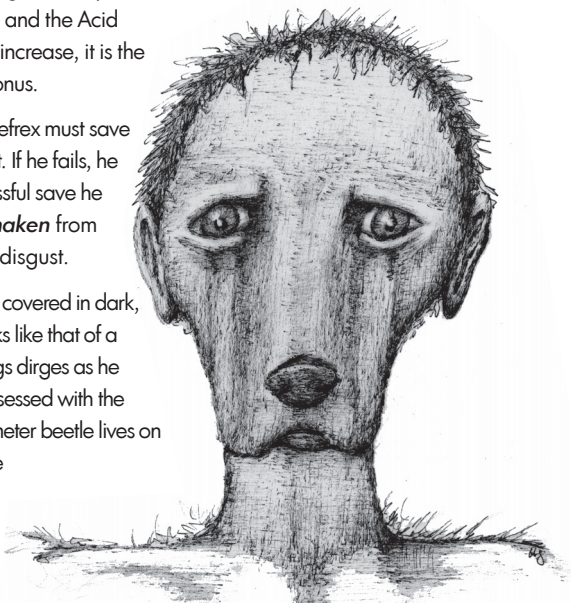
ACTION ± PHYSICAL ATTACK +6

Sefrex hits opponents with his axe, doing 1d6 damage. On a successful hit, they must save or become *Sickened*.

Beetle: Sefrex has a beetle on his back. It provides an physical armor class bonus of 2 (included in his physical armor above). The summoner can command the beetle to temporarily ride on someone else's back. This causes 1d6 damage to that person. It grants them the physical armor class bonus and the Acid Spray attack. When Sefrex's armor classes increase, it is the beetle that gets the physical armor class bonus.

Distracted: Once an opponent is killed, Sefrex must save or spend his next round eating the opponent. If he fails, he continues to save each round. After a successful save he does not need to save again, but he is *Shaken* from the tears in his eyes and his sadness and disgust.

Description: Sefrex is a six-foot humanoid covered in dark, matted fur with large gold eyes. His face looks like that of a weeping dog. He wields a rusty axe and sings dirges as he fights. He is depressed, very morose, and obsessed with the transitory nature of flowers. A three-foot diameter beetle lives on his back and has eaten off a great deal of the flesh there. He is uncomfortable with how much he likes the taste of sentient flesh, internally torn by his desire to consume it as frequently as possible. Afterward he weeps.





Nictoreus

HIT DIE:	5d12
MENTAL HIT DIE:	5d10
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	16
SAVING THROW:	14
MOVEMENT:	6"
SIZE:	MEDIUM
SPECIAL QUALITIES:	INTESTINAL FORTITUDE

Bite

ACTION ± PHYSICAL ATTACK +2

This attack does 3d6 damage.

Intestinal Vomit

DOUBLE ACTION ± PHYSICAL ATTACK +2

Nictoreus can vomit up his intestines. This allows him to attack everyone in a 3" long and 2" wide cone. He makes three bite attacks against each target. He also may attempt to grapple these opponents, with a physical pool equal to his hit dice in 1d6. His physical pool is reduced by this amount while his intestines are lying out. For example, when summoned by a sixth level Summoner, Nictoreus has 7d12 physical hit dice. When his intestines are out, they can grapple with a physical pool of 7d6 and his remaining pool is 7d6.



Intestinal Fortitude: Half of Nictoreus's strength comes from his intestines. They can be targeted separately if they are out, and if they take damage equal to half his hit point total, they are considered destroyed.

Scent of the dead: Nictoreus can sense the dead and the almost dead. The presence of undead, spirits, beings from the plane of shadow and those who have touched death are detectable up to 1 mile away. He can pinpoint the location of those within 36".

Description: Nictoreus resembles a 7' tall skeleton covered with a thick layer of slimy skin and fat. His double row of jaws rattles, and his skin slithers crudely over his bones, warping his expressions and turning his face into a crawling, empty-eyed mask. He eats guts, and intestines are the only organ he possesses. His primary voice is a guttural, belching thing, but a dozen smaller voices chime in from his intestines, offering commentary, lamentations, and jokes. He likes fat people, and skinny summoners must make an easy (difficulty 5) **CHARISMA** test to coerce him into service. He is disrespectful when hungry, and he is always hungry.



Ziragini

HIT DIE:	4d4
MENTAL HIT DIE:	4d10
PHYSICAL ARMOR CLASS:	14
MENTAL ARMOR CLASS:	18
SAVING THROW:	15
MOVEMENT:	1"
SIZE:	MEDIUM
SPECIAL QUALITIES:	SEXUAL VIOLENCE, DIMINUTIVE SIZE



Bloody Beam

ACTION ± MAGICAL ATTACK +6

Ziragini fires a beam of energy at a single target in line of sight. It does 1d8 fire damage, unless the target is at half hit points or less, in which case it does 2d8 fire damage.

Taunting Presence

DOUBLE ACTION ± SOCIAL ATTACK +6

Ziragini can taunt enemies to attack the Sorcerer. On a successful hit, they are magically compelled to target the Sorcerer with an attack on their next action. If Ziragini is riding on the Sorcerer, all damage taken is split between her and the Sorcerer.

Diminutive Size: Ziragini is diminutive and can ride atop the Sorcerer. When doing so, all damage is split between her and the Sorcerer.

Sexual Violence: Her attack does an additional 1d8 damage if the summoner was sexually active with another being in the last day. If the summoner has never had sex, Ziragini's attacks are *penalized*.

Description: Ziragini resembles a worm with the head of a woman. When she is summoned, she appears as an outgrowth directly from the caster's brain, emerging through an eye socket and displacing an eyeball. She will refuse to attack very beautiful opponents, and extremely charismatic opponents may even be able to convince her to change allegiances. She talks constantly in a half-insane parody of lover's whispers and pillow talk, and loves to play with the summoner's hair and face.



LIST OF SUMMONS III

Flensingwraith

HIT DIE:	5d6
MENTAL HIT DIE:	5d8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	20
SAVING THROW:	12
MOVEMENT:	18"
SIZE:	MEDIUM
SPECIAL QUALITIES:	LIE DETECTION, IMMUNITIES, CORPSE SCENT, BETRAYAL

on the 2D6 does not equal or exceed 8, Flensingwraith turns on the Sorcerer. Once slain, he is unavailable for a week, and when resummoned has no memory of attacking the Sorcerer.

Corpse Scent: Flensingwraith can detect and locate unmarked graves and forgotten corpses within 20"

Immunities: Flensingwraith is immune to all weapons, except for cold iron and magical weapons. Flensingwraith has *Elemental Resistance*.

Lie Detection: Flensingwraith can detect lies.

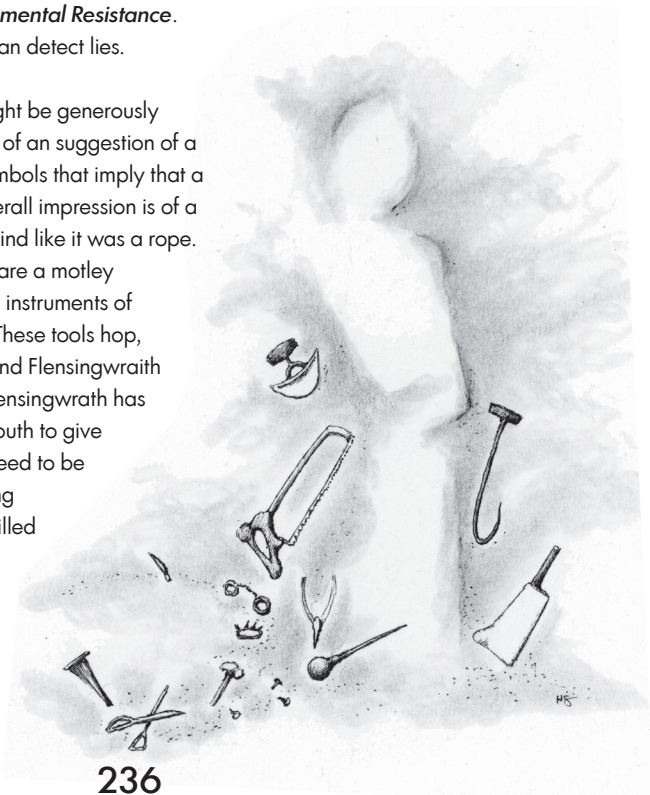
Description: Flensingwraith might be generously described as a vapor. He's more of an suggestion of a creature, or a series of vague symbols that imply that a creature hangs in the air. The overall impression is of a hanged person, twisting in the wind like it was a rope. Tumbling behind this suggestion are a motley collection of makeshift weapons, instruments of torture, and executioner's tools. These tools hop, scrape, and rattle their way behind Flensingwraith like a cadre of grim ducklings. Flensingwrath has no voice, but uses the caster's mouth to give voice to his words when things need to be said. Flensingwrath hates all living things, and if nothing has been killed at the end of his summoning, he will turn on his caster if he fails a morale test.

Weapon Swarm

ACTION ≠ SWARM

These weapons float in a 1" radius and may be convinced to move up to 6" in a straight line with this action. Anyone in the path or the space where they stop is automatically dealt 3d6+3 slashing points of physical damage.

Betrayal: If no creature has been slain when Flensingwraith is dismissed, the Sorcerer must roll a morale test versus a target of 8. If the result





Gainchrip

HIT DIE:	6D8
MENTAL HIT DIE:	6D8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	20
SAVING THROW:	14
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	TOOTH COLLECTOR,

BEHOLDEN TO BEAUTY

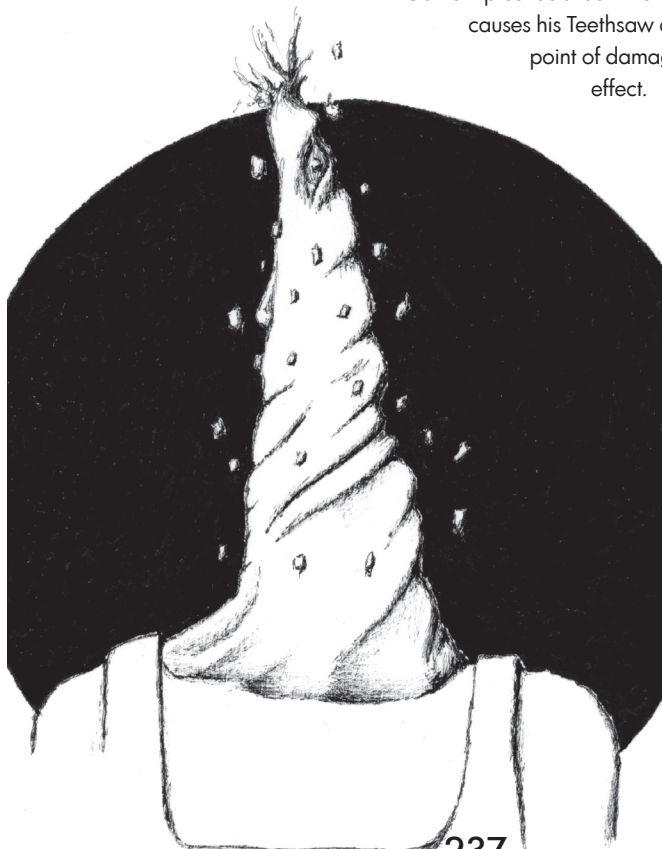
Teethsaw

ACTION ± PHYSICAL ATTACK +8

This attack does 1D8 damage against a single target. Anyone hit has their **CHARISMA** lowered by a point permanently.

Beholden to Beauty: If there is a target with a **CHARISMA** higher than 13, Gainchrip favors attacking that target. The Sorcerer must succeed at a difficult (difficulty 9) **CHARISMA** test in order to instruct him to attack a different target. This includes party members, but excludes the Sorcerer.

Tooth Collector: On any roll of maximum damage, Gainchrip collects teeth from the opponent. This causes his Teethsaw attack to do an additional point of damage. This is a permanent effect.



Description:

Gainchrip appears as a normal man dressed in the clothing of a barber or surgeon, except that his face is frozen in an expression of disgust or fear. In combat, his head unfurls into a rigid spike of bone, around which his teeth whirl (almost exactly like an organic chainsaw). In any form, he is incapable of speech, but he makes soft grunts to communicate and take a special pleasure in attacking the faces of beautiful people.



Gilly Gansom Man

HIT DIE:	6d10
MENTAL HIT DIE:	6d8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	18
SAVING THROW:	12
MOVEMENT:	12"
SIZE:	MEDIUM
SPECIAL QUALITIES:	MASOCHIST,

RIDDLE OF THE SEA, CLAUSTROPHOBIC

Thousand Points of Pain

ACTION ± PHYSICAL ATTACK +6

The Gilly Gansom Man attacks with his many pointed appendages. This attack does 2d4 damage. Every time he successfully hits in combat, it does an additional 1d4 damage. This progression resets each time the Gilly Gansom Man is summoned.

Asphyxiating Claw

DOUBLE ACTION ± PHYSICAL ATTACK +8

The Gilly Gansom Man grabs a single target with his claws, which tighten around his opponents neck. On a successful hit he engages in a physical struggle. This is identical to a grapple, but when the Gilly Gansom Man wins his opponent becomes *Fatigued*. *Fatigued* opponents become *Exhausted*. And *Exhausted* opponents must succeed at a difficult (difficulty 9) **PHYSIQUE** test or asphyxiate.

Masochist: Every time the summoner strikes the Gilly Gansom Man and does damage, the Gilly Gansom Man gains a +1 on all attacks, and a +1 per hit die on all struggles for 1 turn.

Riddle of the Sea: The Gilly Gansom Man can bestow the ability to breath water on creatures at will. This effect lasts 24 hours.

Claustrophobic: The Sorcerer must succeed at an average (difficulty 7) **CHARISMA** test in order to coax the Gilly Gansom Man inside, or over a door or threshold.

Description: The Gilly Gansom Man resembles a tall man with pale green skin, all wrapped in a stained length of canvas. He keeps his hands hidden within his sleeves until he uses them to attack, when they are revealed to be surprisingly huge masses of clashing antlers (or at least, things similar to antlers). He stands about 9' tall and reeks of rotting seaweed. He is a masochist, and loves feeling pain, cold places, and especially watching children drown. A family of skeletal mice nest in his beard.



Yesiderata

HIT DIE:	5D6
MENTAL HIT DIE:	5D6
PHYSICAL ARMOR CLASS:	16
MENTAL ARMOR CLASS:	16
SAVING THROW:	15
MOVEMENT:	6"
SIZE:	MEDIUM
SPECIAL QUALITIES:	MIRRORED SUFFERING

Shriek

DOUBLE ACTION ± SOCIAL ATTACK +8

Anyone who is hit must attack Yesiderata. If not, the ringing in their head causes them to be *Penalized* on all rolls. Unlike normal rolls that are penalized, this penalty is cumulative, causing them to roll progressively smaller and smaller dice.

Mirrored Suffering: Yesiderata reflects all damage she takes, causing her opponent to take a like amount of damage. She also reflects all healing she is given, causing the person who healed her to gain that many hit points also.

Description: Yesiderata of the Falling Leaf is a tragic woman. She appears in a dirt-stained white night gown, with a small obsidian biface (hand axe). She weeps and mourns, screaming the whole time that she is wicked, that she must be punished, and that she must be killed for her motherly sins.





LIST OF SUMMONS IV

Saphrochai

HIT DIE:	8D6
MENTAL HIT DIE:	8D8
PHYSICAL ARMOR CLASS:	20
MENTAL ARMOR CLASS:	22
SAVING THROW:	10
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	MASQUERADE,

TERRIFYING TRANSFORMATION, CAST IRON

STOMACH

Mandibles

ACTION ± PHYSICAL ATTACK +8

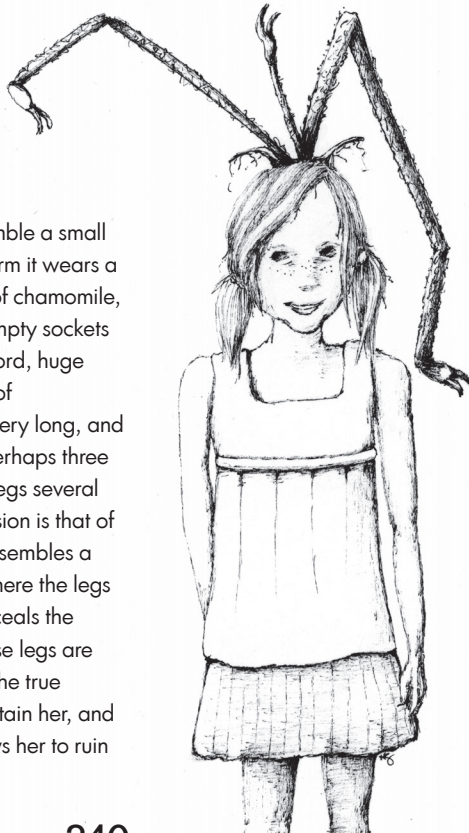
This attack is a bite that does 1D10 damage.

Cast Iron Stomach: Saphrochai can consume any object.

Masquerade: Saphrochai can be summoned without limit, so long as she appears as a little girl. After she transforms, she takes on her normal duration.

Terrifying Transformation: When Saphrochai transforms, opponents must make a special surprise roll. On a roll of 1-4, the opponents are surprised. The Sorcerer's party and anyone else who is aware of the transformation is considered to have a 5 on their surprise roll.

Description: Saphrochai can resemble a small 4' tall girl when it wants to. In this form it wears a clean smock and smells pleasantly of chamomile, and only a sharp eye can see the empty sockets behind its long eyelashes. With a word, huge spidery legs can erupt from the top of Saphrochai's head. These legs are very long, and will reach up to 8' (with a span of perhaps three times that) which lift the small girl's legs several feet off the ground. The final impression is that of a spidery creature whose "body" resembles a little girl suspended by her head, where the legs join. The belly of the "little girl" conceals the creature's true face, and the two false legs are actually mandibles, which conceal the true mouth. It is tears, not blood, that sustain her, and she is happiest when her work allows her to ruin some otherwise joyful human.





Turbogeist

HIT DIE:	8D4
MENTAL HIT DIE:	8D10
PHYSICAL ARMOR CLASS:	20
MENTAL ARMOR CLASS:	20
SAVING THROW:	10
MOVEMENT:	18"
SIZE:	MEDIUM
SPECIAL QUALITIES:	PRETERNATURAL PRESENCE



Claw

ACTION ± PHYSICAL ATTACK +10

This attack does 1D8 damage, and the target must make a saving throw versus *paralysis* or become *paralyzed*. They may continue to save to end this effect as an [Action].

Bite

ACTION ± PHYSICAL ATTACK +10

This attack does 1D10 damage, and the target must make a saving throw versus paralysis or become *paralyzed*. They may continue to save to end this effect as an [Action].

Preternatural Presence: The round the Sorcerer is going to summon Turbogeist, he appears before he is summoned. The Sorcerer gains an additional initiative die as long as Turbogeist is present.

Description: Turbogeist resembles a ghoulish creature with stick-like limbs and bulging eyes. A powerful vibration moves through him at all times, and if you stand close to him, you can hear his bones humming with their oscillations. He is terrified of clocks, and hearing a clock chime out the hours will require him to make a morale test. He seeks to remind mortals of their limited time, and when he is summoned, he will often tell the summoner (or some other nearby person) exactly how many days until their inevitable death. This information is usually incorrect, but maybe not. . .



Vermungot

HIT DIE:	8D12
MENTAL HIT DIE:	8D8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	20
SAVING THROW:	11
MOVEMENT:	6"
SIZE:	MEDIUM
	BURROWING,
SPECIAL QUALITIES:	DISTRACTED, EDIBLE
	WORMS

Slam

ACTION ± PHYSICAL ATTACK +8

This attack does 4d6 + 6 damage.

Tantrum

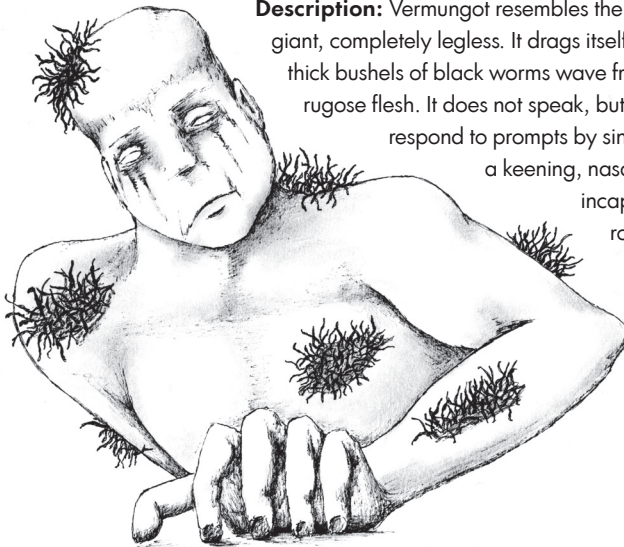
DOUBLE ACTION ± PHYSICAL AREA ATTACK +10

This affects everyone in an area up to 2" away from Vermungot. Anyone stuck by this attack must save or fall *prone*.

Burrowing: The creature can move through dirt and earth at its movement rate, or can burrow out through solid stone at a movement rate of 1". If choosing to grapple a target from beneath them, Vermungot gains a bonus of +1 per hit die to the grapple.

Distracted: If there are any rotting corpses nearby, the caster must succeed at a difficult (difficulty 9) **CHARISMA** test or Vermungot will spend his time eating the corpse. This test may be retried every round.

Edible Worms: Vermungot will trade the worms in his body for rotten meat. These worms are edible and quite nutritious.



Description: Vermungot resembles the flyblown corpse of a giant, completely legless. It drags itself along by its arms, and thick bushels of black worms wave from the surface of its rugose flesh. It does not speak, but the chorus of worms can respond to prompts by singing children's rhymes in a keening, nasal chorus. Vermungot is incapable of stealth, since the rotting giant is constantly weeping and the worms make wheezing exultations when they aren't singing. Vermungot is a devourer of corpses.



Volgenwie

HIT DIE:	8D6
MENTAL HIT DIE:	8D8
PHYSICAL ARMOR CLASS:	18
MENTAL ARMOR CLASS:	22
SAVING THROW:	11
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	RUPTURING CRANIUM

Scream of Terror

ACTION ± PSYCHIC ATTACK +8

This attack does 1D8 mental damage against a target, and they must save or become *Shaken*. The target must be able to hear Volgenwie

Rupturing Cranium: Each round Volgenwie's head grows larger. If slain, everyone within 4" takes 1D6+1 points of physical damage for every round Volgenwie has been in combat as his skull explodes in a shower of flaming brain and razor-sharp gore. The Sorcerer can trigger this with a wave of his hand.

Description: Volgenwie the Blackener resembles a man of outrageous proportions. His arms and legs are short, swollen, and scaled, like the limbs of a tortoise. His spine is curved backwards, like a reverse hunchback. Over the slats of his clavicles, his pie-like face regards the world with a look of sullen terror. After being summoned, his head swells larger every turn. It constantly emits screams of terror and sad whimpering, as it weeps and gulps down its fear. It screams of its fear of death.

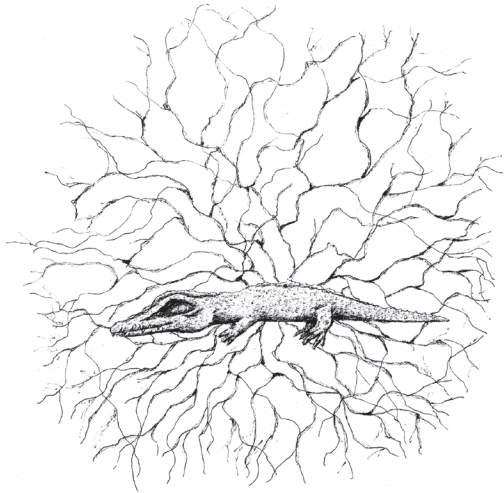




LIST OF SUMMONS V

Scallorgrim

HIT DIE:	10d10
MENTAL HIT DIE:	10d10
PHYSICAL ARMOR CLASS:	24
MENTAL ARMOR CLASS:	24
SAVING THROW:	9
MOVEMENT:	12"
SIZE:	MEDIUM
SPECIAL QUALITIES:	VAIN, SENSITIVE, KNOWLEDGEABLE



Filament Bite

ACTION ± PHYSICAL ATTACK +12

This attack does 1d8+8 points of physical damage.

Spore Cloud

DOUBLE ACTION ± BREATH WEAPON

This fills a 3" diameter area with spore cloud. Every creature in the cloud takes 1d6 damage as the water is drawn out of their body. The cloud lasts as long as Scallorgrim is summoned. Covering a cloud with more spores increases the damage to 2d6, then 3d6 and so on.

Knowledgeable: Scallorgrim has an encyclopedic knowledge of history, chivalry, arms, ancient nobility, demonic lore, architecture, wine, art, food, and magic. He is treated as an expert in any of those topics, rolling a 1d12 on a check for any questions asked of him.

Sensitive: Anyone who is rude or treats Scallorgrim with disrespect causes him to suffer a -1 penalty on his attack rolls.

Vain: Anyone who takes an [Action] and succeeds at an average (difficulty 7) **CUNNING** test may compliment Scallorgrim, granting him a +1 to hit.

Description: Scallorgrim is either a crocodile with a bad skin condition, or a fungus that has colonized the same. Picture a network of filamentous strands, each thinner than your finger, that network out from a central mass like a tumbleweed. At the very core of the creature is the rotted-out body of a small alligator, rigid and milky-eyed. This is Scallorgrim, and he will happily tell you how he was once the king's champion. He appreciates fine wines, beautiful women, and well-crafted swords, and will seek these things out, although he cannot use any of them in the traditional sense. He is extremely vain, and desires flattery.



Selequeth

HIT DIE:	10d6
MENTAL HIT DIE:	10d6
PHYSICAL ARMOR CLASS:	22
MENTAL ARMOR CLASS:	22
SAVING THROW:	11
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	INNER FIRE, SILVERED BLADE

Blade Attack

ACTION ± PHYSICAL ATTACK +10

This attack with a silver longsword does 1d8 points of slashing damage.

Scalding Ray of Fire

ACTION ± MAGICAL ATTACK +12

Once Selequeth is reduced to half his hit points or less, he may fire a scalding ray of fire at an opponent. This does 10d6 points of fire damage.

Inner Fire: Selequeth's skin is just paper thin. For every 3 points of damage he takes, everyone within 2" of Selequeth takes 1 point of damage. This also increases his damage with his sword strikes by the same amount.

Silvered Blade: His proximity to silver grants him *Fast Healing 1*. His blade is also considered magical for which creatures it can hit.

Description: Selequeth resembles a pale haired elf. He is loquacious and elegant, and appears dressed in finery and with a fine rapier. As he takes damage, his body is revealed to be a paper-thin coating around a fierce inner fire. At full health he is dapper and confident, but as his external veneer is damaged, he reveals his true nature, yelling blasphemies, oaths, and disgusting obscenities.



Tangorava

HIT DIE:	10d4
MENTAL HIT DIE:	10d10
PHYSICAL ARMOR CLASS:	20
MENTAL ARMOR CLASS:	24
SAVING THROW:	8
MOVEMENT:	9"
SIZE:	MEDIUM
SPECIAL QUALITIES:	WEAVER OF MAGIC

Flaming Filament

ACTION ± MAGICAL ATTACK+10

This shoots out a line of fire, up to 12" away. It does 3d6 + 3 fire damage.

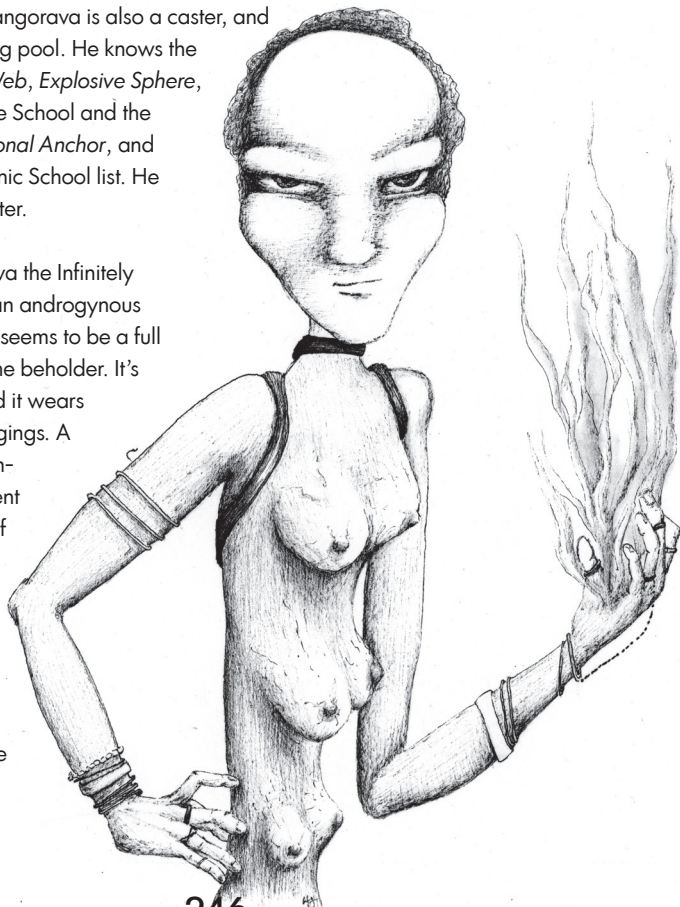
Weaver of Magic: Tangorava is also a caster, and has 12 dice in his casting pool. He knows the spells *Magic Missile*, *Web*, *Explosive Sphere*, and *Fly* from the Arcane School and the spells *Ice Bolt*, *Dimensional Anchor*, and *Discord* from the Demonic School list. He casts as a 10th level caster.

Description: Tangorava the Infinitely Imperious appears as an androgynous humanoid who always seems to be a full two heads taller than the beholder. It's skin is purplish grey and it wears only a harness and leggings. A row of puckered, lemon-shaped breasts ornament its chest, and dozens of rings and bracelets jangle at every movement. It has a nasal, whining voice that it uses to question its summoner's orders and propose alternative tactics from distant histories.

Acid Web

ACTION ± MAGICAL ATTACK+8

Flings a web at a single target. Victims must succeed at a difficult (difficulty 9) **PHYSIQUE** test to escape. The victim is *Entangled* and takes 2d4 points of damage as long as they are entangled in the web.





CHAOS MUTATION

Influence from demons, exposure to infernal energies, and chaos manifestations cause chaos mutations, an inevitable by-product of the endless war between demons and devils.

1. All color drains from your skin. You are albino. Gain the trait *Light Sensitivity*.
2. Your feet are replaced with hooves. You cannot wear boots. You are 3 inches taller. +3" movement.
3. You grow a pair of antennae and your eyes become segmented. Gain a +1 on surprise rolls and a +2 to your mental armor class. You have difficulty empathizing with people, -2 **CHARISMA**.
4. You grow bony plates on your skin. They grant a +1 bonus to physical armor class.
5. One of your hands becomes withered and useless. At night it grows mouths and whispers secrets of the dead.
6. Your face elongates and you grow a jagged beak. See Beak Attack.
7. Your face becomes that of an animal. Select one of the Druid's shapechange forms (see page 210) and gain the animal trait of the form, in addition to carrying the visage of the beast.
8. Your skin grows jagged spurs. Anyone engaging you in a physical struggle takes physical damage equal to 3d6. When broken off and removed, they secrete a soothing balm. The spurs can be broken off, doing 1d4 points of damage to you, and applied to someone to heal them for 1d4+1 points of damage. The balm is addictive.
9. You are covered in boils and open bleeding wounds. -4 **CHARISMA**. +4 on Intimidation social attacks.
10. Your eyes become milky and bulbous. You may burst them at will, becoming *Blind*. Overnight they will regrow. See Eye Burst Attack.
11. Your eyes are those of a cat. Gain *Nightvision* if you don't already have it. If you do, gain *Darkvision*. If you already have that, gain +1 on surprise rolls in the dark.
12. You gain long, sharp nails. They may be used in combat like a light weapon, with the following traits: *AGILE*, *CLOSE COMBAT*, *SWIFT*.
13. You have no lips and gain a pair of upper and lower chelicerae around your mouth. This makes speaking and spell casting difficult, granting a -2 on all social attacks, -2 to **CHARISMA** and you lose spell casting dice on one pip higher (3 pips for minor spells, 5 for major spells). You gain a Hideous Bite. See Hideous Bite Attack.
14. Eyeballs grow all over your body. You may no longer be surprised. You gain *Darkvision* and *Light Sensitivity*.
15. You grow some configuration of horns or antlers. See Horn Attack.
16. You gain long fangs. See Bite Attack.
17. Your body is covered in translucent tiny hair-like worms. They appear white at a distance, but you can stiffen them to appear black. This gives you a +2 on *Stealth* checks in low light and a movement rate of +3" when prone.



18. You grow a second face somewhere on your body. This face has its own mind and personality. It gains levels as you gain levels, except it must take the class Mystic. Only one mind may be active at once. When one is active, the other is inactive.
19. You are hairless, due to pore constriction. This gives a +4 to saves versus contact poison.
20. Your head is fused into the upper part of your chest. You are immune to head attacks and criticals, have a -1 on surprise rolls, and gain a +2 to your **PHYSIQUE**.
21. You are a hunchback. -2 **CHARISMA** and -3" movement. Gain an additional physical hit die.
22. You have a long, whip-like tail. See Whiptail Attack.
23. One of your arms becomes a long bony protrusion. It can be used as a shield or as a medium weapon with the traits: *CLOSE COMBAT*, *REACH*.
24. You gain the ability to spit your blood at opponents. This would be completely detrimental, but your blood is highly acidic. See Acid Blood Spit Attack.
25. Your form becomes insubstantial. You gain a +2 to your physical armor class and do -2 damage on all physical attacks. Once a day you may turn into a mist for 1 turn.
26. Your skin is oddly patterned.
27. You have a shrunken head. This halves your mental armor class and mental hit point totals, but increases your physical hit dice by 50%.
28. You have a weak body and a gigantic cranium. This halves your physical armor class and physical hit points, but increase your mental hit dice by 50%.
29. You have a translucent third eyelid. Immune to gaze attacks.
30. You gain a large, blunt tail, studded with quills. See Tail Quill Attack.
31. You are covered in iridescent scales. +2 to physical armor class and **CHARISMA**.
32. You have an extra head. Or rather you share your body with a twin that has a head only, and controls no more than 10% of your body.
33. You have no flesh or muscle visible on your face. Your eyes are sockets. You see, hear, smell, and taste like normal, being that the appendages are still there, but reduced, translucent, and feeble. Your face looks like a skull. This grants you a +2 to hit with all fear based attacks or provides a -2 on opponents saving throws versus fear based attacks.
34. You grow 1d4 pairs of tentacles. Each pair grants you an additional +1 *per die* on physical struggles. However, you are unable to wear armor.
35. You are subject to cancerous tumors. Sickly (-4 **PHYSIQUE**) and a 10% chance of dying of cancer per year. Your closeness with death grants you a 50% bonus to prestige.
36. One of your arms becomes large and hollow. Three times a day you may shoot a organic projectile as a *RANGED (SHORT)* weapon. This does 1d8 + your level in damage.
37. You gain an adhesive touch that allows you to climb walls, ceilings, and other difficult to climb surfaces. Your hit dice are tripled for struggles involving disarming you or otherwise trying to get something out of your hands. Your hands and feet are covered in tiny microscopic tendrils, giving you a -1 on **Devices** checks, but a +1 on **Prestidigitation** checks.
38. An organ or part of your body generates light as a torch. You may generate this light at will, but it is also triggered by a secondary circumstance, created by the Agonarch and you.



39. You gain the ability to discharge electricity. See Electrical Burst Attack.
40. Your skin has the ability to secrete acid at will. This causes you 1d4 points of damage every time it occurs. See Acid Secretion Attack.
41. Your flesh is infested with worms that all have the faces of men and women long dead.
42. Your eyes are gemstones with a value of 1,000 gold coins per your level. You gain **Darkvision** and the Skeptic saving throw bonus ability (see page 86).
43. You have a large gas bag. While inflated, it allows you to float through the air. It does not allow any control over the motion. If inflated for over an hour, the gas bag can be discharged in a cloud of 3" radius, causing the conditions **Staggered** and **Sickened** on a failed saving throw. While inflated, armor cannot be worn.
44. Savant causes you to be particularly adept at a certain area. Randomly select an ability. That ability score becomes strong (see page 12) and increases by 2d4+1.
45. Idiot causes you to be particularly retarded in a certain area. Randomly select a ability. That ability score becomes weak (see page 12) and decreases by 1d6+1.
46. The act of speaking creates destruction. If you speak, all within hearing take twice your level in 1d8 damage, friend and foe alike, including yourself. All objects within 10" must save or break or shatter. This precludes spellcasting.
47. Your tongue is replaced by a parasite. This extra-dimensional parasite has ancient knowledge, and knows a single spell randomly determined by the Agonarch which you may use three times a day. However, it can cloud your mind and twist your words without you knowing. It can only do this when you choose to speak, however.
48. You may cause your skin to burst into flame. This is incredibly painful, and causes you 1d8 damage a round. However, everyone within 2" of you also takes this damage, and you may shoot bolts of flame as a physical **RANGED (SHORT)** attack. You may shoot a single bolt a round as an [Action]. These bolts do 1d8 damage per 2 levels of the mutant, minimum 1d8.
49. Your skin is shiny and you have the capacity to absorb unusual amounts of energy. You gain **Energy Resistance**. Any energy attack (fire, electricity, acid, or cold) that you are subject to allows you to discharge half the dice of damage done to you via touch in the following round. You must succeed at a physical attack to do so. E.g. if you are hit by a 8d6 lightning bolt that does 31 points of damage. You make your save and you take 7 points of damage, and may discharge 4d6 electricity damage to a target on a successful physical attack.
50. Your body has enormous healing ability. You gain **Fast Healing 5**. This continues even after being knocked out or 'killed'. You require five times the normal amount of food daily. Each day you fail to meet this requirement, you are at -1 hit point a level. If for any reason this puts you at 0 hit points, you enter a torpor which lasts until you are fed blood, at which point you awaken, ravenous.



CHAOS MUTATION ATTACKS

Acid Blood Spit Attack

ACTION ± RANGED PHYSICAL ATTACK

For every 1d6 points of damage you take, you may do 1d4+1 points of damage as a ranged attack against a single target. Because this damage is acid damage, it continues to do full damage in both the round the attack is made, and the next time the target's initiative pools refresh. This has the weapon quality *RANGED (SHORT)*.

Acid Secretion Attack

ACTION ± PHYSICAL ATTACK

Using this causes you to take 1d4 damage, but you can affect targets with a physical attack, doing 3d4+3 damage. Objects touched make a saving throw versus acid at +4 to avoid becoming broken.

Beak Attack

ACTION ± PHYSICAL ATTACK

This is a vicious beak attack, doing 1d8+2 damage.

Bite Attack

ACTION ± PHYSICAL ATTACK

This is a vicious bite attack, doing 1d6+1 damage.

Electrical Burst Attack

DOUBLE ACTION ± MAGICAL ATTACK

You generate charge and then discharge it in a burst, doing 1d6 electrical damage per 2 levels to all targets within 3", friend and foe alike, including yourself. Targets receive a saving throw; you are considered to automatically make yours.

Eye Burst Attack

ACTION ± SOCIAL AREA EFFECT

Your eye's burst forces all opponents within 6" of you to make a morale test. If it fails, they become *Shaken*.

Hideous Bite Attack

ACTION ± PHYSICAL ATTACK

This terrifying attack only does 1d4 damage on a successful hit, but forces the opponent to make a saving throw. On a failed save they take 1d8 mental damage and are *Shaken*.



Horn Attack

ACTION ± PHYSICAL ATTACK

You gain a horn attack that does 1d8+1 damage. This attack does double damage on a charge. It also grants you a +1 bonus per die on Shove attacks.

Tail Quill Attack

ACTION ± PHYSICAL ATTACK

You have a thick bulbous tail, studded with quills. You may strike opponents with your tail for 3d4+4 damage. Three times per day you may make a *RANGED (SHORT)* attack with your tail doing 1d4+1 damage against all targets in a 1" radius. Each time this is done, the tail damage is decreased by 1d4+1 until you can rest. After discharging three sets of quills, the tail does a single point of damage.

Whiptail Attack

QUICK ACTION ± PHYSICAL ATTACK

You have a very long tail (32-40 feet). It has the weapon qualities *REACH* and *TRIP*. It does 1d4 damage. On a roll of maximum damage, roll the damage die again and add to the total. Continue to do this until the die comes up with less than a maximum result. Damage against medium armored targets is -1. Damage against heavily armored targets is at -2.



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MONSTERS



MONSTER STATISTICS

Following is a quick reference table for the statistics of all the monsters. Monster descriptions and special attacks follow.

Hit Die (HD): These are the dice rolled for physical hit points.

Mental Hit Die (MHD): Are the dice rolled for mental hit points. The number in parenthesis is the average.

Physical Armor Class (PAC): This is the difficulty of hitting the creature with physical attacks.

Mental Armor Class (MAC): This is the difficulty of hitting the creature with mental attacks.

Initiative Dice (ID): This is the number of Initiative dice rolled each round. If using side based initiative, the first number is the number of actions the creature receives.

Saving Throw (Save): This is the saving throw of the monster.

Movement (Mv.): This is the creature's movement rate in table inches. It lists ground movement only; check the individual entry for other types of movements and speeds.

Size: This is the creature's size. M is medium size, S is small, and L is large.

Morale: This is the creature's morale target. If they roll over this value when morale is checked, they have failed morale.

WICKEDNESS (Wk): This is the creature's measure of evil. Not all members of a race will hold to this value, but this indicates the general tendencies of the race.

Name	HD/MHD	PAC/MAC	ID	Save	Mv.	Size	Morale	Wk
Bandit	2d8/2d6	13/12	2d6	15	12"	M	6	10+
Elemental, Minor	2d10/—	14/—	2d6	16	6"	S	12	—
Elemental	6d10/—	19/—	3d6	12	9"	M	12	—
Elemental, Major	12d10/—	25/—	4d6+2	8	12"	L	12	—
Fungal Thrall	4d10/4d4	12/22	2d6	12	6"	M	9	10+
Fungal Giant	8d12/8d4	10/26	3d6	8	8"	L	9	10+
Gargoyle	4d12/4d6	14/13	2d6	11	9"	M	8	5
Goblin	1d8/1d8	12/12	2d6	18	9"	S	5	10+
Harbinger	5d6/5d6	14/16	2d6	14	6"	L	10	10+
Hell Hound	4d8/4d6	15/8	3d6	16	15"	M	7	5+
Ogre	4d8/4d4	15/8	1d6+6	17	9"	L	6	10+
Shadow	2d8/2d12	13/15	2d6	16	9"	M	12	10+
Skeleton	1d10/—	14/—	2d6	17	6"	M	12	10+
Troll	6d10/6d10	16/14	2d6	11	9"	M	6	5
Wraith	4d8/4d8	18/18	3d6	14	12"	M	12	10+
Zombie	+1d8/—	+2/—	-1d6	-1	6"	*	12	10+



Bandit

Description: Bandits strike caravans and travelers. They are often recruited by rogue demons and devils as servants. They are often led by classed men such as Heavy Knights, Thugs, and Magi.

Racial Template: Bandits may be of any race. Apply the appropriate racial bonuses of the bandit's race.

Morale: On a morale failure bandits will flee often to set an ambush nearby or recruit aid. If overwhelmed with escape cut off they will surrender and offer their services.

Short Bow

ACTION ± RANGED PHYSICAL ATTACK +4

Does 1d6 damage at range.

Obsidian Blade

ACTION ± PHYSICAL ATTACK +4

Does 1d8 hit points of damage. Has the weapon traits *KEEN* and *BLEED*. On an attack roll of 1 the weapon loses these traits. On a second roll of 1 the weapon breaks.

Insult

QUICK ACTION ± SOCIAL ATTACK +2

On a successful hit, the target takes one point of mental damage and has *Penalized* attack rolls if he attacks anyone besides the taunter.

Fungal Thralls & Giants

Description: Scarbringer's servants walk the earth, bringing disease and death to all they encounter.

Alien Mind: Fungal thralls and giants have alien minds, making them very difficult to hurt or damage with psychic or social attacks. They receive a +6 bonus on all saves versus psychic, mind-affecting, or enchantment effects.

Disease: Scarbringer's fungal thralls bring disease. After battle, characters must save for every point of **AFFLICTION** they have acquired. Each failure means they have contracted a disease.

Morale: On a morale failure fungal thralls and giants will explode, affecting a 2"/4" radius area with their plague spore ability.

Plague Spore

ACTION ± PHYSICAL ATTACK +4/+8

Does 1d4/1d8+2 hit points of damage on a successful hit and targets must make a saving throw versus poison or gain 1 **AFFLICTION** (Staggered) point. Targets overcome with **AFFLICTION** are *Staggered* and *Sickened* until they recover from the diseases the fungal thralls have affected them with.



Gargoyle

Description: Stone guardians high atop abandoned castles and towers, they protected the realms of men long before the devils came. Now, they hide from the eyes of man and fiend.

Stone Form: Gargoyles can turn themselves to stone. This grants them *Physical Resistance 6*, *Slashing Resistance* and *Piercing Resistance*. While in stone form they cannot fly.

Flight: While out of stone form, gargoyles can fly with a speed of 15"

Morale: On a morale failure gargoyles will turn into normal form and fly away to return to their lairs.

Swoop (Flight only)

DOUBLE ACTION ± PHYSICAL ATTACK +10

The Gargoyle swoops in and makes two claw attacks, for 1d8+4 points of damage each. If both hit, they may make a free shove physical struggle.

Claw Swipe

ACTION ± PHYSICAL ATTACK +8

This attack does 1d8+4 points of physical damage.

Goblin

Description: Rotted corrupted hell energy seeps into the land itself. The land grows and twists in darkness, till it becomes alive and evil. It seeks out men and feeds off their fear. Evil thoughts cause twigs, dirt, vines, plants, wet with corruption and evil to walk in the night.

Combine Form: Goblins can combine their form, growing larger and larger. It takes a [Double Action] for any number of goblins to combine. Each additional goblin adds +1 to hit and damage and adds their hit dice to the total. Every 2 goblins increase the physical and mental armor class of the goblin by one.

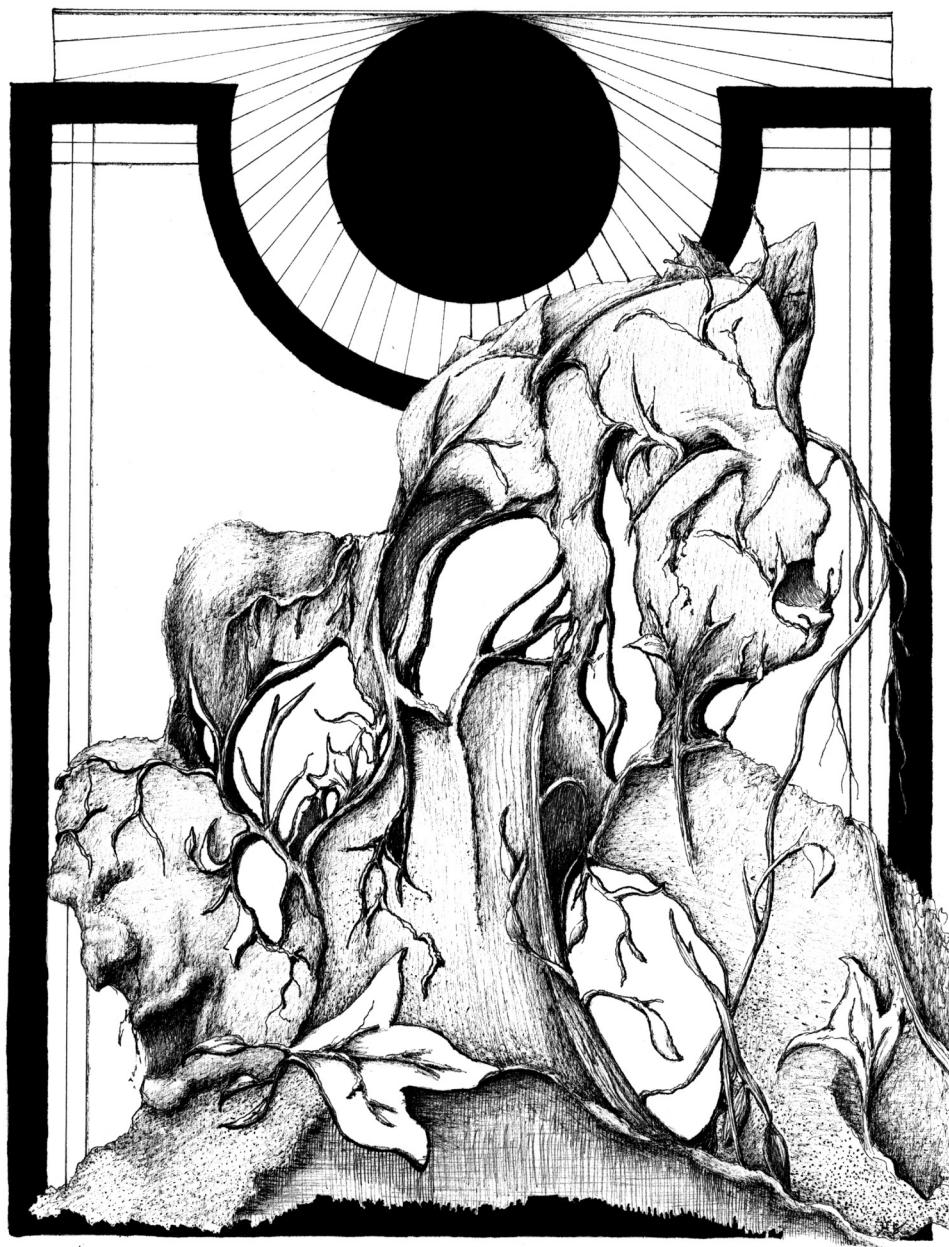
Small: Goblins are small creatures.

Morale: On their first morale failure the goblins will combine. On their second morale failure they will break apart and flee.

Stab

ACTION ± PHYSICAL ATTACK +2

A quick stab with a sharp metal edge that does 1d6 damage.





Harbinger

Description: Harbingers are larger than man-sized carrion birds, made from the dust of the earth. They are the servants of the Carrion Queen and enact her will.

Flight: Harbingers have a flight speed of 15".

Multiple Attacks: While flying, a harbinger can make three bite & claw attacks as an action.

Morale: On a morale failure the harbingers turn back into dust.

Bite & Claw

ACTION ± PHYSICAL ATTACK +5

The harbinger attacks with a razor sharp beak and claws. This attack does 1d6 + 2 damage.

Death Rattle

DOUBLE ACTION ± PSYCHIC ATTACK +7

The harbinger lets out a hideous screech. The target of this screech takes 2d8+8 damage to their mental hit points.

Hell Hound

Description: Hell hounds run wild in the world. They have been corrupted by extraplanar elemental and fiendish energies.

Fire Immunity: The hell hound is immune to fire.

Morale: On a morale failure hell hounds become *Infuriated* and turn into ravening beasts.

Fire Breath

DOUBLE ACTION ± BREATH WEAPON

The hell hound breathes a cone of fire, doing 2d6 damage against all targets in a 2" × 2" cone in front of it.

Flaming Bite

ACTION ± PHYSICAL ATTACK +5

This bite does 1d8+1 damage, and then the hell hound chokes out some flame, doing an additional 1d6 fire damage.



Ogre

Description: Many giants were corrupted in the invasion, and these are their spawn. Brutal and primitive, they have become even more bestial and now terrorize the wilds.

Damage Resistance: Ogres are tough, and have *Slashing*, *Bludgeoning*, *Piercing*, and *Teeth & Claw Resistance*.

Morale: Ogres will flee, preferably underground, on a morale failure.

Smash

ACTION ± PHYSICAL ATTACK +7

The ogre strikes with a club. This brutal attack does $2d8 + 7$ damage.

Hurl

ACTION ± RANGED PHYSICAL ATTACK +1

The ogre throws a rock, causing $1d8+4$ damage. This attack has the *RANGED (MEDIUM)* weapon quality.

Stomp

DOUBLE ACTION ± AREA ATTACK 2" RADIUS

The ogre stomps his feet. Everyone within a 2" radius of the ogre must save or become *Stunned*.

Shadows

Description: There is a plane of shadows and darkness, just adjacent to the world.

Sometimes creatures from that cold, dark place make their way here.

Draining Touch: Any attack by a shadow causes $1d4$ **AFFLICTION** (Shadow Drain) points of damage as the target's vital energies are drained from their body. If completely drained, they become a shadow of themselves.

Stealth: Shadows are masters at *Stealth* checks, and make them using rolls of $1d12+4$

Weapon Immunity: Shadows are immune to non-magical physical attacks, unless made with a cold iron weapon.

Morale: Shadows cannot fail morale tests.

Shadows Touch

ACTION ± PHYSICAL ATTACK +4

The shadow drains the target's essence with a touch, doing $1d4$ points of nether damage in addition to the **AFFLICTION** damage from draining touch.



Skeleton

Description: The dead do not walk in Perdition. Those who bind and raise the dead have either made a deal with a demon for the use of his many souls, or worse, has bound the spirit of a fiend themselves into the skeleton.

Mindless: Skeletons have no minds, and are immune to mental attacks, possession, and spells that affect the mind.

Slashing/Piercing Resistance: Skeletons have *Slashing* and *Piercing Resistance*.

Morale: Skeletons cannot fail morale tests.

Coordinated Stab

ACTION ± PHYSICAL ATTACK +2

This attack does 1d8 + 1 damage. For each additional skeleton within 1", this stab is at +1 to hit and damage.

Troll

Description: The troll is not some new race or type of creature. Perdition being a plane of hell, sometimes means that after death souls have nowhere to go. Those that die and visit the realms of death only to return become trolls. They are aware of the horror that awaits, as they cower from the bright sun in their tunnels and halls under the mountains. Trolls are also known for their fine craftsmanship, second only to the legendary, mythical elves. They appear as stout, muscular, ashen-faced creatures with proud manes of hair and eyes of a solid color.

Regeneration 5: Each time initiative pools refresh the troll regains 5 hit points, even after death. The only way to cause damage that does not regenerate is with fire or acid.

Social Resistance 10: Trolls' armor class is 10 points higher versus social attacks due to their jaded demeanor.

Morale: When trolls fail morale they become despondent, fleeing in an uncoordinated manner.

Rend

DOUBLE ACTION ± PHYSICAL ATTACK +8

The troll makes two attacks with its hideous claws. Each does 1d8+4 damage. If both hit, the target takes another 2d6+8 damage.

Bite

ACTION ± PHYSICAL ATTACK +10

The troll bites someone nearby with its broad, flat teeth, doing 2d6 + 5 damage.



Wraith

Description: These are the vengeful dead. They are the ancient spirits of those who sought power, or even those rejected by hell itself. They appear as cloaked mist-like figures.

Cold Iron Resistance: Wraiths are resistant to cold iron weaponry, taking only one-half damage from such weapons.

Energy Drain: When a wraith strikes a target, it drains the target's vital energy, causing 2D4 **AFFLICTION** (Energy Drain) points. If slain in this manner, the target become a wraith in servitude to the wraith who slew them at the next new moon.

Weapon Immunity: Wraiths are not affected by non-magical physical weapons, unless those weapons are of cold iron.

Morale: Wraiths cannot fail morale tests.

Wraith Strike

ACTION ± PHYSICAL ATTACK +8

This strike does 1D8 physical and 1D8 cold damage in addition to the energy drain.

Zombie Template

Description: Zombies are what happens when fresh corpses are reanimated without spirits or souls. They follow the commands of those that raised them, but are little more than puppets animated by magical energy. This is a template which is applied over the base statistics of the zombified creature.

Mindless: Zombies have no minds, and are immune to mental attacks, possession, and spells that affect the mind.

Staggered: Zombies are slow creatures and may not take [*Double Actions*]. They may only take an [*Action*] on their turn. Even though they have an initiative die penalty, they always have at least one initiative die.

Morale: Zombies cannot fail morale tests.

Slam

ACTION ± PHYSICAL ATTACK HD +2

A slam that does 1D6 damage, plus 2 damage for every hit die of the base creature.



Elemental

Description: Elementals are humanoid creatures summoned and formed without a soul. They are made up of elemental forces, but all appear as vaguely humanoid shapes with hollow soulless eyes. They exist to serve the commands they are given, but if formed or found unbound, they rage endlessly until they are destroyed.

Weapon Resistance: The elemental is resistant to non-magical weapon, claw, and bite attacks, reducing the damage dealt by half.

Mindless: The elemental has no mind and cannot be affected by mental attacks and psychic powers.

Minor Elemental Slam

ACTION ⚔ PHYSICAL ATTACK +4

A slam that does 1d6+2 damage.

Elemental Slam

ACTION ⚔ PHYSICAL ATTACK +8

A slam that does 2d6+6 damage.

Major Elemental Slam

ACTION ⚔ PHYSICAL ATTACK +14

A slam that does 3d6+6 damage.

Dust Elemental

Description: Dust elementals appear as humanoids that are made from dust and sand. When weapons strike them, wounds close. A dust elemental has the following traits.

Water Vulnerability: Any dust elemental is vulnerable to cold, taking double damage from such attacks.

Storm Burst

ACTION ⚔ CONFLAGRATION

The elemental bursts out a cloud of whirling stinging sand. Everyone in melee with the elemental takes damage equal to 1d6 points per 2 hit dice of the elemental (1d6 minor, 3d6 normal, and 6d6 major) and becomes *Blind* until their initiative pools refresh. A successful saving throw versus conflagration reduces damage by half and eliminates the *Blind* condition.

Dust Blast

DOUBLE ACTION ⚔ PHYSICAL ATTACK +HD

The dust elemental targets a single opponent within 3". It then moves through that opponent's space by becoming a vortex of whirling dust. On a successful hit it does its hit dice in damage to the opponent, and the opponent must save or be *Staggered* and *Blind* until initiative pools refresh. The dust elemental reforms in any space within 1" of the target.



Earth Elemental

Description: Earth elementals appear as stocky clay like individuals. They have the following traits.

Burrow: Earth elementals can sink into the earth as an *[Action]*, move, and then exit as a *[Free Action]*.

Enhanced Damage: If in contact with the ground, earth elementals add one point of damage to attacks for every hit die they have.

Rapid Healing: If in contact with the ground, earth elementals heal 3 hit points of physical damage every time they get an action.

Maneuver Resistant: Earth elemental hit dice are doubled for the purposes of attempting any sort of struggle.

Fire Elemental

Descriptions: Fire elementals appear as ruddy humanoids with bright glowing eyes. They have the following traits.

Fire Immunity: Fire elementals have *Fire Immunity*.

Flaming Bolt

ACTION ⚡ MAGICAL ATTACK +HD

The elemental fires a bolt of flame out to any target within 6", where it does 1d6 damage per 2 hit dice of the elemental (1d6 minor, 3d6 normal, and 6d6 major).

Ice Elemental

Description: Ice elementals appear as pale humanoids with dull blue or black eyes. They have the following traits.

Ice Immunity: Ice elementals have *Cold Immunity*.

Freezing Blast

ACTION ⚡: MAGICAL ATTACK +HD

The Elemental fires a bolt of freezing cold out to any target within 6", where it does 2d8 damage plus a number of points equal to half the hit dice of the elemental. The target must save or become *Staggered*.



Lightning Elemental

Description: Lightning elementals appear as blue/black skinned humanoids. Their eyes appear as bright blue, and sparks dance over their skin. They have the following traits.

Electricity Aura: As a [*Double Action*] a lightning elemental can generate an electric field that lasts for an entire turn. Anyone attacking this elemental with a melee weapon, whether they hit or not, takes damage from an electric shock. This damage is equal to 1d6 damage for a minor elemental, 2d6 for an elemental, and 4d6 damage for a major elemental.

Lightning Strike

DOUBLE ACTION ± PHYSICAL ATTACK +HD

The Lightning elemental makes a slam attack as a [*Double Action*] at the listed attack bonus. If the slam attack is successful, then they may make a second attack against targets adjacent to the primary target for free, striking those targets with electricity. This damage is equal to 1d6 damage for a minor elemental, 2d6 for an elemental, and 4d6 damage for a major elemental.

Pain Elemental

Descriptions: Pain elementals appear as twisted, misshapen humanoids. They have the following traits.

Lingering Pain: On the next action of anyone the pain elemental successfully attacked, they take the damage from the attack a second time. This may be avoided by foregoing the action (eliminating the initiative die from this round's pool).

Shrieking Pain

DOUBLE ACTION ± PSYCHIC ATTACK +HD

The pain elemental attacks a single target. This painful shriek does mental damage equal to 1d6 damage for a minor elemental, 2d6 for an elemental, and 4d6 damage for a major elemental. On a successful attack the target must save or become *Shaken*.

Sorrow Elemental

Description: This humanoid appears to be weeping, wailing, and lamenting. They have the following traits.

Sorrowful Strike: Anyone hit by a sorrow elemental must make a saving throw or become *Fatigued*. If they are hit again and fail a second saving throw, they become *Exhausted*.



Water Elemental

Description: This elemental appears like a bloated, drowned humanoid, dripping wet. They have the following traits.

Drowning Embrace: Anyone that the elemental engages in a grapple with suddenly finds their throat and lungs filling with water. On a failed saving throw they become *Fatigued*. If the struggle continues for another round, the victim must make another save. If they fail a second save, they become *Exhausted*.

Fire Immunity: Water elementals have *Fire Immunity*.

Swarms

Swarms are groupings of too many creatures to attack individually, made up of dozens, hundreds, or even thousands of individual creatures. They have the following traits.

Area Damage: Swarms automatically do the damage of their base attack to anyone within the swarm.

Weapon Resistance: Swarms are resistant to single target physical attacks.

Area Attack Vulnerability: Attacks with an area affect cause double damage to swarms.





Titanic Agonicmorphs

These are creatures many hundreds of feet tall. They are what the hellish energies did to the giants when the devils invaded this plane. They no longer resemble men. They are bizarre conglomerations of strange creature parts, much like demons. A 200' lizard with the head of a slug, or a turtle 120' long with crab legs and pincers. Creatures are said to live on these hideous beasts. Some people even claim to have killed small Titanic Agonicmorphs before, but there is no corpse as proof.

How to use Titanic Agonicmorphs in play

They are most useful as dynamic adventure sites. You would explore one or the structures built upon one as you would a dungeon, with appropriate modifiers for the fact that the creature moves. Certain Agonicmorphs may have creatures that are parasitic or even symbiotic in nature living on them.

They can also be used as a major combat opponent. They will have a number of zones representing limbs or sections. If it is a section that can be disabled, each zone should have its own armor class and hit point total, usually in the dozens of hit dice. Their minds are beyond the ability of normal psychics to attack. They should have certain limbs or features designed to protect themselves, such as an electric field, the ability to shoot fire, or even an attack from another limb. They are also often infested with parasites and other living dangers that must be overcome during the climb. Sometimes the environment might be used to the Agonicmorph's advantage, going underwater, flying into space, burrowing into the earth, or diving into lava.

Each section of the monster is an individual battlefield that must be crossed to reach the upper and more vulnerable areas of the creature. The farther from the sensitive areas of the creature, the harder it is to damage. Near the feet or low areas on the body many Agonicmorphs will have ***Damage Reduction*** of 15, 20, or more points. For ever stage moved towards a more vulnerable area, this damage reduction will drop by 5 points, but the position becomes more precarious. You should also include "weak points" that are particularly vulnerable to attack. These can be broadcast by the traditional methods (glowing, giant hovering arrows, literal spoken instruction from the Agonarch) or can be part of the challenge in driving off an Agonicmorph that the players know is coming, weak spot knowledge acquired by research, demonic bargaining, or investigation.

Not all Agonicmorphs are hostile. Sometimes entire cities spring up on the backs of one or one is known for answering riddles, granting powers, or acting as an oracle.



FIENDS

DEMONS

Demons are engaged in a blood war with devils in a desire to destroy the universe. Several traits apply to all types of demons.

- Demons are unable to enter any material plane without aid. Once they have conquered a material plane, they transport it to one of the many layers of the abyss.
- Demons of 4 or greater hit dice have an amulet which allows them to possess mortals. If not currently in possession of a mortal, these amulets contain their vital essence in a small container. Anyone who possesses a demon's amulet can command that demon, though this act will likely draw unwanted attention to the controller.
- Any demon has a 5% chance of hearing a conversation in which their name is spoken
- Demons of Type IV and up are immune to non-magical weapons.
- All demons have access to the ability to *Teleport* as a [Double Action], cast *Darkness* as the *Magus* spell as a [Quick Action], and use the ritual *Gate* as a [Double Action] to summon 2d8 more of a similar kind of demon. They may only use these abilities once per hour. Demons gated in cannot gate in more demons.
- Every demon possesses *Resistance* to *Fire*, *Cold*, *Electricity*.
- All demons are *Vulnerable* to *Iron*, *Force*, and *Poison*. These attacks bypass their protections and resistances.
- All demons are telepathic, even the stupid ones.
- Demons are sorted into type categories (e.g. Type I, Type II) in which certain base statistics are the same, but there are variations in the types of demons of the same type.

Demons are listed in order of uniqueness, status, and power, not alphabetically.

Name	HD/MHD	PAC/MAC	ID	Save	Mv.	Size	Morale	AL	Wk
Manes	1d8/—	9/—	2d6	19	9"	M	12	Chaotic	10+
Succubus	6d8/6d10	17/18	3d6	13	12"	M	6	Chaotic	10+
Type I	4d8/4d6	13/12	3d6	14	12"	M	8	Chaotic	10+
Type II	6d6/6d8	15/14	3d6+1	12	12"	M	9	Chaotic	10+
Type III	8d6/8d10	17/19	3d6+1	10	9"	M	9	Chaotic	10+

DEMONIC INVASION

Often demons will attempt to invade the plane of Perdition. This involves atmospheric disturbance, a demonic structure of some kind that appears whole from another plane, such as a tower or a bridge, and a keystone. As long as the stone remains in place, the portal remains open and demons can continue to pour through. Devils keep watch against this threat, using astronomy, prognostication, and augury to prepare. Upon arrival of an invasion, the local devil lord raises a conscripted force and drives them back.



Manes

Description: These are malformed demons, made from souls corrupted beyond recognition by the energies of chaos.

Maul Attack

DOUBLE ACTION ± PHYSICAL ATTACK +0

Continue to roll to hit until a miss is rolled. Each hit does 1d4 damage, plus 1 for every successive hit.

Claw

ACTION ± PHYSICAL ATTACK +0

This attack does 1 point of damage.

Group Attack

SPECIAL ACTION ± PHYSICAL ATTACK +SPECIAL

This attack is at +2 to hit per manes involved past the first (i.e. +2 for 2, +4 for 3). It does 1d4 damage +1 per manes involved in the attack. This is a Double action for every manes involved in the attack.

Succubus

Description: Succubi are master manipulators that uses the lusts and desires of mortals to achieve their ends. They frequently take the form of an attractive member of the species they are manipulating.

Magic resistance 5: The succubus has an armor class of 22 versus magical attacks.

Social Resistance 10: The succubus has an armor class of 28 versus social attacks.

Weapon Immunity: Normal, non-magical weapons do not hurt succubi.

Flight: The succubus has a flight speed of 18".

Ethereal: The succubus can leave the prime material plane and shift fully into the ethereal as an [Action]. If the succubus is hit in combat, it may respond by doing this as a [Quick Action].

Demonic Magic: Succubi have access to 20 spell dice. They can use them to cast these spells from the Demonic spell list: *Darkness*, *ESP*, *Clairaudience*, *Suggestion*, and *Shapechange*.

Claw

ACTION ± PHYSICAL ATTACK + 6

This attack does 1d3 damage.

Soul Kiss

ACTION ± MAGICAL MELEE ATTACK +14

Each successful kiss grants the target 2 **AFFLICTION** (withering) points. The kiss is incredibly seductive, and the target must make a saving throw versus illusion, otherwise they will wish to continue the kiss.



Base Type I

Description: This is the weakest category of demons. They share the following traits.

Magic Resistance 4: Type I demons have an physical armor class of 17 versus magical attacks.

Demonic Resistance: Type I demons have *Fire*, *Cold*, and *Electricity Resistance*.

Demonic Ability: Type I demons may gate in 2D8 additional Type I demons of the same type as a [Double Action].

Wild Fury

DOUBLE ACTION ± PHYSICAL ATTACK +6

If the Type I demon is in flight, they make 5 attacks each dealing 1D6+2 damage. If on the ground, they make 3 attacks, each dealing 1D6+2 damage.

Demon Strike

ACTION ± PHYSICAL ATTACK +8

Make an attack with one limb, doing 1D6+2 damage on a successful hit.

Vrock Type

Description: These Type I demons appear to have giant vulture heads, and huge black wings sprout from their back. They strike with their sharp talons and claws

Darkness 5' Radius: Vrocks may cause the 1" radius area around them to be plunged into magical darkness as an [Action].

Demon Sight: Vrocks can see in magical darkness and see invisible creatures.

Flight: Vrocks can fly on vulture wings at a speed of 18".

Bnauhuzon Type

Description: These Type I demons are like bees with crocodile heads and hooks on the ends of their limbs.

Flight: Bnauhuzon can fly and hover on bee wings at a speed of 12".

Faceted Stare

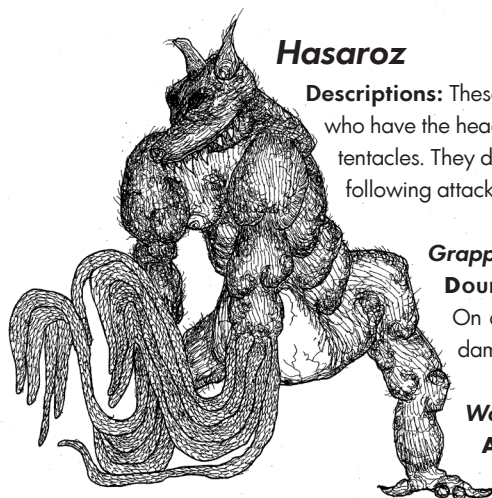
ACTION ± CURSED GAZE

The target of this effect must save or become *Confused*. If confused they may continue to save as an [Action]. On a successful save they are no longer confused.

Malignant Hum

SPECIAL ACTION ± MAGICAL EFFECT

3 bnauhuzon must hover in the air and drone for three rounds. If they do so successfully, it causes an electrical conflagration within 4" of each bnauhuzon, doing 18D6 electrical damage; a saving throw versus conflagration for half damage is allowed.



Hasaroz

Descriptions: These Type I demons appear as giant gorillas who have the heads of wolves and arms made from scaled tentacles. They do not have access to wild fury, having the following attacks instead.

Grappling Strike

DOUBLE ACTION ± PHYSICAL ATTACK +6

On a successful hit the hasaroz does 1d8+2 damage and starts a grapple.

Wolf Bite

ACTION ± PHYSICAL ATTACK +8

This terrifying bite does 2d6+4 damage.

Tentacle Slap

DOUBLE ACTION ± PHYSICAL ATTACK +4

The hasaroz makes six attacks. Each attack that hits does 1d4+1 damage.

Base Type II

Description: These are the sergeants of chaos, the second category of demons. They share the following traits.

Magic Resistance 6: Type II demons have a physical armor class of 21 versus magical attacks.

Demonic Resistance: Type II demons have *Fire*, *Cold*, and *Electricity Resistance*.

Demonic Ability: Type II demons may gate in 2d8 additional type II demons of the same type as a [Double Action]. They may also *Teleport* to any location on the same plane as a [Double Action].

Psionic (10): Type II demons are psionically active and have 10 power points.

Psychic Implosion

DOUBLE ACTION ± PSYCHIC ATTACK

This is a mental attack that attempts to explode the brain of the target. This attack causes no damage. It has no visible effect, beyond the target's head exploding like an over-ripe melon on a successful attack. It has a range of 9" and the target must save if hit or be **Stunned**. If they fail this save, there is a 25% chance of instant death. It costs one power point per activation.



Hezrou Type

Description: These Type II demons appear as muscular frogs with human arms that stand 5' tall.

Darkness 15' Radius: Hezrou may cause the 3" radius area around them to be plunged into magical darkness as an [Action].

Demon Sight: Hezrou can see in magical darkness and see invisible creatures.

Hop: Hezrou can hop like a frog as an [Action] to any location within 12".

Frog Punch

ACTION ± PHYSICAL ATTACK +8

On a successful hit the hezrou does 4d4 damage.

Fear Ray

ACTION ± MAGICAL CONE

All targets become *Panicked* in a 12" × 12" cone, unless they save, in which case they become *Shaken*.

Daparon Type

Description: This Type II demon appears muscular with bat wings and a bat-like face.

Flight: The daparon has a flight speed of 18".

Blindsight: The daparon is technically blind, but can sense all creatures around it out to a distance of 20".

Swoop

DOUBLE ACTION ± PHYSICAL ATTACK >

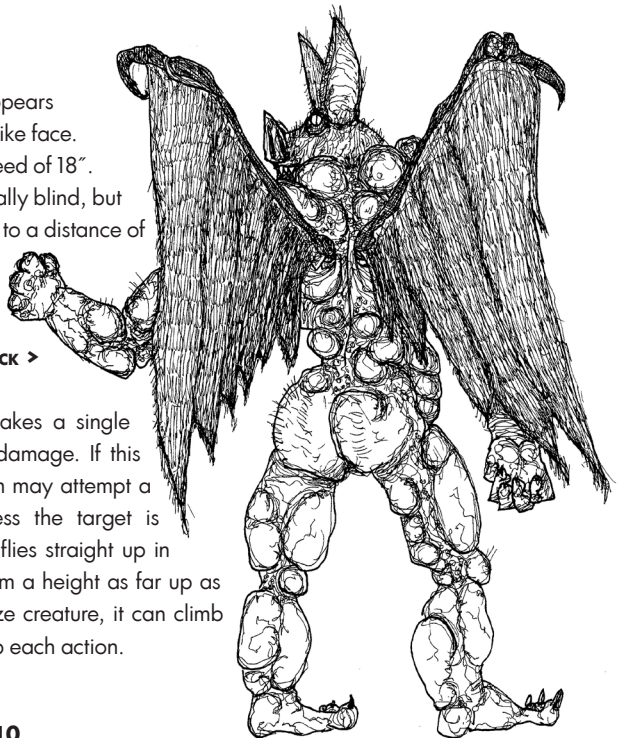
PHYSICAL STRUGGLE +10

While in flight, the daparon makes a single melee attack that does 1d8+2 damage. If this attack is successful, the daparon may attempt a physical struggle. On a success the target is grappled. Usually the daparon flies straight up in an attempt to drop its target from a height as far up as possible. Carrying a medium size creature, it can climb $\frac{1}{4}$ its flight speed (4") straight up each action.

Fly-by pummel

ACTION ± PHYSICAL ATTACK +10

While in flight, the daparon makes a pair of attacks against a target doing 1d8+2 each. The daparon may move both before and after its attack.





Base Type III

Description: This creature has four arms, two of which end in pincers. It has the head of a dog, with goat like horns.

Magic Resistance 8: Type III demons have a physical armor class of 25 versus magical attacks.

Demonic Resistance 5: Type III demons have *Fire*, *Cold*, and *Electricity Resistance*.

Demonic Ability: Type III demons may gate in 2d8 additional type III demons of the same type as a [Double Action]. They may also *Teleport* to any location on the same plane as a [Double Action].

Demonic Magic: Type III demons have access to 14 spell dice. They can use them to cast these spells from the Demonic spell list: *Fear*, *Polymorph*, *Levitate*, *Pyrotechnics*, and *Darkness*.

Claw

ACTION ± PHYSICAL ATTACK +8

This claw attack does 2d6 damage.

Rend

DOUBLE ACTION ± PHYSICAL ATTACK +4

Rend allows the type III Demon to make two melee attacks with claws, each doing 2d6 damage. If both claws strike the target, the target takes an additional 4d6 damage.

Exoloh Type

Descriptions: Appears as a giant hovering slug whose body is covered with hooks on either side.

No Arms: The exoloh has no claw or rend attacks.

Saw Blade Swim

DOUBLE ACTION ± PHYSICAL ATTACK

The exoloh floats horizontally over several opponents, up to its movement rate. Each target takes 3d8+3 damage and can make a saving throw versus death for half damage. Anyone may attack the exoloh as a [Quick Action], but it receives a +6 to its armor class for attacks caused by this maneuver.

Sinking the Hook

DOUBLE ACTION ± PHYSICAL ATTACK + 8

The exoloh attacks with its hooks doing 1d8 damage. It may start a physical struggle for free to grapple and constrict anyone it is holding. On each subsequent round it does 2d6 budgeoning and 3d8 piercing damage to anyone it is holding.

Slime

ACTION ± SPECIAL

The exoloh sprays a disgusting slime over a 1" radius area. This terrain is considered difficult terrain.



DEVILS

Devils are engaged in an endless war to remove the influence of chaos from the universe.

- Devils are able to enter and leave Perdition and other diabolic planes at will, though they need permission to do so by a superior. Devils may not enter other unconquered prime material planes without being summoned via ritual or a gate being opened, or the name of the devil being said and heard.
- Devils may not deviate from their chain of command without threat of being excommunicated from the Vile Conclave.
- Devils may not be slain, unless slain on one of the planes of hell. Devils killed are stripped of some of their rank and power and begin their climb through the ranks again.
- Each devil has a series of inscriptions that—when found and read—can bind the devil for up to 9 days. During this time, one can force the devil to perform services, in exchange for eternal enmity. In order to command the devil using the inscriptions sentient sacrifice is necessary. If one uses the inscriptions only to protect themselves from the devil no such actions are required.
- These inscriptions are dangerous. Simply reading them grants a 10% chance to summon the devil they represent. Saying a devil's name provides the same chance of getting its attention. Speaking the name from the inscription by reading it aloud always gets the attention of the devil.
- Devils do not have a natural form, but are allowed the use of hell forges to change their shape and abilities. Certain weak devils are only allowed to take rather static forms, though for higher level and more powerful devils the prime hell forges can grant nearly any shape and power.
- All devils begin as Lemurs, and begin to express individuality over 5 hit dice.
- Any devil over 4 hit dice is immune to normal weapons, but can be hurt by magical and silvered weapons.
- All devils have access to the ability to cast the following spells from the Diabolic spell list as an [Action]. They do not roll, they simply successfully cast the spell on their turn. *Charm Person, Suggestion, Phantasm, Teleportation, and Fear.*
- Every devil possesses **Cold Resistance** and **Fire Immunity**.
- All devils are subject to electricity, acid, silver, force, and poison damage. These attacks bypass their protections and resistances.
- All devils are telepathic, even the stupid ones.

Name	HD/MHD	PAC/MAC	ID	Save	Mv.	Size	Morale	Wk
Imp	2d10/2d8	18/14	2d6	15	6"	S	5	10+
Lemure	3d6/3d4	13/10	1d6	18	9"	M	12	10+
Lesser Devil	5d10/5d12	15/18	3d6	14	12"	M	11	10+
Greater Devil	6d10/6d8	18/21	4d6+2	12	12"	Varies	10	10+
Noble Devil	10d12/10d10	25/28	5d6	4	12"	Varies	10	10+



Imp

Description: Imps are small winged devils with barbed tails.

Agile: The imp can move unimpeded through melee and is never subject to an attack from leaving combat.

Diabolic Immunity: The imp is immune to normal weapons. The imp also has *Fire*, *Cold*, and *Electricity Immunity*.

Diabolic Magic: The imp has 5 spell dice and can cast the spells *Polymorph* and *Suggestion* off the Diabolic spell list. The only forms the Imp can take when polymorphed are that of a spider, raven, goat, or rat.

Invisibility: The imp can turn invisible as the spell with a [Quick Action].

Regenerate: The imp has *Fast Healing 2*. Only damage from acid permanently hurts an imp.

Small Size: Imps are small sized creatures.

Tail Sting

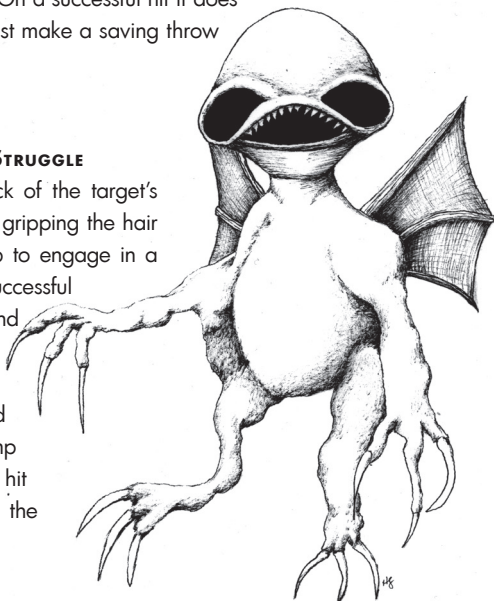
ACTION ± PHYSICAL ATTACK +4

The imp lashes out with its tail. On a successful hit it does 1d4 damage, and the target must make a saving throw versus poison or die.

Vicious Grapple

DOUBLE ACTION ± PHYSICAL STRUGGLE

The imp latches on to the back of the target's head, clawing at the eyes and gripping the hair and throat. This allows the imp to engage in a grapple with 6d10 dice. On a successful result the target is *Grappled* and considered *Blind* for the duration of the grapple. The imp can forego using its tail and instead grapple with 4d10 dice. If the imp does so, it may automatically hit with its tail attack as above, if the grapple is successful.





Lemure

Description: These primitive creatures are medium-sized vaguely humanoid devils. Their flesh appears to have oozed into hardened plates, and their large eyes glow ominously.

Diabolic Immunity: The lemure has *Fire* and *Poison Immunity*.

Electricity Resistance: The lemure has *Electricity Resistance*.

Claw

ACTION \pm **PHYSICAL ATTACK** +2

This attack does 1d6 damage.



Lesser Devils

Lesser devils are those who have finally been promoted from the lower ranks of lemures, gremilkin, spites, and the other minor ordered

sufferings. They are restricted to a humanoid

or animal form, with a few minor non-

restrial traits, such as horns, reddish skin, and other options

available in the devilish appearance table on page 315. Average

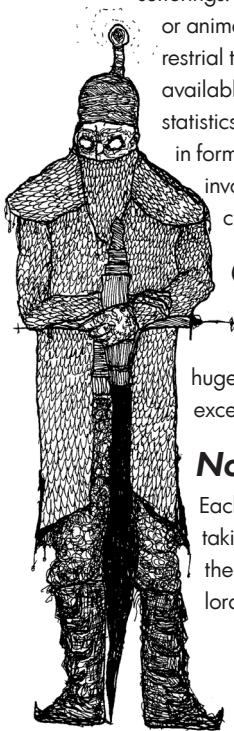
statistics for lesser devils are given, but a great variation exists, both

in form and available powers. Examples of possible powers

involve throwing bolts of flame, giant bone hooks, vicious

claws, invisibility, and diabolic magic.

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Greater Devils

Greater devils have risen from the rank of lesser devils.

There is a much greater variety in their size, ranging from huge to tiny, and having a variety of forms and powers far exceeding that of lesser devils.

Noble Devils

Each noble devil (and there are untold thousands) is unique, taking a form unbounded by the hell forges, and taking part in the great dance for status among the most powerful of the devil lords. Any form or combination of powers is possible.







FIENDISH PATRONS

You are considered to have a bond with your fiendish patron as you would with any non-player character (see page 101). You are the minion of your patron. The bond is checked with a roll modified by observances at the end of every adventure (not session, though the two are often equivalent). Each observance can only affect the roll once.

There are two effects based on your bond level. First, the fiendish patron takes your bond level * 5% of your prestige that you gain—because your actions are associated with the fiend, not just solely with you. Each level of your bond with your patron gives you a special ability.

PATRONS SIPHON 5% TIMES YOUR BOND LEVEL IN PRESTIGE

Patrons come with a variety of observances and taboos. Following the observances of your patron will put you in their favor and allow you to become a more powerful servant at an accelerated pace. They also have certain forbidden activities known as taboos. Breaking a taboo immediately causes your bond to be reduced by 1. If your bond is reduced, you lose access to the powers you gained as you fall out of favor. If your bond is reduced to below 2, then you are rejected by your patron and now have a bond of 2 on the enmity track with him.

You acquire a new patron by contacting them using the *Infernal Beckoning* ritual. When contacting a patron, an avatar of the entity is contacted. When convincing the avatar (passing the **CHARISMA** test) you gain the fiend as a patron. The avatar is usually a standard herald and has the statistics of a Major Demon/Greater Devil and is summoned in the normal way. There is no limit to the number of patrons you may have at the same time.

Patrons may be distant like gods or constantly meddle, requesting things of their servants at the whim of the Agonarch. Note that there are no restrictions to patronage. Though the following six are devils, characters may just as easily worship old forgotten gods or demons of their own or the Agonarch's design.



CARRION QUEEN, THE LADY OF RAZORS

Devil Lord of death, life, pain, slaughter, and childbirth

She does not speak of her origin. Some claim that she is the last survivor of a dead pantheon. This theory is the only one that rouses her wrath; other theories are merely scorned.

The Carrion Queen is violence. She represents the necessary agony of breeding, heaving, bleeding life. She sees herself as death incarnate, and because of this, she plots against Dauthaz. She is losing this battle, and hates him utterly.

The popular image of the Carrion Queen depicted on a great number of rotten tapestries is that of a woman giving birth while scavengers simultaneously devour the new infant. The details differ from culture to culture, but the central figures are the same. And in this allegory, we are simultaneously the mother, the child, and the scavengers. We kill to live, we are born to die, and we will eventually perish among violence like everything else in the universe.

The Carrion Queen manifests through the sun, which swells and darkens through the red spectrum. The landscape dims, and finally the gravid orb blinks open to reveal the singular eye of a crow. And the birds! They crawl up from the dust. They spring full-grown from the sand. All birds are represented, but carrion birds especially so. The birds land on you, on everything. To strike at one of the birds is to strike at her mouth. When they all take up screeching, crowing, and warbling, you will hear her voice in that great cacophony. It is possible to strike at her. This will be the only time that your arrows can reach the sun.

The followers of the Carrion Queen wed themselves to bloodshed. They wear red, the bride's color. Their first baptism is in the blood of their mother, when they are born. Their last baptism will be their own blood, when they are slain. They seek to help the Carrion Queen birth her son into the world. This requires nine living women and nine dead women, from different parts of the world, to give birth simultaneously. Her son will have eighteen mothers, in addition to herself.

She has no herald, and prefers to speak through birds. If you come across dead birds, you have earned her ire, and woe is you. If you come across dying birds, you have her favor or her agreement. For more complex messages, each of the dying birds may speak a single syllable before expiring, with the sum of their noises forming a complete message.

Taboos

- You must honor mothers.
- You must never strike to stun, daze, or capture.
- You must never cooperate with any creature that drinks blood.
- You must give yourself a new scar every time you kill.



Observances

- Sacrificing a baby (+1)
- Covering your naked body in the blood of a slain humanoid (+1, +2 if from a slain ally)
- Giving a willing victim a beautiful filigree of scars across their entire back. This takes 1 day (+1)
- Torturing a creature successfully (not pointlessly) (+1)
- Causing a critical on an enemy with a **Vorpal** weapon (+1)
- Anyone, under any circumstance, drinking your blood (-1)
- Fighting with a blunt weapon (-1)

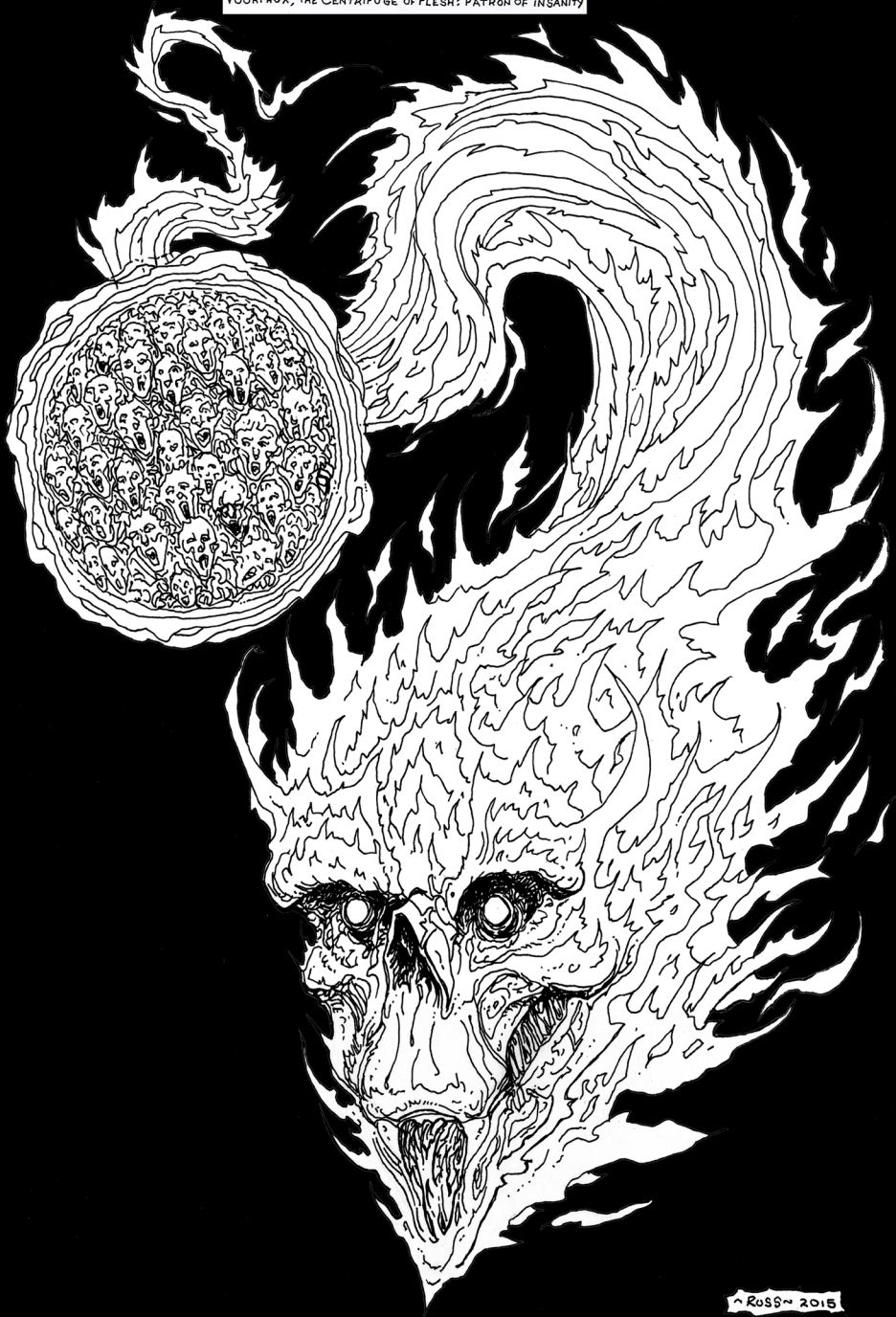
Bond Level	Granted Ability
2	+4 to saves versus pain and fear.
3	You can put the Vorpal curse on all opponents within 10" as a [Double Action]. The symbol of the Carrion Queen appears on their throat, and all slashing attacks are treated as Vorpal strikes. It lasts until the next new moon.
4	You learn the curse of failed motherhood. The target becomes pregnant. The next nine months will be filled with nightmares and they will wake with small scratches across their belly, as if from a dog's claw. At the end of the nine months, they will give birth to a clotted mass of black feathers, sticks, and dead leaves. This curse works on men as well.
5	By ritually sacrificing any living creature, you attract the services of a Harbinger (See page 258). The Harbinger will serve until dawn.
6	You can cause a creature's blood to betray them. By whispering to a creature's blood (any amount of fresh blood outside of their body), the blood will slither to them, leading you there by the most direct path.
7	If you possess the head of a creature, you can speak with it, as if it were alive. If you present it, you can speak through its mouth with its own voice.
8	The Carrion Queen has 17 children, all dead. Whenever you roll a 17 on an attack roll and it hits, the attack leaves a bleeding wound. The wound will bleed for 4b8 damage per round until the creature spends an [Action] addressing the wound.
9	Pain feels like ecstasy. You are immune to the negative effects of pain. If you wish, you can extend this ability to those that you cut.
10	The Carrion Queen gifts you with a Vorpal blade. It is covered with blood stains (and in fact is made from them). It pulses like a heartbeat in your palm whenever blood drinkers, undead, or agents of Dauthaz are near.
11	You may make an extra attack whenever you use your [Action] to attack.
12	You are a herald of the Carrion Queen. You become immune to critical hits. Any creature that drinks your blood from your veins dies instantly. You gain Fast Healing 5 and cannot be killed except through dismemberment. Whenever you get the killing blow on a challenging opponent, a dire crow appears to serve you permanently. Your heroic bonus increases by 3.

CARRION QUEEN, THE LADY OF RAZORS: PATRON OF DEATH



DAUTHAZ, KING OF GHOULS: PATRON OF DEATH MAGIC

VOORTHUX, THE CENTRIFUGE OF FLESH: PATRON OF INSANITY



^ROSS~ 2015

GRANDFATHER COUNT~THE-DAYS, THE DEMONIC COMET: PATRON OF MAGIC



DAUTHAZ, THE KING OF GHOULS

Devil Lord of gallows humor, terror, obedience, cannibalism, and dancing

They say that something of the soul passes on when one sentient creature eats another one. Dauthaz would be the prime devourer, the great cannibal who ate other great cannibals who ate other great cannibals. Another theory is that Dauthaz is a living incarnation of terror, who was born dead and never lived at all. His mirth and good humor are a consequence of this—since he eats the joy and confidence of his enemies, he is always in a good mood.

Dauthaz appears as a colossal, hunchbacked titan. Dozens of gallows are bolted to his back, and hundreds of corpses swing from them. He is followed by a parade of dancing skeletons. Within a mile of his grand procession, all mindless undead burst into dance, regardless of any previous control. Unless Dauthaz wishes them to do differently, of course.

His first gift to his followers is a tombstone, engraved with their name and date of birth. It is an honest gift, as the gravestones are elegant and masterfully made, but it is also a reminder of mortality. If Dauthaz is exceptionally pleased, he may also send gifts of grave-obelisks or mausoleums.

Dauthaz hates and mocks the Carrion Queen, who competes with him for the portfolio of Death. He is winning this war, fought over graveyards and battlegrounds, and he laughs long and hard with that knowledge. Dauthaz laughs but never smiles.

His herald is a fusion of three naked female corpses, each facing a different direction and joined together at the lower back. From each mouth sprouts a giant, necrotic finger, upon which it walks. Knives, blades, and scythes protrude from the abdomen and genitalia of the women. One is a young girl, another is a maiden, and the third is a crone.

Taboos

- Healing must not be given to the wounded.
- You must not eat flesh you did not kill.
- You must not weep for the dead.
- You must not voluntarily consume alcohol or mind altering substances.

Observances

- Laughing at a dying creature (+1)
- Killing a creature yourself by hand (+1)
- Exhuming a dead body (+1)
- Humorous manipulation or defacement of the dead (+1)
- Causing the dead to dance (+1)
- Failing to touch a dead body (-1)
- Accidentally consuming alcohol or mind altering substances (including some poisons) (-2)



Bond Level	Granted Ability
2	+2 to saves versus death.
3	Animate a number of dead as zombies. You may not have more total hit dice in followers greater than your hit dice, nor a number of followers greater than the number of hirelings you may have. Each zombie counts as a hireling who's loyalty is equal to 12 (fanatic). Each creature animated in such a way requires the expenditure of 25 steel pieces per hit die in magical components.
4	You may now animate your servants as skeletons. You may hypnotize and control the undead.
5	You make an average (difficulty 7) Ego test. Your level is compared to the hit dice of the undead and this value is applied as a modifier to this roll, i.e. if you are level 4 and you are hypnotizing skeletons, you add (Level 4 - 1 Hit die) three to the roll. You may affect as many undead as are in your visual range. You, of course, hypnotize and control the undead by dancing.
6	Your +2 bonus becomes a +4 bonus on saves versus Ddeath.
7	The undead you create are particularly powerful, gaining +2 to hit and damage and +2 hit points per hit die.
8	The undead you create are particularly tough, gaining an increase of 2 to their physical armor class.
9	You exude an aura of fear. Any living creature that attempts to engage you in melee combat must make a saving throw versus fear or gain the Shaken condition. If they are already Shaken, They become Panicked .
10	You may summon either 2d4 Shadows or 1d4 Wraiths once a day as a [Quick Action] to serve you for up to 1 hour. You command them as a group with your [Actions].
11	You may fire a ray as a magical attack at will as an [Action]. If it strikes the target, they are affected with enervation, losing one level for every 4 of yours. Each level lost causes them to lose 1 hit die and 1 spell die, and gain a -1 cumulative penalty on saves, attacks, and armor classes.
12	You gain the blessings of Dauthaz. Although still alive, you take on aspects of the dead and become immune to poison, sleep, paralysis, death effects, critical hits, ability drain, energy drain and ability damage. You no longer need to eat, breath, or sleep; your life force is sustained by the majesty of Dauthaz. You cease aging. You gain a number of bonus hit points to both your pools equal to your level times 2. Your mental armor class increases by 4.



GRANDFATHER COUNT-THE-DAYS, THE DEMONIC COMET

Devil Lord of magic, hatred, prophecy, fire, mathematics, and extinction

He is a comet, a fused mass of fossils and architecture from dead civilization, shaped like an inhuman skull. His burning tail is full of missing history and broken teeth. He circles the planet every 13 years, and with each revolution, he grows closer. One day he will strike the planet, burning the forests and blotting out the sun. He will metamorphosize then, and become something else.

The Demonic Comet is an accretion. He is the frustration of lost centuries and the agony of extinction, built up over the long eons, and fused into a existing comet. The knowledge that you are the last of your kind, and that you are dying—that sensation, distilled and refined, is the essence of Grandfather Count-The-Days.

His goal is simple: to crack the earth like the fist of an angry god. Toward that end, his followers destroy rare animals and works of art. When a species goes extinct, or a cultural touchstone is stamped out, one of his followers can perform a small ceremony that draws Grandfather Count-The-Days slightly nearer. Bit by bit, they are hastening the apocalypse.

His heralds are stone golems, amalgams of rotten architecture and ancient streets, filled with the bones of nameless civilizations and the hatred of forgotten races.

Taboos

- Never create anything. Not a book, not a chair, not a song, not a child.
- Respect things of antiquity and deep time.
- Show no kindness to children.
- Always keep track of the calendar and the time.

Observances

- Destroying a rare animal (+1)
- Destroying the last copy of a book or artwork (+1)
- Performing the hastening ceremony (+1)
- Solving a problem with mathematics (+1)
- Wiping away a foolish grin with a pronouncement of doom (+1)
- Making a math error (-1)
- Killing a dinosaur or a lich (-1)
- Disturbing the timeline (-2)



**Bond
Level**

Granted Ability

- 2** You know the ceremony that hastens the apocalypse. It takes 1 hour to perform, and can be done whenever you kill the last member of a species or destroy the last copy of a major cultural artwork/book. You and all allies that stamp the ashes together regain all your health and are cured of all ailments affecting you. In addition, everyone involved gains 1d4+1 mental and physical hit points permanently.
- 3** Once a day, you can cause a golem or other construct to gain the *Distracted* condition, with no save. It lasts for a turn (10 rounds).
- 4** You are empowered by your frustration. Every time you miss an attack, you get +1 to attack and damage. These bonuses are cumulative, but end if you change targets or land a successful hit.
- 5** You gain *Nightvision*. If you already have *Nightvision*, its range doubles.
- 6** You learn the secret of the falling meteor. You no longer take fall damage. Instead, when you hit the ground, all creatures below and within 2" of you take damage equal to the fall damage you would have taken. Victims may save for half damage.
- 7** You can speak with Grandfather Count-The-Days. He knows all things that have transpired at a particular location. He only speaks through skulls, and never through the same skull twice. He will not answer questions about things that happened in this location recently (in the last 100 years).
- 8** You can see through all illusions, transformations, and deceptions, but only in natural starlight.
- 9** You gain the ability to pronounce your own doom. You will not die in the next three rounds, but will absolutely die at the end of the third round, without any chance of salvation or resurrection. You count down audibly each turn.
- 10** You gain the ability to pronounce a creature's doom. You point at a creature and say '3', and the creature instantly knows that it must stop you from completing your countdown or it will be destroyed. You count down, and reach '0' after three rounds. When you reach '0', the creature dies. If you are disturbed during your countdown by taking damage or experiencing violent movement, the countdown breaks, and you can never again use it on that creature.
- 11** You gain the power of extinction. If you kill the most powerful member of a species, all of the other members of that species instantly die.
- 12** You gain the blessings of Grandfather Count-The-Days. Your body wizens until you appear ancient. You no longer age. You gain an aura of cruel eons. The aura extends 3" from you. All one hit die creatures and items in this aura age 100 years every minute. The aura has no mechanical effect on living creatures with more than 1 HD, but it does give them wrinkles. You can choose to exclude creatures from this aura if you wish, or even turn it off. You gain a number of bonus hit points to both your pools equal to twice your level. Your physical armor class improves by 4.



RASFEULON CAANOX, THE CONQUEROR WYRM

Devil Lord of desire, lust, arrogance, vermin, dragons, and pride

There was once a great dragon that struggled against Caanox, the god of worms. The worm-god emerged from that conflict weakened but triumphant, and in that state he parasitized the dragon's corpse, and became more than the sum of both creatures.

Rasfeculon Caanox appears as either an elder wurm of immaculate beauty and sinuous power, or a crater of thrashing worms that writhe around a dragon skeleton. Lesser creatures who stand before Rasfeculon Caanox find worms emerging from their skin and orifices, painfully but harmlessly. The effect continues for days afterwards, and the newborn worm will slither off to rejoin their lord.

This patron desires greatness, power, and satisfaction. The first lesson that his followers learn is that all the deadly sins are one sin: self-entitlement. And the Conqueror Wurm is the embodiment of that sin, and his followers echo that philosophy. There are claims that the original dragon still lives inside Rasfeculon Caanox, but if this is true, it is not apparent.

His herald is a purple worm with the head of an obese man, who constantly vomits and devours voluptuous psuedo-women, who do nothing but lavish him with attention.

Taboos

- Never settle for less than what you deserve.
- Bow to no one weaker than yourself.
- Give nothing away for free.
- You must never refuse the pleasures of the flesh (sex, drugs, feasts).

Observances

- Adding a significant item to your treasure hoard (+1)
- Having sex with a new species of monster (+1)
- Humiliating or torturing someone who once lorded over you (+1)
- Liberating vast wealth that you once coveted from someone who did not deserve it (+1)
- Throwing a party involving gluttony, violence, and an orgy (+1)
- Displaying humility in the face of someone who is less powerful than you (-1)
- Being made to look foolish (-1)
- Allowing yourself to be robbed by a weaker creature (-2)

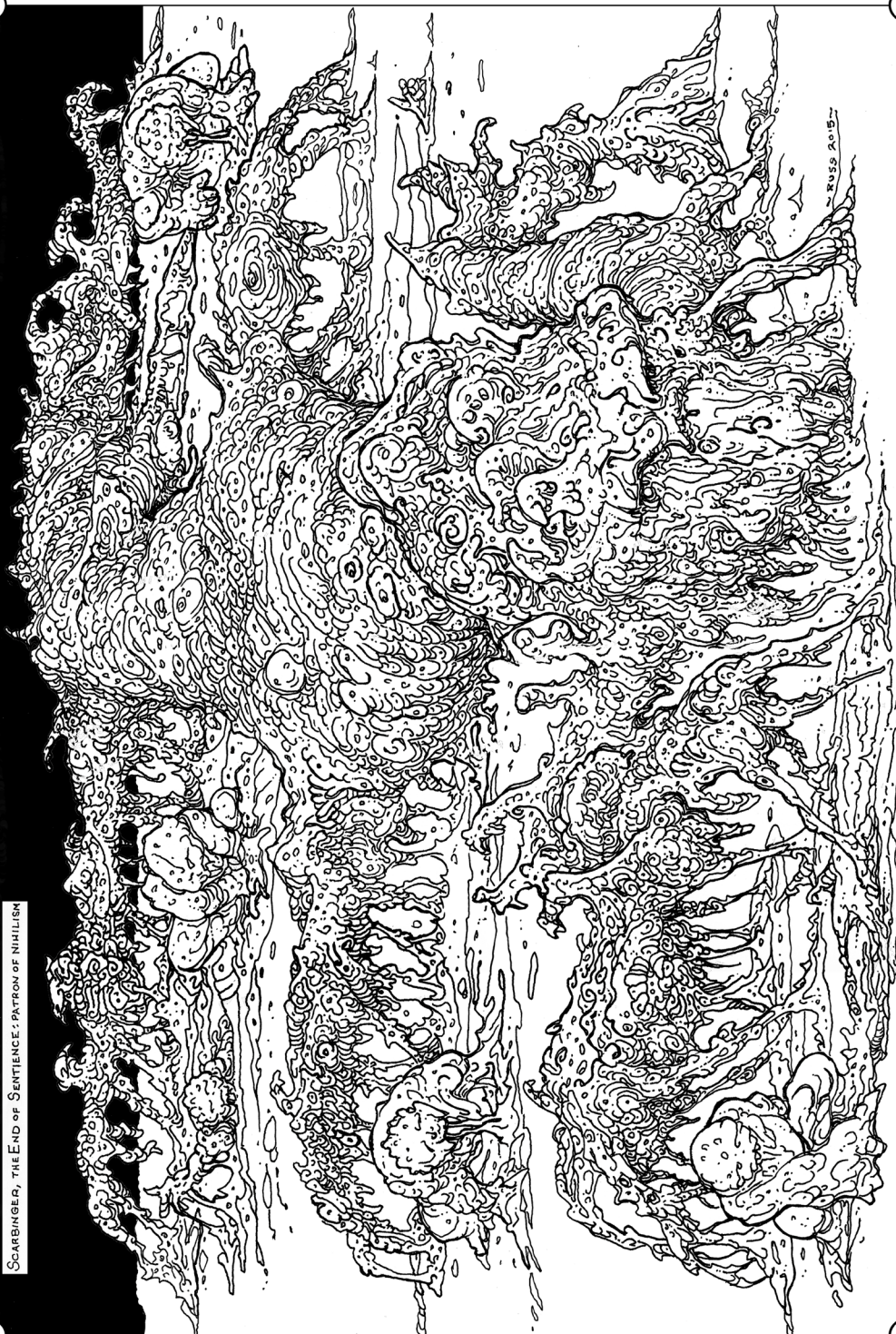


Bond Level	Granted Ability
2	You become immune to the effects of sexually transmitted diseases. You still catch them, you just don't suffer from them.
3	Once a day, you can utter a command as the minor law spell, <i>Command of Law</i> .
4	You may consecrate flasks of oil in the name of your lord in a ritual costing 25 steel pieces. Unholy oil sheds light twice as far, and if you personally ignite it, it will do 1d6 fire damage to anything it burns.
5	Immune to the effects of ingested (but not injury or inhaled) poison. Magical poisons or especially potent mundane poisons of any type can be safely eaten and will restore 1d8+5 physical and mental hit points.
6	You can make dramatic entrances, gaining +1 on your reaction roll. This ability only functions on people who were unaware of you before the attempt.
7	You get +4 when making a save to avoid losing control of yourself to another consciousness, such as with possession, charm, control, and domination, but not confusion or fear. You also gain +2 per hit die on psychic struggles.
8	You can utter a command as the minor law spell, <i>Command of Law</i> at will.
9	You are so magnificent that creatures with less than half as many hit dice as you will prefer to attack other targets instead of you. If they do attempt to attack you, they must make a save or lose their nerve at the last second.
10	Creatures with half as many hit dice that fail a morale test will not flee, but instead fall to their knees, groveling and begging to be of service. This ability has no effect if you are covered in mud, clearly dying, wearing a stupid hat, etc.
10	You can burrow through dirt at half your movement rate. You can also speak to worms of all types.
11	You gain the breath attack of your master, and may breathe a 6" cone of worms once per day. This deals 1d6 damage per character level and covers victims with worms, with a save reducing the damage by half and avoiding being covered with worms. Targets that are covered with worms will take an additional 1 damage per character level for 1d6 rounds every time they act, or until the target spends an action wiping them away. These worms will then crawl and burrow their way back to Rasfeculon Caanox.
12	You become immune to all mind-affecting effects. All creatures that have fewer hit dice than you hesitate to attack you, and will surrender rather than flee. You gain a number of bonus mental and physical hit points equal to double your level. You instantly know when your treasure hoard (designated by you at any time) has been disturbed, even by so much as a single coin. You can cast teleport as the ritual once a day with no cost, but the only possible destination is your hoard.

RASFEULON CAANOX, THE CONQUEROR WYRM; PATRON OF DESIRE



SCARBINGER, THE END OF SENTIENCE: PATRON OF NIHILISM





SCARBINGER, THE END OF SENTIENCE

Devil Lord of nihilism, fungus, bestiality, transformation, growth, and disease

Once there were titans, a race of heavenly giants. The greatest of them was Aeonus. He was the best of them, the kindest and the gentlest. He was perhaps the last Good creature to die.

There's not much left of Aeonus. Parasitized and colonized a thousand times over, his titanic corpse has hosted teeming generations of rot and insects. But that mound of pulsating rot has finally stabilized, centered itself, and evolved. The competing forests of fungi that grew upon the titan became of one mind, and it was strange and cruel.

She calls herself Scarbinger, and she dwells in fungus.

Scarbinger is massive, because Aeonus was massive. A corpse two miles long, flanked by flooded forests of fungi. The flesh is cracked and splintered; it has rotted into geography. There is nothing to compare it to. Corpse gases vent from purulent hills, and springs of black filth run down the sides of flaking bone. Pale spores fall like snow. The corpse has rotted for hundreds of years, and it will rot for hundreds more before it is finally consumed. Scarbinger embodies the joy of decay—the hot, wet life that springs from the corpse of the old. Death is a pregnancy. A corpse is an egg.

Nothing ends, it is merely transformed. And at the end of that transformation is Scarbinger, mindless and infinite, a seething horizon of fungal intent. Denial of the self. Abnegation. She represents the end of sentience and the death of the animal brain. Her servants are fungal giants, who grow out of the earth when summoned. They live for less than a day, pale fetuses who become pale, moist giants still sticky with the dirt that birthed them.

Scarbinger's herald is her slave, Cherago, who was once Scarbinger's greatest rival. Cherago walks on the shells of insects that flock to him, in order to die beneath his soles, so that his feet may not touch the vulgar earth. A halo of flies crowns his head, and all the plagues of the world fester in his gut. Even his gaze holds infection. The disease-bearing insects of the world travel to his mouth to die in his gut, where their corpses contribute to his rich, bacterial soup. When Cherago speaks, plagues flow over his teeth. Scarbinger does not allow Cherago to speak.

She is not ready for the world to end, yet.

Taboos

- Always leave a body for detritivores and scavengers (such as yourself). No cremation.
- Never destroy a fungus unless it threatens you or your allies.
- Never become pregnant, nor cause someone else to become pregnant.



Observances

- Dropping below 1 physical or mental hit point (+1)
- Eating the corpse of an apex predator that you found (i.e. that you didn't kill) (+1)
- Advancing the interests of a fungal civilization or powerful fungal creature (+1)
- Catching a new disease (+1)
- Losing a point of **CUNNING**, **EGO**, or **CHARISMA** (+1)
- Killing an immortal creature (+1)
- Expanding your consciousness by perceiving new realities or scrying (-1)
- Returning from the dead (-2)
- Gaining a point of **CUNNING**, **EGO**, or **CHARISMA** (-2)

Bond Level	Granted Ability
2	You can speak with fungi, molds, and lichens.
3	Once a day you can cause any fungus to grow to four times its size.
4	If you die and your body is left mostly intact for 24 hours, you will return as a fungal version of yourself. You are exactly the same, except you now have Fire Vulnerability and desire nothing except the advancement of Scarbinger's goals. The second time you die, you stay dead.
5	Your saves versus disease are Penalized . However, the effects of diseases are reduced to their most minimum effect.
6	If you have access to at least a 20'×20' area of corpses or fertile soil, you can summon a fungal giant (see page 255). Will only respond to two commands: "protect me" and "wait here". Lasts 1 day before dissolving into mush.
7	You can speak with slimes and oozes. Their minds are slow and subtle, although their actions are almost mindless. They are completely consumed by their id.
8	Whenever a compulsion or mind-control effect forces you to do something, you can instead choose to do the exact opposite.
9	Diseases have no negative effect on you. You just collect them inside yourself. If you bite a target, the target must save against all of your current diseases.
10	You gain a +4 on social attacks versus fungi, molds, slimes, lichens, and oozes.
11	You gain an additional +2 HP per hit die. All sentient fungi recognize you as a powerful creature in the favor of Scarbinger; most will be willing to serve you.
12	You are immune to critical hits and have no essential organs. (You can survive the removal of your head, although this will do damage to you, of course). When you die, you will always return as a fungal version of yourself, effectively making you immortal. Each time you return from "death", you may choose to gain a new mutation. However, if you choose to gain a new mutation, you have a 1-in-10 chance to return as an utterly alien creature, which will then leave the party in pursuit of its own goals.



VOORTHUX, THE CENTRIFUGE OF FLESH

Devil Lord of insanity, music, paradoxes, circles, rotation, and bards

The way she tells the story, Voorthux was the product of a great tragedy.

A mad king once rounded up all beautiful and musical souls and cast them into a pit, deep and cold and narrow. Thousands died, crushed to death by the ones in the top. While they died, they sang. Voorthux was born. But sometimes Voorthux claims that she is the sum of all temporal paradoxes. And sometimes Voorthux claims that she is born from lies. Just as lies self-propagate, requiring more lies to support themselves, so does she spin ever faster and faster. But Voorthux lies effortless and constantly, so it is probably that none of these stories are true, and the truth is stranger still.

Her goals are to destroy all truth and spread misinformation. They replace books with lies, spread rumor as truth, and preach—indirectly—that Truth is worthless compared to the values of Joy and Freedom.

Voorthux appears as a great sphere of gelatinous human forms, spinning at a frightening pace. The whole thing hangs impossibly in the air, whirling faster and faster. And from the mouths of the glutinous mass comes a gurgling cacophony of discordant voices, shrieking with glee as their voices doppler into something more than music but somehow less than mere noise. When Voorthux appears, everything spins. The moon twists in its socket. The trees pirouette atop their roots. Stick around long enough, and your head will begin to revolve, slowly and inexorably, until your neck snaps.

Her heralds are homunculi—false humans. Some appear completely human, some appear horrendously false. Some imitate us perfectly, while others are mockeries, in every sense of the word. All are beautiful, in their own way, and all possess frightening power. All of them have no internal anatomy; if you cut one in half, you will see nothing but a smooth plane of undifferentiated pink flesh.

Taboos

- Never speak plainly or simply.
- Write nothing for others. No books nor letters save those that are for you alone.
- Give nothing away for free.
- You must never refuse the pleasures of the flesh (sex, drugs, feasts).

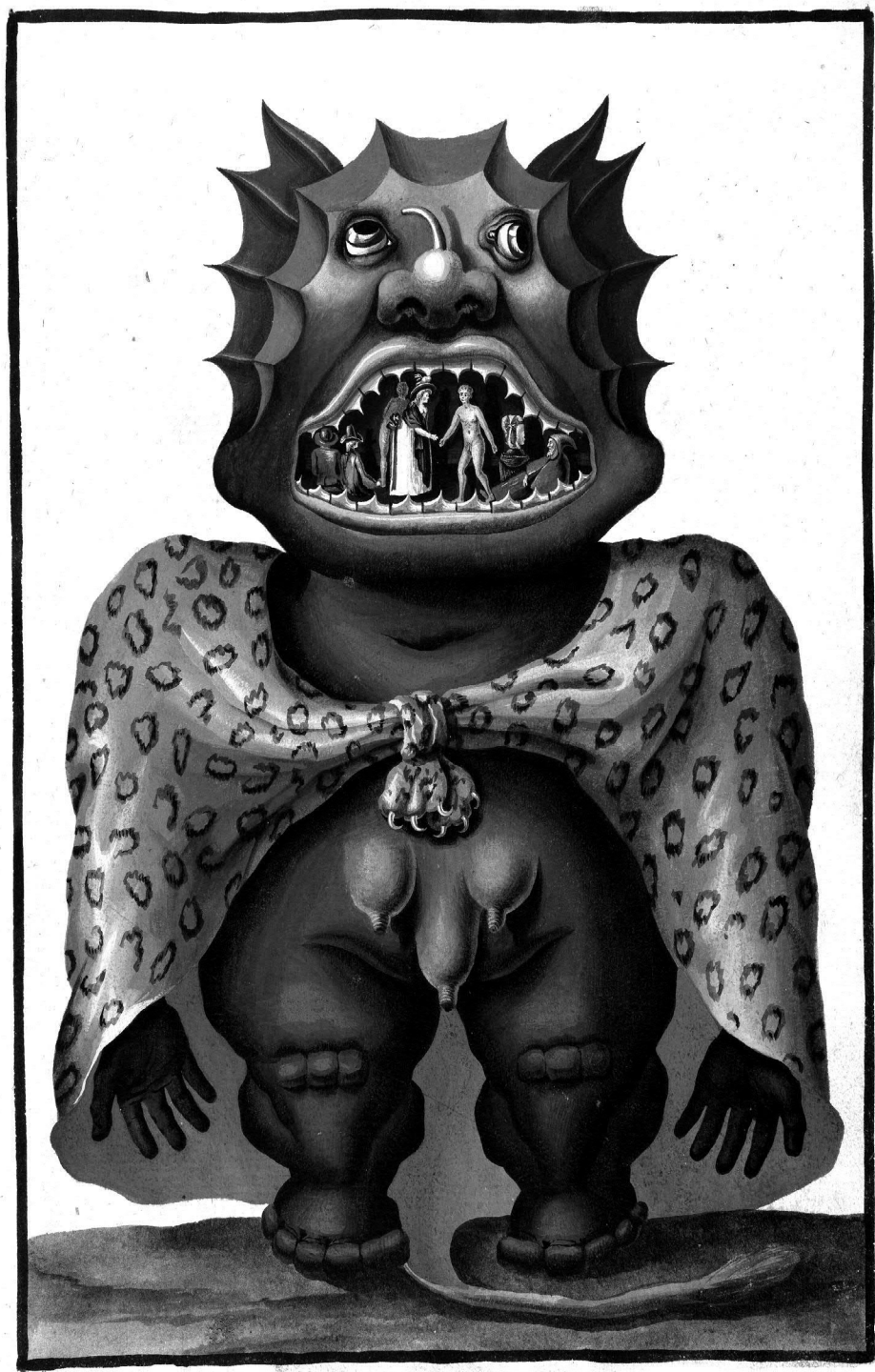
Observances

- Composing and singing a new song at the table, however brief (+1)
- Crushing an enemy to death, e.g. under a bookcase or in a rockslide (+1)
- Entertaining your enemies with song and humor (+1)
- Corrupting knowledge by replacing it with lies (+1)
- Creating a paradox (+1)



- Allowing someone else to be funnier or more entertaining than you (-1)
- Not dancing when there is music (-1)
- Failing to laugh at misfortune (-1)

Bond Level	Granted Ability
2	You get +2 to reaction rolls with clowns, beggars, kings, and leaders.
3	Once a day you can cast <i>Friends</i> as the Enchanter spell.
4	You do not need an instrument to play an instrument. You can also wear imaginary clothes and get any mundane benefit they might provide to you.
5	Magic cannot reveal if you are lying.
6	Whenever you get to a new town or city, you “coincidentally” get an invitation to a social event.
7	You get +4 when making a save against sound and language-based effects. When you are killed by a specific enemy, you have a small chance to recover. First, you must succeed at a difficult (difficulty 9) CHARISMA test. If you succeed, the person who killed you must make a death save. If they fail this save, they
8	spend the next 1d6 rounds shivering and trembling while their limbs revolve in their sockets. At the end, they are transformed into you, effectively killing them. You revive with 1 HP. This has no effect against opponents with more than 3 hit dice than you.
9	Once a day you may vomit forth a laughing mob of gelatinous pink creatures. They resemble you, but 8” tall and with subtle distortions. They are a mindless swarm with 4 hit dice, a physical armor class of 14, and they suffocate for 2b4 damage. They cover a 2” square. They will obey any order you give, with a 25% chance to invert it, and instead do the opposite. They cannot receive new orders until they have completed the old one. If left to their own devices, they will break everything, kill your enemies, and then cover surfaces with rude graffiti.
10	If you fail a saving throw against an ongoing effect, you can get another saving throw against it if you spend an [Action] laughing and spinning around as fast as you can. Shake it off!
11	You can focus your gaze on an object, causing it to rotate or spin. Humanoid-sized creatures will also be spun around, giving them the <i>Entangled</i> condition. This is a [Quick Action], but you must maintain your gaze. You are <i>Penalized</i> while taking any other action that requires vision.
12	Whenever you fail a save against a mind-affecting effect, you can choose to become affected by hideous laughter for one round instead. Your gelatinous innards are immune to crushing and constriction damage. Whenever you take damage, you can choose to split the damage with your primary minion or follower, as long as that minion is in visual range. Voorthrux also personally delivers a magical instrument to you, with powers determined by the Agonarch.



AGONARCH



TREASURE

Treasure is anything that has value, and quite a lot is viewed as valuable in Perdition. It is not long till an item ends up in the hand of a fiend, and it is an even shorter time till their superior acquires that item. Most magical treasure quickly travels away from the plane of Perdition and to the lords and ladies of hell. Magic is best kept hidden.

Explicitly that means besides gems, jewelry, and alchemical items, magic should be rare. No assumptions are made that characters have or need any magic items—most of their power comes from their class abilities. However there is no harm in the discovery of interesting magical items.

Any use or display of magic items in public or with a method that leaves survivors causes a 1 in 20 chance a fiend will come looking to add the item to their collection. If the wielder is unclear, the fiend may come after the party. This chance is negated if the use of the magic item is surreptitious or obfuscated.

GEMS & JEWELRY

Gems and jewelry are beautiful, easily transported stones and metals of value. If you discover gems or jewelry, roll three dice, one for each column on the following tables. The values are only estimates, rolling a number of d10's equal to 0's can give you an exact value.

Roll	Gem	Quantity	Value
1	Agate	1	1 Cs
2	Amethyst	1	1 sp
3	Malachite	1	2 sp
4	Moonstone	2	5 sp
5	Turquoise	2	10 sp
6	Coral	2	15 sp
7	Onyx	3	20 sp
8	Topaz	3	25 sp
9	Garnet	3	50 sp
10	Amber	4	100 sp
11	Jet	4	150 sp
12	Pearl	4	200 sp
13	Sapphire	5	250 sp
14	Fire Opal	6	300 sp
15	Opal	7	500 sp
16	Jade	8	1,000 sp
17	Emerald	9	5,000 sp
18	Black Sapphire	10	10,000 sp
19	Ruby	2d10	25,000 sp
20	Diamond	4d10	50,000 sp



Roll	Type	Jewelry	Value
1	Ivory	Anklet	1d10 × 100 sp
2	Wrought Silver	Brooch	2d6 × 100 sp
3	Wrought Silver & Gold	Choker	3d6 × 100 sp
4	Wrought Gold	Circlet	5d4 × 100 sp
5	Jade	Clasp	1d6 × 1,000 sp
6	Coral	Comb	2d4 × 1,000 sp
7	Wrought Platinum	Crown	2d6 × 1,000 sp
8	Silver with Gems	Earring	1d4 × 10,000 sp
9	Gold with gems	Necklace	1d6 × 10,000 sp
10	Platinum	Pendant	1d8 × 10,000 sp
11	Platinum with Gems	Scepter	1d10 × 10,000 sp
12	Astral	Orb	2d6 × 10,000 sp

ALCHEMICAL ITEMS

Monster Essences

The essence of monsters can be collected and sold to spell casters (assuming one can be found). Each monster has a number of essences equal to its hit dice. Each essence is worth 500 sp, and can be sold for 250 sp. This provides 250 prestige to the characters if the essence is successfully collected, which requires an **Alchemy** skill check of 6+.

Spellcasters may use monster essences to ‘add’ spell dice to their roll, possibly increasing the power of their spell. For every essence added, roll a free ‘essence die’. Doing so exhausts the essence. Monster essences are also used in magic item creation—a process left to the discretion of the Agonarch.

Roll	Grenade	Steel Pieces	DC
1	Alchemist’s Fire	200 sp	4
2	Alchemist’s Fist	500 sp	6
3	Alchemist’s Ice	500 sp	7
4	Alchemist’s Knife	400 sp	6
5	Alchemist’s Shock	300 sp	5
6	Flash Pellets	500 sp	6
7	Frost Sap	400 sp	6
8	Frozen Prison	1,500 sp	6
9	Smoke Pellet	250 sp	4
10	Stun Gas	2,000 sp	6
11	Tanglefoot Bag	500 sp	6
12	Thunderstone	300 sp	6
†	Holy Water	†	†

Grenades

In order to craft a grenade, they have to succeed at an Alchemy roll of the target listed in the table. It costs half the retail price in essences to make the attempt. A failure means the materials are wasted and lost. A successful physical ranged attack must be made with grenades, which have a range increment of 4” + **PHYSIQUE** bonus.

Alchemist’s Fire: Does 1d6 points of fire damage to the target and 1d6 points of fire damage the next round. Target may catch fire (see page 132). Attempting to extinguish the flames as an [Action] negates the second round of damage.



Alchemist's Fist: Does 1d4 points of piercing damage and the target must succeed at a physical struggle versus 6d6 or be knocked *Prone*.

Alchemist's Ice: Does 2d4+2 points of cold damage to the target.

Alchemist's Knife: Shrapnel bursts in a 2" radius. Targets in light or no armor take 1d8 points of slashing damage and gain the *Bleed* condition. Targets in heavier armor take 1 point of damage.

Alchemist's Shock: Does 1d8 points of electricity damage to the target. It does 2d8+2 if the target is wearing metal armor.

Flash Pellets: Anyone within 12" and line of sight of the flash pellets must make a saving throw versus paralyzation or be *Blinded* for a turn (10 rounds).

Frost Sap: Does 1d6 points of cold damage to the target and 1d6 points of cold damage the next round. Scraping off the sap as an *[Action]* negates the second round of damage.

Frozen Prison: Traps the target in a layer of ice. The target must succeed at a physical struggle versus 6d12 or be *Grappled*. They may attempt to escape as a *[Double Action]*. Each time initiative pools refresh the prison loses a die of strength, i.e. on round two it has 5d12 dice to apply to the struggle, next round it gives 4d12.

Smoke Pellet: Creates a thick cloud of smoke, 2" in diameter. It blocks vision, obscuring whatever is behind it.

Stun Gas: This causes a 2" radius cloud to spring up from the impact point that lasts for 1 round. Everyone inside or who passes through the cloud must make a saving throw versus paralyzation or become *Stunned*.

Tanglefoot Bag: This bag of adhesive causes any target struck to be *Entangled* for a turn. It also attempts to grapple them. The target must succeed at a physical struggle versus 3d8 or be *Grappled*. Targets may attempt to free themselves from the grapple as an *[Action]* on their turn. If not grappled, a target may use a *[Double Action]* to free itself from the *Entangled* condition.

Thunderstone: Everyone within 2" of the detonation point must make a saving throw versus paralyzation or gain the *Deafened* condition for a turn (10 rounds).

Holy Water: This is not an alchemical item, but is instead created by blessing water in a sacred temple. If bottled in a clean crystal container and sealed with silver, it will do 4d8+4 damage to undead, 3d6+3 points of damage against any creature with a **WICKEDNESS** greater than 10+, and 1d6 points of damage to any creature with a **WICKEDNESS** greater than 5+.



Potions & Oils

Potions and oils are produced by alchemists in a way similar to grenades. The cost to create these potions is not paid in steel, but instead in monster essence. E.g. an elixir of healing requires 2 hit dice of monster essences. If not listed, duration is determined by the encounter die.

Elixir of Foolish Bravery: Hit points are doubled, but the character has poor judgement, and is unable to tell how much damage they have taken. Player is not informed if she is hit or how much damage she takes. When the effect ends, the extra hit points are subtracted from the player's total.

Elixir of Healing: This potion heals $2\text{d}4+2$ points of mental and physical damage. Roll for the amount of healing and apply it to both hit point totals.

Elixir of Extra-healing: This potion heals $3\text{d}8+3$ points of mental and physical damage. It works as an Elixir of Healing.

Elixir of Heroism: Gain a bonus of $1\text{d}4+1$ to your attacks, hit dice, and saves. If you are first, second, or third level, gain $1\text{d}6+2$.

Roll	Potions, Oils	Steel Pieces	DC
1	Elixir of Foolish Bravery	1,000 sp	3
2	Elixir of Healing	1,000 sp	3
3	Elixir of Extra-Healing	7,500 sp	6
4	Elixir of Heroism	1,000 sp	6
5	Elixir of Life	25,000 sp	7
6	Elixir of Neutralize Poison	8,000 sp	5
7	Elixir of Speed	4,500 sp	6
8	Elixir of Strength	8,000+	7
9	Oil of Resistance, Element	4,000 sp	5
10	Philter of Control	25,000 sp	5
11	Potion of Arcana	10,000 sp	6
12	Potion of Athletics	5,000 sp	5
13	Potion of ESP	8,500 sp	7
14	Potion of Flying	7,500 sp	7
15	Potion of Free Action	9,000 sp	7
16	Potion of Gaseous Form	4,000 sp	7
17	Potion of Growth	3,000 sp	4
18	Potion of Stoneskin	10,000 sp	8
19	Potion of Ventriloquism	8,000 sp	3
20	Potion of Water Breathing	9,000 sp	4



Elixir of Life: If used within 5 rounds of death on a body that is in reasonably good condition (brain intact), the body is brought back from the dead. The character has 0 hit points and is unconscious and requires a week of bed rest. It cures no wounds or damage from battle.

Elixir of Neutralize Poison: Most poisons take a turn to affect the victim. Consuming this elixir will completely neutralize the effects of the poison.

Elixir of Speed: This grants the user an additional initiative die. It is said to be both unhealthy and addictive.

Elixir of Strength: This increases your physical armor class, bonus to hit, **PHYSIQUE** tests, and damage. The weakest potion provides a +2 to these values. For every additional 1,000 steel pieces used in the manufacture of the potion, gain another +1 to a maximum of 14,000 steel pieces, granting a +8 to physical armor class, hit, damage, and **PHYSIQUE** Tests.

Oil of Resistance, Element: This grants you resistance to a particular element (fire, ice, acid, or electricity). If making a saving throw versus that energy type, your saving throw is *Augmented*.

Philter of Control: This allows you to engage in a psychic struggle with a certain particular creature type determined at item creation. You need a whole, undamaged brain of the type of creature you wish to control in order to craft this philter. Once consumed, you may attempt to win a psychic struggle against a creature with an additional +6D6 dice. If the psychic struggle is successful, you have dominated the creature. They may attempt to break free from your control as a [*Double Action*] but the potion makes them view you in a favorable light, so unless they have some reason to, they will not. You may control the dominated creature on your turn to take any action the creature is capable of taking instead of your own action. This potion lasts 1 hour, and those you control are aware of your influence after the potion ends.

Potion of Arcana: This potion grants you an additional 5 spell dice for the duration of 24 hours.

Potion of Athletics: This potion grants a +10 bonus to all of your **Athletics** checks.

Potion of ESP: This allows you to detect the thoughts of others. You must know the language the creature speaks. Non-sentient creatures only transmit basic pictures and drives. It takes 1 turn to scan an area.

Potion of Flying: This allows you to fly at a base speed of 9" (adjusted for encumbrance) for 1 hour. It costs double movement to ascend, and ½ movement to descend. When the duration ends, you float gently to the ground.



Potion of Free Action: This grants free action. You are immune to magics that impede movement as well as attempts to grapple, shove, or otherwise move you or impede your movement.

Potion of Gaseous Form: This allows you and your gear to turn into an insubstantial gas for 1 turn with a movement rate of 3". You are immune to weapon and spell damage during this time (but may still be attacked psychically). You may travel through any crack or narrow passage no matter how small.

Potion of Growth: You grow to quadruple your normal size. You gain a -2 to your physical attacks and armor classes. You gain a +4 modifier per hit die on physical struggles. You reduce all physical damage take by 2, and add 2" to your movement rate. Your damage rolls are *Augmented*.

Potion of Stoneskin: The user reduces all damage by granting *Slashing*, *Bludgeoning*, *Piercing*, and *Teeth and Claw Resistance*. It also improves your physical armor class by 4 points.

Potion of Ventriloquism: This allows the user to cause her voice to sound from anywhere within 18".

Potion of Water Breathing: This potion allows the user to breath underwater for up to 6 hours. It may be split among several people, e.g. six people may each breathe underwater for 1 hour, or three people for 2 hours. It does not provide any skill at swimming.

MAGICAL ITEMS

Magic items are not expected treasure and should not primarily provide mechanical bonuses. They should do interesting things and usually come with a cost. No magic item should be selected from a list; they must be independently created by every Agonarch in order to feel magical. A good enough **Arcana** check (DC 6) will allow you to identify if an item is magical. A good enough **Bureaucracy** check (DC 6) with access to a large enough library will give you some history on the item and an idea of what it is capable of.

Some items are charged. Each charged item has a die type in this die chain: 1b3, 1b4, 1b6, 1b8, 1b10, 1b12. When it is used, roll the die assigned to the charge. On a 1, you then drop down to the next lowest die, until you roll a 1 on the 1b3, at which point the item no longer works.



Wands

Wands generally provide a number of dice that can be used to cast a certain specific spell. Sometimes, very powerful wands will work with an entire focus of magic, such as Arcana or Illusion, though they will never be more powerful than that.

In addition to bonus dice, some wands may provide a 'secondary fire' adjustment to the spell. This allows the caster to choose either the normal spell as it is cast, or a different version of that spell, enabled by the wand. Some examples:

Shooting Star: A magic missile variant that fires one missile. The damage from the caster's magic missile spell is totaled i.e. for a fifth level caster the missile does 6d6+6 damage. After striking the first target, it passes through them and strikes a second target doing one die less damage, and so on and so forth until the damage is exhausted.

Lightning Ring: This allows the caster to create a ring 1" wide of lightning that varies in diameter from 1" to 4". Anyone within this ring takes 1/2 damage from the lightning. E.g. a sixth level caster will cause 3d6 to anyone within the spell area. This spell lasts for an entire turn, and the caster can spend a [Double Action] to change the size of the ring. The ring moves with the caster and affects ally and enemy alike.

Wands are only useful for a limited time, and eventually must be recharged. Once charged, wands are granted a charge die of 1d12. Some examples of ways that wands might be recharged include the following:

- The wand must be bathed in the blood of a female orc virgin no older than 9 years of age.
- The wand must be exposed to the light of a full moon focused through a diamond lens for 8 full hours.
- The wand must be buried in the ground beneath the corpse of a dragon for a full day.
- The wand must be immersed in the salt gathered from tears of joy.
- The wand must trace the mystic pattern said to lie in the cave of the worg.

These methods of recharging are indeed obnoxious, but since wands rarely possess negative qualities, they should not last forever. The Agonarch should take into account the types of locations the players will have available to visit. The more powerful the wand, the more obnoxious the method of charging it should be.



Staves

Staves generally provide access to a suite or unique themed set of spells. They are also 'charged' items, but of a special sort. They have a number of dice available (between 20-200) that they use to cast their spells, exactly as if they were casters themselves. For example, a Staff of the Green, containing the spells Entangle, Plant Growth, and Bounty of Nature (unique spells created by the Agonarch) has a grand total of 121 dice. When it is out of dice, it becomes a useless stick.

In order to use a staff, a spell-caster must bond with the staff. This process takes 24 hours, and the caster must sacrifice as many dice as the staff contains spells. E.g. in order to bond with the aforementioned Staff of the Green, the caster loses access to three of her spell dice as long as she is bonded with the staff. A caster may only be bonded to one staff at a time. When bonded with a staff, the caster is subject to certain side effects. E.g. while bonded with the Staff of the Green, the caster's skin turns ivy green, and they no longer require food; however, if not exposed to the sun every 24 hours for at least 6 hours, they become fatigued. A week without sunlight causes permanent exhaustion till re-exposed, and a month will kill the wielder.

Staves are capable of performing a retributive strike. If shattered by the person bonded with the staff, the remaining dice within the staff cause a huge explosion equal in scale inches to $\frac{1}{2}$ the remaining dice. Anyone within this radius (including the person shattering the staff) takes the remaining dice in the staff as damage, i.e. a staff with 43 dice left does 43D6 in damage to everyone within 21".

Rods

Rods are unique tools that rarely have drawbacks. They often serve a variety of functions, but rarely are all these functions known. It can be quite dangerous to experiment with a rod. Examples of rods include:

Rod of Immobility: A rod that when one of its buttons are pushed refuses to be budged from its location in space time.

Rod of Expansion: This is a 6" long, 1" thick rod, that depending on the button pushed can extend out from 1 foot to 12 feet instantly.

Rod of Rulership: Allows the bearer to attempt to make a psychic struggle as if their mental hit dice were d10's against anyone who can see the bearer. On a success, the targets treat the bearer as if she were their lord and sovereign.

Rods are simply very advanced tools and may or may not be charged at the Agonarch's whim. If discharged, it may be exceedingly difficult to find out how to recharge them.



Magical Items

Magical items cover the rest of various trinkets. These should not enhance character abilities—no magical item should do something as prosaic as just adding brutality dice to a thug or increasing a stat or saving throw.

Each magical item should do something unique or special, and they should all have a cost in order to use them. Here are some ideas for magical items.

- A brush that can write a message on liquid that can be read if the message is bottled and poured out later. All liquids the bearer imbibes while in possession of the brush taste of brackish water.
- A small figurine that when thrown to the ground becomes a full sized creature. However, such a creature is a thinking living being, and depending on the purposes it is commanded to may curse or haunt the wielder.
- A sack that is always full of meal every time it is opened, and yet the possessor is beset by constant unending hunger, causing a -1 to all their rolls.
- Bracers that once worn cannot be removed. They allow the wearer to fly while riding any horse; however, if they engage in any human contact, they draw the life force from those they touch.
- A brick that when thrown to the ground will enlarge to become a barrier, but cannot be discarded and counts as an encumbering weight.
- A fey cap that grants invisibility, the ability to alter your form to look like any person, or a bonus to **PHYSIQUE**, but curses the wearer to become jealous and possessive of the item, increasing their **WICKEDNESS** slowly over time.
- An instrument that grants legendary musical ability, but requires the user to make a saving throw or play the instrument at inappropriate times.
- A bag of demon teeth, that when thrown to the ground creates demons to serve you, but makes you the target of several powerful demon lords.
- A rock that when slept on, rises the ground up between 10'-100'
- A stone that while possessed grants the user the ability to see perfectly in all kinds of darkness, but blinds the user in any lit area.
- A cloak that protects the user by making them appear several feet from where they stand, causing the first attack to always miss them and granting +2 to their physical armor class and saving throws, but on any odd result of a **CHARISMA** test, causes the user to say something they would not normally say, applying a -4 penalty to the test.
- A torque that provides a psychic power and additional power points, but occasionally infects the wielder with the spirit of the original owner.



Weapons/Armor

As noted before, players gain most of their abilities and powers from their classes. Any benefit something like a magical weapon or armor provides is beyond that and so should be considered carefully before being handed out.

These items, weapons and armor, are filled with pathos, and often are possessed by those that die while wielding them. It is rare that they escape these psychic energies. Weapons tend to develop personalities, and armors tend to cause their wearer to develop quirks.

Some of the things that weapons can do include:

- Grant visions to their wielder
- Allow their wielder access to spell effects
- Allow their wielder to detect things hidden from the ken of normal men
- Talk
- Possess their owner (see page 116)
- Charge their owner with purpose
- Change the personality of their owner
- Flare with elemental energies
- Draw souls from their opponents
- Attack on their own
- Sever limbs

Some of the traits armor can possess include:

- Unique types of protection
- Appears as something other than it is
- Possesses a visible or spiritual aura
- Acts and is as comfortable as normal clothing
- Has a unique scent
- Has an unusual appearance
- Made from an unusual material

Some of quirks certain armor or weapons can cause:

- The bearer grows hair at a fairly prodigious rate, becoming hirsute in short order
- The user constantly is suffering from slow seeping wounds
- The user takes on a wild appearance
- The user suddenly appears small and slight
- The user gains several prominent tattoos
- You gain a verbal quirk or accent
- Your physical bearing changes



Crystal Balls

Crystal balls allow a number of useful functions. First, they allow you to descry on a familiar area or known individual. Doing so requires a successful **Arcana** check (6+). Certain mystical protections may make this more difficult. On a failure, the crystal ball is inoperable for the day. Anyone in the area where you scry automatically can make an **Arcana** check (6+) to become aware that they are being descried upon. A success at this check allows them to see you and affect you with both spells and psychic attacks.

The crystal ball can also be used as a communication device. Anyone with whom you are familiar (i.e. have a bond of 4 or higher) can be mentally conversed with no matter their location. Certain powerful crystal balls are said to grant the ability to read thoughts or even more powerful abilities.

Scrying and the Empyrean

The Empyrean, sometimes called the astral, is not a place that can be visited. For mortals, it is only possible to perceive the Empyrean. It is where wards, sigils, and magical threads of concentration and augury are visible. This is not to say that many wards and magical effects are not visible to the plain eye, most are. But it is your ability to see the Empyrean that allows you to sunder them. Succeeding at an **Arcana** check represents your attempt to perceive (or in some cases affect) the Empyrean plane.

With this vision the practitioner can also detect and utilize ley lines, cosmic nodes of elemental power, and locations filled with powerful psychic residue, in addition to the standard uses of seeing magical effects, auras, wards, and threads of magical concentration with **Arcana**.

Looking into the Empyrean is like looking into a painfully bright light. Is is lain directly over the physical world, but objects are covered by their spiritual energy. Those who can view the Empyrean say that there is a constant dull roar, like the sound of static, wind, or blood rushing near the ear. Pure objects sparkle and emit rainbow waves of light, whereas wicked objects and people are covered in purple-black tendrils of galvanized webbing that reaches out to the environment, leaving a dark blight in its wake. It is the space where the platonic ideal and true meaning of people and situations become chimeric images that fitfully overlay reality accompanied by sonorous reverberation. It is not pleasant and may be habit-forming.

It is this place that the end of your scrying tunnel, magical energies that sustain wards, and threads of magical concentration are visible. You do not need **arcana** to be aware of these things. Wards themselves are frequently visible as a field of force covered in glowing and shifting runes, usually in a translucent subdued pastel neon color. Temporary enchantments, the effects of magical spells both sustained and not, and magical items frequently emit bright, fiery energy depending on their effects. Attempts to scry are not visible to the normal, unaided, human eye.





CAMPAIGN DESIGN

So how do you run a campaign in *Perdition*?

Perdition is designed so that whatever is happening, it puts you into conflict with the next dramatic thing. If you have a successful mission, expect other powerful devils to try and take some of your prestige away from you by demanding things from you. The things they demand can lead to further adventures. Refuse the demand and you have a vendetta to deal with, which can take any form you want.

Some examples of demands:

- Complete a degrading task
- Complete an impossible task
- Take on an unwanted responsibility
- Taking the credit (prestige) for something the players did and forcing the players to support it
- Giving gold or treasure
- Forced to spread or confirm untrue rumors
- Wear a (degrading) emblem or symbol
- Demand they submit to a procedure

Some examples of vendettas:

- Slay a certain number of your opponents friends/companions
- Single combat
- Scavenger Hunt, recover so many items within a time limit
- Engage in a contest of skill
- Steal certain amount of money

As you can see, any action the players take opens up several new options for them. Throw in a demonic invasion, personal missions, and other complications, and the campaign quickly becomes an organic living event, driven by player agency.

CAMPAIGN THEMES

Exploring Ancient Ruins

Once there was a world that was here, before the fiends came. What of the mythic dwarf? Were elves real? What ancient secrets and treasure lie in those old ruins, dungeons, and buildings?

Working For the Man

Your patron provides for you and so you provide for your patron. You work as a group in his service. He stands against the current ruler of your province and opposes the works of all demons. He gives you task after task and you have no other purpose than to serve his needs. Or do you?



Survival

Framed for a crime you did not commit, you are hunted and survive as soldiers of fortune. Any civilization is dangerous to you, so you must always stay on the move, never staying in one place for more than a few days, otherwise your hunters will catch you. Will you help people that find you along the way?

Treasure Hunters

You seek riches and power, and you know the quickest route to that is to sneak into people's homes and kill them! Wait, not people, monsters. You always get that mixed up. Plus, when your friends die, you can take their loot too! Soon you will be the most powerful and all will have to follow your whims.

Demon Hunters

The devils have nothing on the hoards of demons that threaten to break apart all of reality. Your group moves across the land, breaking up demon cults, tracking and hunting singular demons, and generally taking steps to make the world safer for everyone.

Food Critics

There's a lot of inhospitable land between you and your next dinner review. But people are counting on you to know where to eat.

CAMPAIGN ADVICE

There's a lot of specifics not covered in the rules *by design*. The intent is that you have a discussion with your table on how you would like to handle these edge cases. For example, the intent of the spell is clear. The specifics of the edge cases are up to you and your table. The things to keep in mind during this process are the following:

1. It is a process of discussion and communication.
2. It is not the Agonarch's job to 'control' or 'reign in' the players.
3. The focus should be on what is best for the campaign.

There aren't any character builds in *Perdition*. Anything can be selected at any time without any pre-requisites. The idea is that whatever you are selecting should be *awesome*. Magic comes with risk, it should be worth it. Selections of class powers are infrequent, they should be powerful. You can always throw new challenges and opponents at the party. Have these discussions with that in mind.



WICKEDNESS

Remember, **WICKEDNESS** is not a way to punish players—it is a technique designed to encourage player adventure.

This is a measure of the evil your character has committed. It is only concerned with evil and suffering. The world of Perdition is one of objective, palpable evil. It can be seen, detected, and even used to weave enchantments and sorceries. Your **WICKEDNESS** score will increase by simply existing in Perdition over the course of your life, because simply existing makes you complicit to the evil that allows your survival. You may lower your **WICKEDNESS** by Atoning.

How much **WICKEDNESS** is too much? **WICKEDNESS** accumulates in Perdition for all those who countenance evil. Like all ability scores, it ranges in value from 0 to 20. Having a **WICKEDNESS** higher than 10 qualifies you as wicked or evil. Attacking or harming people with a **WICKEDNESS** of 10 or greater is not considered an evil act, even if unprovoked. Nefarious powers also take note of you once your **WICKEDNESS** exceeds 10. Once your **WICKEDNESS** is 15 or greater, you frequently attract supernatural attention. This can take the form of goblins being generated by your evil thoughts and speech all the way to demons and devils seeking you out.

Before you take any action to increase your **WICKEDNESS** score, the Agonarch will tell you that the action will do so. The amount your **WICKEDNESS** increases is set by your Agonarch.

In general, your **WICKEDNESS** score travels towards a higher number with little effort. If no significant evil acts have been taken and your **WICKEDNESS** is less than 10, after the passage of a year, roll a 1d10. If the result is less than or equal to the current **WICKEDNESS**, then increase it by one. Small evils are tracked this way, there's no need to track every little iniquity that the players engage in.

Large acts of evil, however, can cause an immediate increase in **WICKEDNESS**. These are actions that cause real, concrete harm. This includes torture, rape, maiming, lies that allow/cause suffering, wielding evil magics, allowing evil to occur via lack of action, or attacking and harming creatures with a **WICKEDNESS** of less than 10 among others. The ends do not justify the means. If the case is borderline, a **WICKEDNESS** save may be made by rolling a 1d20 and attempting to roll a value equal to or higher than your **WICKEDNESS**. On a failure, your **WICKEDNESS** increases.

Clarity of communication with your players is key. It is important that your **players** know before they take an action that it will cause an increase in **WICKEDNESS** even if it involves information their **characters** might not have. The purpose of increasing **WICKEDNESS** isn't to trick your players; the purpose is to provide them with meaningful choices. Yes, this means that before your players attack, they must be told if the people they are attacking have a **WICKEDNESS** of less than 10 (unless of course, they were attacked; You never gain **WICKEDNESS** from defending yourself from attack, even if you use lethal force in the defense).



Characters can frequently be put into situations in-game where they could be pressured or forced to commit wicked acts. Devils, vastly more powerful than the characters could make demands via the Vile Conclave. Devils could command that the players rape or kill innocents, mutilate people, or even subject themselves to rape or mutilation. Creatures could commit enormities that the players aren't strong enough to stop. Until the characters gain power, it is literally a situation where they are more valuable to the devil dead than alive.

It is important that you understand the boundaries and expectations of the actual human players before diving head-first into gore, loss of power, mutilation, and complicity with evil. If your group isn't interested in such taboo topics, restricting demands to giving devils credit (prestige) for player success or minor humiliation (like licking boots) might be more than enough to communicate the nature of hell.

You *must* explicitly talk about these things with your players. Don't assume consent or interpret their behavior. Check with them about their expectations and boundaries before the game begins and check with them before and after sessions to see if they have any thoughts. If they do, listen to them and change the game. Remember, it's a game, not a vanity project. You are part of a group where the goal is to have fun.

This is a game and a large portion of the enjoyment of a role-playing game comes from empowerment. The purpose of the Vile Conclave and devil demands is to make the eventual revenge against the devil lord even more fun. The character's final victory over the devil that had been harassing their player should be even more cathartic and empowering if they've endured acts of degradation, loss of control, autonomy, power, or gear by the fiend.

To be very clear, the goal is engagement and fun. Check with your players about their boundaries explicitly before doing something inside the game. If the player is uncomfortable, stop. If it's not fun for the players, don't do it. Breaking your players' boundaries is wrong. Don't do it. Using the position of Agonarch to enact power fantasies over your players is wrong. Don't do it. The text assumes all players are adults. Act like it.



WHAT IS WICKED?

Appropriate behaviors vary by culture and location. Anyone who's taken a philosophy class knows that one can quickly get bogged down in a mire of the rightness or wrongness of an action, and it is too much to expect everyone to even be on the same level of moral reasoning.

Moral Reasoning Hierarchy

Stage 1	How can I avoid punishment?
Stage 2	What's in it for me?
Stage 3	What are social and societal norms? How am I recognized as a good person?
Stage 4	What is the law?
Stage 5	What is the social contract I am beholden to?
Stage 6	What is the highest ethical principal?

If mired in one of these debates, there is a simple system to resolve whether or not the activity is a Wicked one or not. Considering your culture, myths, legends, and history, or lacking those, the most popular form of entertainment of the day (e.g. movies), is the action something a villain in media would do? This changes over time. In the 1950's in America, a heroic protagonist could use the word "nigger" without compunction, whereas saying "fuck" would instantly mark someone as villain, whereas the reverse is true in the second decade of the twenty-first century. The Agonarch summarizes the behavior, and everyone including the Agonarch votes on if that action is considered something a villain might do.

There are situations that may call for an increase in **WICKEDNESS** of greater than one point. This is any action that crosses the moral event horizon. This is the point at which the character's actions become irredeemable, the point at which the character in media has sealed their fate, and even if they repent, they won't be allowed to survive (or only do so in the worst of circumstances) because of the enormity of their actions. Depending on the severity, it can increase **WICKEDNESS** by a value up to 5, but only in the most extreme circumstances.

ATONING & WICKEDNESS

Atoning allows you to shed **WICKEDNESS**. The simplest way to shed **WICKEDNESS** is devotionals. For every month you spend engaged in meditation, peaceful practice, thoughtful behavior, public service, and self-flagellation, you may choose to spend 1,000 steel pieces and 1,000 prestige once to attempt to lower your **WICKEDNESS**. Roll a 1d10. On any roll greater than your current **WICKEDNESS** level, your **WICKEDNESS** lowers by 1.

But what if your **WICKEDNESS** is 10 or higher and you can't lower it via this method? That is considerably more difficult. There are no public gods or patrons who have such a power. Your best bet is for the character to contact a representative of one of the old gods, who are barely a memory now, for their priests and paladins can geas you wh a quest that can restore the honor of the irredeemable. In order to contact them, you perform the devotional service above. Each month instead of having a chance to lower your **WICKEDNESS**, you have a 10% chance to receive a vision of the location of a servant of an old god.



DEVILISH APPEARANCE TABLE

Devils who have been promoted from rank and file soldiers, resemble humans, with minor cosmetic changes. As devils grow more powerful, the range of forms they can take greatly expands, though many are partial to humanoid shapes.

1. Black hair - severe widows peak
2. Light red skin - bright red skin
3. Pale skin - translucent skin
4. Strange eyes - unusual eyes
5. Small horns - large horns
6. Pointed teeth - fangs
7. Short tail - long tail
8. Extended ankles - hooved feet
9. Extruded bone - bone ridges
10. Musky scent - brimstone or sulphur smell

Strange eyes are eyes that are purple, gold, or red.

Unusual eyes are solid red, black, or white eyes, or glowing red eyes

DEMON APPEARANCE TABLE

Demons have wildly varying appearances, being formed from the very chaos of the universe. To generate their appearance you can roll "all the dice" and make sense of what you get, but if you want a humanoid demon, then just roll a d4, d8, and d10. Or perhaps you decide you want a demonic bear, so rolling just a d4 and a d8 will tell you about all its demonic traits.

Eyes 1D4

1. Normal
2. Vertical pupils
3. Bulging
4. Segmented

Body types 1D6

1. Ape
2. Reptile
3. Beetle
4. Wasp
5. Bear
6. Pig

General appearance 1D8

1. Tall
2. Lithe
3. Barrel-chested
4. Short
5. Stout & stocky
6. Willowy & rubbery
7. Grotesque & fat
8. Muscular



Flesh Types 1D10

1. Smooth and hairless
2. Furry
3. Bristles
4. Leathery
5. Scales
6. Slimy
7. Warted/Leprous
8. Wrinkled
9. Translucent
10. Human normal

Head types 1D12

1. Crocodile
2. Wolf
3. Crow/raven
4. Ant
5. Bear
6. Faceless
7. Human
8. Ibis

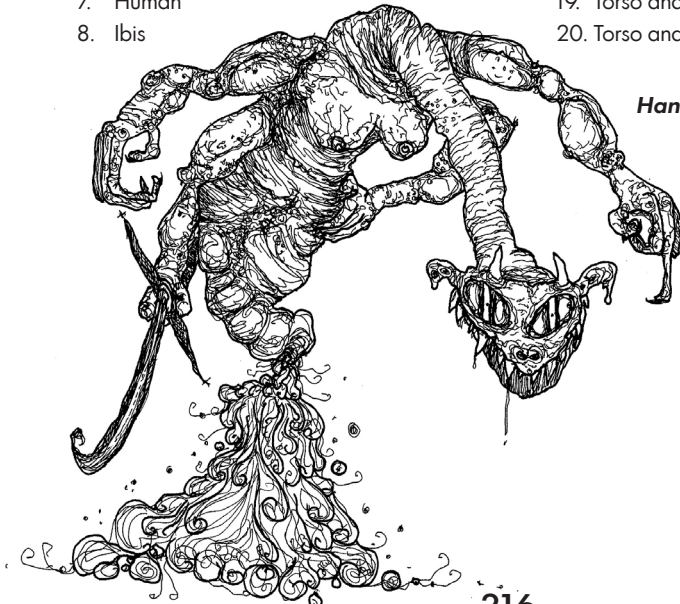
9. Serpent
10. Bat
11. Horse
12. Weasel

Overall feature 1D20

1. Upright, 2 arms, 2 legs
2. Upright 4 arms, 2 legs
3. Upright 6 arms, 2 legs
4. Upright >6 arms, 2 legs
5. Upright, 2 arms, 4 legs
6. 2 arms, 4 legs
7. 2 arms, 6 legs
8. 2 arms, multiple legs
9. 4 arms, 4 legs
10. 4 arms, 6 legs
11. 4 arms, multiple legs
12. No legs, hovers, 2 arms
13. No legs, hovers, 4 arms
14. No legs, serpentine 2 arms
15. No legs, serpentine 4 arms
16. No legs, serpentine 6 arms
17. No legs, serpentine 8 arms
18. Torso and head only, floating
19. Torso and head, only legs
20. Torso and head, only arms

Hands replaced by

1. Hooks
2. Knives
3. Claws
4. Chains
5. Buzz saws
6. Axes





SUMMONING CATASTROPHE

There is a possibility of a catastrophe while summoning. If one occurs, roll on the following table.

1. All magical items are drained within 1 mile.
2. Noxious and poisonous fumes pour from the dimensional gate for a number of years, corrupting and contaminating the area for weeks or possibly even longer.
3. There is a huge explosion as hellfire and brimstone pour through. Take 10d6 damage and everything nearby is on fire.
4. 1d12 random fiends pour through the gate, all hostile.
5. You are transported to an actual plane in the hells or abyss with no way to return.
6. Your form twists and changes. You lose 1 hit die permanently and gain 3 chaos mutations (see page 247).
7. You gain the enmity of a fiend.
8. All the dead within 1 mile are restored to a semblance of life as demonic spirits animate their corpses.
9. A fiendish creature immediately attempts to possess you. Your mental hit dice are halved for the struggle.
10. All living plants within 1 mile of the summoning site die.
11. Groundwater is rendered toxic in a 2 mile radius. Anyone who drinks it acquires a plague.
12. An endless swarm of insects pour through the gate as 1-10 billion insects enter the plane of Perdition.
13. You summon an actual deity or old god, furious as being called to Perdition.
14. The summoning building is teleported 2-200 miles in a random direction.
15. A darkness begins pouring out of the gate; it continues to grow, and there is no telling when or if it will stop.
16. Instead of summoning a fiend, you summon 1d4 very angry elementals.
17. The summoning building is transported 5d8 weeks into the future.
18. All food within 1 mile is affected by a hallucinogenic fungus. No visible effect occurs.
19. All metal turns to dust within 1,000 feet of the summoning circle.
20. Explosion; everything within 2,000 feet is destroyed.



CONDITIONS & TRAITS

Blinded: Cannot see, -4 on all attacks, -6 penalty to initiative factor.

Bleed: On a maximum damage result, targets automatically take 1d6 or weapon damage every time they take an [Action], till bandaged. On a [Double Action] they take the damage twice.

Confusion: The target acts randomly. Roll 2d6 each time the creature gets an action. On 2-5, target acts normally; on 6-8 target takes does nothing, babbling incoherently, acting crazy; on a 9+ target attacks companions.

Cursed: One of the following effects strikes the target: roll 1d6 on the Critical Derangement: Mental Damage and Illness table (pg. 158); roll 1d6 on the Critical Ruin: Fire, Acid, and Lightning table (pg. 158); reduce any two ability scores by 6; grant a permanent *Penalized* condition on attack rolls, ability tests, and skills.

Damage Reduction X: You lower the damage dealt by X.

Darkvision: You are able to see in dim light, darkness, and magical darkness as if it were bright light.

Deafened: The target cannot hear, granting a -2 penalty on initiative factor and magic rolls.

Distracted: The target removes one die from their initiative pool. This cannot remove the last initiative die from the pool.

Enraged: Attack and damage rolls are *Augmented*.

Entangled: Half movement, -2 to armor class and attacks.

Exhausted: Half movement, Armor classes halved. Attacks, damage, and skill checks are *Penalized*. Lose one initiative die; this cannot remove the last initiative die from the pool. Hit dice are considered halved for all struggles.

Fast Healing X: Gain the number of physical hit points each time your initiative pools refresh. If out of combat, gain 10 × the listed hit point total every turn.

Fascinated: As *Distracted*, but takes no action, unless threatened. Can also be ended by a non-fascinated ally as an [Action].

Fatigued: Half movement. Attack rolls and skills are *Penalized*.

Feebleminded: Both **EGO** and **CUNNING** are reduced to 3.

Grappled: Cannot move, cannot attack with weapons that do not possess the *AGILE* quality.

Infuriated: Attack, damage, and saves versus compulsions are *Augmented*. Physical armor class is halved, mental armor class is doubled. Hit dice for struggles are considered doubled. Must continue fighting (i.e. making attacks, not casting spells, etc.) until there are no more combat targets, friendly or otherwise.

Light Sensitivity: Target suffers in bright light; all their rolls are *Penalized*.

Nightvision: You can see normally in dim light and see in darkness as if it were dim light.

Panicked: Drops held items and flees combat, using all their actions to move away for 1d4 rounds.

Paralyzed: Targets may not move. They are able to breathe, speak, look around, and think. They may not make physical or magical attacks, but may still make psychic and social ones.

Petrified: Subject is turned into a solid. They are alive, but unconscious. Probably. They do not age or experience any degradation while petrified. Though if their physical form is damaged or destroyed, they will be if they are ever un-petrified. The ritual of *Softening* (see page 164) un-petrifies petrified creatures.



Pinned: You are helpless; hit dice are halved for escape attempts.

Prone: You are lying on the ground; +4 physical armor class vs. ranged physical attacks and spells, -4 physical armor class vs. melee physical attacks and spells. It costs an [Action] to stand up.

Resistance: There are two kinds. Resistance to attacks, which raise your armor class versus classes of attacks (physical, magical, social, and psychic); or resistance to damage, which reduces the amount of damage you take from damage types by half (fire, slashing, etc.)

Scent: You can track with the **Survival** skill. If you already can track, scent provides a +2 bonus. You can pinpoint within a 1" diameter where any target you cannot see is located.

Shaken: Attacks, skill checks, and ability tests are **Penalized**.

Sickened: Attacks, saves, damage, skill checks, and ability tests are **Penalized**.

Staggered: When you are staggered, any action you take costs all your initiative dice. You cannot perform [Double Actions].

Stunned: Drop everything held and lose an initiative die from your pool.

Subdued: The target is cowed and cannot act unless commanded to by their subduer.

Vorpal: Any attack roll of a natural 18+ on the die causes an immediate roll on the Critical Ruin: Slashing table.

Vulnerable: The target cannot resist the attack. They take double damage from the vulnerability.

Penalized: This is shorthand to indicate while you have this condition you roll a smaller die size, based on the following sequence: d20, d16, d12, d10, d8, d6, d4. If your attack rolls are penalized, you roll a d16 for them instead. If you are skilled at a task and it's penalized, you roll a d6 instead of your normal d8 for that skill. If you lack the appropriate dice, decide as a group to either subtract 4 from a d20 roll and subtract 2 from skill checks, or roll two dice of the normal type and take the lower one.

Augmented: This is shorthand to indicate while you have this condition you roll a larger die size, based on the following sequence: d24, d20, d16, d12, d10, d8, d6, d4. If your attack rolls are augmented, you roll a d24 for them instead. If you are skilled at a task and it's augmented, you roll a d10 instead of your normal d8 for that skill. If you lack the appropriate dice, decide as a group to either add 4 to a d20 roll or 2 to a skill roll, or roll two dice of the normal type and take the higher one.

Generating Unusual Die Values: If you do not have a d16 or d24, you can easily mimic these dice rolls. 2d4 will give you a range of 1-16. On a 1, read the second die as 1-4, on a 2, read the second die as 5-8, on a 3, read the second die as 9-12, and on a 4, read the second die as 13-16. A 1d6 and 1d4 (or 1d2 and 1d12) will give you a range of 1-24 in a similar fashion.

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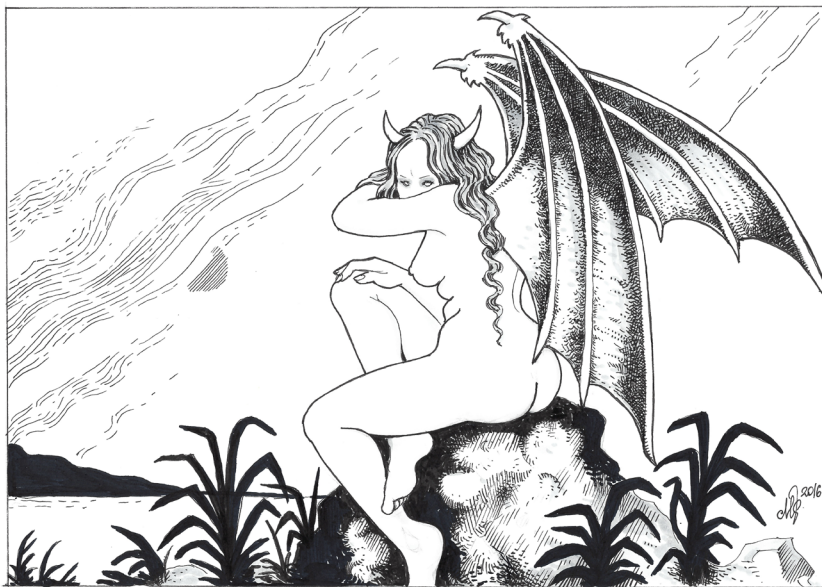
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AFTERWORD

Perdition has been a long road. From its first inception as “What 3 books would you limit a 3.x version game to?” to that clarifying my love of psionics and hell as things that Dungeons and Dragons games moved towards. Sure, you are killing orcs now, but someday a real challenge awaits. Perdition is my attempt to just make that happen. Characters are powerful and durable and full of fiddly bits for players to love, but the enemies are demons and devils or worse.

Most people aren’t fond of psionics in Dungeons and Dragons. They are wrong. I didn’t make this game for them. I made it for me. But I didn’t do it alone.

A lot of real talent worked on this project: Russ Nicholson, British illustrator of Warlock on Firetop Mountain, early Warhammer, and more fantasy illustrations than you can shake a stick at. Noted surrealist Heather Gwinn illustrating all the wonderful summons penned by Arnold Kemp, one of the most creative voices in the field of fantasy adventure game design. Matthew Adams’s brilliant expressive art is so beautiful it hurts sometimes. It’s been fantastic to see and acquire Michael Raston’s raw art, and lucky enough to get a few beautiful illustrations from the talented Marcin’s art out of his busy schedule. Sándor Gebei is one of the best editors I’ve worked with. I am fortunate to have worked with an amazing array of talented people.

If you like Perdition, support it. There’s a free version because I want it to be played so play it. Talk about it. Post about it on message boards. Join an internet community or group. Run games online. Review it. If you’re offended, please tell everyone! And, if you have the means, buy thousands of copies and visit my blog and become a Patreon.

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He is three feet long and covered in fur. He wishes you would visit and read his blog as well as buying everything he ever writes.

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