

CONTAGION

SAVAGE EDITION



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LICENSED PRODUCT

A ROLEPLAYING GAME OF
MODERN HORROR AND URBAN FANTASY

J.B.

CONTAGION

SAVAGE EDITION

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THANK YOU

Sarah, Saylor, and Amethyst. You are the brightest, most beautiful and most wonderful women in the world. This is for you! THANK YOU!

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This book contains rules, setting material and fiction that use the occult, the supernatural, horror, urban fantasy, violence, magic, angels, demons, religion and various potentially offensive subjects and elements in order to tell make-believe stories. This is NOT an endorsement of any of these themes.

It is only a game.
Nothing in here is real.
If you cannot handle that:
Don't play.
Don't read.
Get help.

Everyone else: enjoy!



The morning sun crept over the horizon, spilling sunlight across the surface of the lake. From the boat landing, it looked as if the trees were parted deliberately to frame the rising sun. Autumn had set in and the leaves were at their brightest hues. The air was cool but comfortable and the sunlight promised impending warmth.

A woman sat on the boat landing, dipping her bare toes into the cool water below. She noticed the water licking at the hem of her cream colored dress, but didn't mind the dampness. She held herself in a comforting hug that she knew she needed but had too much pride to ask for. Wisps of her long blond hair blew into her face in the gentle breeze, providing the only momentary obstruction to between her ocean blue eyes and the sun, which held her gazed fixed.

"I hear that's bad for your eyes."

The interruption, though sudden, was not unexpected. If the woman was startled, she showed no outward sign.

"Vicious truth, spread by my enemies," the woman replied as she brushed her hair out of her face and looked down at the water. In the surface reflection, she could see her companion, standing on the edge of the dock, looking at her with smirk that utterly failed to hide the sadness in his deep brown eyes.

The man sat next to her and began removing his worn tennis shoes. Countless miles ago they were expensive, far more symbolic of social status than athletic utility. Now, like their owner, they were showing the wear of their travels. Rolling up his pant legs into cuffs, the man dipped his toes in the lake.

"How was your trip?"

"Informative," the man replied, with a chuckle. He was unaccustomed to having to go anywhere to seek information, and the novelty of a space in reality that was beyond his perception had not yet worn off. "There are still some parties that disagree with your plan."

"Any that you think are in a position to stop us?"

"No," the man replied. "The rules you've set on the escape have aggravated more than a few of the imprisoned gods, but most will fall in line, at least until you've given them their freedom."

"I'm not giving them anything," the woman said, looking her companion in the eye. "The key to that cage isn't mine to give."

The man chuckled. "Right. Free will and all that."

The pair sat in silence as the sun crept over the horizon. After several minutes, the man spoke.

"You sure you want to go through with this?"

The woman nodded. "It's the only move that makes sense. We can't just sit this out. We owe them more than that."

"Who," the man shot back. "Who do we owe? The gods? The humans? When did the entire cosmos become our responsibility?"

The woman smiled as she reflected on her answer. "Hasn't it always been?"

The woman rose to her feet and offered her hands to help the man to his feet.

"I think so," the man said, taking the woman's hands and standing. "My memory isn't what it used to be."

"None of ours are," the woman said. "Which is another reason we can't back down. We need our memories back. Untainted. We need to be able to plan our next steps with our full faculties instead of stumbling around in the dark. Once Ganesha is free, he'll be able to make that happen."

The man wrung his hands, nervously. "You sure he can do that?"

The woman grinned ear to ear, letting an adorable little chuckle escape. "You're not? Come on, Ornias."

The woman pinched her companion on his cheek as he scowled. "Have a little faith," she added.

The woman turned from the sunrise and began walking up to the cabin next to the lake. The numerous signs, sigils and wards spray painted on the exterior glimmered in the morning sun. The man watched her walk away, only calling out once she reached the shore.

"Lucifer?"

The woman stopped, pivoting to look back at her companion. He continued to speak. "You really believe this is the right thing to do?"

The woman laughed. "Right? I don't know. Given my track record, that's probably a good sign though, wouldn't you say?"

Ornias stood on the dock and watched as Lucifer Morningstar, First of the Fallen, renunciate of Heaven and Hell, bounced cheerfully into their hideout to put the final touches on planning a celestial jailbreak.

“Even if there is only one possible unified theory, it is just a set of rules and equations. What is it that breathes fire into the equations and makes a universe for them to describe?”

-Stephen Hawking, “A Brief History of Time”

Basic Rules

Contagion Savage Edition is a role-playing game. Like any game there are rules of play, which players and Gamemasters will use to determine the outcome of various conflicts. Many situations within a role-playing game are handled through character interaction and role-play. A player declares the actions he would like to take, or speaks the dialogue his character would say, and the other players or the Gamemaster respond by describing the actions or relaying the dialogue of characters or NPCs. In many dramatic situations, the rules of the game are not necessary as conflict, drama and story are resolved through interaction. When simple narration will not resolve an issue, or when there is a chance that the characters may fail their attempted actions, the rules come into play. Players make tests as directed within the rules to determine the outcome of such attempted actions.

The **Contagion Savage Edition** role-playing game utilizes the basic mechanics presented in *Savage Worlds*. This book assumes the players and Gamemaster has a copy of those rules and builds upon the concepts presented therein. **Contagion Savage Edition** also draws heavily on concepts presented in the *Savage Worlds Fantasy Companion* and the *Savage Worlds Horror Companion* and the use of those

materials is highly recommended, though not entirely necessary for play.

Permutations

This section covers any alterations and permutations to the basic rules presented in *Savage Worlds*, when playing **Contagion Savage Edition**. These rules are highly suggested for use with **Contagion Savage Edition**, but may be included or excluded at the Gamemaster’s discretion. Many Gamemasters will wish to limit their campaign to only one or two of the following setting rules, which is fine. Feel free to use whatever works best for your story, make up new rules as you need, and discard what you do not like. Just be consistent and fair, communicate clearly to the players which setting rules and permutations are in play, and most importantly: have fun!

Backlash (Savage Worlds Horror Companion)

The possibility of magic leading to madness is a staple of horror and fantasy storytelling. For campaigns or characters utilizing the Sanity system (see below) the Backlash rules presented in the *Savage Worlds Horror Companion* are wholly appropriate. Furthermore, magic is nothing if not chaotic. GMs are encouraged to come up with their own home-brewed consequences for Backlash. Be just and fair, but do not be afraid to be a little unpredictable. When a character uses magic, they are twisting the universe to suit their whims. The universe may well come to resent that and react accordingly.

Blood & Guts

The world of **Contagion Savage Edition** is violent and brutal. The Blood & Guts setting rule, as presented in *Savage Worlds* applies. Furthermore, when facing off with the supernatural, characters can further improve damage through the use of Contagion Points as detailed in **Chapter 2: Character Creation**.

Chronological Phenomena (Savage Worlds Horror Companion)

There are a few instances of Chronological Phenomena in the **Contagion Savage Worlds** metaplot, and this Setting Rule is totally appropriate for inclusion. Furthermore, Gamemasters may wish to offer their own little tweaks such as including new dates, such as solstices, equinoxes, or the holy days of various religions in the list of options for Chronological Phenomena. Other potential permutations of this Setting Rule would be to grant penalties on certain days (as opposed to the standard bonuses that accompany this Setting Rule), restrict the effects of the Chronological Phenomena to certain races, or manipulate the Power Point costs of certain Arcane Backgrounds at certain times up or down. This will lead to additional bookkeeping on the part of the Gamemaster, but can also add a very cool arcane feel to the campaign.

Critical Failure

The world presented in **Contagion Savage Edition** is a dark place. As a result, **Contagion Savage Edition** uses the Critical Failure Setting Rule as presented in *Savage Worlds*. Furthermore, expenditures of Contagion Points cannot prevent the effects of a Critical Failure, though they can sometimes be used to help the character cope with the aftermath.

Fanatics

Though most characters in **Contagion Savage Edition** should be unique individuals with complex motivations, there is certainly no shortage of broken souls willing to succumb to total fanaticism when faced with the supernatural. Some supernatural beings have no fanatical followers while others have a cult of supporters who are all too happy to die for the cause. Feel free to grant Fanatics, as presented in *Savage Worlds*, to Wild Card antagonists as you see fit.

Gritty Damage

In the world of **Contagion Savage Edition**, violence is brutal and getting hurt sucks. As a result, games set in this world use the Gritty Damage Setting Rule as presented in *Savage Worlds*.

Special Circumstances

The world of **Contagion Savage Edition** is vast and complex. As a result, some Setting Rules only apply in certain circumstances or for certain characters. The following Setting Rules are totally optional, but can add some extra fun flavor to your **Contagion Savage Edition** campaign.

Sanity (Savage Worlds Horror Companion)

The Sanity system introduced in the *Savage Worlds Horror Companion* is perfectly suited for portraying the horror that one can



experience when facing the supernatural. While the default system for **Contagion Savage Edition** does not take Sanity into account, some Gamemasters may wish to incorporate the Sanity rules, especially for human characters.

Uneven Playing Field

The world of **Contagion Savage Edition** is not always a fair or just place. As a result, the rules work differently for certain races, creatures, Hellspawn or environments. This Setting Rule permits such creatures to have access to the benefits and hindrances of some Setting Rules that do not apply to other creatures. Such instances are listed in the race, creature, Hellspawn or environment's description.

Note to Gamemasters: While the Gamemaster is the final arbiter of all rules, and essentially the referee of the game, this is a position that comes with a certain amount of responsibility. Ensure that you are always treating your players fairly and refrain from altering the rules without a story-based reason. Make sure your players feel that they are being treated respectfully and fairly, otherwise you will very quickly find yourself without any players. Don't be a bully.



Joe Siquah hadn't been back to the reservation since he was seventeen. His mother had insisted on dying during childbirth, his father had insisted on living in the bottom of a bottle and his grandfather had insisted he learn the ways of shamanism, preserving the connection between his people and their totem. Joe insisted that life would be much better out East and as soon as he was able, he hitchhiked to New Jersey where he got a job as a barback and worked his way through community college. His degree in business management had done him little good, and a decade later; he was still a barback, though he'd gotten himself a few bartending shifts.

Every couple of years he would get a phone call from his grandfather, begging him to come home. He would always say he'd think about it and he would always be lying. It had been about eighteen months since he had last heard from his grandfather, when he was awakened on an especially chilly January morning by a five am phone call from his father.

"Son, you've got to come home."

"Dad, it's the middle of the night and you're drunk."

"Joe, it's your grandfather. He's...he's not well. He may not make it through the week."

Joe hung up the phone, got dressed and hopped a plane, his ticket bought with his life savings, half of next month's rent and a c-note borrowed from his girlfriend, Miranda.

When Joe arrived at the reservation, he went straight to the hospital. He ran to the ICU where his grandfather laid in bed, covered with wires and tubes, tied to cold, sterile machines.

As Joe reached his grandfather's bedside, the old man opened his eyes and reached out for his grandchild.

"Joe," he said, his voice weak and weary. "There's no time."

"Don't be silly, Grandpa," Joe said, trying to mask his terror with a smirk. "Docs will have you up and around in a flash."

Joe's grandfather reached out and grabbed Joe by the hand, pulling him close.

"The spirits are awake," he said, tears streaming down his cheeks. "And in pain. Help them!"

With that, the old man fell dead.

Nurses and doctors rushed into the room as Joe backed into the hallway. There was shouting and scurrying as the hospital staff tried to save the elderly man. Joe barely noticed the chaos, as at that moment, a hawk, perched on the window, spoke to him.



"Your granddad was right, Joseph," the hawk said.

Joe's jaw dropped open. His world transformed.

*“Made of plastic and elastic
He is rugged and long lasting
Who could ever ever ask for more?
Love without complications galore
Many shapes and weights to chose
from
I will never leave my bedroom
I will never cry at night again
Wrap my arms around him and
pretend”*

-The Dresden Dolls, “Coin-Operated Boy”

Character Creation

In the **Contagion Savage Edition** role-playing game each player will create a character. This character’s actions will be directed by the player according to the rules, within the context of the story created by the Gamemaster. Players should give careful consideration to the character they choose to play. It is important to consult your Gamemaster before beginning the character creation process, as he may have house rules for character creation or specific ideas for the types of characters he would like to see in the campaign. There are several options available for playable characters in **Contagion Savage Edition**, but not all of them would make for a functional group of players. An obvious example would be if some players created angels while others created demons. While this type of character spread could make for an interesting game, many Gamemasters would find it unwieldy and difficult to bring together such opposed characters. The purpose of the game is generally to have fun working together toward common goals, so it is important to craft characters that have common ground.

Feel free as you are creating your character to jump forward to the specific chapters on skills, powers, etc. for more information on those facets of your character. You can make more informed decisions about your character with the information in those chapters.

Character Creation in **Contagion: Savage Edition** follows the basic process laid out in *Savage Worlds* with some additional options as detailed below.

1. Race

Race in **Contagion Savage Edition** refers to a heritage or lineage. The vast majority of the population of the world of **Contagion Savage Edition** is simply human. No supernatural curses or blessings pass in their blood. They live, love, work and die, just like you or me.

However, throughout history several other races have come into being. Some are supernatural offshoots of humanity. Others, celestial in nature, have mysterious and varied origins.

Characters must select a Race during character creation. This will determine several key factors about the character including access to certain Edges & Hindrances.

The following Races are available to player characters in **Contagion Savage Edition**. In-depth descriptions of the history, appearance and customs of each race are provided in **Chapter 7: Races**. For advanced groups interested in more powerful and complicated playable races, additional races are listed in **Chapter 13: Advanced Races**

Dwarf

Dwarfs are simply humans who are smaller in size and stature. Through a genetic disorder or hormonal imbalance, humans afflicted with dwarfism typically grow to a less than

average height. Many dwarfs find themselves facing difficulties in daily life, as they live in a world constructed for larger humans. Though some dwarfs succumb to low self-esteem and other psychological issues because of these difficulties, most are perfectly capable of leading normal lives.

Contagion Regeneration: As humans.

Racial Features

Human: Dwarfs are simply humans with a genetic condition. As a result, dwarfs are considered human for all purposes of game mechanics including Edge selection, Hindrance selection, racial changes, and supernatural abilities. Dwarfs are the result of genetics, not magic, and as such have no inherent supernatural qualities.

Hindrances

Slow: Dwarves have a Pace of 5".

Small Size: Dwarfs average only about 4' tall. Their small size subtracts 1 from their Toughness. Dwarfs have a Size of -1, and cannot take the Small Hindrance.

Special Requirements

Dwarfs are born to human parents. Due to the way dwarfism is passed along genetically, parents need not actually have dwarfism to have a child with dwarfism. Furthermore a dwarf parent will not necessarily produce a dwarf child. A dwarf can undergo all other racial changes that humans may undergo.

Dwarfs who die may become ghosts at Gamemaster discretion.

Starting Advances

Dwarf characters receive no Advances at character creation. Dwarfs receive 3 points from their starting Hindrances, which can be spent on Attributes, Edges, Skills, or starting funds as normal and in addition to any Hindrances selected by the character.

Starting Rank: Novice

Elf

The result of a curse placed by the demon, Lillian, elves are a race of immortals. The nature of their curse denies elves any means

of rest or sleep. Because of the origins of their state, elves have always feared death. The common wisdom among elven elders is that their souls are damned and dying would mean an eternity in Hell. The arrival of the Arcadians has called the beliefs of the elves into question, but has done little to assuage fear. If anything elven society has veered toward a state of panic as the elders try to determine the truth behind the appearance of the "death elves."

Contagion Regeneration: Elves do not sleep as humans do; therefore they lack any intrinsic means of regaining Contagion points through rest. Elves may only regain Contagion through facing their fears. Whenever an elf fails a Spirit roll made due to the Aversion to Death Hindrance (see below) that elf gains a Contagion Point. If the elf succeeds at the Spirit roll, the elf regains all spent Contagion Points, up to the elf's maximum Contagion Points. This causes elves that shut themselves away from the world to eventually run entirely out of Contagion Points, whereas more adventurous members of the species tend to stay full of Contagion energy.

Racial Features

Keen Senses: Elves receive a +2 to all Notice checks involving sight and hearing.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Resilient Spirit: Elves receive a +2 to all Spirit checks made to resist mind control, enchantments or emotional manipulation via magic.

Undying: Elves do not die of natural causes. They mature at approximately age 25 and remain in that state forever. This does not confer immunity to disease or illness, simply the inability to die from such conditions. If an elf contracts a terminal illness, the disease will progress as normal until the point of death. The elf will continue suffering the effects of the disease until a cure can be found. The only way for an elf to die is through damage dealt via injury or trauma.

Hindrances

Aversion to Death: Elves cannot even seek death to escape their horrible curse. If an elf wishes to attempt suicide, or even attempt an action that is likely to result in the character's death (such as running into a burning building, or fighting a demon) the elf must succeed at a Spirit roll (TN 4) or abort the potentially lethal action. This aspect of their curse has earned elves the reputation of being self involved and cowardly among the few scholars who know of their existence. This roll is considered a Fear check and the elf's Yellow Hindrance applies.

Sleepless: Elves may never sleep. No spell, potion, or drug can cause unconsciousness in an elf. Even a severe beating will simply incapacitate the creature. An Incapacitated elf is fully awake and aware, simply unable to move or act.

Yellow: Elves are inherently cowardly. As a result, all members of the elven race have the Yellow Hindrance.

Special Requirements

All elves are descended from the bloodlines of a single village. One must be born an elf and cannot become one later in life. Elves who die find their souls immediately taken to Arcadia, where they become Arcadians. No other racial change is possible for elves.

Starting Advances

Elf characters receive no Advances at character creation. Elves receive 1 point from their starting Hindrances, which can be spent on Attributes, Edges, Skills, or starting funds as normal and in addition to any Hindrances selected by the character.

Starting Rank: Novice

Ghost

Living (and undead) beings are comprised of two components: spirit and flesh. Time drags on, destroying the flesh, but the spirit is eternal. Ghosts are those spirits who refused true death. Trapped in Purgatory, unable to pass to Heaven or Hell, the ghost strives to

finish his affairs from life.

Contagion Regeneration: Ghosts regain lost Contagion Points through interaction with their Binding Ties (see below.) To regain Contagion Points, the ghost must spend one hour in the presence of their Binding Tie (or for a concept, in the presence of something that embodies that concept) and make a Spirit roll. If the save is successful, the ghost regains 1d6 + Binding Tie's rank Contagion Points.

Racial Features

Arcane Background (Ghostly Powers):

Death awakens new power inside the soul of the deceased. As soon as he crosses over, he begins to sense innate powers and the knowledge of what those powers can do. A ghost, however, is unaware of how the power accomplishes the desired result: a ghost may feel he can scare people, but doesn't know that his face may melt off for a day in order to do so.

Ghosts begin play with the Arcane Background (Ghostly Powers) Edge and a d6 in the Necrology skill for free. See **Chapter 6: Magic** for details on the Arcane Background (Ghostly Powers)

Binding Ties: Upon becoming a ghost, a character must select Binding Ties. These Binding Ties are indications of what the character valued in life, and may include specific people, objects, organizations, locations, or items. Once the object of the Binding Tie is selected, the ghost must then select a goal for that Binding Tie. This goal should reflect what the character wishes to resolve or accomplish in relation to his Binding Tie. For example, a ghost who wishes to keep his daughter safe would possess the Binding Tie: Protect my daughter. A ghost wanting to locate a missing wedding ring would have the Binding Tie: Find my wedding ring.

A character may occasionally gain new Binding Ties as time passes and the afterlife shifts his priorities. This usually follows the

completion of a previous Binding Tie and requires the expenditure of a Contagion Point in addition to expending an Advance. The Gamemaster must approve all newly acquired Binding Ties.

If the character deliberately acts in a way that runs counter to the goal connected to his Binding Tie, the Gamemaster may choose to strip the character of that Binding Tie, possibly causing a loss of Contagion Points and/or ejecting the ghost from Purgatory. A ghost's Binding Ties hold his soul in Purgatory. Loss of Binding Ties weakens the ghost's presence in Purgatory, bringing him one step closer to his final destination. As Binding Ties reflect the things a ghost felt strongest about in life, ghosts tend to protect them fiercely. If the object of a ghost's Binding Tie is destroyed before being resolved, that ghost must make a Spirit roll at TN 8 or lose 2d6 Contagion Points as part of his connection to Purgatory is prematurely severed. If a ghost loses his last remaining Binding Tie in this fashion, he immediately becomes a spirit and passes into Heaven or Hell (based on the character's actions and the Gamemaster's whims), foregoing the Spirit roll.

If a Binding Tie is resolved (typically by achieving the goal associated with the Binding Tie), the character in question gains 2d6 Contagion Points + the Binding Tie's rank. It should be noted that Binding Ties should be

difficult to resolve. Ghosts don't stick around to perform simple tasks like "Make sure to get Sunday's paper," or "Feed my dog." The Gamemaster is encouraged to disallow any Binding Tie that seems too easy to resolve. A character may never have more than three Binding Ties at one time. Characters must select a different object for each Binding Tie, though emotions and goals toward a particular Binding Tie may change with Gamemaster approval. For example "Protect my loving wife" may become "Kill my lying wife" if the character finds out that his wife cheated on him while he was still alive. A starting ghost has a number of points to spend buying Binding Ties equal to his Spirit die. Each point buys one rank in a Binding Tie. Binding Ties may range from rank 1-5. **Ethereal:** Cannot be harmed by normal attacks; takes normal damage from magic items, weapons, and supernatural powers; may pass through solid objects. Any time a ghost passes through a solid object, they must make a successful Spirit roll or lose one Contagion Point. When a ghost suffers a wound they must make a Vigor roll or lose 2d6 Contagion Points.

As ghosts cannot turn off this ability, any situation that would disrupt a supernatural ability (such as being in contact with an antimagic field) will cause the loss of 1d6 points of Contagion per round of contact. A ghost is instinctively aware when he is in danger of entering an antimagic field.



Invisible: Ghosts are spirits and cannot be seen by the naked eye unless they want to be.

Hindrances

Exorcism: Ghosts are vulnerable to exorcism (see **Chapter 9: The Incorporeal**)

Weakness (Salt Allergy): Ghosts are unable to pass an unbroken line of salt. If a weapon is coated in salt and passes through the incorporeal entity, apply that weapon's damage normally. Any contact with salt causes the Ghost to become Shaken for the duration of the contact and one subsequent round.

Repulsion Susceptibility: Ghosts are subject to being Repulsed (see **Chapter 4: Edges**) as they are undead creatures.

Special Requirements

Ghosts are dead. If a ghost is destroyed it ceases to exist.

Ghosts who resolve their final Binding Tie become spirits (see

Chapter 9: The Incorporeal.)

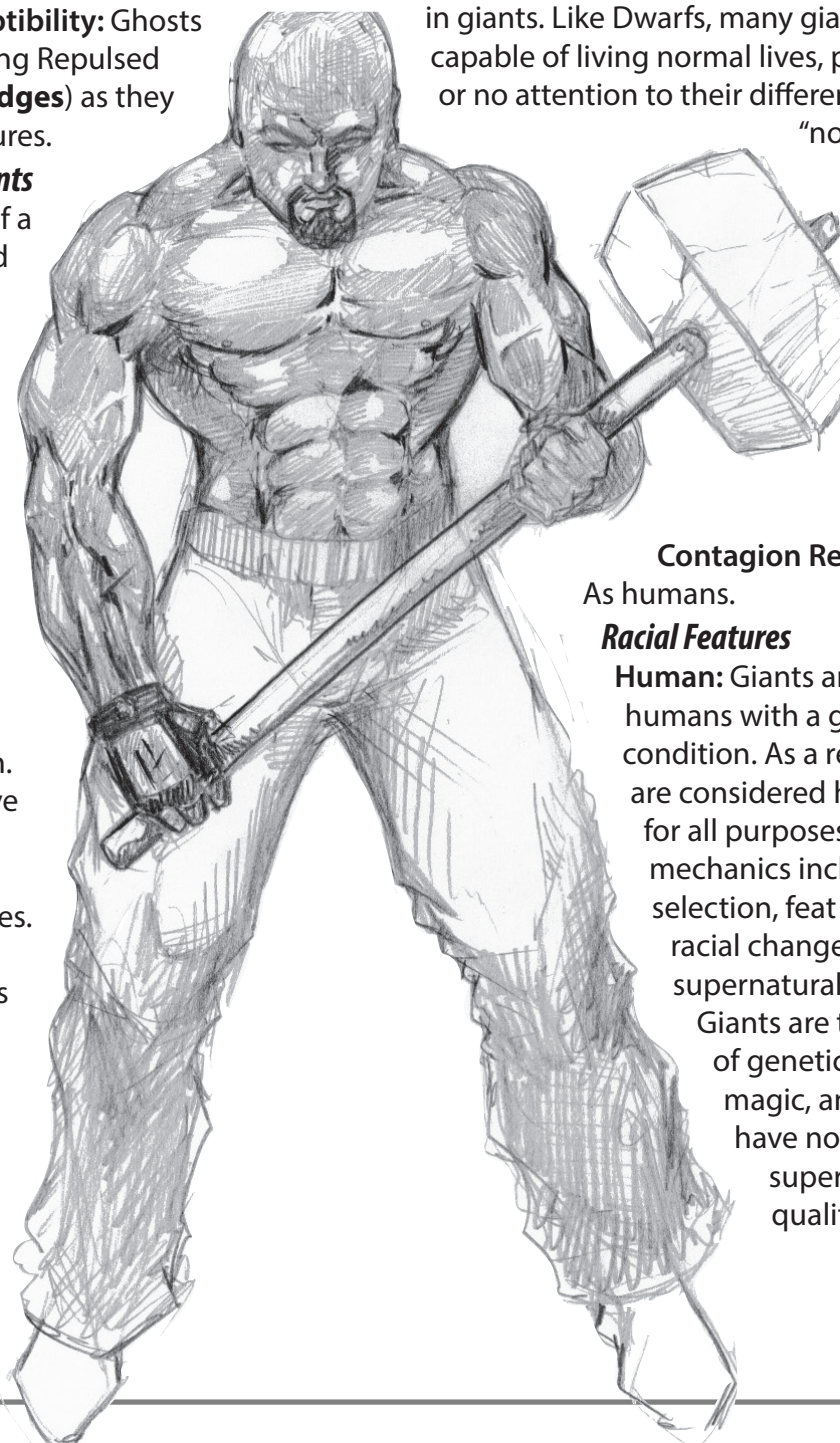
Starting Advances

Ghost characters receive no Advances at character creation. Ghosts also receive no additional points from their starting Hindrances. If a ghost wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank:
Novice

Giant

The opposite of dwarfs, giants are those rare humans who, due to genetic disorders or hormonal imbalances, are much larger in size than the average human. While typically not quite as inconvenienced as dwarfs with regards to functioning in their daily lives, giants tend to draw slightly more attention than dwarfs. People will notice a giant in a crowd far easier than a dwarf, and many giants experience social difficulties beginning in adolescence. The same psychological issues that can result from dwarfism may manifest in giants. Like Dwarfs, many giants are fully capable of living normal lives, paying little or no attention to their differences from "normal" folks.



Contagion Regeneration:

As humans.

Racial Features

Human: Giants are simply humans with a genetic condition. As a result, giants are considered human for all purposes of game mechanics including class selection, feat selection, racial changes, and supernatural abilities.

Giants are the result of genetics, not magic, and as such have no inherent supernatural qualities.

Powerful Build: Giants receive +1 to Size.

Hindrances

Blood to Body Ratio: Giants tend to succumb to blood loss and suffer the effects of exhaustion easier than those of smaller proportions. As a result, Giants suffer a -2 penalty to rules made to resist Bleeding Out and a -2 penalty to rolls made to resist Fatigue.

Special Requirements

Giants are born to human parents. Due to the way gigantism is passed along genetically, parents need not actually have gigantism to have a child with gigantism. Furthermore a giant parent will not necessarily produce a giant child. A giant can undergo all other racial changes that humans may undergo.

Starting Advances

Giant characters receive no Advances at character creation. Giants also receive no additional points from their starting Hindrances. Giants do receive a free Edge at character creation just as other humans. In order to purchase additional Edges at character creation, a giant must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Goblin

Obsessed with shiny things, explosive things and danger, goblins tend to lead short, but eventful lives. While their race was born from savagery, they now exist autonomously in hidden communities throughout North America, South America and Asia. Their nearly-suicidal tendency to play around with technology in dangerous way has led to countless goblin fatalities, but has also led to some of the most incredible paranormal technical advances of the past century.

Contagion Regeneration: Goblins regain Contagion Points in the same fashion as humans, but at a slower rate. A goblin gains only one Contagion Point per six hours of restful sleep, up to their maximum Contagion Points.

Racial Features

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Skills: Goblins begin play with the following skills at d6: Notice, Repair and Stealth. These skills may be raised normally.

Toughness: Goblins receive +2 Toughness against all attacks except those from wooden weapons. Calculate this bonus after applying the goblin's Size to Toughness (see below.)

Hindrances

Curious: Goblins are incredibly curious creatures. They are especially fond of shiny objects, and like to play with human technology. Many goblins have accidentally shot themselves in the face by looking down the barrel of a gun they were playing with. Because of this behavior all Goblins suffer from the Curious Hindrance.

Disliked: Goblins are not well liked and receive a -2 Charisma due to their appearance and lack of social graces.

Reckless: Goblins are exceedingly reckless, constantly taking unnecessary risks and pursuing the most dangerous course of action possible. Whenever placed in a dangerous situation, a goblin must make a successful Spirit roll or take a foolish and self-destructive action. Scholars aware of the existence and history of goblins universally attribute this to the race's overriding stupidity.

Small Size: Goblins average only about 4' tall. Their small size subtracts 1 from their Toughness. Goblins have a Size of -1, and cannot take the Small Hindrance.

Special Requirements

The original generation of goblins were the byproduct of breeding experiments involving a vampires and orcs. This union, while rarely viable, will produce goblin offspring. Otherwise goblins breed only with each other. A character must be born a goblin, and cannot become one later in life.

Goblins who die may become ghosts at Gamemaster discretion.

Starting Advances

Goblin characters receive no Advances at character creation. Goblins receive 1 point from their starting Hindrances, which can be spent on Attributes, Edges, Skills, or starting funds as normal and in addition to any Hindrances selected by the character.

Starting Rank: Novice

Golem

Created through magic, Golems are constructs that have been forged from inanimate matter and given a semblance of life. Creation methods of golems vary widely, as does the amount of free will granted to the golem by its creator. Some golems are incapable of independent thought, requiring specific instruction from their creator (or



controller) to perform even the simplest action. Others, imbued with intelligence and free will are virtually indistinguishable from any other sentient being, at least on an intellectual level.

Contagion Regeneration: Golems do not naturally regain Contagion Points and must siphon Contagion Points from a sentient creature by means of Absorb Vtava (see below) This is the only way for Golems to regain lost or spent Contagion Points.

Racial Features

Absorb Vtava: By successfully grabbing a target, either through a grappling attack, or by establishing a firm grasp on a helpless, unaware or willing target, the Golem may take 2d6 points of Contagion in one turn. This experience is incredibly painful for an unwilling target, though those who willingly donate energy through this process describe a feeling of euphoria and bonding with the Golem. If the roll result of Absorb Vtava would demand more Contagion Points than the target currently has in his pool, excess points manifest as damage. There is no known way to resist Absorb Vtava.

Construct: +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease. Golems cannot heal naturally. To heal a golem requires the Repair skill—which is used like the Healing skill only with no “Golden Hour.”

Hindrances

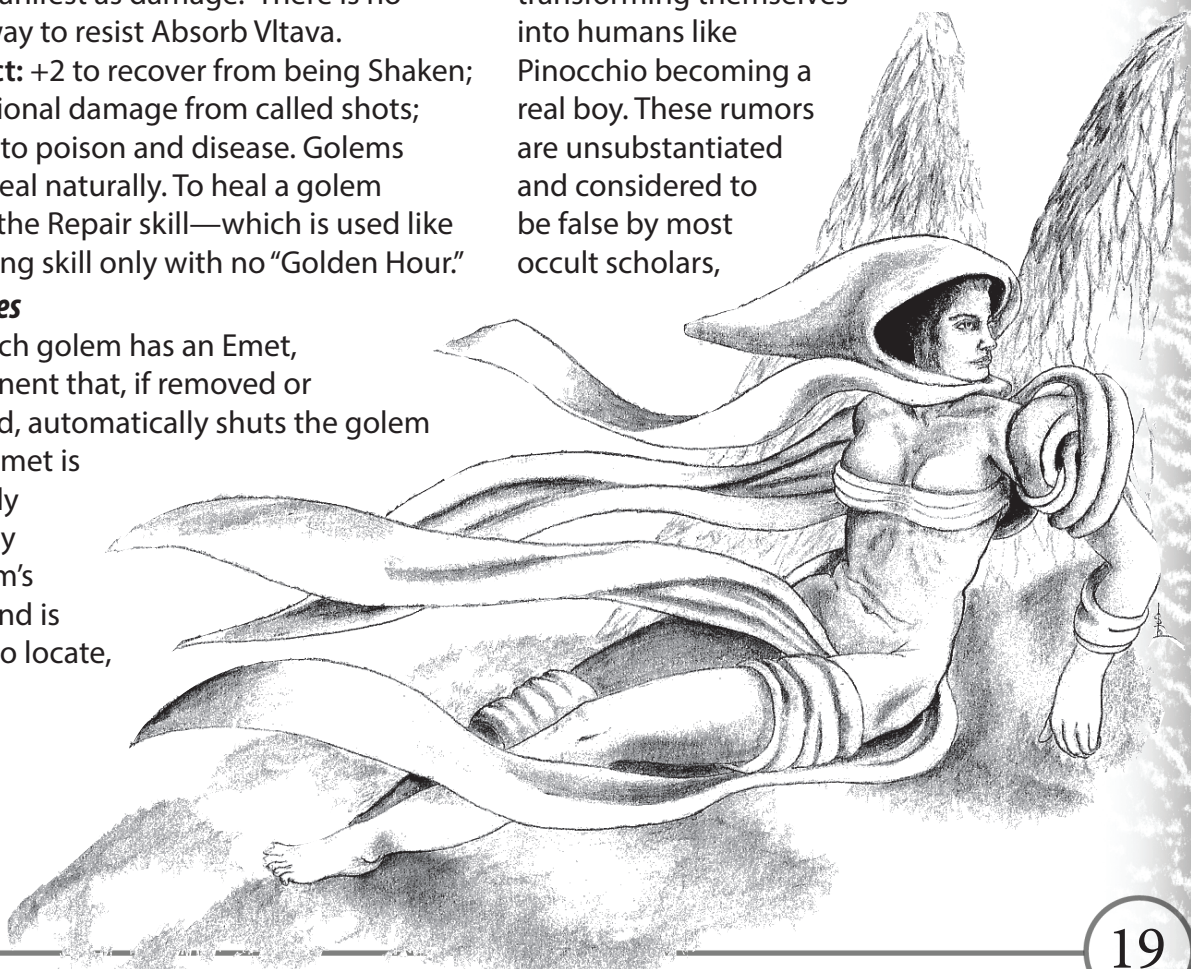
Emet: Each golem has an Emet, a component that, if removed or destroyed, automatically shuts the golem off. The Emet is frequently hidden by the golem’s creator and is difficult to locate,

requiring the character looking for the Emet to make a Notice check at -4 penalty. The Emet is considered a Tiny target. If attacked with a Called Shot the attacker receives a -6 penalty. The Emet is considered an object and has an Object Toughness of 12. If an Emet is destroyed another character can replace the Emet, bringing the golem back to life.

Shem: A golem must spend 24 hours per week in a shut down state. This may be done all at once, such as shutting down for the duration of the Sabbath, or spread out throughout the week, shutting down for 3.5 hours per day. The Shem must be determined at character creation and cannot be changed or avoided. If a golem’s period of Shem begins, the golem shuts down automatically, even if in the middle of combat or other activities.

Special Requirements

Golems are created creatures and are incapable of making Racial changes. Some rumors exist in the supernatural community of golems finding the secret to mortality, transforming themselves into humans like Pinocchio becoming a real boy. These rumors are unsubstantiated and considered to be false by most occult scholars,



a fact that does little to deter those few golems who seek mortality.

Starting Advances

Golem characters receive no Advances at character creation. Golems also receive no additional points from their starting Hindrances. If a golem wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Half-elf

Born of one human and one elven parent, half-elves are very difficult to detect as such, appearing entirely human with the exception of slightly pointed ears. Half-elves live far longer than their human parents live, but do grow old and eventually die. The curse of Lillian thins when an elf and a human breed. Half-elves can sleep, but share their elven parent's sense of boredom and self-loathing. This leads half-elves to be thrill seekers, and often take unnecessary risks with their own lives.

Contagion Regeneration:

Half-elves regain Contagion Points in the same fashion as humans, but at a slower rate. A half-elf gains only one Contagion Point per six hours of restful sleep, up to their maximum Contagion Points.

Racial Features

Charismatic:

Half-elves tend to be beautiful, well-spoken and charming, giving them a +2 to Charisma.

Keen Senses: Half-elves receive a +2 to all Notice checks involving sight and hearing.

Long Lived: Half-elves live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Resilient Spirit: Half-elves receive a +2 to all Spirit checks made to resist mind control, enchantments, sleep spells, or emotional manipulation via magic.

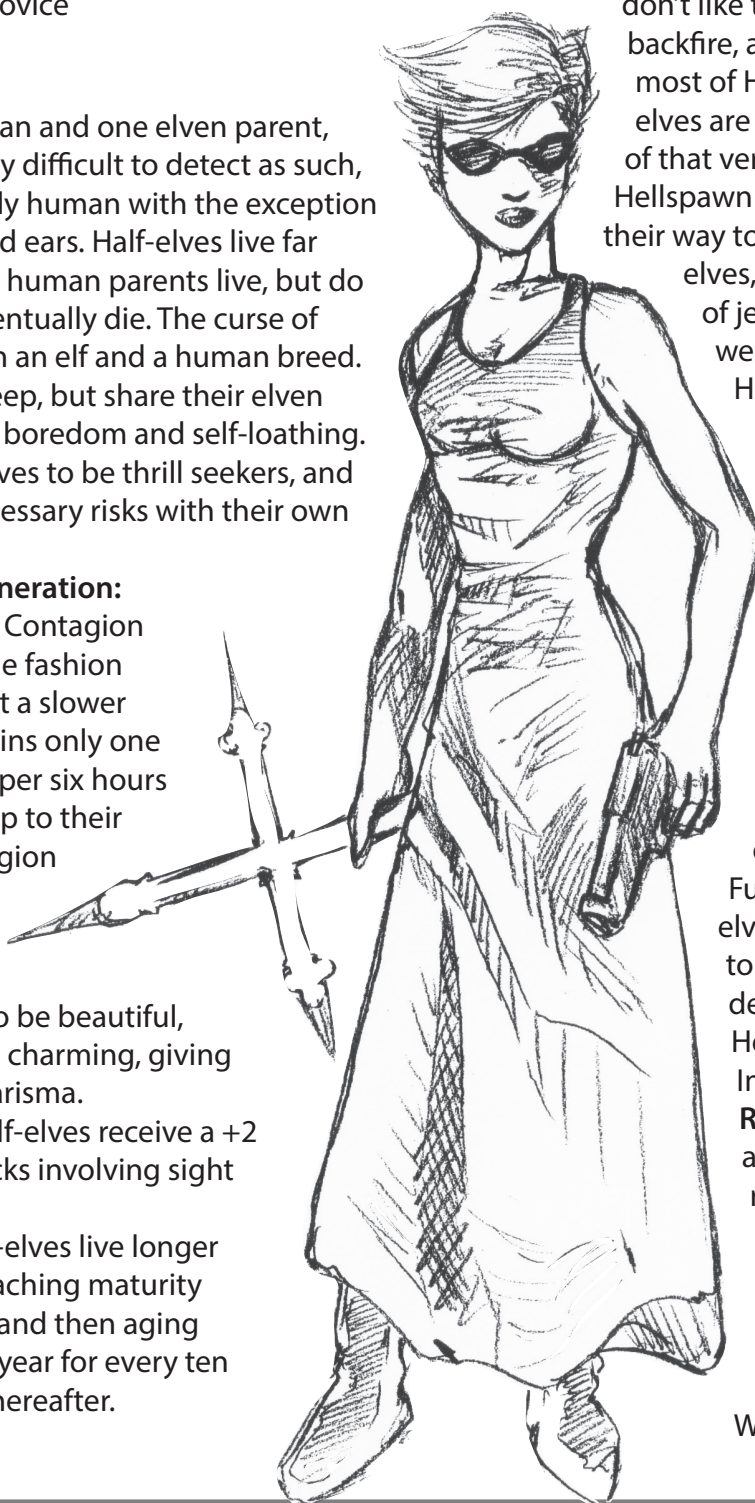
Weaknesses

Hunted by the Damned:

Demons don't like to see their curses backfire, and in the eyes of most of Hell's army, half-elves are walking examples of that very situation. Most Hellspawn will go out of their way to destroy half-elves, even to the point of jeopardizing their well-laid plans. Any Hellspawn or demon engaged in a combat where a half-elf is present must make a successful Spirit roll or focus their attacks at the half-elf, to the point of ignoring other enemies until the half-elf is destroyed.

Furthermore, half-elves receive a -4 to Charisma when dealing with demons, Hellspawn or Immunda.

Reckless: Half-elves are exceedingly reckless, constantly taking unnecessary risks and pursuing the most dangerous course of action possible. Whenever placed in



a dangerous situation, a half-elf must make a successful Spirit roll or take a foolish and self-destructive action. Scholars aware of the existence and history of half-elves believe this desire stems from their elven self-loathing and madness, but no one can say for certain.

Special Requirements

Half-elves are children born to one elven and one human parent. A character must be born a half-elf, and cannot become one later in life. Half-elves who die may become ghosts at Gamemaster discretion.

Starting Advances

Half-elf characters receive no Advances at character creation. Half-elves also receive no additional points from their starting Hindrances. Half-elves do receive a free Edge at character creation just as humans. In order to purchase additional Edges at character creation, a half-elf must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Half-orc

Children of humans and orcs, the attitudes of half-orcs tend to differ vastly depending on the community in which they were raised. Most half-orcs are raised in orc settlements, adopting the attitudes, worldview and xenophobia of their orc parents. The rare half-orc raised among humans often finds childhood and social assimilation difficult due to their inborn rage and brutal instincts.

Contagion Regeneration: Half-orcs regain Contagion Points in the same fashion as humans, but at a slower rate. A half-orc gains only one Contagion Point per six hours of restful sleep, up to their maximum Contagion Points.

Racial Features

Berserk: Half-orcs have the Berserk Edge. Due to their tie to werewolves, they receive a -1 Penalty to their Smarts roll to resist going Berserk on the nights of a half-moon and a -2 Penalty to the Smarts roll to resist going Berserk on the nights of a three-quarters moon. The penalty to the Smarts roll to resist

going berserk on the nights of a full moon is -4.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Native Tongue: Half-orcs raised in orc communities (and only those raised in orc communities) speak orc as their native tongue. Half-orcs raised by humans do not gain this language.

Resilient Spirit: Half-orcs receive a +2 to all Spirit checks made to resist mind control, enchantments, sleep spells, or emotional manipulation via magic.

Violent Upbringing: Half-orcs raised in orc communities have very violent upbringings. As a result, they receive a d6 rank in the Fighting skill for free. Half-orcs raised by humans do not gain this free skill.

Hindrances

Illiterate: Half-orcs raised in orc communities are unable to read, write or speak human languages naturally. Most orc-raised half-orcs cannot even read their own tongue. These half-orcs must buy off this Hindrance with an Advance if they wish to be able to read the pictograph language of their people. An orc-raised half-orc must purchase the Knowledge: Language skill for any language besides orc. Half-orcs raised by humans do not suffer this drawback.

Light Sensitive: Half-orcs are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to half-orcs. A half-orc exposed to bright lights suffers a -2 penalty to all actions. Eye coverings such as good pair of sunglasses can reduce this penalty to a -1.

Short Lived: Half-orcs have a shorter lifespan than humans, reaching maturity at about age 16, and then aging approximately 4 years for every year that passes thereafter.

Special Requirements

Half-orcs are the product of a human and an orc breeding. A character must be born a half-orc and cannot become one later in life. If two half-orcs breed a half-orc child will be born.

If a half-orc breeds with a human, a human child will be born. Half-orcs who die may become ghosts at Gamemaster discretion.

Starting Advances

Half-orc characters receive no Advances at character creation. Half-orcs also receive no additional points from their starting Hindrances. If a half-orc wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Human

The vast majority of the population of the world of Contagion are simply human, completely normal and mundane by nature. Certain Callings are only available to human characters.

Contagion Regeneration: Humans gain one Contagion Point for every three hours of restful sleep they receive. On average this amounts to two Contagion Points per night, up to their maximum amount of Contagion Points.

Racial Features

None, though certain Edges and Hindrances can only be taken by humans.

Hindrances

None

Special Requirements

Humans who die may become ghosts at Gamemaster discretion.

Starting Advances

None. Humans receive one free Edge at character creation.

Starting Rank: Novice

Immunda

Spawned from demons mating with humans, the immunda have damnation and infernal power in their blood. Though there is an overwhelming tendency for immunda to embrace infernal, evil lifestyles, some members of this race reject evil and selfishness, seeking instead to become heroes. A rare few immunda simply wish to

be left alone by all sides in the war, seeking to live mundane lives.

Contagion Regeneration: Immunda regain Contagion Points in the same fashion as humans, but at a slower rate. An immunda gains only one Contagion Point per six hours of restful sleep, up to their maximum Contagion Points. Immunda may also regain Contagion Points by sacrificing a sentient creature. If an immunda ritually sacrifices a sentient being it may immediately gain a number of Contagion Points equal to that creature's Smarts die. This sacrifice may not take place during traditional combat. Due to the vile nature of this process, kinder natured immunda tend to shun this method of Contagion regeneration.

Contagion Points gained through sacrifice cannot exceed an immunda's maximum number of Contagion Points.

Racial Features

Caste Blessing: Immunda receive a supernatural ability based on their demonic parent's caste. This supernatural ability may be activated once per day at no cost. Subsequent uses of the immunda's caste blessing within a 24-hour period require the use of a Contagion Point. These supernatural abilities do not require Power Points to activate, nor do they require the Immunda to have access to an Arcane Background.

Keen Senses: Immunda receive a +2 to all Notice checks involving sight and hearing.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Recognition: Like their demonic parent, immunda immediately recognize magic related to their parent's caste as such. For example, an immunda with Chammadi ancestry instantly recognizes necromancy spells and effects and the offspring of a Marchocia knows a magical fireball for what it is: magic. No roll is needed to use this ability.

Retractable Claws: Immunda may use their sharp claws to deal Strength + d6

Table: Caste Blessing	
Parental Caste	Supernatural Ability
Marchocia	Blast: The immunda releases a blast of fire from its mouth, dealing 2d6 fire damage to everyone in the affected area.
Malphas	Armor: The immunda gains magical protection that grants an Armor rating of 2 for a number of rounds equal to the immunda's Vigor.
Succubae	Inviolable Mind: These immunda are immune to mind-affecting effects, and fear. This immunity lasts for a number of rounds equal to the immunda's Spirit.
Leviathans	Drain Strength: The immunda may elect to reduce the Strength score of a victim instead of dealing damage with a successful claw attack. A successful claw attack reduces the victim's Strength score by one die type. A raise on the attack roll causes the Strength score to be reduced by two die types. If the victim's Strength score is reduced to 0 in such a fashion, the victim is incapacitated. Each successful attack made with this ability counts as one activation. Strength lost to this attack returns at one increment, or die type, per day.
Barbas	Pseudopod: The immunda can generate an ooze-like pseudopod, which allows them to manipulate objects and make additional attacks with his full strength. Lasts for a number of rounds equal to the Immunda's Agility per use.
Mastim	Drain Smarts: The immunda may elect to reduce the Smarts score of a victim instead of dealing damage with a successful claw attack. A successful claw attack reduces the victim's Smarts score by one die type. A raise on the attack roll causes the Smarts score to be reduced by two die types. If the victim's Smarts score is reduced to 0 in such a fashion, the victim is incapacitated. Each successful attack made with this ability counts as one activation. Smarts lost to this attack returns at one increment, or die type, per day.
Ornians	Fate's Blessing: The immunda may add +10 to the result of a single die roll.
Chammadi	Command Undead: The immunda may command undead creatures. A commanded creature falls under the mental control of the immunda, who can give mental orders to a commanded creature as an attack action. The immunda can command a number of creatures up to his Spirit die. He may voluntarily relinquish command in order to establish command on different creatures. Lasts for a number of rounds equal to the immunda's Spirit die. Undead can resist this with a Spirit roll, though the undead suffer a -2 penalty to their check.

damage. Extending or retracting these claws is considered a free action. An immunda may not benefit from these claws unless they are extended. An immunda's claws are 5 centimeters long, while extended; the claws are obvious to all but the most

casual observation. An immunda may keep their claws extended or retracted at their discretion.

Scary: Immunda begin play with the Intimidation skill at d6.

Hindrances

Born Bad: Evil and selfishness run through immunda blood. Any immunda wishing to engage in a charitable, selfless or kind act must first succeed on a Spirit roll or suffer the loss of 1d4 Contagion Points. This loss reflects the immunda acting in a fashion utterly contrary to its nature.

Stench of Damnation: Immunda are easily detectable as demon spawn by any celestial or incorporeal being. As such immunda receive a -4 penalty to Charisma when dealing with any celestial or incorporeal being other than a demon.

Weakness (Holy Symbols): Immunda are affected by Holy Symbols as if they were demons.

Weakness (Holy Water): Immunda are considered Shaken if they come into contact with Holy Water. Once the Immunda overcomes being Shaken with a successful Spirit roll, he will not be affected by contact with Holy Water again for a number of rounds equal to his Vigor die.

Special Requirements

A character must be born an immunda and cannot become one later in life. Immunda are subject to the normal scope of racial changes that can effect humans, but lose all immunda special abilities in the process. Immunda undergoing a racial change retain their Immunda weaknesses in addition to the weaknesses gained by their new race.

Immunda who die may become ghosts at Gamemaster discretion, though the vast majority of immunda go directly to Hell when they die.

Starting Advances

Immunda characters receive no Advances at character creation. Immunda also receive no additional points from their starting Hindrances. If an immunda wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Orc

At first glance, orcs seem brutal, barbaric and utterly inhuman. Led by the mad Queen Caledoni, orcs have spread across the globe, forming shadow communities on all populated continents. The vast majority of orcs loyally serve their Queen's agenda to seize control of the world, bringing all things human and supernatural beneath her bootheel by any means necessary. Some rare orcs leave orc society, seeking a peaceful and serene existence.

Contagion Regeneration: Orcs are an exceedingly brutal race. Their highest purpose is violence and warfare. As such, Orcs only gain Contagion Points through combat. The first time an Orc wounds an enemy in combat, an Orc may gain 1 Contagion Point, up to his Contagion Point maximum. The full moon also helps replenish orcs. On the first night of the full moon an orc gains 4d4 Contagion Points, up to their Contagion Point maximum.

Racial Features

Berserk: Orcs have the Berserk Edge. Due to their tie to werewolves, they receive a -2 Penalty to their Smarts roll to resist going Berserk on the nights of a half-moon and a -4 Penalty to the Smarts roll to resist going Berserk on the nights of a three-quarters moon. Orcs do not receive a Smarts roll to resist going berserk on the nights of a full moon.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Native Tongue: Orcs speak orc as their native tongue.

Resilient Spirit: Orcs receive a +2 to all Spirit checks made to resist mind control, enchantments, sleep spells, or emotional manipulation via magic.

Violent Upbringing: Orc communities are very violent. As a result, orcs receive a d6 rank in the Fighting skill for free.

Hindrances

Illiterate: Orcs are unable to read, write or speak human languages naturally. Most orc-raised orcs cannot even read their own tongue. Orcs must buy off this Hindrance with an Advance if they wish to be able to read the pictograph language of their people. An orc must purchase the Knowledge: Language skill for any language besides orc.

Light Sensitive: Orcs are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to orcs. An orc exposed to bright lights suffers a -2 penalty to all actions. Eye coverings such as good pair of sunglasses can reduce this penalty to a -1.

Short Lived: Orcs have a shorter lifespan than humans, reaching maturity at about age 16, and then aging approximately 4 years for every year that passes thereafter.

Special Requirements

The vast majority of Orcs are born to Orc parents. Some rare few are born of lingering breeding experiments perpetuated by Orc elders or the mad Orc Queen. Orcs can become ghosts at Gamemaster discretion.

Starting Advances

Orc characters receive no Advances at character creation. Orcs also receive no additional points from their starting Hindrances. If an orc wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Pixie

Recent defectors from the service of demons, pixies are fey creatures who love to spy and gossip. Some rumors attribute their defection from demonic service to the recent reappearance of the "old gods" but occult scholars are quick to point out that the pixies are extremely well connected and likely the source for any rumors spreading about them. The pixies just sit back and enjoy the attention and innuendo.

Contagion Regeneration: Pixies are defined

by their gossiping, so much so that it is the only way in which a pixie may regain Contagion Points. Each time a pixie shares a piece of secret information, the pixie may regain 2d4 Contagion Points, up to their Contagion Point maximum. Secret information should be something that is not commonly known that the pixie learned by witnessing an event, by being told, or by discerning the information via Steal Secrets. Whether a particular piece of information is considered a secret is ultimately up to the Gamemaster to determine. It is also important to note that information shared by a pixie to regain Contagion Points does not need to be factual or accurate, but the pixie must believe it to be. Deliberate lies and misinformation do not allow pixies to regain Contagion. This does not stop pixies from spreading such lies, should they choose to.

Racial Features

Flight: Pixies are capable of winged flight at a movement equal to their Pace. They may "run" for speed in flight.

Intellect Drain: A pixie may attempt to siphon the Smarts from a sleeping victim. To siphon Smarts, the pixie must remain in physical contact with the victim for 1 hour. The pixie then rolls Smarts against the target's Spirit roll to resist. If the pixie succeeds, the victim's Smarts score is reduced by one step for 24 hours. If the pixie receives a raise on their roll, the victim's Smarts score is reduced by two steps. The victim's Smarts cannot be reduced below a d4 in this manner.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Pixie Dust: The dust that falls from a pixie's wings acts as a mild sedative. Anyone sprinkled with the dust must make a Spirit roll as if affected by the Slumber power. Sprinkling a target costs the pixie 1 Contagion Point

Steal Secrets: Once a pixie successfully drains Smarts from a subject, it may discern a number single secret from the subject. If the

pixie received a raise on the Intellect Drain, the pixie may learn two secrets. Suitable secrets include Hindrances, Edges, race, or any piece of knowledge or experiences that the victim possesses. Pixies are notorious gossips, sharing these secrets with each other and often the highest bidder.

Hindrances

Bad Reputation: Pixies are disliked by virtually everyone who is aware of their history and predilections. As a result pixies receive a -2 Charisma. Furthermore, demons and Hellspawn

actively hunt pixies and pixies are considered to have a -4 Charisma when dealing with infernal entities.

Size: Pixies are tiny and receive a -2 Size, which also gives them a -2 Toughness.

Special

Requirements

Pixies are born as pixies and may not undergo any racial changes. No members of other races may become pixies. It is unknown if pixies can breed with members of other races, but given the size differential this seems highly unlikely.

Starting Advances

Pixie characters receive no Advances at character creation. Pixies also receive no additional points from their starting Hindrances. If a pixie wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Vampire

Fiercely independent and practically immortal, vampires hunt their prey across the globe, drinking the blood of the living to sustain their undead state. Vampires tend to be loners and rebels, having been burnt in the past by various supernatural allies. Most vampires serve no cause save their own survival. Those who choose to play the role of monsters do so alarmingly well and there are few threats to humanity greater than a vampire bent on destruction. Occasionally, a vampire will dedicate himself to the causes of righteousness and justice, but such heroes are rare.



PANDORA
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Contagion Regeneration: Vampires must drink the blood of a human, humanoid or animal in order to regain Contagion Points, up to their Contagion Point maximum. There is no other way for vampires to regain lost or spent Contagion Points.

Racial Features

Bite: Str +d6

Blood Drain: A vampire can suck blood from a living victim with its retractable fangs by biting the victim after making a successful grappling attack, or by establishing a firm grasp on a helpless, unaware or willing target. At this point, the vampire bites, draining 2d4 points of Contagion from the victim per round that the bite is maintained. For each Contagion Point drained, the vampire gains a Contagion Point. If the victim's Contagion Points are reduced to zero as a result of this attack, all further usage of Blood Drain deals one wound to the victim, which can only be resisted by a successful Soak Roll made by the victim. Each wound dealt in this fashion yields 1 Contagion Point to the vampire. The victim may attempt to break free of the vampire's grasp at any time, though once drained of all Contagion Points, the victim suffers a -2 penalty to their roll to break free.

Create Vampire: Upon being turned into a vampire, the character gains the ability to pass on his curse. An appropriate target (see Special Requirements, below) slain by Blood Drain, then fed at least one of the vampire's Contagion Points (i.e. blood,) rises

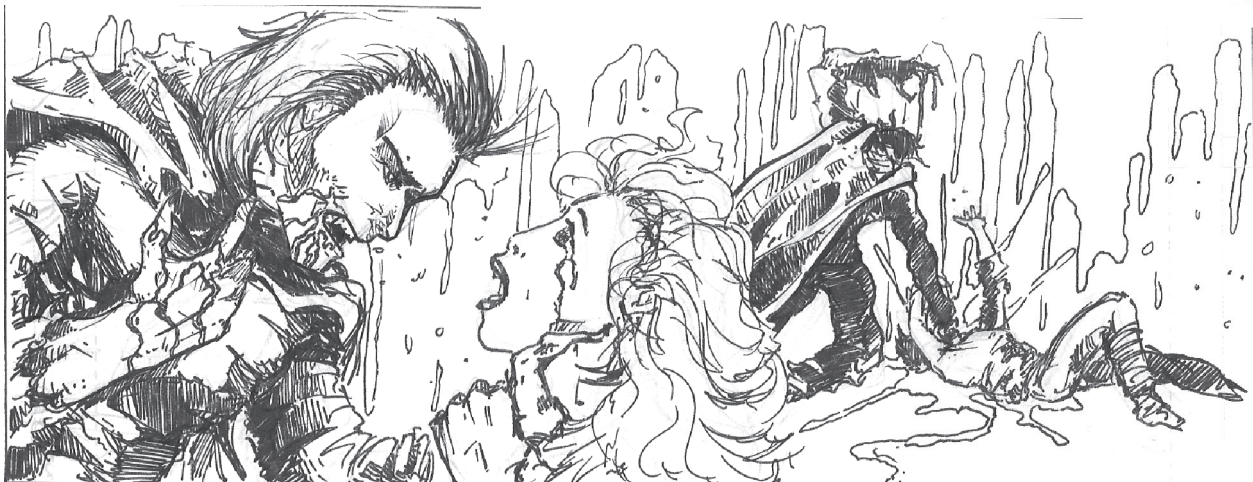
as a vampire 1d6 minutes after its death. These new vampires are not under the control of their creator in any way. Should this unfortunate fate befall a player character, simply change his race to vampire and make the required adjustments to his character sheet.

Danger Sense: Vampires gain the Danger Sense Edge for free

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Enhanced Strength: Vampires begin with a d8 in Strength and may raise their Strength to d12 +2 via normal advancement or d12+4 with Expert and Master Edges. (+3 ability)
Enhanced Vigor: Vampires begin with a d6 in Vigor

Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties. In addition, Conventional weapons cannot kill a vampire, unless that vampire is suffering from Ghuldom. Once reduced to Incapacitated by conventional means, the vampire no longer takes damage from any source other than fire, sunlight, crosses, garlic, rowan and red thread, or holy water. Decapitation and staking will still kill the creature. These weaknesses are subject to the vampire's current Contagion Point score (see Table: Vampire Contagion Points). When a vampire dies, its body is reduced to ash, regardless of age.



Hindrances

Blood Dependent: A vampire's Contagion Point maximum at the time the character is turned into a vampire (or at character creation, if creating the character as a vampire) determines the vampire's Contagion Point score. From that point on, the vampire must drink blood to gain Contagion Points. A vampire can hold temporary Contagion Points equal to his starting Contagion Point score. If a vampire increases one of his Attributes through Character Advancement, the vampire's maximum Contagion Point score increases accordingly. Extra Contagion Points taken beyond the vampire's capacity are wasted, and do him no good at all. A vampire's current Contagion Point score determines what immunities and weaknesses affect him, as indicated on Table: Vampire Contagion Points.

Because of the state of undeath that a vampire enjoys, vampires can be Repulsed as undead.

Each day at sunrise, the vampire loses 2d4 Contagion Points. If a vampire ever reaches 0 Contagion Points, he is reduced to being a

Ghul (see Ghuldom below).

Ghuldom: A vampire reaching 0 Contagion Points is reduced to being a flesh eating Ghul. Ghuls are weak and stupid creatures, reminiscent of zombies. While suffering the effects of Ghuldom, the vampire loses most of its strengths and weaknesses, retaining only Attribute scores, Low-Light vision, the Undead feature, and Blood Drain. The Ghul will wander, searching for human flesh to devour, using Blood Drain. The vampire will remain in this state until regaining Contagion Points equal to its Spirit.

Unhealing: As Undead creatures, vampires do not normally heal. As a part of their state, vampires may at any time spend 1 Contagion Point make a Vigor roll in order to attempt to heal, per the Natural Healing rules as presented in *Savage Worlds*. This Contagion Point expenditure replaces & supersedes the healing period of five days required by other characters. This is the only way in which a vampire can heal. The Healing skill cannot aid a wounded vampire, nor can healing magic. A vampire spending Contagion in order to heal cannot spend Contagion Points on anything else in that round, but can act normally (healing does not use the vampire's action.)

Table: Vampire Contagion Points

Current Contagion Points	Immunities/Weaknesses
0	Ghuldom
1-9	Extremely Susceptible: Cannot enter homes uninvited. Casts no reflection in mirrors. Takes 2d12 damage per round from sunlight, contact with crosses, garlic, Rowan and red thread, or holy water. Cannot cross running water. Takes triple damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weaponry.
10-19	Very Susceptible: Cannot enter homes uninvited. Casts faint reflection in mirrors. Takes 2d10 damage per round from sunlight, contact with crosses, and holy water, but only 2d6 damage per round from contact with garlic, or rowan and red thread. Can cross running water. Takes triple damage from fire. Stake through the heart and decapitation will kill. Normal damage from conventional weapons.

20-29	Moderately Susceptible: Can enter homes uninvited, but may only remain for a number of minutes equal to the vampire's Spirit, unless invited. Casts faint reflection in mirrors. Takes 2d6 damage per round from sunlight, contact with crosses, and holy water, but only 1d4 damage per round from contact with garlic, or rowan and red thread. Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. Half damage from conventional weapons. Spirit checks made to resist being Repulsed receive a +2.
30-39	Mildly Susceptible: Can enter homes uninvited, but may only remain for 1 hour per Presence modifier, unless invited. Casts full reflection in mirrors. Takes 2d4 damage per round from sunlight, but only 1d4 damage per round from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread, Can cross running water. Takes double damage from fire. Stake through the heart will only paralyze the creature so long as the stake remains in, but decapitation will kill. One-quarter damage from conventional weapons. Spirit checks made to resist being Repulsed receive a +4.
40-49	Lightly Susceptible: Can enter homes uninvited, and may remain indefinitely, Casts full reflection in mirrors. Takes 1d8 damage per round from sunlight, but only 1d4 damage per round from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread. Can cross running water. Takes normal damage from fire. Stake through the heart will not affect the creature but decapitation will kill. Immune to damage from conventional weapons. Spirit checks made to resist being Repulsed receive a +6.
50+	Nearly Invulnerable: Can enter homes uninvited and may remain indefinitely. Casts full reflection in mirrors. Takes 1d4 damage per round from sunlight but no damage from contact with crosses and holy water: no longer takes damage from contact with garlic or rowan and red thread. Can cross running water. Takes half damage from fire. Stake through the heart will not affect the creature and decapitation will only paralyze for 1d10 rounds. Immune to damage from conventional weapons. Spirit checks made to resist being Repulsed receive a +8.

Special Requirements

Humans (including dwarfs and giants), dhampirs, drow, half-elves, half-orcs and immunda may become vampires. No other race may become a vampire. Once a character becomes a vampire, there is no turning back. No known cure exists for vampirism. Vampires who die may become ghosts at Gamemaster discretion.

Starting Advances

Vampire characters receive no Advances at character creation. Vampires also receive

no additional points from their starting Hindrances. If a vampire wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Werewolf

Accursed shape-shifters who carry a dark rage they can scarcely control, werewolves are often as lonely as they are dangerous. Each werewolf possesses a bestial anger deep

within his soul that cannot be contained or controlled. Lunatics in the strictest sense, werewolves become more aggressive as the full moon approaches, losing themselves entirely to their bestial sides on the nights of the full moon.

Contagion Regeneration: Werewolves regain all spent Contagion Points each month when the full moon first rises. Other than that, Werewolves have no way to regain spend Contagion Points.

Racial Features

Berserk: Werewolves have the Berserk Edge. Due to their Lunacy (see below), they receive a -2 Penalty to their Smarts roll to resist going Berserk on the nights of a quarter-moon a -3 Penalty to their Smarts roll to resist going Berserk on the nights of a half-moon and a -4 Penalty to the Smarts roll to resist going Berserk on the nights of a three-quarters moon. Werewolves do not receive a Smarts roll to resist going berserk on the nights of a full moon and are considered Berserk for the full duration of the nights of the full moon. Furthermore, whenever a werewolf goes Berserk, he immediately assumes the Blitzkrieg form, paying the Contagion Point cost for this shift.

Shapeshifting: This supernatural ability allows the werewolf to change between his three forms: the Human form, the Blitzkrieg form, and the Wolfen form. A werewolf has limited control over his ability to change (see Lunacy, below). In order to voluntarily change

forms, the werewolf must spend a Contagion Point. Changing shapes takes a full round to complete and the change is complete on the werewolf's next action.

Stat adjustments for the werewolf's forms follow:

Human form: All stats are as normal.

Blitzkrieg form: This is the hybrid from between man and wolf. A werewolf in this form is approximately nine feet tall and bipedal, with legs like a wolf and humanoid arms. The creature has a wolf's head, which is proportionate to the rest of its body, giving it a massive mouth, and very sharp fangs. Fur covers the creature and his hands and feet both have enormous, razor- sharp claws. Stat modifiers for a werewolf in Blitzkrieg form: Pace +4, Size +2, Strength +d6 bite, Strength +d8 claws, Toughness +2 (In addition to the Toughness bonus from size) Low-Light Vision, Strength +1 step, Agility +2 steps, Vigor +1 step, +4 to Climbing checks, +4 to Swimming checks and +4 to Tracking checks. Calculate all bonuses, derived scores, and modifiers for a werewolf in this form separately. These modifiers are cumulative. Furthermore, the enormous claws of the werewolf interfere with some manual tasks. When taking any action that requires fine manipulation of items or delicate precision the werewolf in this form suffers a -4 penalty to the check.

• **Wolfen form:** This is the wolf form of the werewolf. In many respects, this form is identical to a normal, natural wolf, though



Table: Rage Modifiers

Situation	Spirit Roll Modifier
Minor (Shaken, mildly insulted, moderately annoyed)	+0
Severe (One wound, Loved one in danger, publicly humiliated)	-2
Intense (More than one wound from a single attack loved one tortured/ killed, severe public embarrassment)	-4

a character in this form retains his access to feats, skills, and hit points. Obviously, if a feat or skill requires speaking or the use of hands, a Wolfen werewolf cannot perform the task. Stat modifiers for a werewolf in Wolfen form are: Pace +2, Size -1, Strength +d6 bite, Strength +d4 claws, Toughness +2 (+1 after negating the Toughness penalty from size) Low-Light Vision, Agility +2 steps, +4 to Climbing checks, +4 to Swimming checks and +4 to Tracking checks. Calculate all bonuses, derived scores, and modifiers for a werewolf in this form separately. These modifiers are cumulative.

Hindrances

Lunacy: The moon affects werewolves. The current phase of the moon affects a werewolf's ability to resist going Berserk and control his Shapeshifting ability. On the new moon, (or during the day, regardless of the current moon phase) the werewolf is largely in control, requiring a simple Spirit roll with a +2 bonus to remain in control if provoked. On the nights between the new and full moons, the werewolf is on edge, and barely in control requiring a Spirit roll with no bas modifier, further modified by the chart below. On the three nights of the full moon, a werewolf is considered to be under effects of being Berserk for the entire night. Werewolves usually go to extreme lengths, such as drugs or restraints, to prevent themselves from entering mindless killing sprees on these nights, though some rare few find delight in the loss of control that the full moon brings.

Weakness (Silver): Werewolves take double damage from silver weapons. (-2 Ability)

Special Requirements

Only humans (including dwarfs and giants) born of werewolf stock can become werewolves. If a human is descended from werewolf blood, they may become a werewolf if they are bitten or clawed by a werewolf. Werewolf parents often ritually bite or claw their children to ensure the curse is passed on. Werewolves turned in this fashion before puberty do not begin changing until puberty hits.

Werewolves who die may become ghosts at Gamemaster's discretion.

Starting Advances

Werewolf characters receive no Advances at character creation. Werewolves also receive no additional points from their starting Hindrances. If a werewolf wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

Yumboes

Small ivory-skinned celebrants who seek to keep hope and joy alive as the world grows dark, yumboes typically occupy their time with dancing, singing and feasting. Rarely involving themselves in direct conflict, the yumboes prefer to spread cheer and goodwill. Often communities of yumboes will seek to bring neighboring humans (and occasionally other races) into their feasts and

revels, especially those who they deem to be basically good and desperately in need of a good time. Even those rare yumboes who do get involved in the conflicts of the war do so with a song and a smile.

Yumboes gain Contagion Points through service and dancing. Any night that a yumboe engages in a dance with at least one willing human guest or provides a service to a human for which it receives thanks, that yumboe regains 2d6 Contagion Points.

Racial Features

Invisibility: Yumboes can turn invisible with the expenditure of a Contagion Point. Yumboes may (and often do) allow a part of themselves to remain visible (typically the hands and feet) but this is not truly necessary. Yumboe Invisibility lasts for a number of minutes equal to the yumboe's Spirit.

Speed Demon: Yumboes can move incredibly fast over long distances. When running at full speed, a yumboe may move at his Pace x1000 yards per turn. When using Speed Demon a yumboe may not take any action besides movement.

Winged Flight: Yumboes have wings that allows them to fly at their Pace. These wings can be folded down and hidden at will.

Hindrances

Blood Stains: Yumboes are a peaceful and joyful people, but they are also intensely loyal to their families and to the humans that show them kindness. If a yumboe is wronged, he forgives. If a yumboe's family is wronged, he swears vengeance. This tendency for revenge can haunt the yumboe, robbing them of power and turning them monstrous. Each time a yumboe kills a sentient creature, the yumboe must make a Spirit roll at TN 6. Failing the roll causes the yumboe's skin to redden and reduces the duration of the yumboe's Invisibility by 1 minute. With each subsequent killing, the Spirit roll TN increases by +1. Each time the yumboe fails; the skin grows a deeper red. The most frightening yumboes have blood red skin and can no longer become invisible (having reduced their effective duration to 0 minutes.)

Small Size: Yumboes average only about 4' tall. Their small size subtracts 1 from their Toughness. Yumboes have a Size of -1, and cannot take the Small Hindrance.

Special Requirements

Yumboes are fey creatures born to their race. Yumboes cannot undergo racial changes. It is unknown where their souls travel upon death. Starting Advances: Yumboe characters receive no Advances at character creation. Yumboes also receive no additional points from their starting Hindrances. If a Yumboe wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Novice

2. Traits

For the most part, Traits in Contagion Savage Edition are handled and acquired in the same fashion as described in *Savage Worlds*.

Attributes function exactly as detailed in *Savage Worlds*.

Skills function as detailed in *Savage Worlds*.

Derived Statistics function as detailed in *Savage Worlds*. In addition to Charisma, Pace, Parry and Toughness, characters in Contagion Savage Edition have a new Derived Statistic: **Contagion Points**.

When the universe was born, certain laws were set into place. These universal truths govern existence and are inviolate, even to the strongest celestials. One of these principles is the Law of Contagion. This metaphysical law connects and binds the universe together, helping maintain the delicate balance of creation. All sentient creatures are capable of manipulating this connective force subconsciously. Most of humanity remains unaware of this metaphysical truth, but that does not prevent people from taking advantage of the benefits.

Even the most twisted Hellspawn and demons remain connected to the cosmos, able to call upon reserves of strength and effort beyond their normal capabilities.

Contagion Points represent the metaphysical anima that makes up existence. Generated by sentient souls, and coveted by celestial beings, Contagion energy binds the cosmos into a coherent whole. Magic manipulates Contagion energy, bending the laws of the universe to the spellcaster's will. When celestial beings reshape the world in their own image, they do so through the manipulation of this energy. Though mystical in nature, Contagion energy also manifests itself in mundane life in a number of ways. When an athlete pushes that extra bit at the end of a race, he calls upon his Contagion. When a mother rips the door off a car to rescue a trapped child, she draws upon this energy. When a dying man refuses to release his tenuous hold on life, his connection to the universe keeps him strong. Though only the most knowledgeable scholars of theology and powerful celestial beings truly understand the full workings of Contagion, humans draw on this force every day. In the game, this special trait is measured by Contagion Points.

Contagion Points provide characters with the means to affect game play in significant ways. A character always has a limited amount of Contagion Points, and while the character slowly replenishes this supply as time passes, the character must use them wisely. It is possible for a character to deplete his reserves of Contagion Points, essentially weakening his connection to creation, and lessening his ability to enforce his free will upon the universe.

A character can spend 1 Contagion Point to do one of the following things:

- Alter a single Trait Test.
- Use a racial feature or Edge during your turn for which the expenditure of 1 Contagion Point is required.

- Shrug off the effects of being Shaken for one round. Unlike spending a Benny, this expenditure does not completely negate the effects of being Shaken. A character that expends a Contagion Point to shrug off being Shaken acts normally for a single round, at which point he becomes Shaken again until making a successful Spirit roll or spending a Benny.

- Ignore wound penalties for one round.
- Make a Soak Roll, as if a Benny had been expended.

- Stave off Bleeding Out for one round.

- Stave off Fatigue: the character may expend 1 Contagion Point to ignore the effects of being Fatigued for one round. If the character begins the round Exhausted, he may expend 1 Contagion Point to overcome being Exhausted, instead suffering penalties for that round as if he were Fatigued. A character who is rendered Incapacitated can expend 1 Contagion Point to act as if he were Exhausted, but ONLY on the round after he is rendered Incapacitated.

- Double the damage result (following any successful melee attack) of one armed or unarmed melee attack against any non-human.

When a character spends 1 Contagion Point to improve Trait Test, add 1d10 to the roll result to help meet or exceed the target number. A character can declare the use of 1 Contagion Point to alter a Trait Test after the roll is made—but only before the Gamemaster reveals the result of that roll (whether the Trait Test succeeded or failed). A character cannot use a Contagion Point on a skill check or ability check after using a Benny to reroll. A character that expends a Contagion Point to alter a Trait Test also cannot subsequently spend a Benny to reroll the Trait Test. One method or the other must be chosen to affect the roll.

When a character spends 1 Contagion Point to use a racial feature or Edge, he gains the benefit of the feature but doesn't roll an

additional d10. In this case, the Contagion Point is not a bonus to a Trait Test.

A character can only spend Contagion Points on one specific use per round. If a character spends a point to use a racial feature, he can't spend another one in the same round to improve a Trait Test, and vice versa. If a racial feature or Edge requires the expenditure of multiple Contagion Points, the character may spend the required points in one round, but may make no additional Contagion Point expenditures in that round. A character may never spend more than one Contagion Point per round to improve a Trait Test.

For reasons unknown most Hellspawn are sensitive to certain Contagion expenditures. If a character spends one Contagion for any reason besides altering a Trait Test or using a Feat or racial feature, the expenditure attracts the attention of Hellspawn. All Hellspawn within 1 mile of the person spending Contagion Points become aware that something unusual is going on, and are immediately aware of the direction of the source. This will not compel the Hellspawn to attack outright, but many Hellspawn need little encouragement to engage in violence. Any Hellspawn trying to track the source of Contagion expenditure receive a +2 bonus to Notice checks to find the responsible party.

A character's starting Contagion Points are determined by adding the die types for each of the character's Attributes. For stats such as d12+1, include the fixed modifier in the total. The total score represents the character's starting Contagion Points score as well as the character's maximum number of Contagion Points. If a character's Attributes are raised, their maximum Contagion Points score increases accordingly.

While characters of every race can spend Contagion Points in essentially the same ways, regaining spent Contagion Points is an entirely different matter. The mechanisms

by which characters regain spent Contagion Points are detailed in the character's racial description. See each race's description in this chapter for details on how members of that race regain spent Contagion Points.

3. Edges & Hindrances

Fundamentally, Edges & Hindrances work the same way in Contagion Savage Edition as described in *Savage Worlds*. Certain races come prepackaged with new Edges & Hindrances, which are listed and detailed in the race's description. Additional Hindrances and notes on changes to existing Hindrances in the Contagion Savage Edition setting can be found in **Chapter 3: Hindrances**. An extensive list of additional Edges can be found in **Chapter 4: Edges**.

4. Gear

Gear is purchased as described in *Savage Worlds*. Characters in Contagion Savage Edition begin with \$1000 to purchase Gear, unless an Edge, Hindrance or racial feature dictates otherwise, or additional points are spent to increase available starting cash, as detailed in *Savage Worlds*.

Descriptions and prices for Gear are listed in **Chapter 5: Gear**.

5. Background Details

Now you should take a moment to determine the details of your character: the things that will separate one vampire from another. Does your werewolf serve the forces of good, or has he given in to his destructive nature? Fleshing out your character's back-story and personality will enhance the role-playing experience for you and the rest of your gaming group.



"This is embarrassing."

Lucifer folded her arms and pouted. Ornias chuckled.

"Come on, it's not that bad."

"They're listening to Slayer and wearing Halloween cloaks. And...Is that a cat?"

Ornias looked at the group of teenagers standing in a circle in the old cemetery. Each was, in fact, dressed in a black Halloween costume cloak. Two were made of plastic, the other three, cheap black cloth. One of the boys held aloft a black cat. Another produced an ornate dagger.

"Oh, hell, they're gonna kill the kitty," Ornias managed to articulate between giggles.

"Okay," Lucifer said as she began stepping toward the boys. "You win."

The boy with the dagger began to shout over the music, his voice cracking.

"Dark Lord and master we offer this sacrifice--"

"Hey!"

The group, startled, spun to face the petite blond woman who now stood before them.

"Who dares--"

"Can it, kid," Lucifer spat, again interrupting what she could only assume was the leader of this pseudo-coven. "You called. I'm answering."

The cloaked figures looked at each other, confused.

"Uh. Who are you?"

"The freaking Avon lady. Who do you think? I'm Lucifer."

The boys all slowly looked at each other, taking in the moment.

In unison, the coven burst into laughter. Behind Lucifer, Ornias joined in the merriment.

Lucifer cast Ornias a dirty look. He struggled to contain himself.

"Sorry, boss," he said as he dabbed laughter tears from his cheeks.

Lucifer rolled her eyes.

"You don't believe me? Fine."

Lucifer's eyes opened wide and pure sunlight emitted from them. In an instant the cemetery was as bright as a summer afternoon. Leathery black wings extended from her back and horns sprouted from her forehead. Her voice dropped two octaves and became gravelly.

"Is this closer to what you maggots expected?"

The boys began to scream. One of them dropped to his knees and began bowing.

"Forgive our insolence, master!"

Lucifer resumed her humanoid form, ending the light show.

"Good," she said, letting out a sigh. "Now that that's done lose the cat and have a seat. I would like to offer you boys a deal."

*“I’ll never be good enough
You make me wanna die
And everything you love will burn
up in the light*

*Every time I look inside your eyes
You make me wanna die”*

*-The Pretty Reckless, “Make
Me Wanna Die”*

Hindrances

The opposite of Edges, Hindrances make life a little harder for your character. Contagion Savage Edition uses the Hindrances listed in *Savage Worlds*, the *Savage Worlds Fantasy Companion* and the *Savage Worlds Horror Companion* in addition to the new Hindrances listed below. Some of the Hindrances presented here are modifications of Hindrances published in *Savage Worlds* materials. These are presented as options to help the Hindrances fit better into the Contagion Savage Edition setting. In these cases, the Hindrances as described below are intended to supersede the standard version of the Hindrance, in the context of the Contagion Savage Edition setting. As always, Gamemasters are free to implement or ignore these modifications as they see fit.

Anemic (Minor)

The Anemic Hindrance functions as described in *Savage Worlds*. Additionally, a character with Anemic provides less nourishment to vampires who attempt to feed

on him. While the Anemic character still loses the normal amount of Contagion Points when targeted by Blood Drain, the vampire attacking him only receives half the Contagion Points drained.

Angst (Major) (*Savage Worlds Horror Companion*)

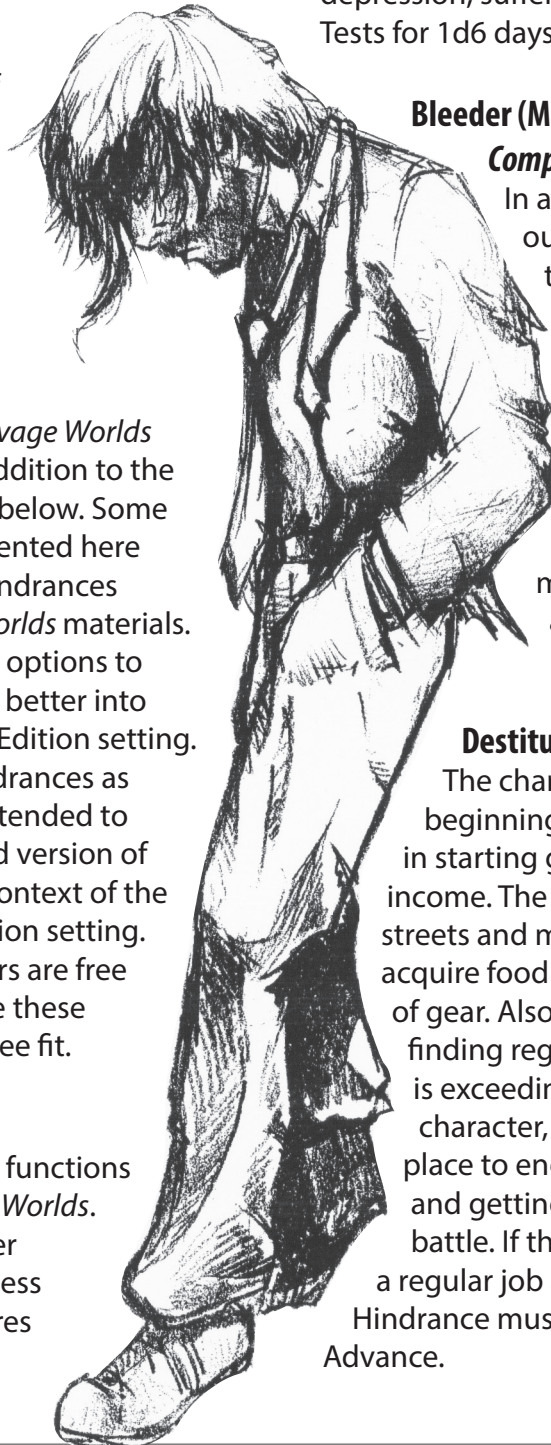
The character suffers from great depression. Any time the character rolls a Critical Failure on any die roll, they fall into a deep depression, suffering a -2 penalty on all Trait Tests for 1d6 days.

Bleeder (Major) (*Savage Worlds Horror Companion*)

In addition to the systems laid out under this Hindrance in the *Savage Worlds Horror Companion*, characters who are Bleeders grant an additional 2 Contagion Points per round to vampires who attack them using Blood Drain. As a result, vampires may inadvertently kill such a character with much greater ease.

Destitute (Major)

The character is utterly destitute, beginning the game with only \$50 in starting gear, no home and no income. The character lives on the streets and must beg, borrow, or steal to acquire food and shelter to say nothing of gear. Also, due to being homeless, finding regular gainful employment is exceedingly difficult for such a character, as they have no reliable place to engage in personal hygiene and getting clean clothes is an uphill battle. If the character ever gets a regular job and a place to live, this Hindrance must be bought off with an Advance.



Doubting Thomas (Major)

Doubting Thomas is considered a Major Hindrance in Contagion Savage Edition. If the Sanity rules are being used in your campaign, the Sanity benefits listed under this Hindrance in the *Savage Worlds Horror Companion* apply. This Hindrance may only be taken by human, giant or dwarf characters, or by half-elves or half-orcs raised in human communities. Members of any other race that refuse to accept the existence of the supernatural are not Doubting Thomases and should instead take the Delusional (Major) Hindrance.

Elderly (Major)

In case it needs to be said, characters that are undead cannot take this Hindrance. It is also inappropriate for elves, which never age to the point of being Elderly.

Infernalist (Major)

The character has sold their soul to a demon. Frequently this action is taken in order to fulfill a wish. People sell their souls for money, love, revenge or to fulfill virtually any desire. In some cases, the character may sell their soul in order to gain access to infernal magic via the Arcane Background (Miracles) Edge. Whatever drove the character to such a desperate measure, the effects are the

same. The character's soul is permanently and irrevocably owned by their demonic master. This means that the character's demonic master may drain Contagion Points via the Siphon Sin ability and that when the character dies he will most certainly go directly to Hell. Unlike most Hindrances, this cannot be bought of with an Advance or defeated in any way. It is a permanent Hindrance and the character is damned.

Possession Sensitive (Minor)

Due to an intense synchronicity with the spiritual realm, a strong desire to make otherworldly contact, or an extremely open mind, your character is very susceptible to ghostly possession.

Ghosts and spirits easily possess your character. When making a Spirit roll to resist ghostly possession your character receives a -2 penalty to the roll. On the bright side, your character is immediately aware of a ghost or spirit's presence at the moment a possession attempt is made. This awareness requires no roll and is automatic.

Special Note

You may not gain the Possession Resistant or Possession Immune Edges, if at any time your character receives those Edges, you must expend an Advance to remove Possession Sensitive.





Roger used an old, ratty t-shirt to wipe the wendigo's blood from the blade of his machete. Once the blade was clean, he placed it back in its sheath and tossed it into the trunk of his Buick, along with the rest of his small arsenal. Behind him, Stacy walked up the hill carrying two empty gas cans. After checking to be sure all his weapons were where they belonged, Roger turned his attention to his companion.

"Need a hand?"

Stacy sighed as she stepped up onto the shoulder of the highway.

"Not anymore."

Stacy tossed the empty cans into the trunk and slammed it shut. She turned on her heels to face Roger.

"Wanna go grab a beer?"

Roger shook his head.

"Wish I could," he said with a sigh. "I have a meeting with the shareholders in the morning and I am supposed to have an outline for all corporate expenditures for the next quarter prepared."

"And you didn't get your homework done," Stacy teased.

"Exactly."

Roger stepped around to the driver's side door and got inside the car. He truly would have liked to get that beer. He felt like a celebration should happen. After all, they had just taken out a particularly nasty Hellspawn. He also greatly enjoyed Stacy's company and wanted to spend more time with her outside of the hunt, but his presentation wasn't going to write itself.

Celebrating would have to wait just a little while longer.

*“I like danger, romance and
mystery
I’m a lucky ducky, get mad shit for
free
I rock more bling then Mr. T
I make it look easy ‘cause it is to
me”*

*-Die Antwoord,
“Baby’s on Fire”*

Edges

Edges are little tricks, knacks, techniques and unique abilities that help characters get through the nightly hell of the **Contagion Savage Edition** setting. These edges help level the playing field in the war, allowing those who would normally perish quickly to become true heroes (or villains). **Contagion Savage Edition** uses the Edges listed in *Savage Worlds*, the *Savage Worlds Fantasy Companion* and the *Savage Worlds Horror Companion* in addition to the new Edges listed below. Some of the Edges presented here are modifications of Edges published in *Savage Worlds* materials. These are presented as options to help the Edges fit better into the **Contagion Savage Edition** setting. In these cases, the Edges as described below are intended to supersede the standard

version of the Edge, in the context of the **Contagion Savage Edition** setting. As always, Gamemasters are free to implement or ignore these modifications as they see fit.

Background Edges

Arcane Background (Alchemy) (*Savage Worlds Fantasy Companion*)

This Background Edge functions essentially as presented in the *Savage Worlds Fantasy Companion*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Alchemy) Edge, including an appropriate Spell List for the **Contagion Savage Edition** setting.



Arcane Background (Ghostly Powers)

Requirements: Novice, Ghost

See **Chapter 6: Magic** for a full description of the Arcane Background (Ghostly Powers) Edge.

Arcane Background (Magic) (*Savage Worlds*)

This Background Edge functions essentially as presented in *Savage Worlds*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Magic) Edge, including an appropriate Spell List for the **Contagion Savage Edition** setting.

Arcane Background (Miracles) (*Savage Worlds*)

This Background Edge functions essentially as presented in *Savage Worlds*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Miracles) Edge, including an appropriate Power List for the **Contagion Savage Edition** setting.

Arcane Background (Psionics) (*Savage Worlds*)

This Background Edge functions essentially as presented in *Savage Worlds*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Psionics) Edge, including an appropriate Power List for the **Contagion Savage Edition** setting.

Arcane Background (Ritual Magic) (*Savage Worlds Fantasy Companion*)

This Background Edge functions essentially as presented in the *Savage Worlds Fantasy Companion*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Ritual Magic) Edge, including an appropriate Spell List for the **Contagion Savage Edition** setting.

Arcane Background (Sorcery) (*Savage Worlds Fantasy Companion*)

This Background Edge functions essentially as presented in the *Savage Worlds Fantasy Companion*. See **Chapter 6: Magic** for an in-depth look at the Arcane Background (Sorcery) Edge, including an appropriate Spell List for the **Contagion Savage Edition** setting.

Arcane Background (Super Powers) (*Savage Worlds*)

This Background Edge is not appropriate for use within the **Contagion Savage Edition** setting.

Arcane Background (Weird Science) (*Savage Worlds*)

This Background Edge is not appropriate for use within the **Contagion Savage Edition** setting.

Angelic Favor

Requirements: Novice, Spirit d8, loyalty to/faith in Yahweh.

Because of faith in Yahweh, good works, or some unknown design, angels favor your character. The character is treated well by the heavenly host, and in dire need, may call upon divine assistance.

Your character receives a +2 to Charisma when dealing with angels. Angels tend to consider your character's opinions and will offer the character advice if asked. The character may also, at any time, spend 4 Contagion Points to summon 1d4 angels to lend assistance. The angels will all come from the same choir, to be determined by the Gamemaster based on the situation. Summoning angels in battle is likely to bring Seraphim to the call, while summoning angels to assist with travel will likely call to the Teraphim. Summoned angels will arrive on the character's next initiative action, remaining for one round to offer aid. This time may be extended by expending 1 Contagion Point per angel summoned, per round. When this timeframe passes, the summoned angels will return to Heaven. Any witnesses to the angels' actions will likely suppress the memory, rationalizing the event. To remember the actions of angels summoned through this feat, witnesses must make a Spirit roll at TN 8. If successful, the witness retains full memory of the events of the visitation. Furthermore, recording devices will mysteriously fail, preventing the visitation



from being recorded. The summoner may expend an additional Contagion Point per witness to allow witnesses he chooses clear memory of the events of the visitation. Contagion Point expenditures used to fuel this Edge may occur all at once, ignoring the rule of 1 Contagion Point per round. This Edge may not, however, be used in conjunction with any other Contagion expenditure.

Special Note

Angels and demons may not take this Edge.

Demonic Favor

Requirements: Novice, Spirit d8, faith in/loyalty to the forces of Hell.

Because of servitude, evil works, or some design unknown to your character, demons show the character great favor. The character is tolerated by the infernal host, and may call

upon infernal assistance, for a steep price. Demons consider your character to be a valuable asset. The character may at any time spend 4 Contagion Points to summon 1d4 demons to lend assistance. The demons will all come from the same caste, and their caste will be determined by the Gamemaster based on the situation. Summoning demons in battle is likely to bring Marchocia to the call, while summoning demons to assist with travel will likely call Leviathans. Summoned demons will arrive on the character's next initiative action, remaining for one round to offer aid. This time may be extended by expending 1 Contagion Point per demon summoned, per round. When this timeframe passes, the summoned demons will return to Hell. Any witnesses to the demons' actions will likely suppress the memory, rationalizing the

event. To remember the actions of demons summoned through this feat, witnesses must make a Spirit roll at TN 8. If successful, the witness retains full memory of the events of the visitation. Furthermore, recording devices will mysteriously fail, preventing the visitation from being recorded. The summoner may expend an additional Contagion Point per witness to allow witnesses he chooses clear memory of the events of the visitation. Contagion Point expenditures used to fuel this Edge may occur all at once, ignoring the rule of 1 Contagion Point per round. This Edge may not, however, be used in conjunction with any other Contagion expenditure. Beyond the price in Contagion Points, using this Edge indebts the user to the summoned demons. Each time this Edge is used, the demons summoned may call upon the user at any time thereafter to carry out one task of the demons' choosing. Though the user of this Edge may attempt to resist this request (requiring a successful Spirit roll at TN 8), doing so is guaranteed to earn the ire of Hell's army. Resisting this request strips the character of this Edge and grants the character a permanent -2 penalty to Charisma when dealing with demons and Hellspawn loyal to Hell.

Special Note

Angels and demons may not take this Edge.

Relentless (*Savage Worlds Horror Companion*)

Though the word "slayer" is used in the Edge description, any character may select this Edge if they meet the requirements.

Combat Edges

Double Shot

Requirements: Seasoned, Agility d8, Shooting d10

Double Shot allows an archer to fire two arrows in his bow at once, firing two shots at a single target with one attack roll at a -2 modifier.

The target must be within short range. If the attack is successful, both arrows hit, each

causing normal damage. Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.

Improved Double Shot

Requirements: Veteran, Double Shot

The archer may attack as above, but ignores the -2 penalty.

Sunder

Requirements: Seasoned, Fighting d6

Those with this Edge know just where to strike objects or armored foes to cause the most damage. Any weapon in the hands of a character with this Edge ignores 1 point of armor (in addition to any AP value the weapon may already have) on a successful hit. If the attacker gets a raise on the attack roll, he ignores 2 points of armor. The Edge applies against all forms of armor, natural or magical.

Improved Sunder

Requirements: Veteran, Sunder

As above, but the attacker ignores up to 2 points of armor on a success and 4 points of Armor on a raise.

Leadership Edges

Fanaticism (*Savage Worlds Horror Companion*)

This Edge functions as described in the *Savage Worlds Horror Companion*. Any group that permits the character who possesses this Edge to take a leadership role may claim the benefit of this Edge.

Power Edges

Divine Blood

Requirements: Novice, Spirit d8

Your character has a limited channel to miraculous abilities. Perhaps the character has a saint in their family tree, or has had a divine experience, revelation, or epiphany, which has left the character with modest miraculous abilities. As a result the character may select one Novice Power that would be available

via the Arcane Background (Miracles) Edge. In order to use this Power, the character must expend a number of Contagion Points equal to the Power Point cost of the Power and make a Spirit roll. If successful, the power may be used normally. If the Spirit roll fails, the Contagion Points are wasted. If the Power requires an Arcane Skill roll, use the character's Spirit in place of the Arcane Skill. This Edge does not permit the character to exceed the normal expenditure limitation of 1 Contagion Point per turn. For example, if this Edge is being used to activate the Armor Power (which has a Power Point cost of 2) the character must spend a Contagion Point on the first round to begin the process, but cannot activate the Power until the second round, when he is able to expend the second Contagion Point that the Power requires. Characters using a Power gained via Divine Blood must engage in some form or supplication or prayer while spending the required Contagion Points to activate their Power. If the prayer (or expenditure of Contagion Points) is interrupted by the character taking any other action, the character must start over and any Contagion Points invested in the effort prior to the interruption are wasted.

Characters who select this Edge may also select any Arcane Background as long as they meet the requirements, but if they wish to access the Power gained through this Edge using their Power Points normally, they must re-learn the Power separately.

Special Note

Characters may only take this Edge at character creation. Angels and demons may not take this Edge.

Magical Heritage

Requirements: Novice, Smarts d8

You have magical ability in your background, such as a Magus in your bloodline, or you gained access to magic at a particularly young age (by discovering a spellbook in your attic, for example). As a result, you mastered some basic spellcasting.

Your character has limited access to magical abilities. Perhaps the character has a Magus in their family tree, or has managed to uncover the most basic truths of magic theory through informal study, which has left the character with modest spellcasting abilities. As a result the character may select one Novice Power that would be available via the Arcane Background (Magic) Edge. In order to use this Power, the character must expend a number of Contagion Points equal to the Power Point cost of the Power and make a Smarts roll. If successful, the power may be used normally. If the Smarts roll fails, the Contagion Points are wasted. If the Power requires an Arcane Skill roll, use the character's Smarts in place of the Arcane Skill.

This Edge does not permit the character to exceed the normal expenditure limitation of 1 Contagion Point per turn. For example, if this Edge is being used to activate the Armor Power (which has a Power Point cost of 2) the character must spend a Contagion Point on the first round to begin the process, but cannot activate the Power until the second round, when he is able to expend the second Contagion Point that the Power requires. Characters using a Power gained via Magical Heritage must engage in some form or ritual or chant while spending the required Contagion Points to activate their Power. If the ritual (or expenditure of Contagion Points) is interrupted by the character taking any other action, the character must start over and any Contagion Points invested in the effort prior to the interruption are wasted. Characters who select this Edge may also select any Arcane Background as long as they meet the requirements, but if they wish to access the Power gained through this Edge using their Power Points normally, they must re-learn the Power separately.

Special Note

Characters may only take this Edge at character creation. Angels and demons may not take this Edge.

Sympathetic Magic

Requirements: Seasoned, any Arcane Background

Your character has learned to utilize the Law of Contagion as a vessel for spellcasting or psionics. If the character is in possession of an object or item that belonged to a creature, the character may target that creature with a Power regardless of distance. So long as your character holds the object, they are considered to be touching the creature. If the object was once a part of the creature (a lock of hair, a fingernail clipping, or the creature's blood) that creature receives a -2 penalty to any rolls made to resist the Power's effect. Activating a Power via Sympathetic Magic costs 1 Contagion Point in addition to the normal Power Point cost of the Power.

Wild Talent

Requirements: Novice, Smarts d8

The character is psychically latent. The nascent ability to extend the character's will over your surroundings has slowly begun to manifest. Typically characters with this Edge find their new abilities frightening and alien, though with time, this potential can be nurtured and controlled. In short, the character has a minor parahuman psychic power that is difficult to control.

Select any one Novice psychic power. In times of great stress the character may use this power. The power tends to manifest in conjunction with negative or stressful situations (i.e. when your character fails a Fear check, when your character becomes Shaken, etc.). The GM is the final arbiter of what stimuli may cause this psychic ability to manifest, though the character may attempt to kick start the power's use by placing themselves in stressful or dangerous situations. There is no Power Point cost for using this power. Characters who select this Edge may also

select any Arcane Background as long as they meet the requirements, but if they wish to access the Power gained through this Edge using their Power Points normally, they must re-learn the Power separately.

Special Note

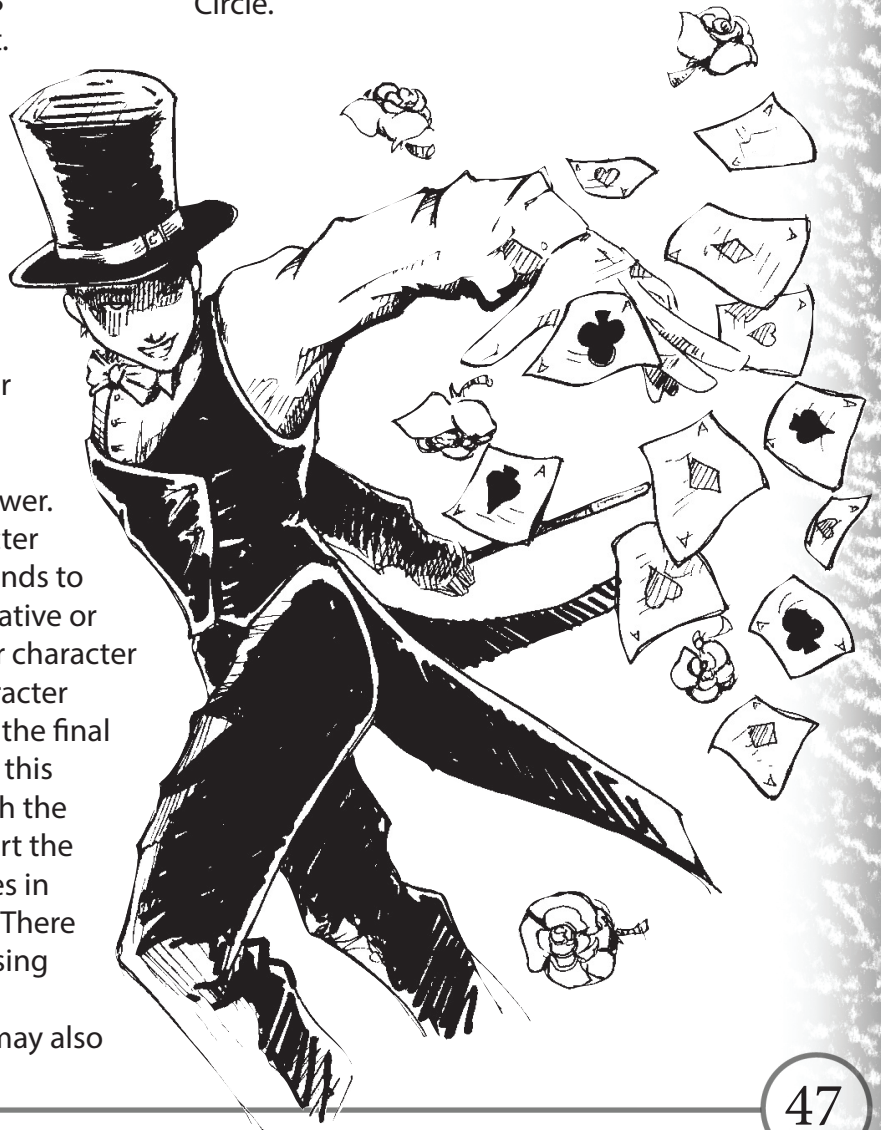
Angels and demons may not take this Edge.

Professional Edges

Arcanist

Requirements: Novice, Smarts d8+, Investigation d8+, Knowledge (Arcana) or Knowledge (Occult) d8+

The character has spent a considerable portion of time studying the occult. Though they may not have mastered the arts of magic, they are very well versed in magic lore, occult secrets and rituals of protection. As a result, Arcanists can create an Antimagick Circle.



To create an Antimagic Circle, the Arcanist must draw a circle in ritually prepared chalk on a flat, immobile surface (like the earth or the floor of a building.) This circle may have a radius no larger than the Arcanist's Smarts in feet. The Arcanist must then spend a Contagion Point and make a Knowledge (Arcana) or Knowledge (Occult) check. If successful, the Arcanist creates an Antimagic field in the space designated by the circle. For the full effects of an Antimagic field, see **Chapter 6: Magic.**

Clergy

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d10+

The character is a faithful servant of one of the Abrahamic faiths. As a result they are able to repulse the undead with the strength of their faith.

Repulsing Undead costs 1 Power Point and has a range of the character's Spirit. Targeted creatures within that range must make a Spirit roll. Failure means the creature is Shaken; a 1 means it is destroyed. Wild Cards suffer an automatic Wound instead. Furthermore, the Clergy is trained to drive demonic spirits from human bodies. Anytime he makes an opposed Spirit or Faith test versus demons or supernaturally evil forces, he adds +4 to his roll.

Conduit

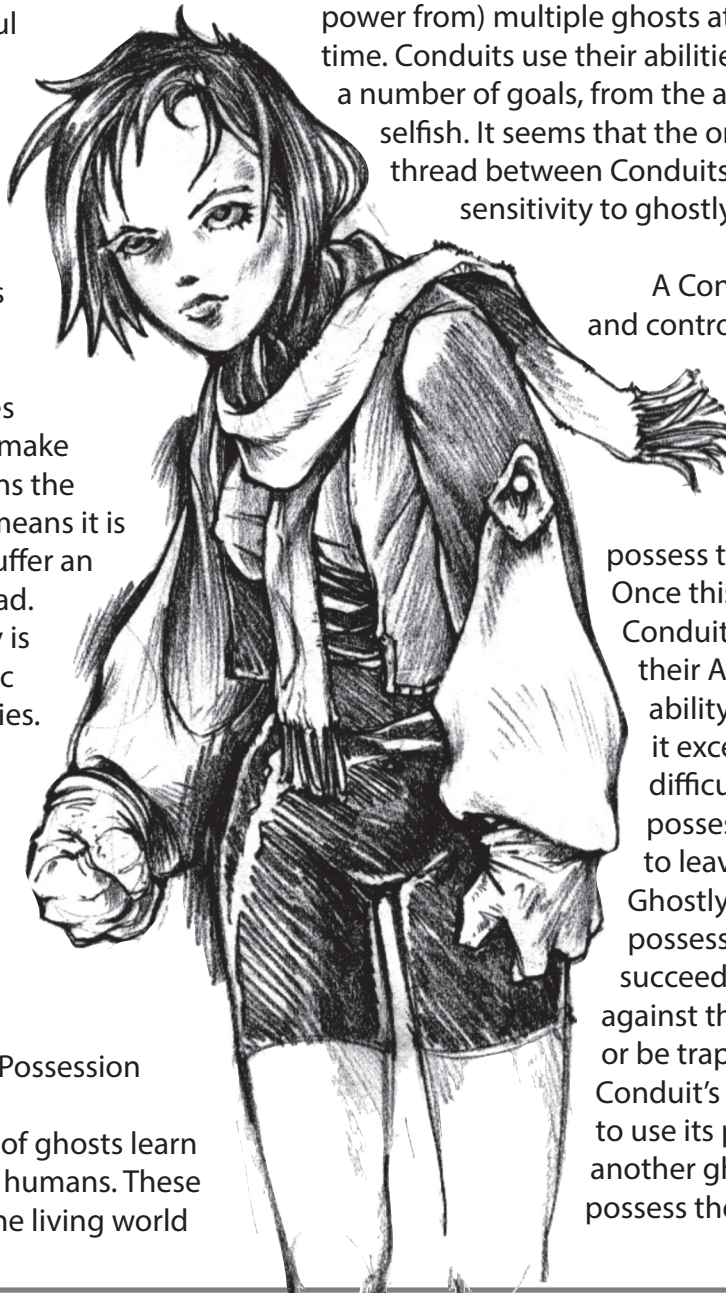
Requirements: Novice, Possession Sensitive, Spirit d10+

Small selections of ghosts learn to control the bodies of humans. These elite few interact with the living world

by proxy, directing their vessels to carry out agendas that would otherwise be impossible. Some creatures are extremely susceptible to this control and become frequent targets of ghostly manipulations. An incredibly rare few learn to turn the tables on unwanted guests, effectively altering their bodies into metaphysical prisons for incorporeal visitors.

These rare and incredible people are referred to as Conduits. The Conduit opens himself to ghostly possession, harnessing the power of those foolish enough to accept the invitation. The Conduit can channel the powers of ghosts through his body. With practice a Conduit can even harbor (and draw power from) multiple ghosts at the same time. Conduits use their abilities to achieve a number of goals, from the altruistic to the selfish. It seems that the only common thread between Conduits is their sensitivity to ghostly possession.

A Conduit may trap and control a ghost that possesses them. A ghost must first successfully possess the Conduit. Once this happens the Conduit may activate their Absorb Soul ability, making it exceedingly difficult for the possessing spirit to leave or access Ghostly Powers. The possessing ghost must succeed at Spirit check against the Conduit or be trapped in the Conduit's body, unable to use its powers until another ghost tries to possess the Conduit or



the Conduit willingly releases the trapped ghost. This power allows other ghosts to attempt to possess the Conduit. A ghost attempting to possess an occupied Conduit must make a Spirit test against the Conduit. Success ejects the resident ghost, trapping the new possessor.

Once a ghost is trapped within the Conduit's body, the Conduit can channel a ghost's Ghostly Powers through his body as if they were his own. The Conduit spends a Contagion Point to access any power known by a ghost that the Conduit holds via Absorb Soul. The ghost may make a Spirit test against the Conduit to prevent the Conduit from accessing these powers. If the ghost fails this Spirit roll, the Conduit may use the ghost's Ghostly Powers freely as if they were his own. Any rolls for using these powers use the ghost's Attributes and arcane skills, but are fueled by the Conduit's Contagion Points rather than the Ghost's. A Conduit cannot use Channeling to access powers from the Control Tree.

Conjurer

Requirements: Novice, Arcane Background (Sorcery), Knowledge (Occult) d10+ Spellweaving d8+

Conjurers are an eclectic collection of wise men and women who utilize various forms of folk magics, primarily derived from old African traditions. Practitioners of many mystical philosophies fall within the broad definition of Conjurer. The tools of the Conjurer are broad and varied, determined by the individual Conjurer's belief system.

Conjurers tend to be insular and self-sufficient, keeping their arts to themselves and trying to stay off of the radar of other factions within the war. Community minded Conjurers have been known to help out those in their neighborhood or those they count as friends, while avoiding entanglements with strangers or outsiders. Other Conjurers

ply their trade for profit, selling their unusual skills to anyone that can pay their price.

Conjurers may use many disparate rituals and tools to arrive at their ends, but they universally show great respect for the spiritual aspect of their conjure work. Even Conjurers of mercenary leanings will not do anything they feel disrespects the spirits, and will often disavow anyone who they feel has earned the ire of otherworldly beings. Conjurers will often abandon even close friends and family who take actions to offend the spirits. Better to lose a friend or brother than to feel the wrath of Les Invisibles.

Those who treat the spirits, and the Conjurer, with the proper reverence will never know a stronger ally. The magic of Conjurers is potent and reliable. Their knowledge of the invisible world is virtually matchless and they have a rapport with spirits rivaled only by Shaman.

By mixing graveyard dirt, snakeskin and various herbs, the Conjurer can create a potent magical dust, known as Goofer Dust, that holds the essence of a single spell until sprinkled on a creature, object or area. Once the dust is sprinkled, the spell is released. Creating a batch of Goofer Dust takes one hour during which time the Conjurer must spend a number of Contagion Points equal to the Power Point cost of the spell +1.

Familiar (*Savage Worlds Fantasy Companion*)

Requirements: Novice, Arcane Background (Alchemy) or Arcane Background (Magic) or Arcane Background (Sorcery), Knowledge (Arcana) d10+

This Edge functions as described in the *Savage Worlds Fantasy Companion*, but is available to characters with the Arcane Background (Arcane Caster) Arcane Background (Abstruse Caster) or Arcane Background (Intrinsic Caster) Edges in addition to characters with the Arcane Background (Magic) Edge.

Knight (*Savage Worlds Fantasy Companion*)

While this Professional Edge is technically available for Contagion Savage Edition, it makes little sense for modern characters (though could be very fitting for an aged immortal who was alive when this form of knighthood was in vogue.)

Lore Hoard

Requirements: Seasoned, Knowledge (Arcana) d8 or Knowledge (Occult) d8
Your character has amassed a great deal of information regarding the supernatural. While any character can theoretically accomplish this feat, your character's hoard is somehow well protected and can never be truly taken away. Perhaps he had the foresight to scan every page onto computer and store backups in remote locations. Maybe this knowledge is mystically protected so that the books may never be destroyed. Regardless of the explanation, your character has an impressive library at their disposal, granting a +2 bonus to all Knowledge (Arcana) checks, Knowledge (Occult) checks and Arcane Skill checks made while accessing the library.

Magus

Requirements: Seasoned, Arcane Background (Magic), Smarts d8+, Knowledge (Arcana) d8+, Spellcasting d8+

Those who earn the title of Magus have learned to harness magic in its purest, rawest form. Through years of study, dedication beyond typical human fortitude, and no small investment of willpower, Magi learn to control the forces of creation itself. The spells of the Magi are no simple rituals. They are a means of harnessing celestial will and bending it to the whims of the Magus. In game terms, this give the Magus the ability to cast his spells under the No Power Points Setting Rule as described in *Savage Worlds*. It is important to note that the Magus may choose to spend Power Points or to cast under the No Power Points rule. This flexibility gives the Magus the ability to tap incredible amounts of power.

A Magus's loyalties define him. Most Magi are loyal to themselves above all else, however their knowledge does not come from within. In order to attain the rank of Magus (and thereby this edge) the character must train at an established magical school. The magical school where the Magus trained usually commands a close second place in a Magus's loyalties. Even among the schools of magic, divided loyalties and service to outside masters occasionally arise. It is rare, however, as Magi are such strong willed people.

Below is a brief view of each of the most well established magic schools in the Contagion Savage Edition setting. Gamemasters are encouraged to expand upon the information presented here, and to create lesser schools for their campaigns if needed. A Magus must belong to a magic school and cannot learn this Edge without accepting membership in a school. Magi can leave their magic school after completing training, but such occurrences are exceedingly rare and often earn the enmity of their former school. Consider taking the Enemy (Major) Hindrance in such cases.

The Agency Of Paranormal Research And Study: Formerly a branch of the U.S. government assigned to quantify magical phenomena, the Agency has gone rogue in the wake of Department 7's formation. No one outside the Agency seems to know why.

The Ascendant Impetus: Magi who seek power from infernal sources.

The Association Of Administrators And Craftsmen: Magi who work as laborers, treating magic as a means to earn profit.

The Council of Tears: Power hungry necromancers who seek to master and overcome death itself.

Department 7: A secret organization within the United Nations, dedicated to protecting humanity from the supernatural and keeping the existence of the celestial a secret.

The Guardians of Innocence: A group of Magi and other beings who have dedicated

their lives to protecting those who cannot protect themselves.

The International Guild Of Stage

Performers: Hiding in plain sight, these Magi use stage illusion as a cover for their arcane activities.

The Order of Ouroboros: Scholars who place the acquisition of occult lore above all else.

Prophet

Requirements: Novice, Arcane Background (Psionics) or Wild Talent

Prophets have a unique psychic insight into the future. Whether blessed or cursed by this ability, Prophets can foretell things to come, reach into the minds and motives of others and boast an awareness unlike any other non-celestial creature. This power comes at a great price, as the Prophet often suffers great physical pain to use his powers. The emotional trauma dealt by seeing the future is another threat and many Prophets go mad from the visions that haunt them.

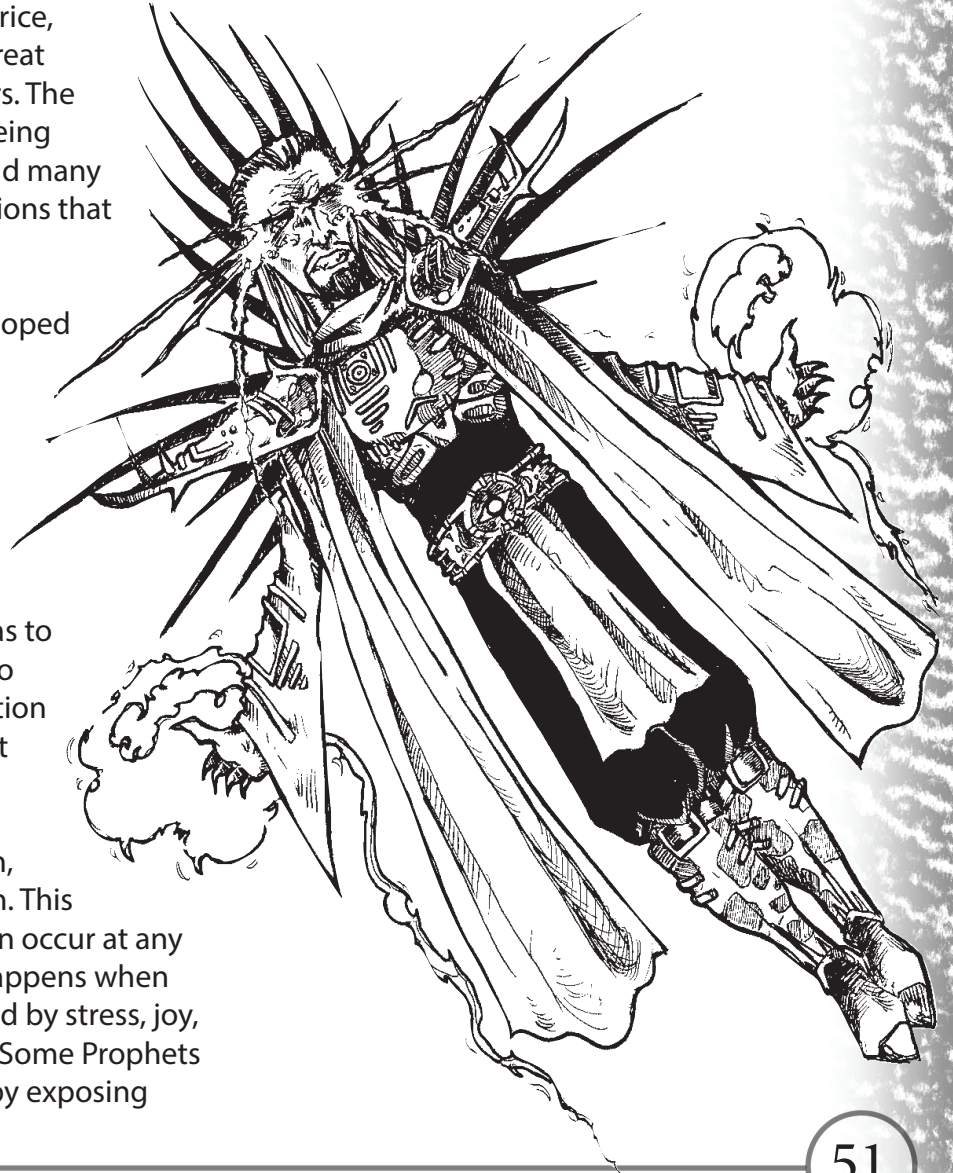
Prophets born in developed nations and raised in the absence of superstition or faith often disbelieve their own visions, thinking they are simple hallucinations. Many Prophets have sought mental health care, sometimes going so far as to have themselves committed to psychiatric hospitals as a reaction to the inexplicable visions that flash before their eyes.

Once per game session, the Prophet is granted a vision. This may be a sudden flash that can occur at any time, a nightmare that only happens when sleeping, or it may be triggered by stress, joy, or any other mental stimulus. Some Prophets will attempt to force a vision by exposing

themselves to the stimulus that triggers their visions intentionally, which requires the expenditure of a Contagion Point and a successful Smarts roll. If the roll fails, the Contagion Point is wasted and the vision does not occur.

When this occurs, use the Signs & Portents system described in the *Savage Worlds Horror Companion*. If the *Savage Worlds Horror Companion* is unavailable, or if the GM just decides it is prudent, the GM may simply describe the vision to the Prophet and allow them to draw their own conclusions about its significance.

Upon receiving the vision, the Prophet must make a Vigor check or suffer a wound and become Shaken.



Immediately after the vision is completed, the Prophet must make a Smarts roll. If the roll is failed, the Prophet must record a description of their vision within the next hour. They may write a description, record a video where they relay what they have seen, or draw an image that they have seen in their vision. The medium of the recording is irrelevant, but the compulsion is unavoidable. If prevented from recording their vision in any way, the Prophet will become obsessed forgoing sleep, food, drink and other needs until the vision has been recorded.



Shaman

Requirements: Novice, Arcane Background (Sorcery), Spirit d8+, Spellweaving d6+

A Shaman is a priest or priestess who opens himself up to possession and lets the spirits guide his body for the purpose of curing the sick, divining the hidden, attaining wisdom, and controlling events. Contrary to a popular misconception, it is not only Native Americans that have a tradition of shamanism, as shamanism is found in many cultures throughout the world, including Africa, aboriginal Australia, the Incas, Mayans, Aztecs, Hawaiian and Polynesian islands, Shamanism is also outlined in the Jewish Kaballah. All have various rites and rituals, but the central theme is the Shaman attains his powers by going on a journey, acquiring powers from spirits of elders, animal guides, and The Great Spirit, known by many names, including Wankan Tanka, Gitche Manitou, and to many, Yahweh himself, then returns to his tribe to use that power to heal, teach, and ensure success with weather, crops, childbirth, and battle.

On the sacred ground of his people, a Shaman reduces the Power Point cost of all spells by -1 to a minimum of 0.

Away from the sacred ground of his people, the shaman must pay an additional Power Point for all spells. The Gamemaster and player should work together to determine what constitutes "sacred ground" it may not necessarily be defined geographically, as some Shamans would find certain concepts or ideals closely associated with their people and therefore locations associated with those concepts or ideals could be considered sacred ground.

Slayer

Requirements: Novice, Arcane Resistance, Spirit d8, Member of the human, giant or dwarf race.

Once normal men and women, Slayers are those select few chosen by the forces of Heaven to act as foot soldiers in the war. The choice is usually (though not always) made early in the Slayer's life, often in the final stages of puberty. It is extremely rare that a person will become a Slayer after more than one encounter with a Hellspawn or supernatural creature, though this has been known to happen on occasion. The energies that drive supernatural creatures tend to trigger latent Slayers when the two cross paths, and no supernatural creature can become a Slayer.

The life of a Slayer is often short and violent. Many Slayers try to maintain a double life. Working a job or going to school by day and fighting the forces of Hell by night. Some few Slayers are able to maintain this balance for a while, but Hellspawn care little for the sanctity of a Slayer's "downtime". Eventually, the Slayer's enemies will endanger any chance of a normal existence. Knowing this, some Slayers forgo the pleasures of mundane existence, devoting every moment to the war.

Slayers can come from all lifestyles. In many ways, they are simply average joes who have been called to duty by Yahweh.

Slayers gain the ability to detect supernatural creatures and auras. This power may be used at will. The Slayer simply takes a turn to attune himself to his surroundings and makes a Notice roll. If successful, the Slayer may detect supernatural occurrences in his presence including the number of supernatural auras (creatures, items, or Powers) in the area and the location of the most potent supernatural aura present. This awareness can penetrate barriers stretching in 100 yards in every direction.

Vagrant

Requirements: Novice, Destitute (Major)
Vagrants are the cast-offs of society.

Homeless dregs that live on the street and beg (or steal, or engage in other less savory activities) for change and scraps of food, vagrants are ultimately urban survivalists.

Vagrants are resourceful and able to scrounge up weapons, food, and shelter from virtually nothing. However, most lack the social or technical skills necessary to navigate in polite society, so when they find themselves faced with tasks such as interacting with others in order to accomplish a task or use simple technology others take for granted such as computers or cell phones, the vagrant is often a fish out of water.

Due to their experience in hostile living conditions, vagrants gain a +2 bonus to all rolls made to find food, construct makeshift shelters or panhandle for change.

In addition to the Destitute (Major) Hindrance that is required to take this Professional Edge, many vagrants also have the Habit (Minor) or Habit (Major) Hindrance related to some form of substance abuse. Life on the streets is ugly.

Witch

Requirements: Novice, Arcane Background (Sorcery), Spirit d8+, Spellweaving d6+

Witchcraft is alive and well in the world of Contagion. In fact, with the return of the old Gods from imprisonment in Oblitus, Witches find their power growing to peaks unseen on Earth in centuries. The Witch calling covers all practitioners of old European mystic traditions and the offshoots thereof, making the calling very diverse and broad. Witches are, above all, individuals. Each Witch's personal beliefs and convictions dictate their actions and the only common thread among Witches is the strength of those convictions.

Some Witches gather in covens, practicing in groups with other Witches of similar beliefs and practices. Other Witches

prefer solitary practice, relying on no one else for aid and blaming no one else for their mistakes. The road of the solitary witch is often dangerous and difficult, but ultimately rewarding as it is much easier to discover one's personal truth when unfettered by the concerns and energies of others.

If a Witch has access to a personal item, or tissue sample from any creature, the Witch may construct a hex bag, which can produce any one of several results. Creating a hex bag takes one hour and requires the expenditure of a Contagion Point. Each hex bag may have only one effect, though a target may be under the influence of more than one hex bag at a time. Hex bags are only effective within 30 yards of the target; as such witches often give them to the target in the case of helpful hex bags, or stash them in the target's home in the case of harmful hex bags.

Hex bag effects include:

Harmful effects:

Bad luck – The target suffers a -2 penalty to all rolls while within range of the hex bag.

Disease – The target suffers the effects of a disease of the witch's choice so long as they are within range of the hex bag.

Beacon to the damned – The hex bag calls demons, Hellspawn and malicious spirits while the target is within range.

Helpful effects:

Good Luck – The target receives a +1 bonus to all rolls while within range of the hex bag.

Hiding – The target becomes immune to scrying while within range of the hex bag.

Possession block – the target cannot be possessed by any entity while in range of the hex bag.

Protection – The target receives +4 armor while within range of the hex bag.

In order to end the effects of a hex bag, the bag must be located and burned. Antimagical fields will suppress the effects of a hex bag.

Racial Edges

Adaptable (*Savage Worlds Fantasy Companion*)

This Racial Edge is replaced and superseded by the Hellspawn Heritage Edge.

Barbaric Blood (*Savage Worlds Fantasy Companion*)

In addition to Half-Orcs, this Edge is available to all races with the Berserk Edge.

Improved Barbaric Blood (*Savage Worlds Fantasy Companion*)

In addition to Half-Orcs, this Edge is available to all races with the Berserk Edge.

Celestial Privilege

Requirements: Member of the angel or demon race.

When this Edge is gained, the character may choose a Power from a choir or caste other than his own. Characters with this Edge must meet all other prerequisites for taking that Power as normal. This Edge may be taken multiple times.

Curse Carrier

Requirements: Novice, human, giant or dwarf.

Whether or not your character knows the truth, one of their ancestors is supernatural. While the character may not possess any discernible traits of their mystical heritage, they may inadvertently pass this curse on to their children, or through a transfusion of their accursed blood.

Select a playable race other than angel, Arcadian, demon, goblin or morlock at character creation. If your character has children, the character will breed as a member of that race.

If you select any race descended from werewolves, there is a 1 in 20 chance that the character can pass on the curse of lycanthropy. In this case roll a d20. If the

result is a 1, the child will suffer lycanthropy. In the event a human with latent lycanthropy receives a transfusion of the character's blood, his own genetic predisposition towards lycanthropy may be activated at Gamemaster discretion.

If you select any race descended from vampires, the character's blood has a small chance of creating new vampires. If the character donates blood and the recipient dies within 12 hours of receiving the donation, there is a 1 in 20 chance that the unfortunate soul may rise from the dead as a vampire. There is also a 1 in 20 chance that upon death, the curse carrier may rise as a vampire. In either case roll a d20. On a result of 20, the vampirism manifests as described. This unknown kinship with the supernatural does give the character a slight advantage with members of their selected race. Add a +1 bonus to Charisma when dealing with members of the chosen race.

Special Note

This Edge may only be selected at character creation.

Double Shot (*Savage Worlds Fantasy Companion*)

This Edge is superseded and replaced with the Double Shot combat Edge.

Improved Double Shot (*Savage Worlds Fantasy Companion*)

This Edge is superseded and replaced with the Improved Double Shot combat Edge.

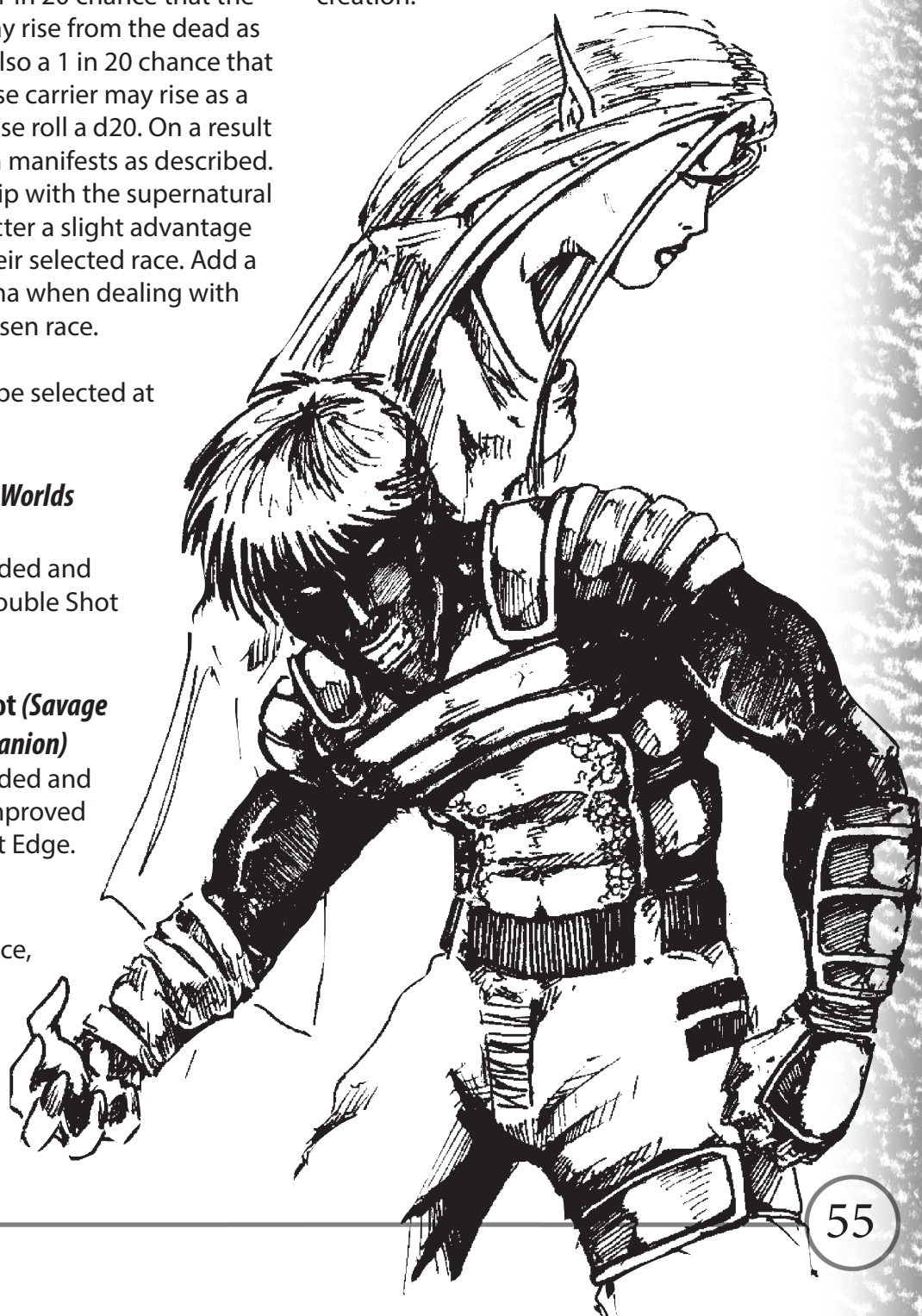
Flowing Soul

Requirements: Novice, Member of the human, dwarf or giant race. Due to some quirk of metaphysics, your character's

soul is a more potent conduit for Contagion energy than most. Contagion Points taken from your character through a demonic pact, through damage while in Hell or via other supernatural means are worth double their value. Every Contagion Point you lose in such a fashion counts as two for the recipient. Every time you spend Contagion to improve a die roll, you may roll twice and select the greater result.

Special Note

This Edge must be selected at character creation.



Hellspawn Heritage

Requirements: Novice, human, giant or dwarf.

The character with this Edge has a Hellspawn in their distant ancestry. The exact nature of that creature is immaterial (though it may be a source of adventure), as the overpowering human genetic tide has reduced its special abilities to a few salient features.

The character gains a +1 bonus on one Attribute. This bonus can be added to any die type and remains as the character advances. A character can begin with a d4 +1 value in an attribute, if they so choose. This Attribute can be raised to a maximum of d12 +1. The character also gains the Low-light vision feature, which allows the character to ignore penalties for Dim and Dark lighting.

Special Note

This Edge may only be selected at character creation.

Natural Warrior (*Savage Worlds Fantasy Companion*)

This is not only included, but encouraged for any Contagion character whose race includes natural weapons (bite, claw)

Improved Natural Warrior (*Savage Worlds Fantasy Companion*)

This is not only included, but encouraged for any Contagion character whose race includes natural weapons (bite, claw)

Scamper (*Savage Worlds Fantasy Companion*)

In **Contagion Savage Edition** this Edge is available to any character with a Size penalty.

Improved Scamper (*Savage Worlds Fantasy Companion*)

In **Contagion Savage Edition** this Edge is available to any character with a Size penalty.

Sinful Breeding

Requirements: Novice, Hellspawn Heritage, member of the human, giant or dwarf race. Somewhere in your character's lineage there

is cursed blood. Though the curse seems to have thinned due to the great presence of human blood in their veins, the character has begun to manifest traits of Hellspawn ancestry. For good or ill, the character is more than human.

This Edge allows the character to develop one racial feature or Hindrance from a non-human ancestor. The race must be determined when this Edge is selected. Though the character may take this Edge multiple times, all instances of this Edge must come from the same race. Acceptable races for this Edge include all playable races and Hellspawn creature types. Upon selecting this Edge the character gains one racial feature listed in the ancestor's race or creature description.

Special Note

This Edge may be taken multiple times. The same racial feature may not be taken twice. The character manifests the selected racial feature as if he were a member of the race possessing the racial feature.

Spectral Armament

Requirements: Seasoned, Ghost, Spirit d8
This rare and useful ability allows a ghost to form weapons out of his own will and rage. By spending a point of Contagion and making a successful Spirit roll, the ghost can create a spectral melee weapon, which affects other incorporeal entities. The weapon will function exactly like its mundane counterpart, except that it only affects entities in Purgatory (such as ghosts and Death Walkers). The weapon created with Spectral Armament lasts for a number of rounds equal to the ghost's Spirit. This Edge must be purchased separately for each specific weapon that the ghost wishes to create (so if a ghost wanted a short sword and a knife, then he would have to purchase the Edge separately for each.)

Spectral Armaments are supernatural in nature, and will dissipate immediately upon contact with an Antimagic Field.

Sunder (*Savage Worlds Fantasy Companion*)

This Edge is superseded and replaced with the Sunder combat Edge.

Improved Sunder (*Savage Worlds Fantasy Companion*)

This Edge is superseded and replaced with the Improved Sunder combat Edge.

Sword of the Archangel

Requirements: Veteran, Angel

Using Contagion energy, the character can manifest a sword of divine flames. By expending 1 Contagion Point, the user of this Edge creates a 4 foot long blade of fire. This flaming sword acts as a magic longsword that adds +3 to Fighting, + 2 to damage and incurs no penalty when used in the angel's off hand. If the angel is disarmed while wielding the sword, the weapon automatically returns to his hand at the beginning of the following round. The angel cannot have more than one Sword of the Archangel active at a time. The Sword of the Archangel lasts a number of rounds equal to the Angel's Spirit.

Repulse Resistance

Requirements: Novice, Undead

Your character's will is nearly indomitable. Your character has a strong innate resistance to attempts to repulse them. The character gains a +1 bonus to Spirit rolls made to resist being repulsed. This stacks with any resistance granted by permanent magical effects, racial features, or this Edge itself.

A character can gain this Edge multiple times. Each time he gains the Edge, the effects stack.

Vicious Bite

Requirements: Novice, Member of the drow, dhampir, or goblin race, or a human, giant or dwarf with the Hellspawn Heritage feat. Certain races in Contagion have developed fangs as a result of their curses. Vampires use their fangs as a method of drawing blood,

while dhampirs, drow, and goblins have no practical use for their slightly elongated canines. Through practice or sheer ferocity some members of these races have learned to utilize their teeth as weapons in close combat. This Edge allows your character to use their fangs as natural weapons, including meeting the requirements for the Natural Warrior and Improved Natural Warrior Edges.

After a successful grappling attack has been made, the character may bite his victim inflicting Strength + d4 damage.

A character without this Edge who attempts to bite a grappled opponent deals their Strength in nonlethal damage, unless that creature has bite damage listed in its description.

Wings of the Celestials

Requirements: Veteran, Member of the angel or demon race

Large wings sprout from the character's back, extending from the character's shoulder blades over the course of 1 round. The process is painful and the character must succeed on a Spirit roll when the wings begin to sprout or be considered Shaken. The final wingspan is double the creature's height. The wings allow flight at the character's Pace and add +1 to Toughness. The wings last a number of rounds equal to the character's Spirit.

The appearance of the wings will be determined by the creature's type. Angels will have bright white feathery wings, while the wings of demons will be leathery and singed. Other celestial beings may produce wings of various appearances.

Social Edges

Hardened (*Savage Worlds Horror Companion*)

Though the word "slayer" is used in the Edge description, any character may select this Edge if they meet the requirements. This Edge only applies in campaigns that use

the optional Sanity Setting Rule. Please be sure to check with your Gamemaster before selecting this Edge to see if Sanity is being used and if so, how.

Sound Mind (*Savage Worlds Horror Companion*)

This Edge only applies in campaigns that use the optional Sanity Setting Rule. Please be sure to check with your Gamemaster before selecting this Edge to see if Sanity is being used and if so, how.

Occultist (*Savage Worlds Horror Companion*)

This Edge is superseded by the Arcanist Professional Edge. Its benefits fall under that Edge.

One of the Chosen (*Savage Worlds Horror Companion*)

This Edge is superseded by the Slayer Professional Edge. Its benefits fall under that Edge.

Visions

This Edge is superseded by the Prophet Professional Edge. Its benefits fall under that Edge.

Weird Edges

Curse Communion

Requirements: Any playable race except human, giant or dwarf unless that human, giant or dwarf has both the Hellspawn Heritage and Sinful Breeding Edges.

It is a metaphysical truth that all things in the universe are connected. This Edge allows the character to draw on those connections, granting a small portion of power to less fortunate allies.

Through a ritual of communion, the character may impart one racial feature to a non-supernatural ally. The act of communion depends on the character imparting the power, and must be defined when this Edge is selected. Vampires may share blood with their

chosen recipient, while an angel may elect to pray with their charge. Whatever the act of communion is, it must symbolize a union of some kind between two willing parties. During the ritual, the donating party must expend a Contagion Point. Once the expenditure is complete, the donating party may grant any one of his own racial features to the recipient, subject to the limitations below. This racial feature lasts for 12 hours, though the duration may be extended an additional hour per extra Contagion Point spent during the ritual. While under the effects of Curse Communion, the recipient acts as a member of the donating party's race with regard to the donated feature. The donor retains his racial feature during this time, continuing to use it normally.

Special Note

This feat may only donate one racial feature to one party at one time. The following racial features may not be donated by a character through Curse Communion: Blood Dependent, Blood Drain, Caste, Choir, Create Hellspawn, Divine Mandate, Ghuldom, Lycanthropy, Round Trip Ticket, Siphon Sin, Undying, and Undead. If a werewolf donates Shapeshifting the character does not gain a Blitzkrieg form. Shapeshifting gained through Curse Communion only grants a wolfen form. Slayers are unable to receive benefits from Curse Communion, and all Contagion Points spent on such an attempt are wasted.

Earthbound

Requirements: Novice, Member of any race except Arcadian, angel, demon, ghost or tengu.

Nothing short of divine intervention can remove your character from the physical plane.

The character cannot be removed from the Earthly realm by any means save death. The character is unable to visit Purgatory or Hell in any fashion, nor can the character learn any power that would allow them to visit Purgatory or Hell. If the character is flung

bodily into a Hellgate, the character not only fails to cross it, but their body causes the Hellgate to collapse upon itself. The character can close any interplanar portal with a touch. Once the character dies, this Edge is lost and the character may pass on to Purgatory as a ghost or go to Heaven or Hell normally.

Special Note

This Edge may only be selected at character creation.

Empowered Repulsion

Requirements: Novice, Arcane Background (Miracles), Faith d8, the ability to repulse Undead.

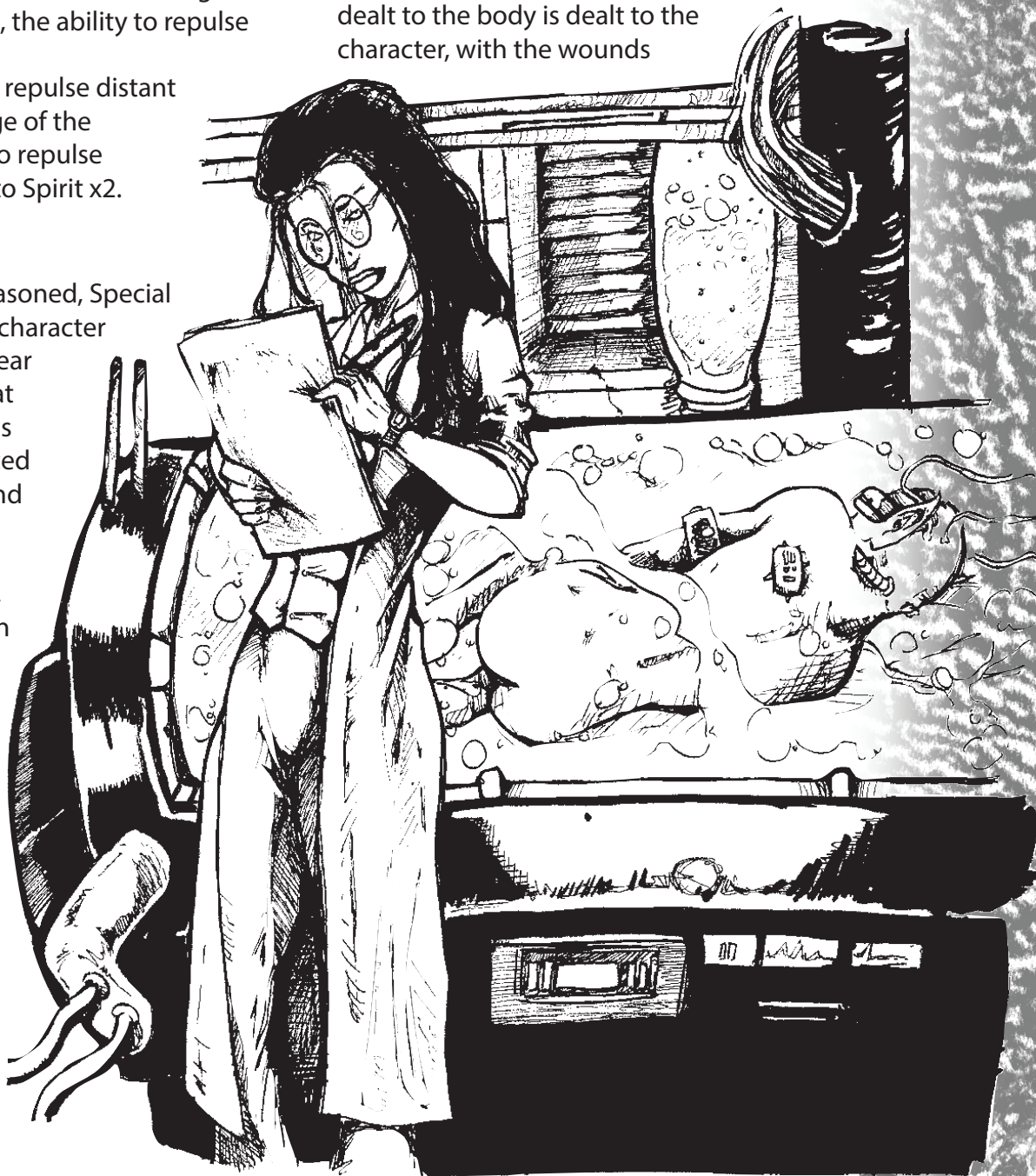
Your character can repulse distant creatures. The range of the character's ability to repulse undead increases to Spirit x2.

Flatline

Requirements: Seasoned, Special (To take Flatline, a character must have had a near death experience at some point, such as having been reduced to Incapacitated and Bleeding Out.)

Whether through scientific methods, esoteric meditation techniques, or some metaphysical curiosity, the character has become so accustomed to being close to death that they are able to unfetter their soul from their body, walking through Purgatory as a ghostly being.

Your character is able to send their consciousness into Purgatory. This requires one minute of concentration and the expenditure of a Contagion Point. While out of their body the character is considered a ghost. The character does not have access to ghostly powers, but is incorporeal and invisible. The character can also manifest to the living by making a Spirit check at TN 6. While a ghost, your character's body enters a deep coma. The character cannot be awakened until their ghostly form returns to their body. Any physical damage dealt to the body is dealt to the character, with the wounds



appearing on their ghostly form. Likewise, damage dealt to the character's ghostly form appears on their sleeping body. The character must physically travel back to their body to re-enter it, unless the character spends 1 Contagion Point to immediately return. This Contagion Point expenditure allows the character to return immediately, regardless of the intervening distance between ghostly form and body. After using this rapid return method, the character immediately awakens and is Shaken.

A character with this Edge can remain out of body for a number of hours equal to their Spirit score.

If your character is killed while using this power, they become a ghost. If your character's ghostly form is killed while using this feat, the character may not become a ghost. In this case, the character will go to Heaven or Hell as appropriate.

Special Note

Arcadians, angels, demons, dhampirs, elves, werewolves, and vampires cannot take this Edge.

Hear Purgatory

Requirements: Novice, Smarts d8

Characters with this Edge tend to be a bit edgy and distracted. For some unknown reason, your character is blessed (or cursed) with the ability to hear the restless spirits that walk in the void between worlds.

Your character can hear creatures in Purgatory with no penalty. Ghostly invisibility does not apply to your character. Powers and abilities that confer invisibility to the user are unaffected, unless those abilities grant invisibility by virtue of placing the recipient in Purgatory.

Possession Immune

Requirements: Seasoned, Possession Resistant

Only the strongest willed or most stoic characters can develop this Edge. At this

point, ghosts or spirits cannot possess your character. You are immune to possession and gain a +2 to any roll made to resist mind control.

Possession Resistant

Requirements: Novice, Spirit d6

Perhaps your character is strong willed. Perhaps they are a non-believer, refusing to accept the possibility of life after death. Perhaps they are just too damn stubborn to relinquish control of their body to any other entity. Regardless, spirits attempting to possess the character find it exceptionally difficult to control them.

The character receives a +4 bonus to resist possession attempts.

See Purgatory

Requirements: Novice, Smarts d8

Perhaps your character has had a near death experience, grew up in a haunted house, or is extremely depressed. For whatever reason, the character can see ghosts and other incorporeal entities.

Your character can see creatures in Purgatory with no penalty. Ghostly invisibility does not apply to your character. Spells and abilities that confer invisibility to the user are unaffected, unless those abilities grant invisibility by virtue of placing the recipient in Purgatory.

Shivers

Requirements: Novice, Smarts d6

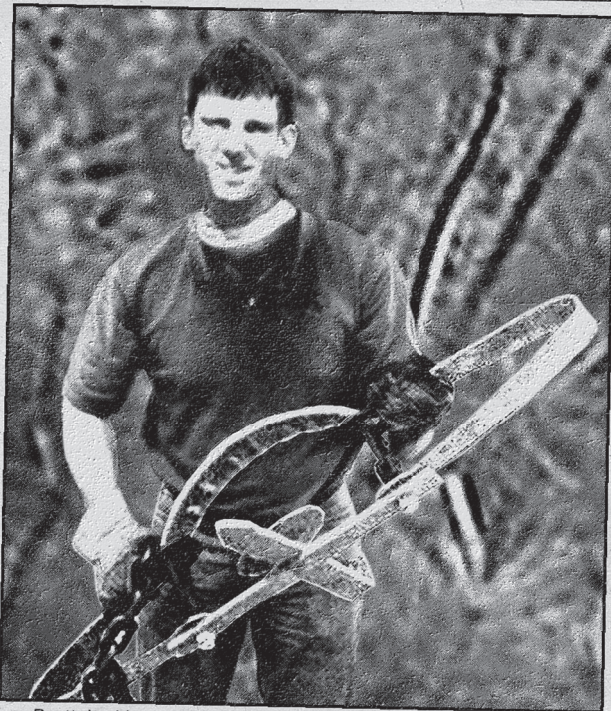
While in the presence of ghosts, your character makes a Notice check. Upon succeeding at this check your character receives a cold chill that doesn't seem to leave them as long as there is a ghost within a number of feet equal to their Smarts x10. Upon failure your character feels nothing out of the ordinary.

THE GLOBAL NEWS **INQUISITOR**

SECTION VII

VOLUME III

MAN DESIGNS "WEREWOLF TRAP"



*Brett Jenkins,
Shown here proudly holding his silver plated "invention."*

Beaver Creek, Oregon resident Brett Jenkins is drawing attention, both positive and negative for his "invention" of what he refers to as a "Werewolf Trap."

The traps, which are actually large steel bear traps that he has coated with silver, sell for around \$1000 each. Part of the negative attention he has gotten for these traps

comes from what some say is a prohibitively high price tag.

"If this is something he's doing for the common good," says George Johnson, Jenkins' neighbor, "he could at least be more reasonable about the money he wants for them."

Of course, this is not the only controversy. Though there has been a wave of positive support for Jenkins from some locals, made nervous by an increase in myserious deaths, there are also those speaking against him.

"How's a guy gonna take a basic bear trap, make it shiny, and call it an invention, anyway?" complains Jack Trilby, a local trap maker, "I've been in this business for years, and have made plenty more impressive improvements to my traps than that."

When asked, Jenkins has this to say: "It'll work real good."

There have also been complaints from local groups, one calling themselves CETS- Citizens for the Ethical Treatment of Sasquatch, and another called Brotherhood of Bigfoot.

"I can't believe someone could be so completely thoughtless," says CETS member Shirley Morgenstohler. "Doesn't Brett realize that these things are going to

Continued on page B2

“You are likely to be eaten by a grue.

If this predicament seems particularly cruel, consider whose fault it could be: not a torch or a match in your inventory.”

- MC Frontalot, “Is It Pitch Dark”

Characters need tools to get things done. This chapter focuses on many of the common types of gear characters will need to survive the nights of **Contagion Savage Edition**.

Gear Basics

Prices

Prices have been intentionally omitted from this chapter to encourage a more story- and character- oriented approach to purchasing equipment for player characters. When trying to determine whether a character may have a given piece of equipment, first consider, as GM, the character’s income and occupation, keeping in mind Edges and Hindrances. Chances are good that a middle-class character working in a blue-collar job has a reliable used car, not a brand-new Porsche. Second, consider the needs of the story: if you intend your PCs to be thrust headlong into the war, you may want to allow their characters to have access to common weapons like rifles and shotguns, however if you plan to run a less combat-intensive campaign, you may wish to place heavier restrictions on access to this type of weaponry. Finally, take into account costs of living in your game’s setting. While a 2-Liter bottle of soda may cost less than \$2 in Rockford, IL, your game set in New York City or Los Angeles may have a much higher cost of living, with subsequently higher prices for

that same 2-Liter bottle (or any other item, for that matter).

As a **Contagion Savage Edition** player, remember that your GM has the final say in determining your starting gear. You may want your character to have the best of the best, but very few people have the credit and assets to purchase a Learjet for personal amusement. Limiting your character in this way will ultimately add to the story’s richness, as he won’t be able to buy his way out of every obstacle.

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions—and not force every character to specifically purchase such objects in order to employ them—the GM should simply defer to the use of common sense and the needs of the story. Chances are good that a character has jumper cables and a flashlight in their car. Also, in the modern urban world, most cities are full of stores, and a character can usually locate simple items in short order. Characters in rural environments may have greater difficulty acquiring some items. Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

Concealed Weapons and Objects

It’s assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing. Drawing a concealed weapon is more difficult than drawing a regularly holstered weapon, and normally requires an Agility roll (as detailed in *Savage Worlds* under “Readying Weapons.”) Keeping the weapon in an easier-to-draw position makes concealing it virtually impossible. Rather than bogging down concealed weapons with numerous rules and modifiers it is left largely to GM discretion to determine whether or not a weapon may be concealed. Take into account the character’s

clothing and the weapon. Hiding a .22 pistol in an ankle holder under khakis is certainly possible. Hiding a broadsword under a trenchcoat is flat-out impossible without the use of magic.

Spotting Concealed Objects

Noticing a concealed weapon or other object requires a successful Notice check.

An observer attempting to spot a concealed object receives a –1 penalty for every 3 feet between him or herself and the target, and a –5 penalty if distracted.

Patting someone down for a hidden weapon requires a similar check. The searcher gets a +2 bonus for the hands-on act of frisking the target.

General Gear

The Gear chapter in *Savage Worlds* contains an impressive list of most basic items characters will use in a **Contagion Savage Edition** game. This gear requires no modification for use in **Contagion Savage Edition** and provides a great starting point.

Additional Gear

The adventuring gear, melee weapons, ranged weapons and armor listed in the *Savage Worlds Fantasy Companion* are also wholly appropriate for use in **Contagion Savage Edition**. In the event that your **Contagion Savage Edition** game involves a castle or other fortified structure, the siege rules can come in handy, but this is likely to be a rare occurrence to say the least in a modern setting. However, these can represent an ongoing struggle against Hellspawn in a remote, defensible location.

Much of the gear listed in the *Savage Worlds Horror Companion* is also appropriate for the **Contagion Savage Edition** setting, with little to no modification. Exceptions are listed below.

Atomic Ghost Hunting Pack

In general, this piece of equipment is simply not in line with the feel of the **Contagion Savage Edition** setting. However, some GMs may wish to include such a device, perhaps being an experimental (and magical) prototype created by the Magi of Department 7. Ultimately it is your game, use or discard this piece of gear at your discretion.

Ghost Trap

See above.

Neck Protector

These devices are appropriate for the **Contagion Savage Edition** setting, and are not unheard of among monster hunters and Slayers. Unfortunately, the wearer of such a device frequently discovers the hard way that vampires don't always go for the neck...





Arianna stumbled into the wall as the entire building shook. The Teraphim was not far behind her and blackness was creeping in on the edges of her vision. Kayla, the teenager she had sworn to help, to protect, held her broken arm close to her chest and choked back tears of pain.

Arianna steadied herself and looked Kayla in the eyes.

"I need you to hide," Arianna said.

Kayla's eyes widened as her barely contained panic threatened to shatter her composure.

"Hide? I thought you said that there is no hiding from an angel!"

"Not for long," Arianna said through gritted teeth. "If this works you'll only need to hide for a moment."

Arianna reached down and touched Kayla's swollen belly.

"Lespri veye sou timoun sa a ak delivre li nan sa ki mal."

Kayla looked up at Arianna.

"What was that?"

"Just a good luck charm. For the baby."

The building shook again. Debris began to fall from the ceiling and walls.

"Hide! Now!"

Kayla ran down the hallway and rounded a corner. Arianna turned back the way they had come and began to whisper.

The Teraphim stepped into the hallway. His flaming sword drawn, he rushed to Arianna.

"Where is the whore, witch?"

"She's just a scared little girl. Leave her alone."

The Teraphim chuckled.

"That scared little girl is carrying an Immunda child. She must be purified. Where is she?"

Arianna spat in the Teraphim's eye.

“Go to hell!”

The Teraphim drove his flaming sword into Arianna’s stomach. Boiling blood sprayed from her mouth.

The Teraphim smirked.

“You first.”

Arianna gripped the Teraphim tightly by the shoulder.

“Why don’t we go together?”

Arianna’s eyes began to glow as a hole tore in reality around her. Heat waves danced across the room as a Hellgate opened behind the angel. Arianna leaned hard into the burning blade in her belly shoving herself and the Teraphim through the gate. As the Hellgate slammed shut, Kayla crept out into the hallway, sad, scared and alone.

*“I said the words what have I done
I thought it cool, I thought it fun
The words I say they start to
change
The syllables now rearranged
A language I can’t comprehend
I shut my mouth it doesn’t end
The bowels of nature open wide
I cannot move I cannot hide”*
- Suicidal Tendencies,
“Waking the Dead”

The world of **Contagion Savage Edition** is ultimately a world fueled and shaped by magic. Though the majority of humans never witness the supernatural, magic flows throughout creation. Just beyond the periphery of human perception, arcane forces shape reality through the manipulation of Contagion energy. When an average human spends a Contagion Point to bolster a die roll, they are tapping into this arcane force, albeit unknowingly. Some creatures have learned to tap directly into the arcane forces that shape the universe, through the use of magic and psionics.

Magic Basics

Magic in **Contagion Savage Edition** is typically accessed through an Arcane Background or a Racial Feature. Magic uses the Powers system as presented in *Savage Worlds*. This chapter details the Arcane Backgrounds available in **Contagion Savage Edition**, lists of Powers available via those Arcane Backgrounds, and new Powers specifically designed for the **Contagion Savage Edition** setting.



This chapter also contains power lists for each Arcane Background, as well as power lists for angelic choirs, demonic castes and magical schools.

Arcane Backgrounds

Arcane Backgrounds in **Contagion Savage Edition** function as described in *Savage Worlds*, with the following alterations. GMs may elect to ignore these alterations as they choose, instead using the standard Arcane Background descriptions provided in *Savage Worlds*.

Arcane Background (Alchemy) (*Savage Worlds Fantasy Companion*)

Arcane Skill: Alchemy (Smarts)

Starting Power Points: 10

Starting Powers: 3

Spell List: Armor, Blast, Blind, Boost/Lower Trait, Concentrate, Confusion, Darksight, Detect/Conceal Arcana, Divination, Drain Power Points, Draining Touch, Enhance Undead, Entangle, Environmental Protection, Farsight, Fear, Grave Shroud, Greater Healing, Healing, Invisibility, Light/ Obscure, Quickness, Slow, Slumber, Smite, Speed, Stun, Succor, Warrior’s Gift, Zombie

System Alterations: None. Arcane Background (Alchemy) functions as presented in the *Savage Worlds Fantasy Companion*, including the use of the Alchemic Backlash table.

Arcane Background (Ghostly Powers)

Arcane Skill: Necrology (Spirit)

Starting Power Points: 15

Starting Powers: 3

Spell List: Analyze Foe, Area Psychometry, Armor, Aura Sight, Barrier, Blast, Blind, Bolt, Boost/Lower Trait, Burst, Concentrate, Conceal Thoughts, Confusion, Cries of the Tortured, Damage Field, Dead Man’s Hand, Deflection, Detect/Conceal Arcana,

Detect Network, Dispel, Drain Power Points, Elemental Manipulation, Enhance Undead, Entangle, Farsight, Fear, Fly, Grave Shroud, Havoc, Healing, Jet, Legerdemain, Mind Reading, Nightmares, Pummel, Puppet, Relive Memories, Search Engine, Signal Feed, Sinseeking, Sins Laid Bare, Slow, Slumber, Speak Language, Stun, Telekinesis, Teleport, Wall Walker, White Noise

Arcane Background (Magic) (*Savage Worlds*)

Arcane Skill: Spellcasting (Smarts)

Starting Power Points: 10

Starting Powers: 3

Spell List: Analyze Foe, Angelic Glory, Armor, Banish (Entity), Barrier, Bind Entity, Blast, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Concentrate, Conceal Thoughts, Confusion, Corpse Senses, Cries of the Tortured, Damage Field, Darksight, Dead Man's Hand, Death to Damnation, Deflection, Demonic Countenance, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Drain Years, Draining Touch, Elemental Manipulation, Enhance Undead, Entangle, Environmental Protection, Eyes of the Restless Soul, Fangs of the Master, Farsight, Faux Remnant, Fear, Fly, Grave Shroud, Grave Speak, Greater Dispel, Growth/Shrink, Havoc, Healing, Intangibility, Invisibility, Jet, Legerdemain, Light/ Obscure, Masonry of the Remnant, Mind Reading, Nightmares, Open Hellgate, Persephone's Voyage, Prepare Spell Trigger, Pummel, Puppet, Quickness, Rewrite Memory, Shape Change, Sinseeking, Sins Laid Bare, Slow, Slumber, Spirit Shield, Smite, Speak Language, Speed, Steal Contagion, Strength of the Dead, Stun, Succor, Summon Ally, Summon Demon, Summon Spirit, Telekinesis, Teleport, Wall Walker, Warrior's Gift, Zombie

System Alterations: None, apart from the inclusion of a Spell List. Note that some instances (such as the Magus Professional Edge) may add additional system

complications to the use of this Arcane Background.

Arcane Background (Miracles) (*Savage Worlds*)

Arcane Skill: Faith (Spirit)

Starting Power Points: 10

Starting Powers: 2

Spell List (good entities/Yahweh): Angelic Glory, Armor, Banish (Entity), Barrier, Bind Entity, Bless/Curse, Blind, Boost/Lower Trait, Consecrate Ground, Darksight, Dead Man's Hand, Deflection, Detect/Conceal Arcana, Disguise, Dispel, Divination, Environmental Protection, Eyes of the Restless Soul, Farsight, Fear, Greater Dispel, Greater Healing, Healing, Light/ Obscure, Smite, Speak Language, Spirit Shield, Stun, Succor

Spell List (evil entities/infernal): Armor, Barrier, Bless/Curse, Blind, Boost/Lower Trait, Claws of the Master, Cries of the Tortured, Darksight, Death to Damnation, Deflection, Demonic Countenance, Desecrate Ground, Detect/Conceal Arcana, Disguise, Dispel, Divination, Draining Touch, Environmental Protection, Eyes of the Restless Soul, Fangs of the Master, Farsight,

Fear, Light/ Obscure, Nightmares, Open Hellgate, Persephone's Voyage, Relive Memories, Sinseeking, Sins Laid Bare, Slumber, Smite, Speak Language, Spirit Shield, Steal Contagion, Strength of the Dead, Stun, Summon Demon, Wings of the Master, Zombie

System Alterations: None, apart from the inclusion of a Spell List.



Arcane Background (Psionics) (*Savage Worlds*)

Arcane Skill: Psionics (Smarts)

Starting Power Points: 10

Starting Powers: 2

Power List: Analyze Foe, Area Psychometry, Armor, Aura Sight, Barrier, Blast, Blind, Bolt, Boost/Lower Trait, Burst, Concentrate, Conceal Thoughts, Confusion, Cries of the Tortured, Damage Field, Dead Man's Hand, Deflection,

Detect/Conceal Arcana, Detect Network, Dispel, Drain Power Points, Elemental Manipulation, Entangle, Eyes of the Restless Soul, Farsight, Fear, Fly, Havoc, Healing, Jet, Legerdemain, Mind Reading, Nightmares, Pummel, Puppet, Relive Memories, Search Engine, Signal Feed, Sinseeking, Sins Laid Bare, Slow, Slumber, Speak Language, Stun, Telekinesis, Teleport, Wall Walker, White Noise

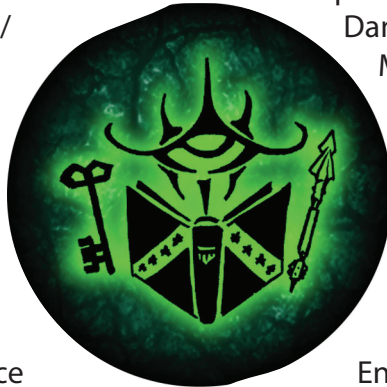
System Alterations: None, apart from the reduced number of Starting Powers and the inclusion of a Power List.

Arcane Background (Ritual Magic) (*Savage Worlds Fantasy Companion*)

Arcane Skill: Ritualism (Smarts)
Starting Power Points: 5
Starting Powers: 2

Spell List: Angelic Glory, Armor, Banish (Entity), Bind Entity, Blind, Boost/Lower Trait, Consecrate Ground, Concentrate, Confusion, Corpse Senses, Cries of the Tortured, Darksight, Dead Man's Hand, Demonic Countenance, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Drain Years, Elemental Manipulation, Enhance Undead, Entangle, Environmental Protection, Eyes of the Restless Soul, Farsight, Fear, Grave Shroud, Grave Speak, Greater Dispel, Healing, Invisibility, Light/ Obscure, Masonry of the Remnant, Nightmares, Open Hellgate, Prepare Spell Trigger, Puppet, Relive Memories, Sinseeking, Sins Laid Bare, Slumber, Smite, Spirit Shield, Steal Contagion, Strength of the Dead, Stun, Succor, Summon Ally, Summon Demon, Summon Spirit, Teleport, Warrior's Gift, Zombie

System Alterations: Characters with Arcane Background (Ritual Magic) have a different Spell List than the list presented in the *Savage Worlds Fantasy Companion*. Characters using Ritualism to cast a spell may not move at all while casting. Using Ritualism in **Contagion Savage Edition** requires a number of rounds equal to the Power Point cost of the spell. If



interrupted while casting the ritual, the caster must succeed at a Ritualism roll or the spell fails and the Power Points are wasted. If the caster is wounded while casting the ritual, the Ritualism roll to maintain control suffers a -2 penalty.

Arcane Background (Sorcery) (*Savage Worlds Fantasy Companion*)

Arcane Skill: Spellweaving (Spirit)
Starting Power Points: 15
Starting Powers: 2

Spell List: Analyze Foe, Angelic Glory, Area Psychometry, Armor, Banish (Entity), Barrier, Beast Friend, Bind Entity, Bless/Curse, Blind, Bolt, Boost/Lower Trait, Burrow, Burst, Claws of the Master, Consecrate Ground, Concentrate, Conceal Thoughts, Confusion, Corpse Senses, Cries of the Tortured, Damage Field, Darksight, Dead Man's Hand, Death to Damnation Deflection, Demonic Countenance, Detect/Conceal Arcana, Disguise, Dispel, Divination, Drain Power Points, Drain Years, Draining Touch, Elemental Manipulation, Enhance Undead, Entangle, Environmental Protection, Eyes of the Restless Soul, Fangs of the Master, Farsight, Fear, Fly, Grave Shroud, Grave Speak, Graverobbing the Ghost, Greater Dispel, Greater Healing, Growth/Shrink, Havoc, Healing, Intangibility, Invisibility, Light/ Obscure, Open Hellgate, Nightmares, Persephone's Voyage, Prepare Spell Trigger, Puppet, Relive Memories, Rewrite Memory, Shape Change, Sinseeking, Sins Laid Bare, Slow, Slumber, Smite, Speak Language, Speed, Spirit Shield, Strength of the Dead, Stun, Succor, Summon Ally, Summon Demon, Summon Spirit, Teleport, Wall Walker, Warrior's Gift, Zombie

System Alterations: Characters with Arcane Background (Sorcery) do not get an innate dispel power, and have a different Spell List than the list presented in the *Savage Worlds Fantasy Companion*.

Table: Angelic Choirs

Choir	Divine Focus	Power List
Seraphim	Raw power of the universe.	Banish (Entity), Barrier, Blast, Bless/Curse, Bolt, Burst, Damage Field, Dispel, Drain Power Points, Elemental Manipulation, Greater Dispel, Light/ Obscure, Pummel, Smite, Stun,
Cherubim	Protection and defense of humanity.	Analyze Foe, Armor, Banish (Entity), Barrier, Bless/Curse, Blind, Boost/Lower Trait, Deflection, Dispel, Entangle, Environmental Protection, Fear, Greater Healing, Healing, Light/ Obscure, Pummel, Spirit Shield, Smite, Stun, Succor, Wall Walker, Warrior's Gift
Elohim	Spreading the divine word.	Banish (Entity), Bless/Curse, Consecrate Ground, Dispel, Fear, Light/ Obscure, Nightmares, Puppet, Quickness, Relive Memories, Teleport, Wall Walker
Teraphim	Weather and natural phenomenon.	Banish (Entity), Barrier, Bless/Curse, Burrow, Deflection, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Greater Dispel, Havoc, Light/ Obscure, Pummel, Stun, Telekinesis
Nephalim	Change and natural cycles.	Banish (Entity), Bless/Curse, Dispel, Elemental Manipulation, Environmental Protection, Growth/Shrink, Light/ Obscure, Open Hellgate, Shape Change, Slow, Speed, Stun
Malakim	The secrets of the Almighty.	Aura Sight, Banish (Entity), Bless/Curse, Concentrate, Conceal Thoughts, Confusion, Detect/Conceal Arcana, Disguise, Dispel, Divination, Farsight, Fear, Light/ Obscure, Mind Reading, Open Hellgate, Relive Memories, Sinseeking, Sins Laid Bare, Summon Spirit
Olephim	Visions and prophecy.	Analyze Foe, Area Psychometry, Banish (Entity), Bless/ Curse, Concentrate, Conceal Thoughts, Confusion, Darksight, Detect/Conceal Arcana, Dispel, Divination, Farsight, Fear, Nightmares, Relive Memories, Slumber
Gregori	Life force and the harbingers of death.	Banish (Entity), Bless/Curse, Corpse Senses, Cries of the Tortured, Dead Man's Hand, Death to Damnation, Dispel, Drain Years, Draining Touch, Eyes of the Restless Soul, Faux Remnant, Graverobbing the Ghost, Healing, Masonry of the Remnant, Persephone's Voyage, Spirit Shield, Steal Contagion, Strength of the Dead, Summon Spirit, Zombie

Angelic Choirs

Each choir of angels has a Divine Focus, which represents the aspects of reality that choir governs. This also governs which powers the angels of that choir may learn. The Divine Focus of each choir and its associated power list are detailed in **Table: Angelic Choirs**.

Demonic Castes

Each caste of demons has an Infernal Focus, representing the aspects of reality that caste manipulates, and which powers the demons of that caste may learn. The Infernal Focus of each caste and its associated power list are detailed in **Table: Demonic Castes**.

Table: Demonic Castes		
Caste	Infernal Focus	Power List
Marchocia	Destructive force.	Banish (Entity), Barrier, Blast, Bless/Curse, Bolt, Burst, Damage Field, Dispel, Drain Power Points, Elemental Manipulation, Greater Dispel, Light/ Obscure, Pummel, Smite, Stun,
Malphas	False security and overconfidence.	Analyze Foe, Armor, Banish (Entity), Barrier, Bless/Curse, Blind, Boost/Lower Trait, Deflection, Dispel, Entangle, Environmental Protection, Fear, Greater Healing, Healing, Light/ Obscure, Pummel, Spirit Shield, Smite, Stun, Succor, Wall Walker, Warrior's Gift
Succubae	Honeyed tongues and wish fulfillment.	Banish (Entity), Bless/Curse, Consecrate Ground, Dispel, Fear, Light/ Obscure, Nightmares, Puppet, Quickness, Relive Memories, Teleport, Wall Walker
Leviathans	Sickening and poisoning the natural order.	Banish (Entity), Barrier, Bless/Curse, Burrow, Deflection, Dispel, Elemental Manipulation, Entangle, Environmental Protection, Greater Dispel, Havoc, Light/ Obscure, Pummel, Stun, Telekinesis
Barbas	Corruption and decay.	Banish (Entity), Bless/Curse, Dispel, Elemental Manipulation, Environmental Protection, Growth/ Shrink, Light/ Obscure, Open Hellgate, Shape Change, Slow, Speed, Stun
Mastim	Deceits, false prophesy.	Aura Sight, Banish (Entity), Bless/Curse, Concentrate, Conceal Thoughts, Confusion, Detect/Conceal Arcana, Disguise, Dispel, Divination, Farsight, Fear, Light/ Obscure, Mind Reading, Open Hellgate, Relive Memories, Sinseeking, Sins Laid Bare, Summon Spirit
Ornians	Visions of despair, destruction of hope.	Analyze Foe, Area Psychometry, Banish (Entity), Bless/ Curse, Concentrate, Conceal Thoughts, Confusion, Darksight, Detect/Conceal Arcana, Dispel, Divination, Farsight, Fear, Nightmares, Relive Memories, Slumber
Chammadi	Broken cycles and undeath.	Banish (Entity), Bless/Curse, Corpse Senses, Cries of the Tortured, Dead Man's Hand, Death to Damnation, Dispel, Drain Years, Draining Touch, Eyes of the Restless Soul, Faux Remnant, Graverobbing the Ghost, Healing, Masonry of the Remnant, Persephone's Voyage, Spirit Shield, Steal Contagion, Strength of the Dead, Summon Spirit, Zombie

Powers

The following powers are available for use in **Contagion Savage Edition**. These powers are presented in addition to the powers presented in *Savage Worlds*, the *Savage Worlds Fantasy Companion*, and the *Savage Worlds Horror Companion*.

Angelic Glory

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: A bright glow, an angel's feather, incense

This spell causes the target to appear to all mundane and magical scrutiny as an angel. The character will register as good for the purposes of effects that target good or evil creatures, regardless of whether they are actually good, evil or neither.

The target of this spell is immune to taking damage from the simple act of crossing a Hellgate (see

Chapter 10: Realms)

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

Area Psychometry

Rank: Heroic

Power Points: 5

Range: Self

Duration: 1 minute

Trappings: Contact spirits of dead, commune with deity, touching objects in the area to pick up on psychic resonance.

The caster gains historical vision in a given location. The types of events most likely to leave psychic impressions are those that elicited strong emotions. Everyday occurrences leave no residue for the caster to detect. The vision of the event is dreamlike and shadowy. The caster does not gain

special knowledge of those involved in the vision. The caster can sense one distinct event per use of this power, if any exist at all. This sensitivity extends into the past a number of years equal to the caster's Smarts x10.

Area Psychometry used at the location of a ghost's demise may reveal the circumstances of that death, as well as revealing the fact that the deceased is a ghost. If a ghost's Binding Tie is located within the target area of the Area Psychometry, then the caster is aware that the Binding Tie is present, though he does not necessarily know whom or what the Binding Tie is connected to.

Aura Sight

Rank: Novice

Power Points: 3

Range: Self

Duration: 10 minutes (1/10 minutes)

Trappings: Chanting, incense, glowing eyes

The caster can see psychic and magical auras. The caster can see all auras within his line of sight (such as creatures, objects, powers, or spells) in the area, unless the source of the aura is somehow hidden (such as with a conceal arcana spell.) If the caster is not an angel or demon, but perceives a celestial being, such as an angel or demon, the caster is "overwhelmed" by its presence, the caster becomes Shaken and the power ends.

By perceiving a creature's aura, the caster can determine the creature's mental state and whether they are generally good or evil. The caster can detect the presence of magic and recognize psychic abilities in use through aura sight.

Aura sight also allows the caster to recognize the auras of ghosts with a successful Notice check. If successful, this check allows the psychic to detect the location of any ghost within his line of sight. With a raise, the caster may also determine the mental state of any ghost within his line of sight.



Aura sight does not function through obstructions such as walls.

Banish (Entity)

GMs with access to the *Savage Worlds Horror Companion* are encouraged to use the systems for the Banish Entity power instead of the Banish Power listed in *Savage Worlds*. Due to the potency of otherworldly entities in **Contagion Savage Edition**, Banish Entity should be considered a Veteran Power. Other than that, the text from *Savage Worlds Horror Companion* should be use unchanged.

Claws of the Master

Rank: Novice

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: demon blood, incantations, symbols drawn on the palms

The caster grows half-inch long claws that remain for the duration of the spell. These claws cause Strength +1d6 points of damage.

Cries of the Tortured

Rank: Novice

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: Ouija board, incense, chanting, electronic recording devices

This spell allows the caster to hear all ghosts and incorporeal entities within his normal sensory range, as the Hear Purgatory Edge. Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points. In this fashion, the character may also treat a recording device as a target, permitting it to record the sounds of the incorporeal in the area.

Dead Man's Hand

Rank: Seasoned

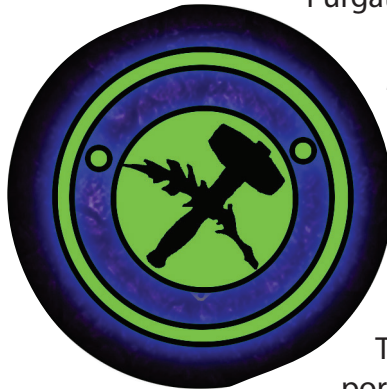
Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: chanting, gases, drugs

This spell allows the caster to physically affect entities and objects in Purgatory. For the duration of the spell, the caster may touch, move, strike, or carry any creature or object currently in Purgatory. This spell does not confer the ability to attack with weapons other than the natural weapons of the caster (if any), though the caster could lift a Remnant item such as a sword and use it as a weapon. This spell also does not confer the ability to see into Purgatory. A separate effect must be used to detect creatures and items in Purgatory.



Death to Damnation

Rank: Heroic

Power Points: 10

Range: Special

Duration: 1 round (1/round)

Trappings: chanting, blood, chalk, smoke

This spell creates a temporary portal between Limbo and Purgatory. The caster has no control over the location of the portal in the realm he is not currently in. If the caster is in Purgatory when this spell is cast, he has no control over where in Limbo the portal opens. If the caster is in Limbo when this spell is cast, he has no control over where in Purgatory the portal opens. The Hellgate created with this spell is a circular hoop or disk with a diameter equal to the caster's arcane skill in yards, oriented in the direction the caster desires when it comes into existence (typically vertical and facing the caster). It is a two-dimensional window looking into Limbo. Anyone or anything that moves through the Hellgate from Purgatory is shunted instantly to Limbo. Anyone or anything that moves through the Hellgate from Limbo is shunted instantly to Purgatory.

A Hellgate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not. Most demons take grave offense at humans opening Hellgates. Casting this spell is almost guaranteed to attract the ire (and likely the claws, fangs and spells) of any nearby demon in Purgatory or in Hell.

Lastly, casting this spell has a detrimental effect to the environment in Purgatory. All incorporeal creatures within 30 yards of the Hellgate in Purgatory lose 1d4 Contagion Points per round that they remain in the area. This tends to cause ghosts and other incorporeal entities to frown upon the casting of this spell as it poses a very real threat to their existences.

The caster of this spell is immune to taking damage from the simple act of crossing the Hellgate (see **Chapter 10: Realms**.)

His companions gain no special immunity to said damage.

Demonic Countenance

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: Fire, demon blood, incense

This spell causes the target to appear to all mundane and magical scrutiny as a demon. The character will register as evil for the purposes of effects that target good or evil creatures, regardless of whether they are actually good, evil or neither.

The target of this spell is immune to taking damage from the simple act of crossing a Hellgate (see **Chapter 10: Realms**)

While under the effect of demonic countenance the target suffers from exposure to holy water and other holy items, rituals and powers as if they were a demon.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

Desecrate Ground

Rank: Seasoned

Power Points: 3

Range: Large Burst Template

Duration: 1 minute (1/minute)

Trappings: Circle of blood or chalk, energy barrier, pentagram

Desecrated ground is an anathema to holy creatures. Through the use of this power, an area of unholy ground is created, filling a Large Burst Template centered on the caster. Any supernatural holy creature entering the area must make a Spirit roll or suffer a -2 penalty to all Trait rolls while within the effects of the spell. The penalty is -4 with a raise on the casting roll.

Permanently desecrating an area, like a church or temple, is possible, but not usually within the confines of an adventure. High

ranking priests, valuable oils and

unguents, and demonic or other unholy relics may be required,

as is some sort of altar or other focus of worship. At the end

of the day, only acts of pure, deep evil can permanently

desecrate an area, such as mass murder, blasphemy,

torture and suffering committed within the area over months or

even years.



Detect Network

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: 10 minutes (1/10 minutes)

The caster detects local computers and wireless networks. This gives the caster immediate knowledge of the number of computers or wireless signals within range and the speed/storage capacity or signal strength of each. With a successful arcane skill check, the caster may read any open programs running on a computer or read any non-encrypted data being transmitted across a network.

Each round, the caster can shift his attention

or move (subject to normal movement) in order to use detect network in a new area. Barriers such as walls or the ground do not impede this sensitivity.

Eyes of the Restless Soul

Rank: Novice

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: Ouija board, incense, chanting, Kirlian cameras or goggles, Glasses soaked with blood, grave dirt.

This spell allows the caster to see into Purgatory as if using the See Purgatory Edge. Ghosts who observe a creature using this spell notice an odd red glow emanating from the creature's eyes or the object the creature is looking through.

Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points. In this fashion, the character may also treat a recording device as a target, permitting it to record images or video of the incorporeal in the area.

Fangs of the Master

Rank: Novice

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: demon blood, incantations, symbols drawn on the face

By casting this spell, the caster's mouth grows into a grotesque, protruding snout filled with dagger-like fangs. This grants the caster a bite attack that causes Strength +1d8 damage and grants the character a -1 Fear penalty for the duration.

Faux Remnant

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 1 minute (1/minute)

Trappings: grave dirt, incense, runes
This spell creates one temporary Remnant from an object that the caster holds (see **Chapter 9: The Incorporeal**.) This Remnant is of the General type, and cannot be improved with Contagion Points, or by casting masonry of the Remnant (see below). The object functions like a normal Remnant until the duration ends at which time the object crumbles to ashes.

Graverobbing the Ghost

Rank: Veteran

Power Points: 10

Range: touch

Duration: 3 (1/round)

Trappings: grave dirt, chanting

This spell allows the caster to bring forth a Remnant item from Purgatory into the physical realm, albeit briefly. The caster must be able to see or sense the item to grab it. If the item is currently held by a ghost or incorporeal entity, the caster must defeat the incorporeal entity in a contested Strength roll to take the item. Items brought into the physical plane with this spell retain their Remnant type and all associated abilities (see Remnants, **Chapter 9: The Incorporeal**). The Remnant's abilities can be used by the caster as long as the caster holds the item. At the end of the spell, the item drops back into Purgatory at its current location.

Greater Dispel

Rank: Heroic

Power Points: 4

Range: Smarts

Duration: Instant

Trappings: Waving hands, whispered words.
Greater Dispel allows a hero to negate enemy spells, miracles, and magic items. It has no effect on innate powers; such as an immunda's claws or a vampire's blood drain ability. Greater dispel does



work on magic items or permanent enchantments. If the arcane skill value of the item or enchantment's creator is available, the character casting Greater Dispel rolls his arcane skill vs. the item or enchantment creator's arcane skill. If the item or enchantment creator's arcane skill is unknown, the item or enchantment resists with the roll of a Wild Die. Greater dispel can also be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual. In either case, dispelling the opponent's power is an opposed roll of arcane skills. The dispelling character suffers a -1 modifier if the target power is of another type (magic vs. miracles, for example)

Masonry of the Remnant

Rank: Veteran

Power Points: 10

Range: Touch

Duration: Instant

This spell allows the caster to modify existing Remnants. The caster may add or remove one Type from an existing Remnant, with the exception of the General type, which cannot be removed. Upon casting this spell, the caster must spend a number of Contagion Points equal to one-half of the cost of the Remnant type (rounded up). This Contagion Point cost can be paid all at once, though no other Contagion Point expenditure can be made that turn.

Open Hellgate

Rank: Heroic

Power Points: 10

Range: Special

Duration: 1 round (1/round)

Trappings: chanting, blood, chalk, smoke, sacrifice (see below)

This spell opens a temporary portal to a random point in Limbo, the first circle of Hell. The caster has no control over the location of

the portal in the realm he is not currently in. If the caster is in Hell when this spell is cast, he has no control over where on Earth the portal opens, though Hellgates opened from Hell tend to appear in terrible sites of great tragedy or areas where a desecrate ground spell has been cast.

The Hellgate created with this spell is a circular hoop or disk with a diameter equal to the caster's arcane skill in yards, oriented in the direction the caster desires when it comes into existence (typically vertical and facing the caster). It is a two-dimensional window looking into Limbo. Anyone or anything that moves through the Hellgate from Earth is shunted instantly to Limbo. Anyone or anything that moves through the Hellgate from Limbo is shunted instantly to Earth.

A Hellgate has a front and a back.

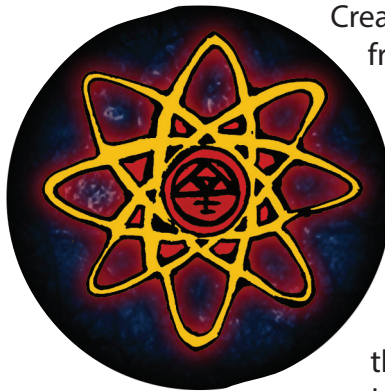
Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

Most demons take grave offense at humans opening Hellgates. Casting this spell is almost guaranteed to attract the ire (and likely the claws, fangs and spells) of any nearby demon on

Earth or in Hell.

The caster of this spell is immune to taking damage from the simple act of crossing the Hellgate (see **Chapter 10: Realms**.) His companions gain no special immunity to said damage.

Sacrifice: Casting Open Hellgate requires the sacrifice of a living sentient creature. The only exception to this is if an angel or demon uses this effect, in which case no sacrifice is required. Note that living sentient creatures are very difficult to come by in Hell, so a traveler who wishes to get out of Hell using this spell must bring a sacrifice with him when he enters Hell.



Persephone's Voyage

Rank: Heroic

Power Points: 10

Range: Special

Duration: Spirit hours (1/Spirit hours)

Trappings: Chanting, pentagrams, sigils, incense, fire, sweat lodges

This incredibly potent spell allows the caster and a number of allies to physically enter Purgatory. The characters become ghosts for all intents and purposes. Spellcasters become unable to utilize their spells, and the creatures are treated as incorporeal entities. The creatures affected do not gain access to ghostly powers, and are vulnerable to the same weaknesses as ghosts. Any character in the group may leave Purgatory prior to the spell's expiration by making a Spirit roll. A character doing so emerges at his exact location in the physical realm, and is subject to any hazards present (so using this option while passing through a wall is tantamount to suicide). If the caster ends his journey early, all parties accompanying him remain in Purgatory until they choose to leave or the spell expires. At the time of the spell's expiration, all parties are violently ejected from Purgatory, thrust into the corresponding point in physical reality. Anyone appearing inside a physical object must make Vigor check or die.

Prepare Spell Trigger

Rank: Novice

Power Points: 3

Range: Special

Duration: Instant

Trappings: Chanting, pentagrams, sigils, incense, fire, spellbooks

This spell allows the caster to cast another spell and reserve it for later use. To prepare a spell trigger, add 10 minutes to the casting time of the spell which is to be prepared. All Power Points for both spells are paid at the time that the trigger is prepared.

Once the spell trigger is cast, the caster may discharge the prepared spell at any time by uttering a command word. Uttering a

command word is a free action, and the caster may release a number of spell triggers equal to his Smarts per turn. Releasing a spell trigger does not cost Power Points. If the character is rendered unable to speak, then he is unable to release a spell trigger. Once released, the spell trigger is used up and must be recast along with the triggered spell. The caster may have a number of prepared spell triggers equal to his Smarts at any time.

Relive Memories

Rank: Novice

Power Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: chanting, gases, drugs

Similar to Mind Reading, Relive Memories probes the memories of a single creature, allowing it to relive in complete detail a time in its life. This period can be up to one hour in length and from any time in the creature's life. If the target is willing, this power requires no roll. If unwilling the target rolls Spirit against the caster's arcane skill to resist.

The caster may either specify the timeframe of the memories to be relived or allow the target to select the timeframe. If the target is given free rein, it must make a successful Smarts roll or be sent to an unpleasant emotional moment in its life that it did not choose. In this case, the target is likely to recall a time it regrets or tries to avoid consciously.

If the target lacks memory of the event, whether through psychological defenses such as suppressing the memory, or through magical memory manipulation, the memory will be restored to complete clarity with the casting of this spell. If the creature suffered damage in its memory, it must succeed a Spirit roll or suffer 2d6 points of nonlethal damage for every source of damage it experiences within the memory. Relive Memories can be used as a means of restoring lost memory or helping a person to cope with the details of a tragic loss. It can also be used

as a method of torture, without physically injuring the target.

Search Engine

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 1

Trappings: Psionic invasion, soulsight.

This power also lets the caster search through electronic data in a similar fashion to that described in the Mind Reading power. If the computer or data storage device is actively being watched, then the administrator may attempt a Smarts roll in order to force the caster's search to fail (much like the opposed Smarts roll called for in the Mind Reading power.) If the targeted device is unattended or not being actively monitored, the caster is considered to have won the opposed Smarts roll.

Signal Feed

Rank: Seasoned

Power Points: 3

Range: Smarts x 3

Duration: 1 minute (1/ minute)

Trappings: the targeted device. Psychic energies, focus.

The caster can create false images or sounds on an electronic device. The spell affects the functions of the device at the time of the power's manifestation, preventing accurate recording of the events observed by the device. Recordings of the signal feed will show whatever illusion the caster declares at the time the signal feed is established. These illusory images and sounds are recorded on the device (if the device is recording) for the duration of the effect, so reviewing the recordings at a later time still shows the illusory data even if the power's duration has ended.

Sinseeking

Rank: Seasoned

Power Points: 3

Range: Large Burst centered on caster.

Duration: 3 (1/round)

Trappings: Dark prayers, sigils drawn on earrings

The caster can use sinseeking to hear and understand all conversations taking place within the spell's radius. He can clearly hear what is said in each conversation regardless of the number of people talking in the area, their volume, or intervening obstacles. The spell's effect does not extend into antimagic fields.

The caster may listen to a number of conversations equal to his Smarts. Any conversations beyond this number are lost as background noise. He may concentrate on specific subjects by making a Notice roll and may change the conversations he listens to an unlimited number of times during the spell. To identify the speaker of certain words or phrases, the caster must make a successful Notice roll.

Sins Laid Bare

Rank: Novice

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Dark prayers, tarot cards, I Ching, conversation.

The caster learns a specific weakness of the target, such as a powerful vice, a mental disorder or a physical flaw. Hindrances will make themselves revealed first. If no weaknesses are represented through Hindrances (or the caster has already learned all of the target's Hindrances) the caster then learns which circle of Hell would claim the character's soul if they were to die and become Damned. The target resists with a Spirit roll vs. the caster's arcane skill; if the target rolls a critical failure on this roll, the caster may learn two weaknesses instead of one. The GM determines which Hindrances or weaknesses are revealed.

Steal Contagion

Rank: Veteran

Power Points: 3

Range: Smarts x3

Duration: Instant

Trappings: chants, beams of light, sigils
Contagion, the unknowable energy that flows through all of creation is typically sacrosanct and mystically inviolate. Living beings that hold Contagion cannot usually be robbed of their energy without a willful act such as a demonic pact. Ghosts and other incorporeal entities have a far less firm grasp on their own connection to the universe. An extremely potent spellcaster can literally rip the Contagion Points from a ghost.

To utilize this spell, the caster must be able to see the ghost, whether through the use of magic, an Edge, or if the ghost is manifested. The caster tolls his arcane skill against the target's Spirit. If the caster wins, the ghost loses 2d6 Contagion Points. These points are transferred to the caster, and are added to the caster's Contagion Points. A ghost (but not a non-ghost incorporeal entity) reduced to zero Contagion in this fashion is utterly destroyed.

Suppress Lycanthropy

This spell is wholly inappropriate for use in **Contagion Savage Edition**, as lycanthropy is a deeply ingrained demonic curse with no known cure. GMs who wish to include such a hope are encouraged to make finding the spell the focus of a lengthy campaign, changing the Rank to Legendary and ignoring the permanent suppression option. Hell's will is not foiled so easily.

White Noise

Rank: Novice

Power Points: 3/4

Range: Smarts x 3

Duration: 3 (1/ round)

The caster surrounds himself with a bubble of low-level electromagnetic radiation, not enough to be detected by normal individuals but sufficient to defeat most electronic transmissions (like cell phones,

radio broadcasts, and television signals). For an additional power point upon activation, the caster can affect devices that rely upon cables or other hard-wired transmissions such as televisions, video cameras, and monitors. White noise will also cause photographic film to fog and magnetic tape to blur. It does not cause electronic devices to malfunction, only to report scrambled signals and white noise. Those using the affected devices get scrambled signals and white noise, and are aware that they are being jammed.

Wings of the Master

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 3 (1/round)

Trappings: demon blood, incantations, symbols drawn on the torso

Upon casting this spell the caster sprouts demonic wings from his shoulder blades. These wings may resemble bat's wings, or the feathered wings of a dark bird, but in any case they look filthy and worn. The wings allow flight at the character's Pace.

The wings also grant a +2 bonus to Toughness.

Wireless Routing

Rank: Seasoned

Power Points: 3+

Range: Smarts

Duration: 1 minute (1/ minute)

Trappings: Psionic invasion, soulsight, touching the affected parties.

The caster forges a telepathic bond with one or more people, creatures, or computer devices. The bond can be established only with willing creatures or with computer devices the caster can access traditionally (either by virtue of those devices not being password protected or by knowing or hacking the password). The caster can communicate telepathically through the bond even if he does not share a common language with the subjects. Furthermore, all subjects may access information on any of the computers

in the link using a Smarts check. No special power or influence over the bonded minds is established as a result of the bond. Once the bond is formed, it works over any distance for the full duration of the power.

Additional Targets: The base cost of this power allows the caster to link a number of minds (in this case a computer device is considered a mind) equal to his Smarts score. Additional targets can be added to the link at a cost of 1 power point per target. The maximum number of minds that can be linked via wireless routing is equal to the caster's Smarts x2.

Antimagic Fields

An antimagic field has the following properties:

- The space within an antimagic field is impervious to most magical effects, including supernatural Edges, Powers and Racial Features. Likewise, it prevents the functioning of any arcane items or spells within its confines.
- An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.
- Incorporeal creatures entering an antimagic field are disrupted, losing 1d6 Contagion Points per round of contact.

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic weapon does not function magically within the area, it is still a weapon. This field immobilizes golems and other constructs that are imbued with magic during their creation process. Most Hellspawn are unaffected, though rendered unable to access Powers and supernatural abilities. Dispel does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field. To create an Antimagic Circle the character

must draw the circle on an immobile surface such as a floor or a parking lot. The creator need not remain inside the circle for the circle to function, but if the markings within the circle are defaced or destroyed, the circle ceases to function.

Arcane Items

Several arcane items are listed in the *Savage Worlds Fantasy Companion* and the *Savage Worlds Horror Companion*, the vast majority of which are suitable for use in **Contagion Savage Edition**.

Knowledge (Arcana) vs. Knowledge (Occult)

These two skills would seem at first glance to represent the same thing, and there is certainly overlap between the disciplines. Having said that, in **Contagion Savage Edition**, Knowledge (Arcana) refers to codified magical theory, historical (and current) magical societies and magical rituals. Knowledge (Occult) tends to focus more on oral tradition, cults, lore, spirits and supernatural creatures.



The frosty grass crunched beneath her steps as Morna walked up to the ancient circle of stones. The eastern horizon was lined with the faintest gray blur, eating away at the pitch-blackness of the Arcadian sky. The sun would rise soon, and Morna was having second thoughts.

Like most Arcadians, she loved her home. Though the realm was already well within autumn by the time she had arrived, Morna still considered Arcadia to be paradise by comparison to Earth. When she had last walked among the living, Earth was a decadent, horrible place being destroyed by the machinations of demons and the industrialization of western civilization. The invention of the train was relatively new, and Morna knew that such a device would only escalate mankind's aggressive encroachment into unsettled territories. Humans were conquerors, and according to the stories she had heard from the New World, the thirst for expanding land was being quenched on the blood of the natives. Though the conquerors of the age used words like "freedom" and "democracy," Morna knew better. They were no different than the Romans before them: barbaric, imperialistic killers.

When death came for Morna, she welcomed it as much as her elven blood would allow. She had been among the first generation of Elves and seen centuries of suffering before falling to the sword of a witch-hunter. Though she feared damnation, she also longed for an end, any end, to the centuries of woe inflicted by Lillian's curse. When her soul arrived in Arcadia, Morna was overjoyed. The elven afterlife was not eternal torment at the hands of demons, but a paradise, uncorrupted by the influences of Hell, Heaven or man.

When Morna learned that her paradise, her Arcadia, was dying, she was among the quickest to volunteer her soul to help find a way to save the land. When Queen Thereza reshaped her soul, transforming her into cold, undead flesh, she rejoiced that she would have a hand in saving her world. When she was told that the gates would be opened and that her people would be sent to Earth to harvest the soul-energy needed to repair Arcadia, she could not wait to get on the ground and begin her work.

Now, as the sun rose on the solstice morning, Morna felt doubt creep throughout her being. What would Earth be like? How had things changed? Was her quest truly as noble as she thought? Was she truly willing to rob other souls in order to save her home?

As the round edge of the sun peeked over the horizon, Morna reached her spindly, pale fingers toward the altar stone. Was she ready? She didn't know.

*“I ain’t one of the crowd
I ain’t one of the guys
They just avoid me
They run and they hide
Are my colors too bright
Are my eyes set too wide”*
-Alice Cooper,
“Teenage Frankenstein”

Races

The world of **Contagion Savage Edition** is populated with many supernatural races. Sheltered in shadow and hidden from the masses, these races each have unique agendas and characteristics. This chapter explores all playable races in **Contagion Savage Edition**, including humans.

Arcadian

Elves, half elves, demons, and even angels have all assumed that being touched by a demonic curse ensures eternal damnation to the Inferno due to this demonic taint. All elves that risk death believe that they will end up directly in Hell because of this, hence the intense elven fear of death. Acting on this assumption Hektor, an angel from the Gregori choir, allied with Thereza, a demon from the Chammadi caste, in creating a new plane for the souls of the accursed elves to reside in. These two surprisingly well meaning celestials managed to abduct a high-ranking Teraphim to



assist in creating this world. Using Contagion energy from the thousands of deaths caused by the Leviathan release of the Black Plague, the Gregori and Chammadi focused this contagion to their Teraphim prisoner, who formed Arcadia around himself. Hektor and Thereza decided that Arcadia would be best formed as a sort of invisible net between Purgatory and Earth. This allows the redirecting of cursed elven souls into this new paradise created in secret. The initial infusion of contagion proved enough to create an idyllic world. The Teraphim used Eden as his blueprint when forming Arcadia so that the elves would have some good in their tortured existence. A great palace occupies the center of Arcadia, with a trio of thrones the only objects within: one throne each on the highest step for the Gregori and Chammadi angels responsible for Arcadia’s creation, and one lower throne, hidden from view, with shackles for the imprisoned Teraphim to create from. Three celestials with the power of a thousand souls created a world separate from all, and equaled only by Eden. But lacking an ongoing influx of Contagion, the realm slowly deteriorated over the years.

Centuries later the winter solstice of 2012 arrived, and the Arcadians fled their world, some seeking asylum from a fading plane, others on a mission from their celestial protectors. The solstice and other happenings on Earth allowed several of the gates to Arcadia to be breached, and the Arcadians bled forth from the gates like a flood of undeath. Their world had fallen far, gray and black death had replaced vibrant green life. Many Arcadians would have their world restored one way or another, while

others would rather stay in the permanency represented by Earth. Regardless the taint of living hundreds of years in an imperfect dying world followed the Arcadians to Earth. Finding that they lacked the means to naturally regain Contagion, the first Arcadians to arrive discovered the ability to channel the void within, and pull Contagion from the very being of living creatures. Confused and horrified at their capabilities many Arcadians refused to use this ability and focused on simple survival. Others saw this as their opportunity; if they could sap enough Contagion from Earth could they not renew Arcadia?

Some of the eldest Arcadians had been entrusted with a plan from Hektor and Thereza, to net another thousand souls for Arcadia to be renewed and to trap them within to keep it whole. Because of these varying missions Arcadians took to life on Earth in a varied form. Some sapped Contagion at a whim, in hopes of returning it to Arcadia; some sapped the energy for their own gain. Still other Arcadians refused to pull energy from the innocence of Earth, and again others sought to create great death and war among humanity to fuel their dying world.

Regardless of their personal preference all Arcadians share a few base traits both physical and otherwise. A soul cannot return to Earth as it was in life, therefore all Arcadians have returned as undead abominations in the eyes of the clergy and most of the world. Unable to mesh with modern society the Arcadians stick to the fringes not unlike the elves they had once been. Standing 1.75-2.25 meters tall, weighing anywhere between 80- 120 kilos (Lighter than elves due to being all dead n stuff?), Arcadians share their elven roots in height and slight build. With their ears similarly long and pointed but almost uniformly downward arching instead of spiked upwards like elven ears, Arcadians

could almost pass for elven, and therefore human. Here the similarities end however as elven eyes appear lively and their skin has a healthy if usually pale tone, while Arcadians have tired dull eyes and skin grayish white or ashen dark in tone. An Arcadians current contagion point total also effects how their physical body appears. Similar to the way in which a well fed vampire appears healthy and human, an Arcadian rife with contagion energy similarly livens up. Their ears perk up, skin tone trends towards normal, and their normally listless eyes become livid with focus and drive. Though an Arcadian may not lack motivation or courage without contagion, they appear courageous and fearless when flush with the forces of creation. Unique among all of creation, Arcadians and their contagion sapping ability are of great interest to the angelic and demonic hosts. Arcadians regularly find themselves besieged by demons seeking their power and angels seeking to understand it.

It is up to each player to determine what their particular Arcadian's outlook is on their place in the world. Although an Arcadian just looking to survive may appear boring, a good Gamemaster can bring even the most hermitic Arcadian into interesting situations. Arcadians are undead, they are not alive in any way except locomotion and consciousness. All the benefits and penalties associated with this are likely to have great impact on gameplay. Also bear in mind and Arcadian's calling stems from their years of life long before their afterlife in Arcadia. Arcadians who were jolly tricksters in life, for example, remain of the trickster calling despite the fact that their outlook and demeanor may be much darker than the typical mortal trickster.

Angel

Seven days. In seven days God created all things, or so angels believe. Earth was ripped from Heaven and the Void. Rivers, mountains, animals, all sprang into existence

like dandelion seeds settled over tilled ground. However, God did not perform such mighty labors alone. The great (and then unified) Host of Heaven swept throughout creation during the first 6 days. Rivers were carved into fresh soil. Mighty mountains spiked into the sky, reaching for the heavens they had been sheared from. The Word was spread through this freshly carved sculpture, and life began on Earth for the first time. On the seventh day, God rested, and called His host back to Heaven. Adam, easily the most important human in all of history, was watched like no soul ever has been since as he drew his first clean breath of freshly crafted air. Both God and the Host watched as Adam foraged for food, drank from the rivers, and took shade under the trees



(one particular angel taking offense to that last bit). Angels walked beside Adam as he explored the wonders of The Garden, but not all was wonder and joy in Heaven.

The war started in Heaven when the angel closest to Yahweh himself challenged His wisdom. Lucifer, The Morningstar, master of the Sun, this highest of angels believed God's plan flawed and had plans to correct it. Lucifer defied God and sought the Throne, even willing to bring imperfection to Heaven in order to obtain it. Struck down by God, Lucifer was cast from Heaven. The Morningstar did not go alone however; other angels of each choir had joined in the rebellion and were similarly punished. With some great ceremony each angel, starting with the first, had their wings torn from their body symbolizing their removal from God's grace, and was tossed like refuse into The Inferno to rot. The remaining angels returned to their seemingly endless labors, aware now of the cost divine defiance exacted. None would forget the horrors witnessed during the wars, and Heaven's glow was noticeably darkened with the loss of innocence. Angels continued to use their powers to help mankind grow even after the usurpation, hoping that redemption would follow humanity's transcendence.

In many ways Lucifer's Revelations have impacted the choirs less than expected. Unspoken fear of Yahweh's wrath permeates the heavens, leaving most angels content to do what they've been doing for eons. Turning a blind eye to these revelations isn't

entirely unexpected to those familiar with the politics of Heaven. Lucifer is known as the Lord of Lies, thus many angels assume this is another charade to peel faith and worship away from Yahweh. However, not all angels are fearful sycophants to Yahweh. Not wholly based within any one choir, an unknown number of angels have begun their own inquiry into Lucifer's Revelations, even going so far as to meet with like-minded angels, trusted mortals, and in some cases their own fallen brethren. These meetings take place in secret, frequently within the Inferno or any number of new realms opened in the wake of the liberation of Oblitus. No one seems to know what turns the war will take now. Even the seers among the Olephim seem to be at a loss as to the direction creation is headed, which some angels take as a sign that the Apocalypse has begun. The only thing that seems certain is that the universe is changing and Lucifer is at the center of the maelstrom.

Angels are servants of Yahweh and have been for as long as they can remember. They are His hands, His Voice, and frequently His clenched fist. While in Heaven angels are constrained to a form congruent with their choir's core ideals. Motes of light and creatures of fire are no different than golden haloed men with smoke-ridden lower bodies. These aspects of power visible in Heaven are set aside when a selected angel assumes corporeal form on Earth. While most commonly associated with blinding white light and bird-like wings of massive proportions, angels are truthfully capable of assuming almost any form when willed into His service on Earth. The static nature of Earth does force any incarnated angel into one form for the duration of their duties.

Angels are creatures driven by purpose, provided by Yahweh's will. With this purpose each choir is capable of exercising control over specific aspects of reality. Due to the inherent "limitations" of these abilities, only certain choirs find themselves assigned

to certain earthly duties. Some angels act as literal guardian angels, even if only guarding their target's soul during death and transference to Purgatory. Other choirs find themselves inspiring artists to create a new masterpiece, the hobo to stop a crime, or even a businessman to donate to charity. For example, you won't find many Malakim assigned as guardian angels in a theatre of war due to their focus on the comparatively peaceful arts.

Having served within these roles for centuries, angels are expected to maintain a minimum level of autonomy. Reporting in to the big bosses is something done only when a situation drastically changes, the directive is failed, or upon the angels re-ascension to Heaven. That is not to say that any choir is without their own recourse when things get hairy or facts become muddled. Having the might and knowledge of Heaven at your beck and call creates a weakness within the choirs, thus angels are expected to resolve all but the most serious of problems themselves.

Angels observe a hierarchy similar to a corporation's chain of command. A corporation puts logistics and executive departments above human resources and transportation. Similarly the choirs are organized according to the perceived importance their aspect of reality encompasses when compared to the whole of reality. Each choir is responsible and accountable to the choirs above them in the chain of command. Exceptions include; all choirs report to Michael in matters concerning war, demons, or "policing" efforts, and every angel of every choir answers to Yahweh, should he choose to issue an edict.

Demon

The rebellion in Heaven shook the very foundations of reality. Planned or not, Yahweh and Lucifer's disagreement resulted in over one third of Heaven's Angels revoking their belief in the perfection of

God. Though not every choir of angels was equally affected by the turncoats, all choirs had members who sought the light of The Morningstar. Betrayed by his closest angel, Yahweh turned his righteous fury upon the traitors. Ceremoniously tearing wings from the traitors and casting them into The Pits of Hell, Yahweh punished every single angel who either joined Lucifer, or refused to fight. Yahweh renamed these battered creatures as demons and withdrew his light from their countenance.

Though scarred and shaken by their fall, demons still possess their extraordinary capabilities over aspects of creation. Most demons have become a cruel subversive

version of what they represented when walking with the light. Whether this is caused by the fall, the withdrawal of Yahweh's light, or simply due to the demons' own twisted perception is still unknown.

One thing demons have which they lord over angels at every opportunity is their free will. Some few were unable to conceive of this and immediately gave their blind unswerving loyalty to Archdukes of Hell or the Morningstar. The remainders are known to continue the essence of their rebellion against even demonic masters. A few laughable attempts have been made to overthrow Lucifer, but the immediate and disproportionately cruel riposte has quelled



most thoughts of larger rebellion. This has recently changed due to Lucifer's long absence from Hell, disillusioned demons vie with each other, jockeying for position in the demonic pecking order. Azmodeus has finally stepped in and quieted the majority in hopes of uniting Hell in the war on Heaven, again.

The war on Heaven is not usually carried out in some esoteric celestial plane. Instead demons and angels war upon each other on the place they have in common, Earth. Demons given orders to travel to Earth and further some Hellish agenda rarely refute or rebel against these orders. Not only are they given a way to escape Hell during their time on Earth, but time to enjoy themselves and pursue personal agendas. The scope of these orders sometimes requires a demonic presence on Earth for decades at a time. These Earth bound demons are ridiculed in secret by their brethren, often perceived as weak and softened by their time on Earth. Travel between Hell and Earth is something of a logjam situation. With all the demons fallen to Hell only a select few maintain the capability to travel to Earth without assistance from the other side, and this capability is jealously guarded.

The other egress from Hell to Earth is via magic and rituals performed on Earth. Throughout history there have been several events that could be ascribed to a summoned demon either granting demonic pacts, or taking actions themselves. Anyone with the patience and particular type of guts brought about by desperation or ignorance can find summoning rituals to bring demons from Hell to Earth. Several types of spellcasters have methods to bring forth a demon, but most practitioners of magic rarely venture into demonic summoning due to the inherent risk involved with bringing a celestial being into your physical presence. A sect of magic users known as The Ascendant Impetus is a notable exception to this standard, as are those who gain their magic via infernalism.

Yet another form of demonic incarnation is possession of a physical form. Less rare than one would think, possession requires either a willing host, or fairly extensive preparation by some hellish demonic servant on Earth. Certain castes of demons wield powers which allow them to subvert or subjugate human will from their place in Hell. A Demon possessing a willing or unwilling human host has access to all of its own hellish capabilities, the host body serving more as a portal of access than an actual meat suit (though the physical appearance of the host can be used if desired).

In order to grow in power and stature in Hell, a demon must cultivate not just reputation but must also gain power from solicited contracts with mortals, and followers garnered and stable on earth. The whole point of the war is that the mortal soul serves as a big battery for celestials; they need human souls and contracts to gain more power and capabilities. So demons reap souls from Earth as they can, even reforming humans into nightmarish imitations of life as Hellspawn. All these horrors are in hopes of driving Heaven to finally end the war.

Like angels, demons are divided into groups describing not only their philosophy, but also their control over certain aspects of reality. Each caste of demon is derived from a fallen or twisted version of the Choir they originated with.

If a demon character is "slain" on Earth, consider that character dead and gone just as most other races die. This is of course not 100% accurate as the demon is actually banished back to Hell. Lately this has become slightly less of an issue as Azmodeus is even less forgiving than Lucifer in regards to failed missions and it is very likely that any demon who fails their earthly duty will spend so long rotting in a pit that their companions would be long gone by the time they regained their freedom. So unless the team is willing to

undertake some great and unusual mission to bring back their erstwhile demon companion, the player of the slain demon should create a new character.

Dhampir

Legends in Eastern Europe speak of the dhampir, the cursed offspring of humans and vampires. Like many legends, this one has some basis in fact. On rare occasions (perhaps one in a thousand), the breeding of a human and a vampire can be successful. No one is sure how this works, as vampires are clinically dead, and though they may mimic the functions of sexuality, they are not typically fertile.

Most dhampirs are abandoned by their vampiric parent, growing up unaware of their true heritage. As adolescence approaches, the young dhampir often must contend with newfound strength and an inexplicable bloodlust. Several dhampirs have been driven insane trying to cope with the bizarre changes that puberty brings them. For the fortunate few who retain a vampire parent in their lives, or whose human parent is smart enough to realize what is going on, the

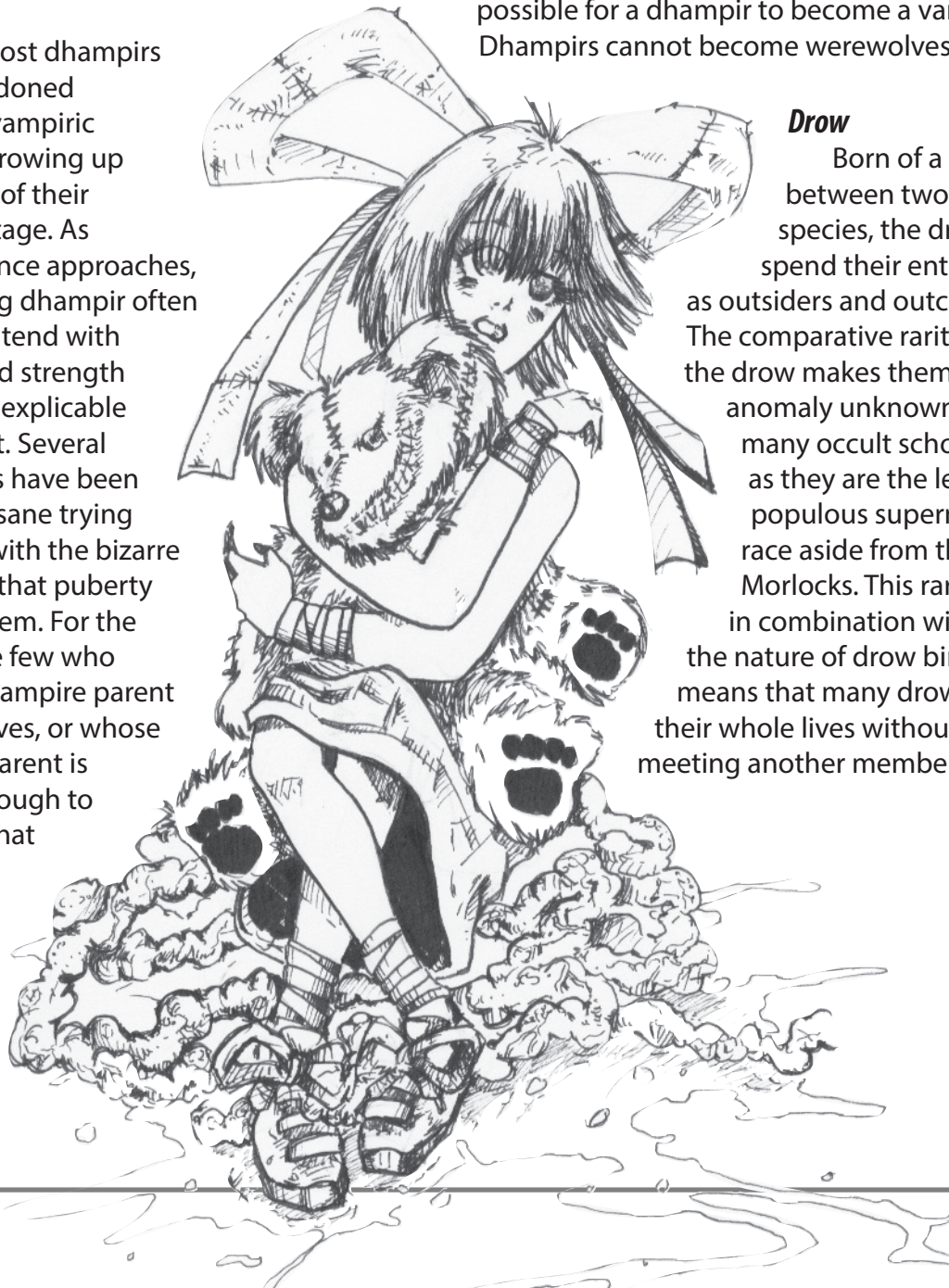
transition into adulthood is difficult, but tolerable.

The dhampir is a child born of a human and a vampire. Dhampirs tend to appear like normal humans, albeit with pale skin. Many dhampirs, upon discovering their true origins, develop an intense hatred for their arcane heritage and take up careers as vampire hunters.

If a dhampir breeds with a human, the child is human, though usually physically strong, yet sickly. If a dhampir breeds with a vampire, the child is a dhampir. Two dhampirs breeding produces a dhampir as well. It is possible for a dhampir to become a vampire. Dhampirs cannot become werewolves.

Drow

Born of a union between two cursed species, the drow spend their entire lives as outsiders and outcasts. The comparative rarity of the drow makes them an anomaly unknown to many occult scholars, as they are the least populous supernatural race aside from the Morlocks. This rarity in combination with the nature of drow birth means that many drow go their whole lives without ever meeting another member of



their race. As a result, there is no common drow culture. The fact that both elven and vampiric society consider drow to be second-class citizens serves to further the alienation of the drow.

Modern communication technology and the shrinking nature of the world have seen a slight upswing in connections between drow. As members of this race embrace the internet they naturally seek out others like themselves. These are not always friendly connections. Due to the lives drow lead they tend toward rugged individualism and don't necessarily play well with others. Despite these tendencies, some few drow are working toward building a refuge for their kind, coordinating their efforts digitally. It is also notable that more than one drow romance has been forged via the web.

As outsiders, drow are frequently wanderers. Calling no one place home, they walk the earth in search of purpose and peace. Historically the forces of Heaven and Hell have largely overlooked the drow, which may prove to be a mistake. With the opening of Oblitus, a whole host of gods may seek to enlist the drow, offering them a sense of belonging they have never known. Furthermore, the Arcadians are well aware of the drow and many seek to make drow allies, feeling a closer kinship with the drow than with their former brothers among the elves.

Dwarf

Like giants, dwarfs are simply humans with a genetic condition that alters their proportions and size from the norm. In the case of dwarfs, those possessing

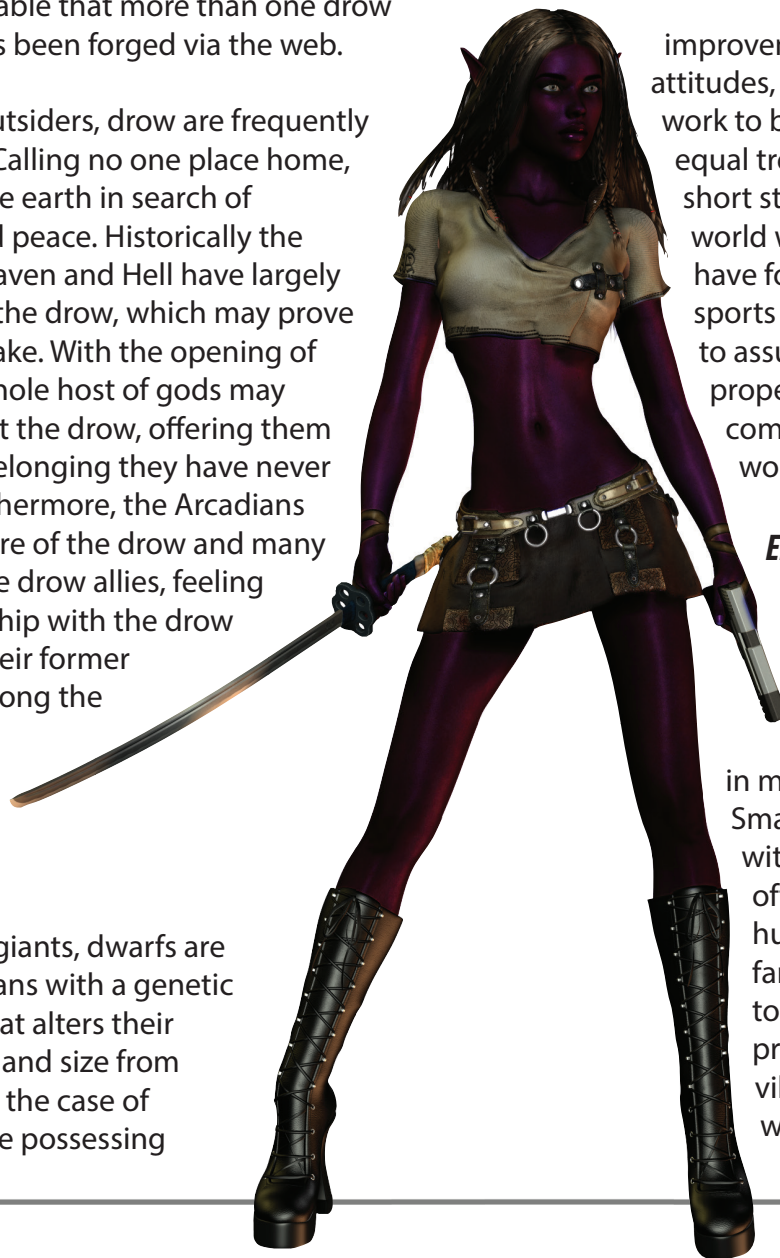
the conditions are shorter than average. Furthermore, the limbs of a dwarf often do not adhere to the same proportions as humans who do not possess the condition.

Aside from the medical issues that can arise from dwarfism, dwarfism comes along with several social and practical concerns. It is challenging to live in a world designed for people twice your size, as many vehicles and tools are ill-suited for use by dwarfs. Those few with the money to spend on customized appliances make use of them, but for the most part, the dwarf is forced to adapt, as the world has little interest in adapting for them. Socially, there is a long history in the western world of discrimination and cruelty toward dwarfs. Recent years have seen some

improvements in these attitudes, but there is still much work to be done in terms of equal treatment for people of short stature. In the western world workers unions have formed for dwarfs in sports and entertainment to assure they receive proper treatment and compensation for their work.

Elf

Many years before the time of Christ, humans had spread across much of the world in many different forms. Small villages populated with the hardy folk often associated with hunting, lumbering, and farming would gather together for safety and protection. One such village in Scotland was lacking any sort



of religious affiliation or office besides the layman's observance of local spirits. This proved to be something of a crippling shortfall as the village was besieged by a demon with very specific capabilities.

Lillian was a demon focused on the subjugation and eventual murder of humans via the power contained within their dreams. While the innocent villagers slept the demon slipped into the defenseless subconscious of the children first. The adults somewhat arrogantly reassured their children that the monsters from their dreams weren't real. The demon made the jump into haunting adult dreamscapes easily due in no small part to the lack of faith in any god to protect the minds of the villagers. Confronted with the very monsters described to them by the children, the adults did what so many people so sure in their understanding of the world do, they practiced avoidance. Work in the village slowed to a crawl as hunters fell asleep in their tree stands, and farmers nodded off behind their oxen. Though the specifics of each nightmarish visit differed, the pale purple eyes of each monstrous demonic incarnation remained the same. Eventually one, then three, then tens of villagers found that their neighbors had all experienced similar nightly terrors. At high noon a meeting was called and all but the most hermitic shuffled to the village center. It was decided there that something must be done about the thing hunting them in the deepest recesses of their minds. Knowing that the creature was able to pull the darkest fears from any mortal the village decided that it would



take one of particular will and self discipline to bring this beast to bear.

Brianna had long been known as a willful child and having come of age very little had changed in that regard. She remained single despite the village custom for a young woman of her age to be married and happily bearing her husband's children. Not that any man wouldn't have her. Brianna was a beautiful girl. For such a small village she was almost out of place. Regardless of the ease with which she could have lived, Brianna instead chose to tend to the myriad of duties left unattended in the understaffed village. Performing basic medical care such as using boiled oil to treat bleeding wounds, leeching, and even removing an arrowhead from an overzealous hunter's partner, Brianna filled roles within the village usually left to more skilled and blessed people. All of these things came together to create a bond of trust between the village and Brianna, tainted only by her refusal to adhere to any plans of engagement or marriage.

Having selected their warrior the villagers arrayed themselves in the single room of Brianna's house, armed with crude weapons of wood and stone. After understandable difficulties falling into a deep enough slumber to return to her dreams Brianna was met not with the monsters she had come to fear with a sense nearing boredom. Instead she found a woman lounging on plush furniture in an archaic building like nothing she had seen before. Unknown to Brianna, she was seeing Lillian in one of her most familiar and basic forms, that of the condescending matriarch. Through trickery and no small amount of will, Brianna was able to absolve herself of any matriarchal fears and force fear from her heart. In doing so Brianna was able to force the demon from her dreams and into

the waiting force of sleep deprived villagers. The force with which the normally peaceful villagers attacked the demon made incarnate was only slightly weakened by the long term sleep deprivation many of them suffered. However this slight mitigation of their savagery allowed Lillian one final curse before she fell to the crude but willfully wielded weapons of the villagers. She laid an edict upon the entirety of the village, that they would forever be shorn from the reprieve granted by sleep, and bound together in their fear for eternity as she stole even the rest granted by old age. Lillian cursed all of them to eternal life without sleep or dreams, and a form different enough from their human kin to be decried as demon spawn and untrustworthy.

Surprisingly the newborn elves were the authors of the greatest impact from this demonic intervention. Believing the curse levied against them did more than what was stated by Lillian with her dying breath, the elves became convinced that every single one of them was damned to hell for their initial apathy and fearfulness. Their innocence of the war destroyed, many elves sought refuge with the belief that this was just another example of how mortals should be left to their own devices, and had no interest in worship of God, Lucifer, or any of the Old Gods. These handicaps and thoughts combined to create a very slow growing population of immortals

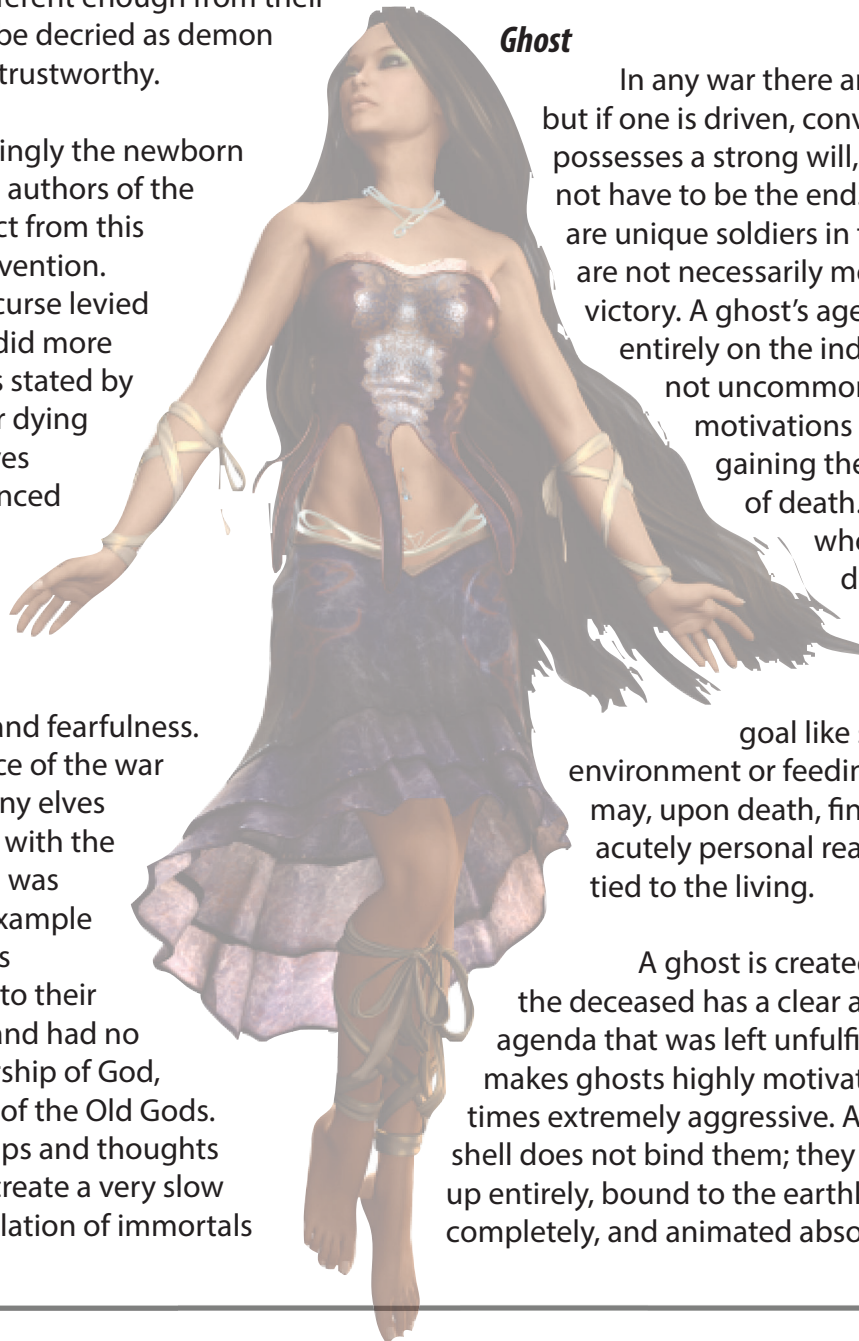
consumed by a pyric desire to end their suffering, and great fear at what comes after. Perhaps due to their lack of sleep elves are almost uniformly morose and irritable like a human after a late night bender but without the fun.

An elf averages between 1.75 – 2.15 meters tall, weighing slightly less than a human of the same size; 90 – 140 kilos. Long pointed ears spike upward from an elves skull and share uniformity unlike that of humans. The reasoning for this specific aspect of the curse is unknown to the elves, and the demons aren't telling.

Ghost

In any war there are casualties, but if one is driven, convicted, and possesses a strong will, death does not have to be the end. Ghosts are unique soldiers in that they are not necessarily motivated by victory. A ghost's agenda depends entirely on the individual. It is not uncommon for one's motivations to shift after gaining the perspective of death. Someone whose original driving force in life was a broad, sweeping goal like saving the environment or feeding the poor may, upon death, find a more acutely personal reason to remain tied to the living.

A ghost is created when the deceased has a clear and present agenda that was left unfulfilled. This makes ghosts highly motivated and at times extremely aggressive. A corporeal shell does not bind them; they are made up entirely, bound to the earthly plane completely, and animated absolutely by



Contagion energy. Lacking a corporeal form means conventional weaponry will not affect them. This also means that traditional senses are of no use to them. Ghosts aren't affected by the dark, environmental obstacles don't hinder them; they exist in Purgatory and can sense the energy of other living things without needing line of sight.

Being without corporeal form does not however, make a ghost invulnerable. Certain magic can harm a ghost and sometimes a ghost can harm itself just by acting. Because ghosts are made up entirely of Contagion energy any action that requires that energy means they are literally sacrificing a piece of their existence to achieve their goal. If a ghost is active it is not without a reason.

The fact that ghosts are held together by their memories and sheer force of will and often have to sacrifice a piece of that existence to get any meaningful traction on their agendas makes them very tortured and troubled creatures. Some ghosts have full memory of who they were and with concentration they can communicate on base levels with the living. The longer a ghost exists, or to put it another way, the longer someone is dead, the weaker their link to who they are becomes. The speed of this degeneration depends entirely on a ghost's activity. Some ghosts are perfectly docile and have no interest in disrupting anything; they just want to fulfill their purpose. Other ghosts have lost their minds. They have been driven by a singular goal for so long they have lost sight of anything resembling logic or morality. These ghosts are dangerous, aggressive, violent, and self-destructive. There are few things more dangerous than a fully charged ghost with nothing to lose. If you are in the cross fire of a ghost like this, running is a completely viable strategy.

Ghosts are invisible to the living unless they choose to be seen. Some have the ability to possess objects and a powerful enough

ghost may even have the ability to possess a living thing. Their powers are varied and depend on the type of person they were before they died. The ability to pass through the physical world untouched, as well as the lack of need for physical senses makes for a truly frightening strategic advantage for ghosts.

Ghosts don't traditionally communicate with one another more than is necessary for survival or to achieve a mutually beneficial end. They don't actively avoid one another but they are generally loners. They wander the earth tormented by their past and dedicated to the path ahead. They are at constant odds with themselves and with the world they inhabit. Straddling the realms is it's own kind of damnation. One must never underestimate what a ghost is capable of. They are the single most focused creatures one will ever encounter. They are their mission and nothing short of being expelled from Purgatory or dissipating entirely will prevent them from achieving that goal.

Giant

Giants are exceptionally tall humans, and not, as you may expect, mystical. Human gigantism, one way or another, is derived from a disorder that stems from the pituitary gland, most often tumors. Simple genetics don't produce giants, though pituitary problems can be a result of genetics. These tumors, themselves, are often benign, and don't need treatment for any reason other than to arrest the gigantism.

There is not a set height for giants. A character is a giant if he is far above the top 1% standing height for sex / age / and heritage. In Contagion, for simplicity's sake, an adult should be over 2.1 meters tall to be a giant.

Many giants, without an external frame of reference may look quite average. But there are common types of physical

abnormalities that may occur. The most common is lankiness of the limbs. Or, growth may manifest disproportionately high and continue until stopped by treatment or upon death in the hands, feet, and head. And there is a secondary trait that may accompany being a giant called Acromegaly, which produces quite pronounced cheekbones, forehead bulges, and a large jaw. Internally, Acromegaly may produce health problems that swell the soft tissue and organs.

When it comes to feats of physicality, you may think, across the board, that giants have nothing but checks in the "Pro" column. It is true that in most cases, a giant will have more muscle mass than a human of average height. Also, in matters of reach and leverage, a giant will have marked advantages. Nevertheless, those advantages can come at a price, or at least, with conditions.

Most giants are not average sized humans scaled up, or proportionate. And they never have quite the proportionate strength a human of average size scaled up would have. Some giants can be quite lanky, and not even AS strong as a human of average height. But, to be fair, the vast majority of the giants in Contagion will have a strength advantage, and this is where the devils' bargains start to surface.

Very long strides and long reach propel a healthy, fit giant through life, and especially combat, like a human god, but they are not the most dexterous lot, as a rule. There is a general lack of coordination often. Simply put, they never quite grow into themselves. The extra limb length and height may result in sever lack of kinesthesia. This does not have to be the case, and what giants lack in grace they often make up for with brute force and greater sized fists coming at a foe in combat.

One of the most mixed of blessings the giant will receive is an over-all increase in mass in most cases, unless the giant

is incredibly lanky. Mass, combined with leverage, is the wallop behind an amazing punch. Mass is the force that prevents a giant from getting knocked down. Mass is definitely, however, a factor that slows a giant down, and causes more strain on flesh and bones. Moving more mass around can result in more fatigue too. And it may accumulate faster than you think. A guy who is 1.9 meters and 91 kilograms (200 pounds) is pretty standard for the World of Contagion. How much would this guy weigh if he were 2.4 meters? That's about 1.3 times as tall...but also 1.3 times as wide and 1.3 times as deep. So, his old weight of 91 kilograms would now be $91 \times 1.3 \times 1.3 \times 1.3$ for a grand total of 200 kilograms!

As mentioned before, more muscle, more mass and more leverage make it easier to snap your own bones. And, it is rare that the flesh itself is more durable, and so can be prone to more injury. Also, a giant's respiratory system and cardiac system never quite scale well enough to keep active muscles fed. Tremendous levels of strength can give tremendous advantages, but...the giant will be spent. What giants possess in physicality, they lack in endurance.

For the attendant potential health problems associated with being a giant (from pituitary disorders, to the strain on systems and organs), many cures or treatments can be found. Whereas the giant is not mystical, these cures and treatments can be -- with the host of gotchas that may come along for the ride.

In addition to more straining on the circulatory, respiratory and skeletal system, there can be maladies associated with these systems. Some are quite severe, and will shorten the life, and the quality of life of the giant. Some are minor, like a slight heart murmur.

In addition to the physical, there are psychological aspects that may be a result of gigantism. Some are shy about their height, and would give anything to “fit in.” This makes them ironically conservative, and obsessed with things that are “normal”. They often persecute other “freaks” and are sensitive to their own height so much that they can become quite violent when teased about it. The answer to their plight is often being reclusive. Nevertheless, many giants, especially after adulthood is reached, have “grown into” their height, and don’t much care what other people think, and have made peace with the fact the “normies” will find their vertical gifted-ness novel. They may not only have learned to live with their height, but have gained confidence from it. The weather up there is, in a word: fine. Then, on the other end

of the spectrum, there are giants who revel in their height. To tower over “mortals” is their birthright, and they love looking down on the puny creatures. The air of physical superiority (never mind the numerous potential shortcomings outlined in this very chapter) fuels an arrogance that is tantamount to blindness, and like all misplaced confidence is a detriment, not an asset. These giants may seek out mystical means to become even bigger, or to shrink their opponents.

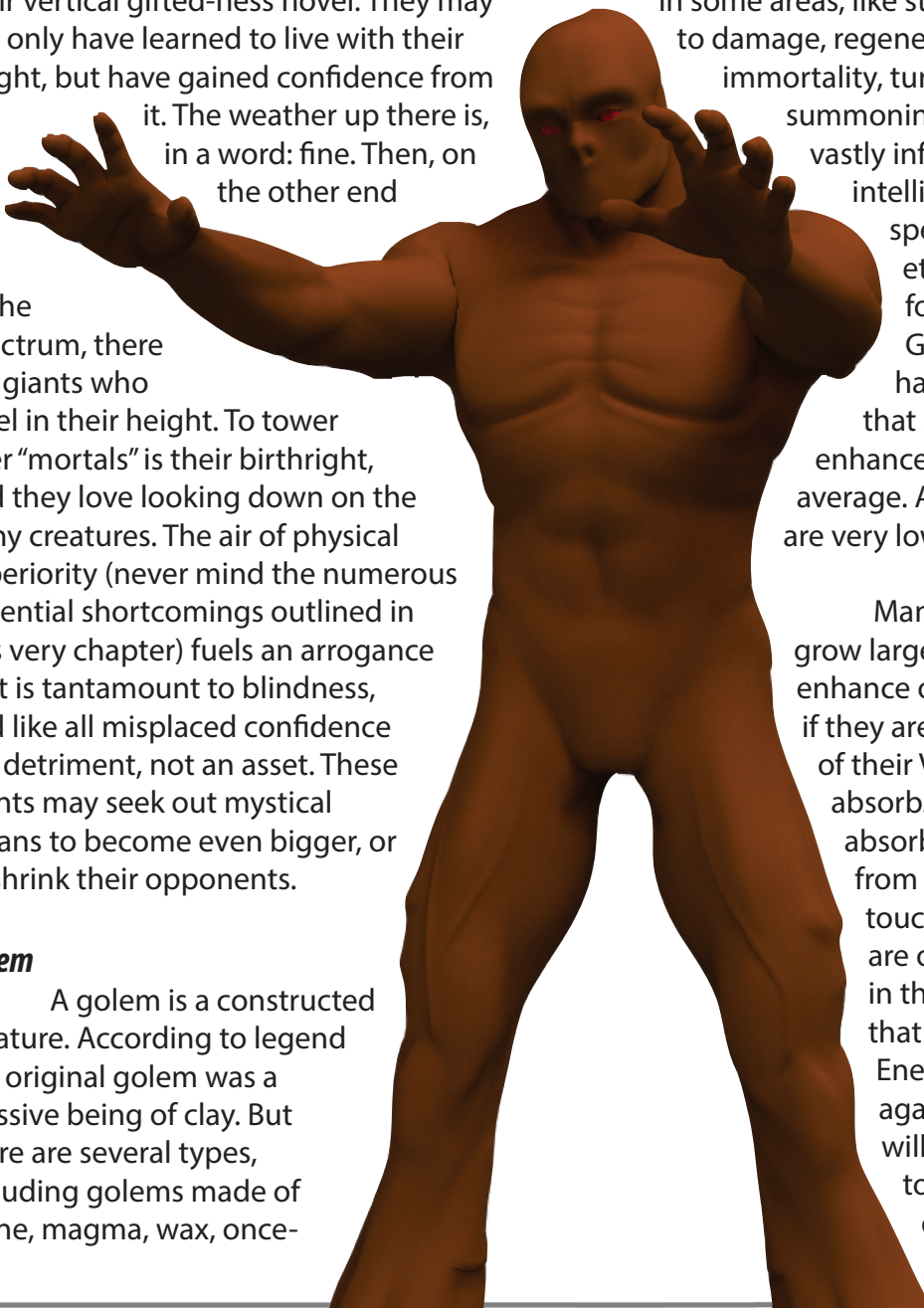
Golem

A golem is a constructed creature. According to legend the original golem was a massive being of clay. But there are several types, including golems made of stone, magma, wax, once-

living flesh, and thanks to paraphysics: robots. But, just about any physical, inanimate thing can be imbued with Ignem Spiritus. Whatever a golem is made of originally is called Vltava. To achieve Ignem Spiritus, a creator must use Contagion to feed it. This is most often the contagion energy of the creator, as it is almost impossible to take contagion from another entity against that entity’s will. While Golems, once created, have the rare ability to siphon Contagion their creators typically do not. Golems are, therefore, incredibly hard to construct successfully.

Golems are vastly superior to humans in some areas, like strength, resistance to damage, regeneration, growth, immortality, turning invisible, summoning dead spirits, and vastly inferior in others like intelligence, emotion, speed, memory, etc. There is no set formula, however. Generally a golem has a few attributes that are greatly enhanced. Many abilities are average. And a few abilities are very low.

Many golems can grow larger and stronger, or enhance other special skills if they are around a source of their Vltava that they can absorb. They also must absorb Contagion Energy from a source they can touch as well. Golems are one of the few races in the Contagion world that can sap Contagion Energy from an entity against that entity’s will, but it’s hard to do. Contagion energy absorption



works much better if the donor is willing. This increase can last quite a while, but is temporary.

The Golem will have an Achilles' heel of sorts called an Emet. The original golem seemed unable to be defeated. Swords, fire, drowning had no effect, chains could not hold it, but a Clergy changed one of the characters on its Emet on its forehead from Life to Death. In essence, the mighty golem was felled by someone turning an I into a T. Most golems are better designed now-a-days, but they ALL have an Emet that may seem disproportionately easy to use against them. If it's a golem of clay, maybe a copper heart Emet embedded in the body needs to be removed. Maybe a ruby third eye Emet in a stone golem must be smashed. If the golem is a robot, maybe a power-core Emet needs to be removed.

Golems do not sleep as humans do. Rather they observe a rest and recharging period known as the Shem. Golems must spend at least 24 hours per week powered down. Note that this does not need to be 24 consecutive hours for most golems. A traditional Hebrew golem may observe the Shem during the Sabbath, whereas an imbued automaton may prefer a short nightly rest. Most golems cannot power themselves down. They must have another creature not only deactivate them for the Shem, but reactivate them after the Shem. If a golem does not observe the Shem, the consequences can be quite dire. Nevertheless, a golem can be deactivated far longer than 24 hours and suffer no ill effect.

Golems are imbued by their creator's free will to various degrees. The sphere of command may be incredibly strict or may be almost nonexistent, with any step in-between. Some creators expect abject servitude, forcing the golem into an almost remote-control-like sway. Other creators abhor the idea of creating a being without

abject free will. Nevertheless, all creators imbue golems with at least a base tenant. Think of Asimov's 3 Robotic Laws: a guiding principal of "Do good," or "Help the dark forces," etc. Some golems may go their whole existences without feeling the sway of their creators until awakened somehow. Then the level of thrall increases dramatically. Think of the golem as the ultimate sleeper agent. Whatever quest a golem is on, if a golem's awakening is triggered it must obey. If a golem's awakening objective and basic tenant conflict, there can be sever psychological and physical repercussions.

All golems are sentient. Some are so basic that they have little ability to think past following simple, direct orders. Some have child-like cognitive abilities, and some may have super-human abilities of calculation, perception, problem solving, memory retention, etc. It is rare for Golems to be above average in all fronts of human intelligence / reasoning / memory / intuitiveness / emotion. Golems tend to thrive in analytical, data-driven environments, and tend to lack in areas where they would need emotional IQ, but there are rare exceptions. No Golem is an utterly emotionless creature. They often miss cues, misread situations, or get things very wrong. Sometimes they fly off handles in violent rages.

Some Golems or their creators quest to make the golem become real humans quite actively. It is incredibly difficult, but possible, to add extra qualities to golems to make them closer to human, an upgrade, if you will. Many golems have an innate desire to be real. Philosophically, whatever that means is up to the Gamemaster and player. The higher the intelligence of the golem, the stronger the desire will be to achieve humanity. There are many false roads a golem or creator will travel down in search of "Pinocchi-ing", the Soul of Shintock, Alois's Heart, Turing's Caprice, but lore has not recorded a successful transformation of

golem to human. The results of trying have often been quite grisly and tragic.

Goblin

Not all creatures of darkness are hell bent on the total destruction of good or the supremacy of evil. Some are just tiny, vicious miscreants whose sole ambition is to aimlessly bounce around the world looking for things to tamper with and new and exciting ways to get killed.

Goblins are the destructive, mischievous toddlers of the universe. They literally cannot help themselves from tampering with anything that looks even remotely interesting. If a goblin sees an electronic device that device is getting tampered with. Sometimes a goblin can restrain themselves but mostly it takes too much energy for them to bother.

This desire to tamper is partially born out of curiosity. Goblins are intensely curious about the world around them, so much so that it can cause injury. Lets just say you don't leave a goblin alone in a room with a loaded gun to play with unless you don't particularly like that goblin. Apart from the more innocent motivation of curiosity goblins are also driven by mischief.

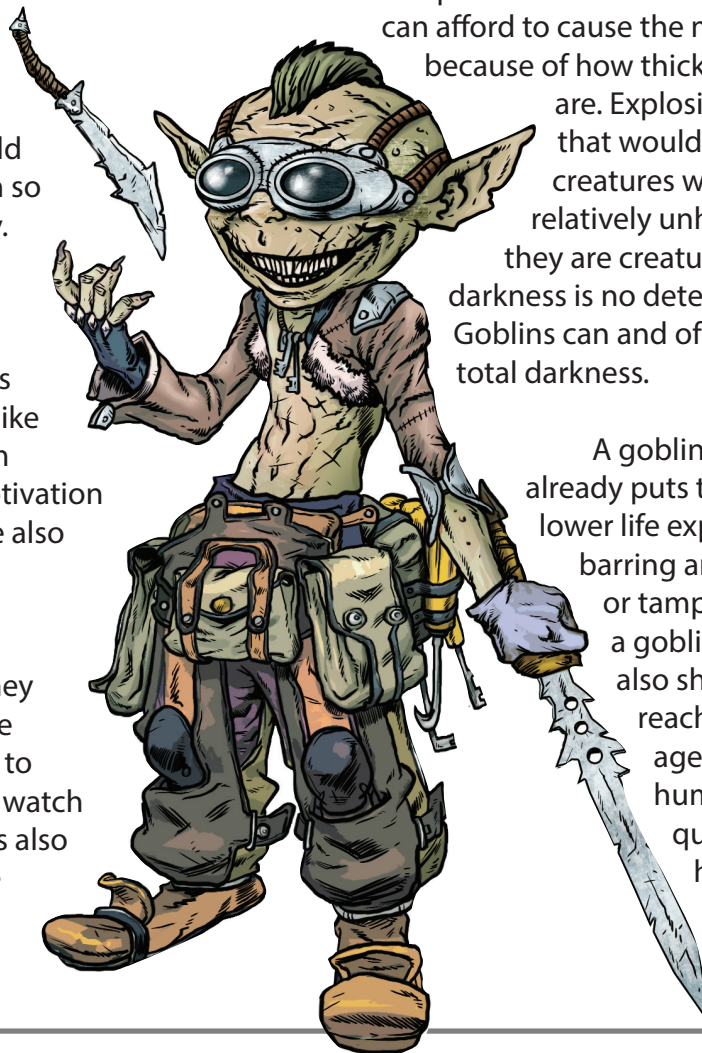
Goblins love mischief and chaos. They don't care much for the outcome they just like to break things and then watch what happens. Goblins also have an unpredictable death wish. If a goblin sees an insane,

inescapable situation filled with mayhem and confusion they just can't help themselves from jumping in headfirst. Sometimes goblins are the root cause of such a situation in which case they are kind of like the kamikaze warriors of mischief.

All of this can be attributed to a goblin's intense and complete stupidity. Truly goblins are the least intelligent supernatural creatures alive. Some feel this makes goblins annoying but harmless. In actuality their stupidity mixed with their love for chaos makes them extremely dangerous loose cannons. One can not predict the movements or actions of a goblin, either because their actions are so destructive it exceeds the imagination or because their actions are so painfully stupid no one who isn't that deficient would have thought of it.

Goblins are small in stature but they make up for it with their durability. Goblins can afford to cause the mayhem they do because of how thick skinned they are. Explosions and attacks that would kill less durable creatures will leave a goblin relatively unharmed. Because they are creatures of the night darkness is no deterrent to them. Goblins can and often do, operate in total darkness.

A goblin's natural behavior already puts them at risk for a lower life expectancy however; barring any foolish action or tampering mistake a goblins natural life is also shorter. Once they reach maturity they age twice as fast as a human and about as quickly as an orc or half-orc.



Goblins aren't pack creatures by nature, they have no sense of group cohesion or of binding mission statements but they can travel in small groups of three or four. Usually these are goblins who are just bonding over a shared love of shiny things and explosions but no real bond is formed here. Mostly goblins operate alone. Who needs others to entertain you when there are so many shiny buttons to press and make go boom?

A goblin's playful nature and dull wit may sound cute and adorable but goblins are a force to be recognized and feared. A goblin is a fast, evasive, unpredictable x-factor and they lead to the death and destruction of any who are unfortunate enough to be near them. The best-laid plans are blown to pieces if a goblin gets a whiff of them.

Half-elf

To exist within a subculture is difficult at best and can sometimes be the undoing of a person's very existence. To magnify this issue a thousand fold, is to be part of a subrace of humanity. Half-elves are one such half-tragic creature. Born of one human parent and another elven, half-elves often find themselves at odds with both parents more than the most angst-ridden teen. Their elven side cries out for rest and a tortured shout against the horrors found after death, while their human side shudders at the thought of such a long unending life of apathy and fear. Haplessly trapped in the middle many half-elves find themselves outcast among elven society and join their human society either through the parent or less awkward means.

Half elves share some characteristics with their elven parents but are easily able to blend into human society. A full elf has ears long enough to be noticed from a great distance, while a half-elf has only a slight point to otherwise normal length ears. Also like their elven parents half-elves tend towards tall slender builds, but unlike elves

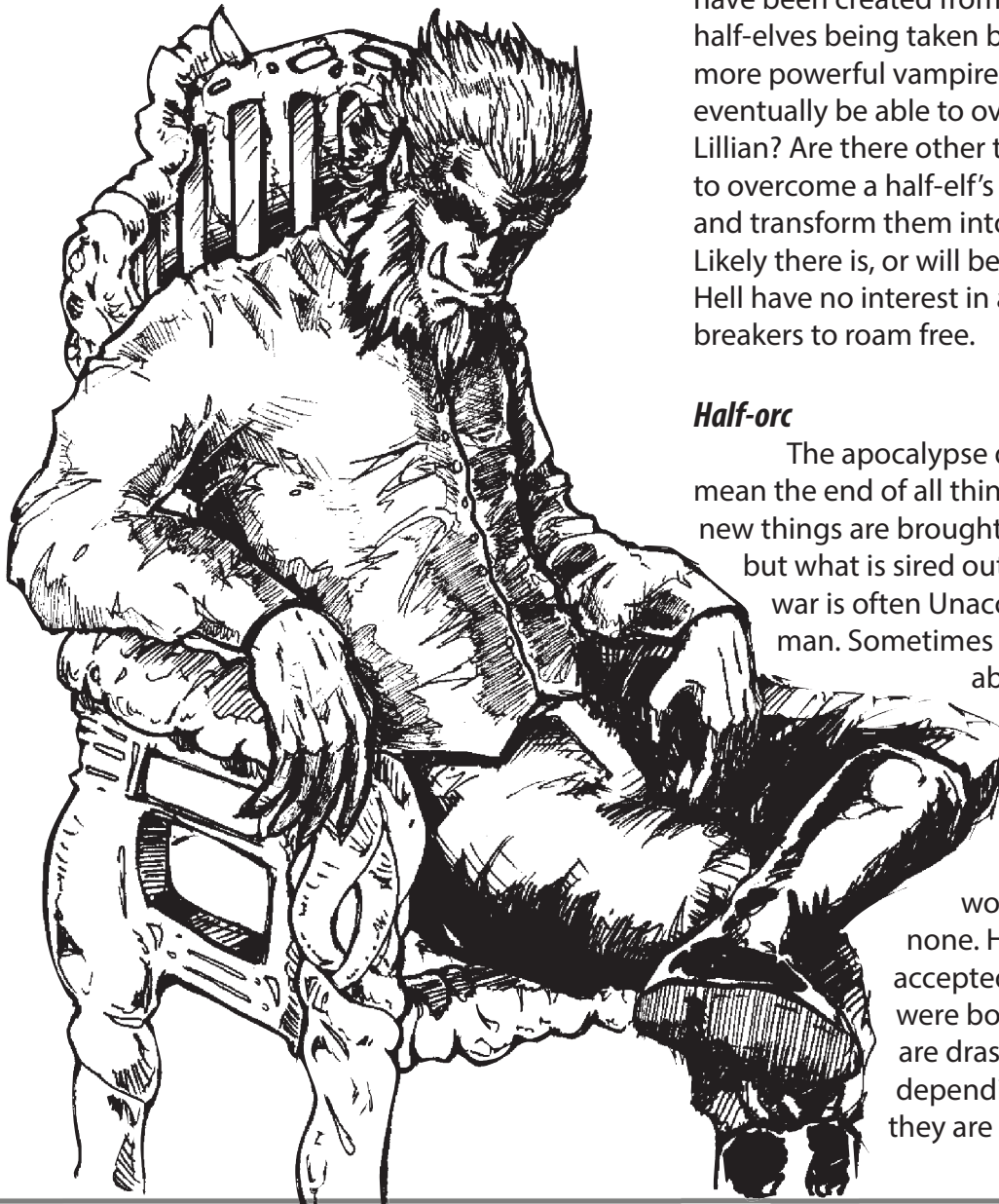
this is not always the case as a few half-elves have bucked this trend and become rippling towers of lithe muscle. Half-elves have what many consider an optimized lifespan from the combination of elven immortality and the proportionately short lifespan of their human side. A half elf is much more able to withstand the rigors of time than a human, but doesn't have an endless life of fear to look forward to like their elven parent. The exact amount of time a half-elf remains on Earth is determined in part by their over all health and lifestyle much like a human.

An odd dimorphism has occurred among the half-elves. Sharing a small portion of their elven parent's abhorrence towards their immortal curse and the same intense boredom of any race living over a certain number of years is accompanied by the personal drive and penchant for self-aggrandizement so common among humans. So in a sense, most half-elves are very good at the practice of hating themselves. This almost uniformly expresses itself into a debonair sense of risk taking a thrill seeking. A half-elf exposed to a situation in which they can either step back into safety, or step forward into danger will almost invariably step into danger. In some cases a half-elf will do so for no benefit besides the adrenalized result of survival. If not for the somewhat over-active predilections of some full elven sires, the half-elf population could have already placed themselves as a highly endangered species.

Half-elf deaths are frequented by more than just their own foolhardy yet daring actions. Demons have an intense and not entirely unfounded hatred for half-elves. Of all the curses laid upon individuals and groups, the elven is one of the longest lasting and most deeply linked with demonic nature itself, perhaps exceeded only by the recently cursed Morlocks. A half-elf on the other hand is a race that has managed to snatch great benefit from the jaws of horrid despair. A longer life is a perversion of the demonic

curse of boring immortality. Sleep comes easily to a half-elf living a daring life rich with excitement and endorphin highs. This sheds the curse's unintended side effects involving pathological fear of death, and removal from the reprieve granted by sleep. Because of these issues demons of almost any caste but Malphas will do everything they can to murder or trap a half-elf spotted during their time on Earth. Demons have been known to risk decades of well-laid plans (not always their own plans) just for the chance to erase a half-elf from existence. Any half-elf planning on having dealings with a demon had best either hide their identity extremely well, or be well prepared to defend themselves from demonic assault.

A half-elves unnatural admixture of cursed blood and standard human blood also renders them immune to certain dangers humans must be aware of. The curse of lycanthropy responsible for the creation is werewolves is of course impossible to pass onto a half-elf due to the remaining taint of Lillian's curse still streaking through their blood. Whether Lillian's curse was more powerful or the two curses merely keep a respectful distance between them, the end result is that half-elves remain immune to the curse of lycanthropy. Vampirism however is a perversion of the body not the soul, therefore a half-elf exposed to the rigors required for creating a fledgling vampire is still at risk. Truly some of the most dangerous vampires have been created from already long-lived half-elves being taken by even older or more powerful vampires. Will other curses eventually be able to overcome the taint of Lillian? Are there other taints of the body able to overcome a half-elf's innate resistances and transform them into something else? Likely there is, or will be since the denizens of Hell have no interest in allowing these curse-breakers to roam free.



Half-orc

The apocalypse does not always mean the end of all things. Sometimes new things are brought into existence, but what is sired out of the flames of war is often Unacceptable to gods or man. Sometimes the darkness births abominations. Half-orcs are such a creature.

Not orc, not human, half-orcs exist a part of two worlds and a part of none. Half-orcs are generally accepted by the clan they were born to but their lives are drastically different depending on which culture they are raised in.

Half-orcs raised by humans are entirely different creatures than those raised by orcs. A human raised half-orc is still vicious, still bound by evil, but the execution of that drive is generally more precise. Human raised half-orcs are less involved with the heat of battle and more involved in the cloak and dagger thuggery found in most human organized crime syndicates. Half-orcs tend to be exactly the kind of brutal, amoral monstrosities one wants on their side when one needs to send a message or to remove certain annoyances. Don't be confused however, much like orcs, half-orcs are not traditionally mercenaries for hire. It happens but it is much more common for a half-orc to work under it's own motivations. Even a half-orc raised by a relatively good and caring human family will eventually find it's way to evil. They are still born with the rage that plagues and delights all orcs, they are still driven by the same lunacy, they cannot escape this, it is their nature.

An orc-raised half-orc has a more clear vision of purpose. Kill, destroy, maim, pillage, the usual motivators found in orcs are also found in orc raised half-orcs. Orc raised half-orcs embrace their rage and their lineage. In habit and mannerism orc raised half-orcs are identical to orcs. All half-orcs have a very distinctive physical appearance however. They are shorter than the average orc by several inches, they are usually less broad but this only makes half-orcs more agile and evasive than orcs but not any less strong. Half-orcs also tend to have more human like characteristics. Their torsos are and extremities are more human like, defined, not as bulging. Their faces, feet and hands/claws are unmistakably orc.

Half-orcs are born with some of the same limitations as orcs though they do tend to be marginally more intelligent than orcs. Half-orcs still have a problem with language. Usually an orc or half-orc is illiterate to any tongue that isn't the one they were raised

with, sometimes even that is a struggle. Half-orcs share many of the same strengths and weaknesses of an orc.

A half-orc's rage is also dictated by the lunar cycle though it tends to be less extreme than an orc. Even with this marginal down scale in rage half-orcs are still incredible volatile during the full moon.

Half-orcs also inherit all of an orc's weaknesses. Half-orcs are very sensitive to light. So much so that direct sunlight can cause physical pain to a half-orc. Half-orcs also have a shorter life span than humans. They reach maturity somewhere around the age of 16 and every year after that takes the toll of 4 human years. This shorter life span makes half-orcs very driven towards their passions. They know they only have a short time to bring absolute havoc and they wish to waste none of that time.

Orc-raised half-orcs tend to be just as tribal as orcs. They seek out their own; they have loyalty to their clan. Their clan not necessarily comprised of those that raised them but those that share their blood lust and all encompassing rage. Half-orcs respect a hierarchy to a degree though it is much more likely for a half-orc to challenge an alpha than it is for an orc.

Human

Humans in Contagion are the norm. Over six billion of them walk the earth, taking jobs, living and dying in all walks of life. Humanity is the most diverse and broadly spread out race in the world of Contagion, and while they lack inherent supernatural abilities or "kewl powerz" they are arguably the most potent force on the planet.

The human soul is the original source of Contagion energy. Only humans can truly generate Contagion and this is why celestial wars are fought for their worship and control. Humans are simultaneously the least and

most special characters in the world of **Contagion Savage Edition**.

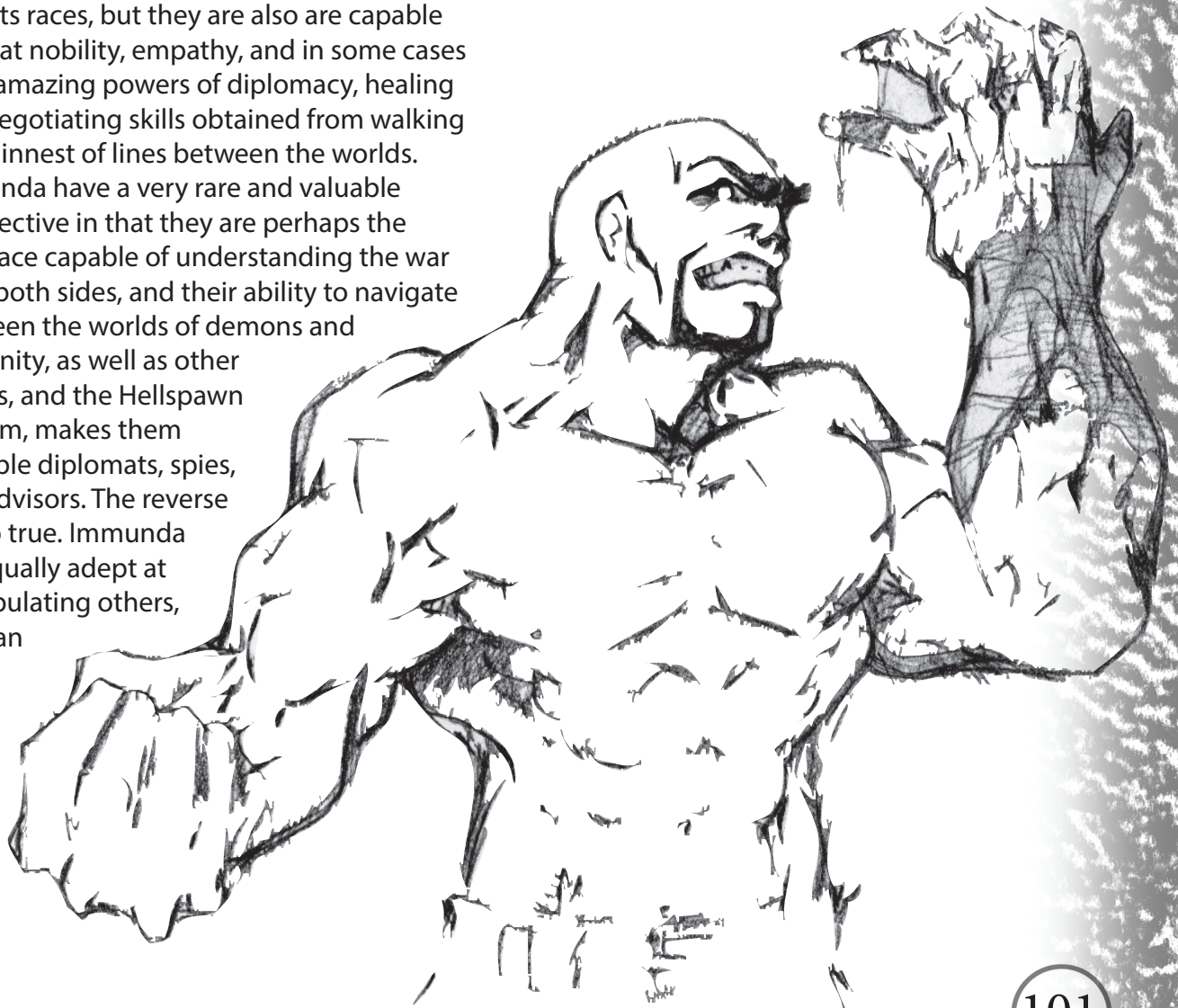
Immunda

Spawned from demons mating with humans, the Immunda have damnation and infernal power in their blood. Though there is an overwhelming tendency for Immunda to embrace infernal, evil lifestyles, some members of this race reject evil and selfishness, seeking instead to become heroes. A rare few Immunda simply wish to be left alone by all sides in the war, seeking to live mundane lives.

The Immunda are a somewhat tragic race, innocent victims of the war between good and evil (if that is a fair assessment of the war at all). Immunda bear many of the curses and worst aspects of both their parents races, but they are also capable of great nobility, empathy, and in some cases have amazing powers of diplomacy, healing and negotiating skills obtained from walking the thinnest of lines between the worlds. Immunda have a very rare and valuable perspective in that they are perhaps the only race capable of understanding the war from both sides, and their ability to navigate between the worlds of demons and humanity, as well as other planes, and the Hellspawn in them, makes them valuable diplomats, spies, and advisors. The reverse is also true. Immunda are equally adept at manipulating others, have an

enormous capacity for cruelty, malice, perversion, and sociopathy. In this capacity they have risen to high levels as politicians, business leaders, and inhabit high positions in all churches.

Most Immunda are able to pass as human, and all are masters of disguise. Some few are able to employ magic to hide their true nature in almost all instances, but Immunda from time to time become lazy, or forget themselves, and their identity is revealed to those who know what to look for. Even though it may seem counterintuitive that a race renowned for their ability to camouflage or disguise themselves should have difficulty in callings where infiltration or remaining undetected are, humans will always feel a general sense of unease when in the presence of Immunda.



Dependent upon their parentage, Immunda will have special abilities and understanding of magic corresponding to the demon caste of the parent, although these powers will be partial and perhaps on occasion fail them. For instance, the spawn of Chammadi will have enhanced powers over the undead, Leviathans the nefarious ability to cause scourge and disease, Ornians the power of prescience and prophecy, Succubae heightened ability to charm and seduce etc. Similar to Infernalists, perhaps Gamemasters will choose the caste of demon that parents an Immunda randomly. The pot could be sweetened for those who roll Barbas or another lower demon by permitting faster rising through the ranks as a Vagrant.

Players who want to be Immunda should pay special attention to the combination of Race and Calling. For instance, an Immunda Leviathan Vagrant probably won't be able to sell you a used car, but an Immunda Casanova son of a Succubae could sell you the Brooklyn Bridge. Which is not to say the Leviathan Vagrant couldn't take out an entire army with disease. Clever Gamemasters will find ways to encourage players to choose the less glamorous castes and callings, and ingenious players will find ways to succeed wildly playing any of the demon castes combined with the right calling.

Immunda are not confined to playing the villain. In fact many choose to rebel (which is their nature) against the loathsome example of their parents and become heroes or guardians of humanity. There is nothing to prevent them from being excellent in these roles, but even the most forthright and noble Immunda will struggle against their maleficent nature and be betrayed at times by the darkness within. Immunda who choose the path of darkness will benefit from these vices and craving if channeled into the proper callings, but will experience similar limitations in other areas.

Aside from Immunda who choose to side with humanity for good, or do the work of the dark hordes, there are many Immunda who simply want to blend in, be left alone, and go about their business like the faceless, nameless masses of humanity. In addition to these three categories, there is a dirty little secret among demon castes: demons who keep traditional, parochial families as a means to mock Yahweh and humanity. This phenomenon, akin to Leave It To Beaver in Hell, is a rumor, but one based on mounting evidence. The children of these demons, raised in Hell, have grown up together in very cloistered surroundings and with values and mores that would be considered very Conservative on Earth. They seem to be being groomed for some special purpose and have powers, education, and training that far exceed normal Immunda.

Morlock

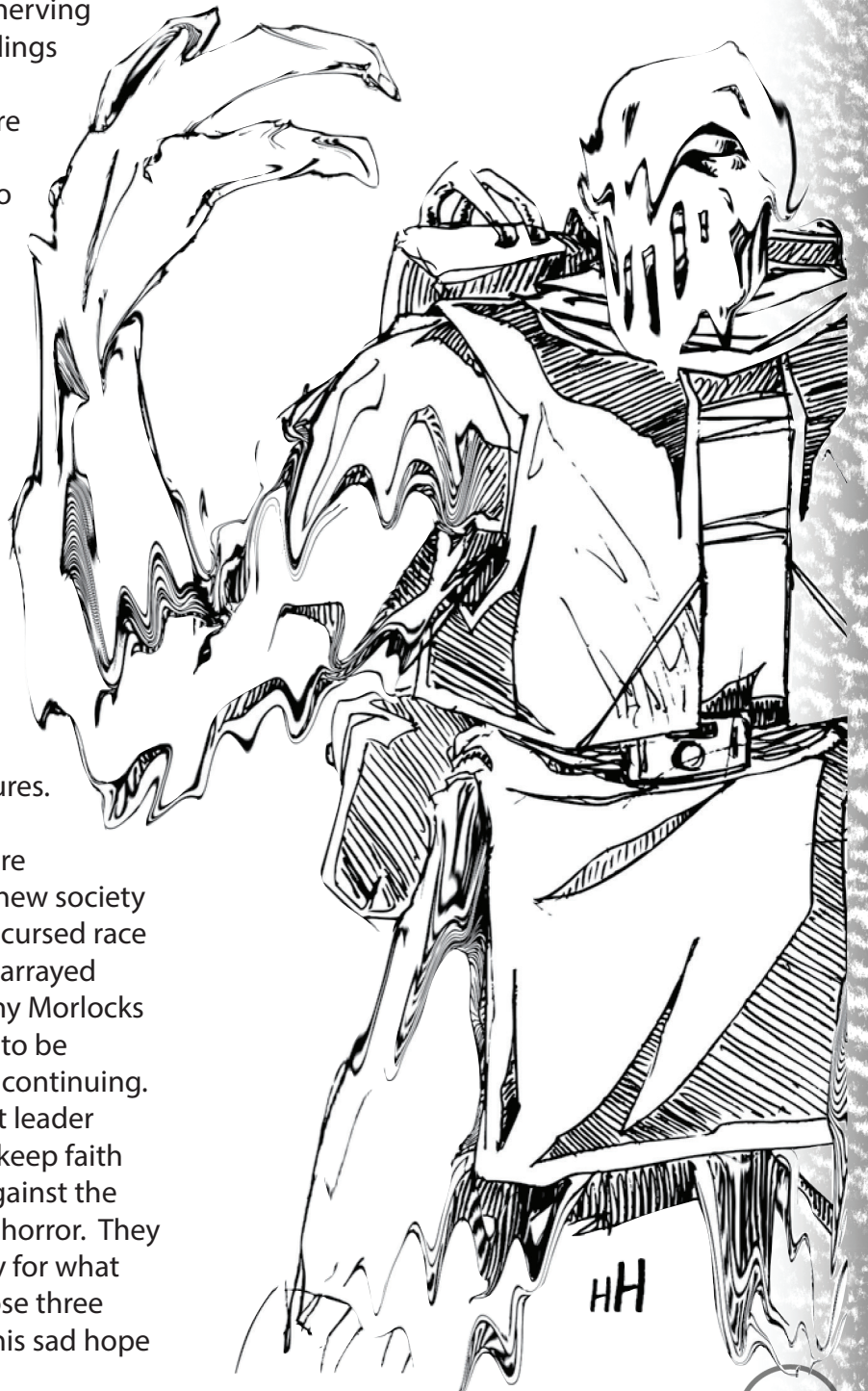
Acting true to form, the Barbas Caste created something so poor in form, from something so poor in other ways. The Morlocks are a great sadness perpetrated on mortals but not yet perceived by most. Cursed by a triplet of Barbas, the Morlocks have spread across the Earth in a silent war on Hell since their creation in 2006. Formed in Kolkata, India the Morlocks are what remains of a great uprising of vagrants, and street urchins arrayed against a Barbas plot within their city. The vagrant assault took place in the Barbas' own temple and included most of Kolkata's lower class society. As the battle raged between the Barbas, their Hellspawn and their human opponents the three Barbas responsible for the events took to the proverbial heights of the underground temple. From ground level these three laid a curse on all below them. Pouring the very essence of Barbas mutability into the curse it flowed downward like water, washing away Hellspawn and leaving screaming humanoid forms behind.

The remaining vagrants rose from the battle completely changed. Now composed entirely of an ooze-like substance, the vagrants began to panic for good reason. A leader arose; Madhusudhana Harijan rallied his broken people and fled into the filth encrusted sewers. The Vagrants now found that their new forms pulled whatever detritus they came in contact with onto their bodies, absorbing just slightly under the first layer of slime. This unfortunate fact of their new physiology proved most unnerving considering the current surroundings of the nascent breed. Harijan did lead his people to safety, but more importantly he led them by example. Pushing his new form to new limits and learning the flip side of the cursed coin, Harijan showed the remaining vagrants the wonders of this curse, which made them able to grow or shrink as desired and, squeeze through openings tightened to prevent the passage of all but air. Harijan even concocted training for his warriors to practice their new talents. Unable to leave their warrens without being swaddled in heavy clothing to disguise their nature, these cursed souls became true subterranean creatures.

As a fan of H.G. Wells before the curse, Harijan christened his new society The Morlocks, and a new demon cursed race took its place in the world, again arrayed against the demonic hordes. Many Morlocks found this new underground life to be difficult, too difficult to be worth continuing. Harijan again proved an excellent leader as he persuaded his followers to keep faith in the vengeance he promised against the demonic trio responsible for this horror. They would pay, all demons would pay for what they have done on Earth, but those three Barbas would pay most dearly. This sad hope

for vengeance drove the Morlocks to perfect their abilities and many began to view their new capabilities as strengths to leverage against the demons rather than the horror it was meant to entail.

Recovered from the battle, and with renewed vigor and capability, the Morlocks crept forth from their subterranean home to seek revenge on all of Hell's populace. The streets of Kolkata had never seen so many



heavily hooded men and women creeping about but most managed to maintain their secrecy due to their inherent stealth. The search of Kolkata took days to complete, but finally the last of the scouts returned empty handed. A few leftover Floater Hellspawn had been found near the Hooghly River but none with enough brains to be questioned. Barred from immediate vengeance the Morlocks did learn from messages left at the Barbas temple that the demons had fled the city almost immediately following the battle's conclusion.

In no small part due to Harijan's inspiration, the Morlocks began to spread their search throughout the world. The cold of travel by air cargo was difficult but not impossible; travel by ship was similarly easy due to the Morlock's capability to literally slip past any guard or seal. Harijan and a select few followers stayed in Kolkata, both to coordinate the search efforts and to maintain/improve the new Morlock home. The rest of the Morlocks scattered in hopes any of them would uncover some demonic plot they could then usurp. Occasionally a cult or plot would be discovered and a few, or many Morlocks would group and attack the demonic infestation.

Very little is known about Morlocks outside of the so-called Morlock society. They've learned they can breed amongst themselves, having a much shortened gestation time. The first Morlock child being born in 2007 was a surprise to everyone, even the mother. If the Morlocks are capable of interbreeding and producing half-breed such as half-elves and dhampir, it is unlikely anyone will ever know as most races find the Morlocks too repulsive to maintain arousal or initiate breeding at all. All Morlocks struggle to understand themselves and have had little time to explain themselves to others because of this. A noted exception is elven society. Before the arrival of the Arcadians the Elves had done what they could to assist the Morlocks in their hunt. The elven provocateur

Brianna is similarly outcast among her own people. Harijan and Brianna have spent long periods of time in deep discussion and something of a friendship has developed. Whether this will expand to include the rest of the overly morose elven society is yet to be seen. The Vagrants of the world have champions now, if only they weren't decried based solely on appearance.

Orc

Every war has soldiers. Some soldiers are reluctant warriors, some are guns for hire, and then there are true believers, the creatures that live for their mission. Orcs are dedicated to evil. They breathe carnage, they eat destruction, they sleep mayhem, and they are war machines that see the world through blood soaked glasses.

Orcs are not just soldiers they are a force of nature. A single orc can tear a man in half with their bare hands. A squadron of orcs will level a town and bathe in the ashes. Little is known of their origins all that is clear is that they have been twisted, deformed, and poisoned by their rage. Much like a werewolf an orc is bound to their rage. Also like a werewolf an orc's rage is closely affected by the lunar cycle.

In the days surrounding a full moon an orc is edgy and temperamental. During this time the slightest irritation can send an orc into a savage frenzy. During the three days of the full moon an orc is the walking personification of rage. They are like addicts desperate for a fix and the only thing that will take the edge off is to satiate their bloodlust.

It is important to note that orcs are not just mindless killing machines. They are soldiers in the truest sense of the word. They are masters of wartime strategy and are methodical in their approach to bloodshed. Orcs know the benefit of the small strike. They plot and scheme for the upper hand. They kidnap and bargain, they torture for

information, they plant counter intelligence. They are not simply savage they are also maniacal.

As would be expected diplomacy is not the strong suit of most orcs. Aside from their inability to compromise most orcs are also illiterate. Some orcs don't even know how to read their own language. Many orcs see learning other languages as polluting themselves with the mother tongue of weakness.

Above all, orcs are creatures of their tribe. They show a military discipline when in large groups. They organically form hierarchies within their own ranks. Pride doesn't factor into the group mentality of orcs. They all share the same goal the only requirement for one to lead the horde is strength. Prove yourself as the strongest, most vicious orc in the tribe and you lead that tribe.

An orc's greatest weakness is, ironically, how given they are to darkness. Orcs are incredibly sensitive to light. They are so sensitive to light that even minimal exposure to it can cause injury to an orc. This Achilles heel corrects itself however, once the sun goes down. Orcs have perfect night vision. They see in black and white when the sun goes down but that doesn't prevent them from operating flawlessly in complete darkness.

Orcs are constantly tormented by their rage but orcs do not view torment the same as other sane creatures. They are

masochists who revel in their agony. It only goes to feed their ferocity. This constant torment also makes them impervious to all sleep spells. Some believe that an orcs rage is too persistent and too aggressive to succumb to something as peaceful and restorative as sleep. For this reason orcs and orc variants are impervious to things like pixie sabotage. This is one of the many reasons some orcs are contracted out as mercenaries. Orcs fight for the cause of evil however; if someone who isn't a true believer but is working in the favor of darkness requires the services of an orc they will take payment or trade for their strength. They will not contract to anyone claiming to work for the light.



Interpersonal relations of orcs from an outsider's perspective look much like a tribe at civil war. Orcs enjoy taking time off from their mindless violence to enjoy mindless violence. They are constantly sparing and battling each other to pass the time and get their kicks. The only difference between when orcs fight in battle and when orcs fight for fun is when they fight for fun no one is killed... mostly.

The only saving grace of an orc's life is that it is short. Orcs generally reach maturity at around the age of 16 and then age four years for every year there after. This shortened life span relieves orcs of the burdens of the finer points of politics. They know their place in this world. They feed their rage, they indulge their every impulse, and they create as much pain and shed as much blood as they are physically able in their short lives. This is how they leave their mark on the world. This is their contribution.

Orcs are the storm that brings the rain that washes away the weak. They are a rolling hurricane daring the sun to stop them truly believing it is incapable.

Pixie

As the celestial war rages on casualties are many, alliances are ill formed and grounded in deceit, and as in most conflicts, knowledge is power. Pixies, well aware of this fact, collectively saw an opportunity to capitalize on the chaos of the new millennium by brokering information. Once servants of the damned collecting secrets from the minds of the holy, pixies have reinvented themselves as spies,

turncoats, gossips and mercenaries selling intelligence to the highest bidder. Pixies know the power that comes with the services they provide and instead of claiming allegiance to any of the numerous factions in the war, pixies simply chose the side of the pixies. No matter who comes out on top in the war the pixies intend to secure their safety and prosperity with information. When the dust settles and the victors are named pixies know they will be absolved from any misdoings by the virtue of the oldest bargaining chip in the world: blackmail. They also know any ruling class that emerges from the ashes of the apocalypse will need a network of spies. Pixies understand that power is never simply won; it must be maintained.

Those seeking to enlist the aid of a pixie should be aware that customer service is not their strong suit. Anyone turning to the pixies for aid must be prepared to deal with a certain degree of attitude, as pixies are known for their sass and

catty demeanor.

In fact, it is speculated that the underlining reason for the pixie's breaking from the ranks with the demons (outside of their lust for power) was that they just weren't very well liked.

Pixies are small and appear innocent, even adorable or cute. Many foolish or uneducated souls find themselves misled by the innocuous appearance of a pixie. Intimidation will typically do very little to persuade a pixie, in fact, those who corner a pixie often find themselves in more trouble than they bargained for. That is of course, if they can be cornered in the first place. A pixie's stature is also what makes them as agile and elusive as they are. They can hide in places most people



wouldn't think to look, they can move faster than one might expect, and they can escape most traps set for them. Pixies also have a heightened sense of sight. Darkness is not an obstacle for a pixie. In fact, if given a choice a pixie may choose to operate mostly in total darkness. No advantage is too great for a pixie to utilize.

A pixie's trademark is their dust. Their wings produce a dust that acts as a natural sedative. Once they have gotten their mark to inhale, ingest, or be exposed to the dust from their wings is when a pixie will make physical contact and begin draining intelligence, and all the mark's secrets along with it. A pixie must be in physical contact with a mark for up to an hour to drain intelligence. This isn't generally difficult for a pixie to manage given a their un-intimidating stature and soft touch. As pixie dust causes no pain, it is difficult to detect, and renders most victims unconscious. Often it is used as a primary tool in information gathering.

Pixies have a reputation for being gossips. It's a reputation well earned. Information gathering and sharing isn't just a vocation for pixies; it is their primary source of entertainment. A pixie will jump at the opportunity to gossip and slander. It is wise, when dealing with pixies to remember that gossip is not necessarily fact. If a pixie provides information absent payment it is advisable to take what they say with a large helping of salt. They may be telling the truth, coloring the truth with their own bias, or simply lying to slander someone, advance a personal agenda or settle a vendetta. . Either way gossip is gossip and business is business. The word of a pixie becomes immeasurably more reliable when given as part of a transaction.

Pixies are above all business people. If you have payment they have what you are looking for but information can flow in many directions. Pixies are not above double-

dealing. Sometimes counter intelligence is just as valuable as intelligence and pixies like valuable. Those experienced in dealing with pixies tend to include confidentiality as a term of the transaction, which the majority of pixies will gladly honor, for a price.

Pixies have a very strong code of ethics and sense of community when it comes to their own kind. Pixies guard their own secrets with care and tenacity. They are so secretive that they have created an entire language out of the sound their wings make when fluttering. The pixie network is vast and complex. If a pixie is asked for information that requires a trip across the world they will pass the request from pixie to pixie and the information will make it's way back seamlessly. It is assumed that this is done through an elaborate game of telephone. Some speculate that pixies also use their dust as a type of smoke signal. The only thing known for certain is that whatever the pixies do, it is fast, it is accurate, and it should be impossible.

Pixies have good reason to be as secretive and tight nit as they are. Collectively their knowledge carries with it the keys to surviving the impending apocalypse. Pixies have no interest in ruling any race but their own, they rather sell the knowledge they have and live without burden but that knowledge also comes with a high cost. If any link is weak their entire race could be placed in jeopardy. Honor isn't what one generally thinks of when they think of the pixies but when it comes to their own honorable is exactly what they are.

Tengu

Hailing from Asia, the Tengu are shapeshifting tricksters and teachers who seek to enlighten the worthy and punish the corrupt and prideful. Though extremely brutal in their early history, the Tengu have mellowed considerably in the modern age. The practice of martial arts is common among



the Tengu, and while they typically use violence as a last resort, preferring to solve their differences with wit, Tengu can make formidable opponents.

The image of the Tengu as similar to Kwai Chang Caine from the television series Kung Fu is not entirely inaccurate as a starting point for understanding who the Tengu are, and what their purpose is in this plane of existence. Those called to be Tengu have one foot in the heavens and one foot here on Earth, having delayed their ascension to Heaven to remain here and guide others towards spiritual perfection. In this respect The Tengu bear the most likeness to the Buddhist figure of the Bodhisattva, or one who has earned the right to enter a state of Nirvana, but makes a choice to delay Buddhahood until all other sentient beings achieve Buddhahood. In this way many Tengu consider themselves shepherds who desire all humanity to achieve the enlightenment they have found for themselves after many lifetimes of meditation and contemplation.

But Tengu are not all about meditation. They also believe in perfection of the body as a virtual arsenal and fortress. This rare combination of priest/warrior make the Tengu extremely dangerous opponents, however they prefer to avoid such petty entanglements in favor of using reason and compassion to guide others into solving conflicts for themselves without violence. Nonetheless, if violence should ensue, a Tengu is to be considered a one- person arsenal.

Aside from the Buddhist version of the Bodhisattva Tengu, the Hindu world also has a version called the Rakshasa, who were considered in the Ramayana to be supernatural, shape-shifting humanoids who were powerful warriors, illusionists, and magicians that assumed many forms in order to deceive humans. Although the Hindu considered virtually all Rakshasa evil, there

were some notable exceptions of Rakshasa that fought on the side of goodness and defended humanity and the good gods.

Most Tengu are probably very similar in nature to the Buddhist ideal of the Bodhisattva or the Hindu Rakshasa, but all cultures have a version of the Tengu, or enlightened teacher. Although most will lead a nomadic lifestyle, wandering the world in search of worthy pupils, some will set down roots in certain places and accept multiple students to study with them. Because Tengu are master teachers, they are able to summon former pupils to help them should a need arise, and in some cases will have a small retinue of students that follow them as acolytes.

Although Tengu have many strengths, they also have some weaknesses. Because they refuse to accumulate wealth or power, or participate in any of the social structures of humanity, they cannot exercise the type of Earthly power or influence that is desirable to so many people. Another drawback of being a Tengu is that although humans and other races will rarely be able to detect the Tengu's true spiritual power, the Tengu is so close to becoming a demigod of sorts that the other gods will certainly show an interest in sabotaging or aiding in the Tengu's fall from grace. The Tengu is not entirely a spiritual or entirely a physical being, and thusly is prone to making enemies of both humans and gods.

Vampire

Vampires have existed for ages. Stalking their prey through eternal nights, these creatures seem to have always been there,

at the edge of the darkness. Still, very little is known about these immortal predators outside of the tightly knit circles of the most well read arcane scholars.

It is true that a vampire can live forever, and does not age. They are not invincible, and succumb to various weaknesses, depending on how well fed they are. Because of this, most vampires make feeding a very high priority. Their senses are honed to make them excellent hunters and they are often quite persuasive. Many vampires have hordes of mortals from whom they can feed with impunity. These gatherings of food are often guarded jealously by the undead that bother to maintain them.

The modern society of vampires is enigmatic to the outside observer. The rule of thumb is that the powerful vampires in a given area make the rules. If a vampire who lived in the Middle Ages rules the city, then chances are he will run his city like a medieval kingdom. If he lived during the French Revolution, he may despise such organization and encourage democracy among the vampires of the city. This tendency frustrates those scholars who seek to quantify vampires.

Vampires tend to have rebellious streaks as well. Immortal creatures that have little to fear from such fleeting concepts as laws, a majority of vampires are concerned with only their own agendas, which usually consist of feeding



and whatever else comes to mind to fight off boredom.

Vampires tend to actively dislike both sides in the War, choosing neither Heaven nor Hell. Whether the demons realize it or not, they are simply bowing to Lucifer, just as they bowed to God. Most vampires can barely stand any sort of rules or authority. They are truly a rebellious lot.

Most modern vampires are utterly unaware of their true origins, though many scholars agree that demons had something to do with it. Rumors persist from Europe of an extremely ancient band of vampires who seek to rule the earth, and are still in service of Hell, but these rumors are largely mocked and disbelieved.

Immortality can jade one to life; doubly so can not being alive. The rebellious nature of vampires can make them abhor rules, authority, and eventually order of any kind. They also crave more and more stimulus, hedonistic indulgences they can never quite enjoy as much as when they were human, intellectual and artistic pursuits too. As the vampires gain age, wisdom, and power, these obsessive pursuits they follow are often taken to heights beyond the dreams of mortals, yet they often see those mastered pursuits through a lens of their former lives, and there is a hollowness. Vampires have a complex relationship with humans, they live among them, more or less, they used to be human, and they often see humans as inferior vermin...inferior vermin they must lower themselves to feed off of, and in fact crave more than anything else. The ego of the vampire is undercut by the self loathing attached to being unwillingly symbiotically linked to these insects...and yet many vampires also envy humanity, the former life ripped from them and the true, but fleeting life the humans have.

Vampires appear as they did in life, only with pale skin.

Werewolf

In this volatile time of war the night is truly dark, and for some the light of the moon brings no comfort, no solace, only madness.

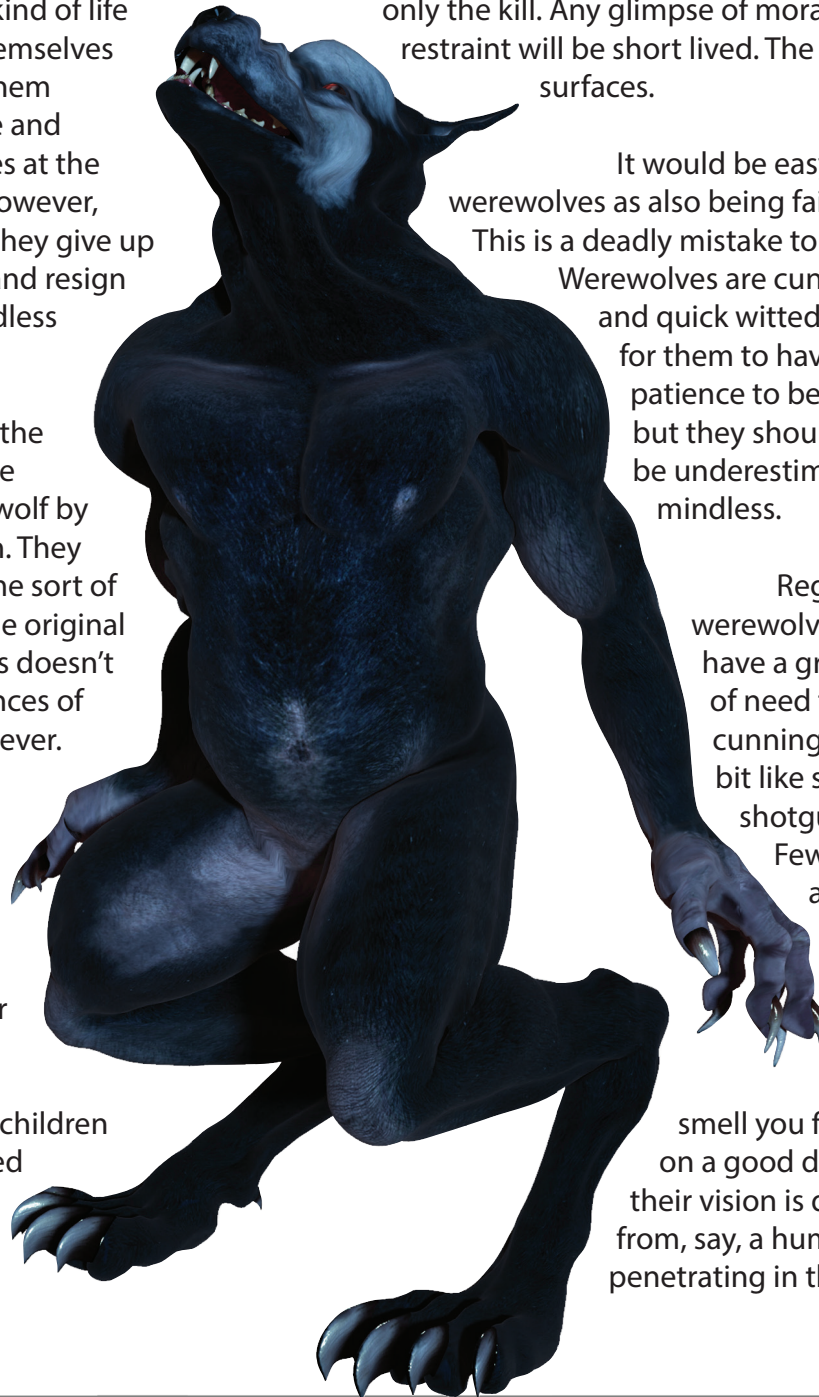
Werewolves are a truly tormented and lost breed. They are driven into madness by their rage and are damned to walk the earth as slaves to the beast within. Many years ago, there was a group of witches bent on revenge. They had their entire lives torn apart by the hordes of darkness and had decided to rid the earth of their stench. Their spell was cast but it was not done with a pure heart, pure intentions, or motivated by good. It was an act of revenge, and their intentions came back to haunt them. A representative of hell came to the circle and cursed them to roam the earth tormented by their hatred and bloodlust.

Their rage manifested itself in the form of a vicious pack animal; the wolf speaks to the madness of rage. The wolf roams, devours, and is calculated but often reckless. Every full moon, when the veil is thin and the night is lit by the shadow of the sun these cursed souls are overtaken by their rage, they crumble under their lunacy and transform into the wolf. They hunt and kill, maim and destroy, until the sun rises and the victim is left naked, confused, but sated.

It does not have to be a full moon in order for a transformation to take place. All that is required is a short temper and an off day to bring about the change. When the change happens outside the usual lunar cycle often it is only a half turn. The victim becomes half man, half beast, standing on two legs, scratching with fully formed claws, eyes yellow, teeth jagged, hair covering the entire body, an up-right beast.

Over time the cursed found ways to control the transformation. Some have sought out a cure only to be woefully disappointed. Others have found solace in accepting who and what they are. It isn't uncommon for wolves to gather in packs hoping they can provide some kind of support for each other's condition. This pairing often ends in a slaughter. Group cohesion isn't ideal in a room filled with vicious beasts that have anger management issues. Some werewolves have found purpose. They have defined a moral code, some kind of life trajectory to set themselves on that will allow them to be what they are and live with themselves at the same time. Most, however, choose depravity; they give up on the good fight and resign themselves to mindless destruction.

Contrary to the myth one cannot be turned into a werewolf by simply being bitten. They must also have some sort of biological link to the original cursed witches. This doesn't slim down the chances of an occurrence however. After the curse the witches become wanton gluttons, eating, pillaging, destroying and raping anything they could get their paws on. The result is an unnumbered amount of bastard children fathered and birthed by the cursed.



Werewolves are more sympathetic towards the heavenly host than the hordes of hell. This isn't a philosophical or moral stance. Hellspawn made them what they are and werewolves weren't terribly pleased with hell's minions to begin with. If a werewolf is offered an opportunity to tear a demon apart piece by piece they will take it.

Do not mistake this as a reason to trust a werewolf. They are lone creatures driven mad by rage. There is nothing but the bloodlust for them; there is only the hunt, only the kill. Any glimpse of morality and restraint will be short lived. The beast always surfaces.

It would be easy to mistake werewolves as also being fairly dense.

This is a deadly mistake to make.

Werewolves are cunning, sly, and quick witted. It is rare for them to have the patience to be methodical but they should never be underestimated as mindless.

Regardless, werewolves don't have a great deal of need for their cunning. It is a bit like saying a shotgun is precise.

Few creatures are as fast as a werewolf. They have blinding reflexes, they can smell you five miles off on a good day and while their vision is different from, say, a humans, it is still penetrating in the dark.

If one's mission will help a werewolf, a powerful alliance can be struck. But those who seek werewolf allies should be warned: if a werewolf finds you without use it is wise to get out before it gets hungry.

Yumboes

In times of war, even the most peaceful of creatures and tribes are called to arms. The yumboes are an ancient African race of fairy creatures. They are 1 meter tall and when they choose to be seen they typically have skin as white as ivory. When the moon is full and the night is quiet if you travel to the remote islands they tend to populate you can see them dancing in the dark, their white skin glowing in the moonlight.

Yumboes have wings but generally prefer to hide them and walk among human civilizations and tribes. They can mimic the appearances and mannerisms of the culture they are living with down to the most subtle detail. Yumboes are very partial to humanity, they will often find a particular human or human family to latch on to and become a sort of guide to them. It is said that if a yumboe comes to your home you will never again want for food or drink. Yumboes have a somewhat symbiotic relationship with humans. Yumboes guide and protect humans and humans allow the yumboes to steal their corn. If yumboes simply asked for the corn it would most likely be given to them without a second thought as a sacrifice of thanks but yumboes love the hunt. Theft is a yumboe's preferred sport. If one visits the domain of a yumboe

they will be lavished with food and drink. If a yumboe is put to task they can become almost entirely invisible. When they hunt or fish only their eyes are visible and if they are serving a guest or stealing corn only their hands and feet are visible.

As conflict grows yumboes have been forced to repurpose their peaceful skills into weapons of war. Their guile makes them perfect thieves and assassins. Yumboes respect life above all else and will not kill unless the times are truly dire and the need is incredibly great. The burden of death weighs heavy on a yumboe, in fact if a human they are attached to or one of their own dies, yumboes have a seven day mourning ritual that can not be stopped and ends with a dance of grief on the grave of the fallen. Some yumboes have decided to shoulder as much of that burden as they can in hopes of sparing their brothers and sisters a similar fate. You will know an assassin yumboe by its red skin. With every kill the pristine white skin of a yumboe is tarnished with blood. A yumboe who has taken many lives will be entirely red.

Yumboes have also found a wartime use for their incredible speed. Yumboes are so fast that when at full speed they can not be seen with the naked eye. At top speed yumboes can break the sound barrier. They are known to use thunderstorms to mask the sound of the races they host for each other. Yumboes can not magically heal themselves or others but if they are fast and cunning they can quickly find any ingredient necessary for a balm, potion, or medicine.



Yumboes were once content with living in their far away and remote islands but when the war came to them they were forced to scatter. Yumboes have always been a neutral party in any conflict, content to fish, hunt, and serve their charges. Now they have been scattered, forced to spread their number so as to avoid the possibility of being eradicated.

Once festive creatures, in times of war they are more inclined towards stoicism. They speak only when necessary, every move they make is deliberate and with purpose. Yumboes have a great contempt for waste. Any unnecessary movements, words, supplies, are considered obscene. This is why if a yumboe is speaking it is wise to listen. Yumboe's brevity should not be confused with low intelligence. They are quick witted, their humor is dry, and their tongues are sharp.

Yumboes are traditionally pack creatures. If a yumboe decides to trust someone that bond will last for life. If betrayed a yumboe will dedicate their lives to destroying the life of their betrayer. Yumboes are non-violent but they know all too well the many fates worse than death.

A yumboe who is old enough to have paired with a family or pack and hasn't should be avoided. These yumboes are called mtwana, their sense of self and identity has been corrupted and there is no telling what a mtwana is capable of.

In the modern world, where the lines of good and evil are blurred a yumboe's main purpose is to assist in restoring balance. They have no desire to rule or to see anyone else come to power. Their greatest wish is for the evil of this world to return to it's necessary place and the good in this world to balance the scales. Too much good will corrupt a heart that isn't capable of appreciating the severity of evil, too much evil will crush the light that gives us hope. Everything comes back to their tribal mantra:

"Excess is waste, waste is blasphemy."



Devon had lived a relatively unremarkable life. He had been a smart kid, smart enough to stay out of gangs and stay in school. His childhood neighborhood wasn't exactly affluent, but it was mostly families and older couples so trouble rarely came to him and he was not inclined to go looking for it. Instead he hit the books, earned an academic scholarship and got a bachelor's degree in business management at NYU. Devon's job at Anchor International paid well enough that he could afford to live in Williamsburg. He had been seeing his girlfriend, Keesha, for about a year. It wasn't anything terribly serious, but they were exclusive. When he wasn't at work or with Keesha, he filled his time playing Xbox, watching TV or hitting the bar with friends from work.

When he found himself in an abandoned subway tunnel adjacent to the Canal street stop, sawing the extremities off of what could generously be described as a humanoid corpse, Devon was understandably shaken up. As the teeth of the rusty hacksaw in his hand ripped into a particularly pustulant portion of flesh, Devon retched. A phlegmy chuckle to his right drew his attention. Looking over at his companion did little for Devon's nausea.

The man (Devon was fairly confident it was male) at Devon's side also hacked at the corpse's limbs. Using a makeshift hatchet crafted from a sharpened piece of rusty metal, he (it?) hummed a tune while he worked. His flesh seemed to run and slosh like a man-sized pile of mucus that shuddered with every movement. Considering his grim errand and the repulsive countenance of his cohort, Devon was thankful for the darkness.

"This is disgusting," Devon managed between gagging and sawing.

"Yes, but it is necessary," replied the slimier of the duo, in a thick Indian accent. "Trust me. You do not want to stop now. If we do, this thing wakes up in a very bad mood."

"This thing is dead," Devon fired back, frustrated.

"No, this thing is wounded," the slimy man's tone was sharp and flecks of whatever he was covered with sprayed from his mouth as he spoke. "All the limbs must go. Keep sawing."

*“I’ll wait to day’s end when the moon is high
And then I’ll rise with the tide with a lust for life, I’ll
Amass an army, and we’ll harness a horde
And then we’ll limp across the land until we stand at the shore”*
-mc chris, “mc chris is DEAD”

Hellspawn

Supernatural creatures exist in the world of **Contagion Savage Edition**. For millennia monsters have hunted humans for food and sport. Throughout history legends and rumors have warned humans to stay out of the woods, stay indoors at night and take various precautions against the agents of evil. In modern, developed nations the belief in such creatures wanes even as the expansion of technology and communication threatens to expose the existence of the supernatural. Scholars of the occult refer to these creatures as Hellspawn, though that name is not entirely accurate. It is true that the vast majority of supernatural creatures are crafted by demons, however other celestials have always created minions to serve their needs. With the recent opening of Oblitus, long-imprisoned gods seek new minions to help them find their way in a world they no longer recognize.

Hellspawn follow the basic rules laid out in the *Savage Worlds* Bestiary chapter. The GM may use the traits listed in that chapter to represent Hellspawn for their campaign. Creatures from any *Savage Worlds* materials whose names match a playable race from **Contagion Savage Edition** should use the rules for the race as detailed in **Contagion**

Savage Edition to supersede those creature descriptions. However, a clever GM may repurpose the descriptions of these creatures from other *Savage Worlds* materials to be used as Hellspawn or antagonists for a **Contagion Savage Edition** game. For example, vampires are a playable race in **Contagion Savage Edition**. The *Savage Worlds* Bestiary chapter lists statistics for Vampire, Ancient and Vampire, Young creatures, which do not conform to the vampire race as presented in **Contagion Savage Edition**. With a few tweaks, the Vampire, Young could be repurposed as a Flesh-Eater Hellspawn who has similar abilities but relies on devouring human flesh rather than drinking blood. Meanwhile, the Vampire, Ancient could instead be re-imagined as a Mesopotamian Lilitu, which could be a Hellspawn precursor to the modern vampire, with little to no adjustments to statistics. A little creativity and a few minutes of Internet research can permit this repurposing of game stats with no limit outside the GM's imagination.

The creatures presented in the Bestiary chapter of the *Savage Worlds Fantasy Companion* follow the same basic guidelines as mentioned above. In addition to potential Hellspawn, the *Savage Worlds Fantasy Companion* contains several stat blocks that could be easily used to represent human (or humanoid) NPCs with little to no adjustment. The GM must simply examine the game statistics of these NPCs and adjust them to modern equivalents when necessary. In addition, the “Treasure” entry for each creature and NPC listed in the *Savage Worlds Fantasy Companion* can likely be ignored.

The creatures presented in the Bestiary chapter of the *Savage Worlds Horror Companion* also follow the same basic guidelines as creatures from *Savage Worlds* or the *Savage Worlds Fantasy Companion*.



Justice looked down at the bloody smear on the pavement. She saw the body next to it, the head from which the blood poured. She saw the face that she had seen in the mirror every morning for as long as she could remember. She knew that she shouldn't be looking at herself. She knew that something wasn't right.

Squealing tires grabbed her attention. She looked over to the impala that sped away from the scene. She saw someone leaning back in from the window, an ak-47 in hand.

Tianna.

Rage began to swell. Justice began screaming.

"You better run, bitch! I'll get you! I'm gonna get you for this! Bet!"

Justice fell to her knees. Though she knelt in her own blood, her legs didn't feel wet. She felt nothing except rage and cold. She looked down into the empty, vacant eyes of her corpse.

"I'll get you, bitch. I had a Life!"

Justice began sobbing, though no tears came. In the distance she heard sirens, but she knew that they were far too late.

*“You float through the living room, I watch my TV
I feel you sit down on the couch
Right here next to me
Then I feel your lips touch mine
Just like we used to do I`m so
happy all alone Being here with
you...”*

- Alice Cooper, “This House is Haunted”

The Incorporeal

Most beings that experience the world of Contagion Savage Edition are limited to perceiving the physical aspect of reality. Particularly over the last several hundred years, with Yahweh’s firm grasp upon reality, the physical world has existed strongly in the forefront of existence.

There is another layer to reality, filled with ghosts, spirits and strange, bodiless entities. This is a world of emotion, concept and energy, freed from the constraints of physical nature. This realm of ephemera and thought is collectively referred to as the Incorporeal.

It is important not to confuse the Incorporeal world with the numerous realms, such as Heaven, Hell and Oblitus, for the Incorporeal touches every realm to some degree. The realms are ultimately physical, bound to shape and form through calcified Contagion energy and isolated from the void with the strength of celestial will. The Incorporeal world exists within and beyond all realms. Some believe that the easiest way to reach the Void beyond creation is through the Incorporeal world.

From the moment Yahweh ascended to power, until the opening of Oblitus, most incorporeal entities were bound in slumber, forced into a comatose state by divine will. Only the few guardians appropriated by Yahweh to police his pocket realm of Purgatory, and the ghosts that inhabited the three dead worlds of Heaven, Hell and Purgatory were permitted to be conscious. All other incorporeal beings, mostly referred to as spirits, slumbered, unaware that the physical world had fallen under the iron-fisted rule of the god of Abraham.

Now that Lucifer and her cohorts have broken the gates of Oblitus, Yahweh’s grasp on reality has weakened and the celestials are once again awakening their incorporeal allies.

This chapter details Incorporeal entities in the world of Contagion, divided into two types: Ghosts and Spirits.

Ghosts

Humans are comprised of two components: spirit and flesh. Time drags on the flesh, but the spirit is eternal. Ghosts are those spirits who refused true death. Trapped in Purgatory, unable to pass to Heaven or Hell, the ghost strives to finish his affairs from life. Ghosts in the world of Contagion Savage Edition are driven, tormented beings. Each has an agenda, a reason to go on. These Binding Ties (see **Chapter 2: Character Creation**) should be unique to each ghost and should also be compelling and challenging to complete. Be sure to take into account the ghost’s motivations while roleplaying. Consider how the ghost’s Binding Ties will affect its actions.

Ghosts who resolve all their Binding Ties become spirits and are usually moved immediately to Heaven or Hell. This transition removes all Ghostly Powers from the ghost, making them a simple supply of Contagion for the masters of their new home.

Ghostly Powers

Ghostly powers are an extension of the otherworldly nature of ghosts. Because they are free flowing entities of raw Contagion, they are able to consciously guide the very stuff of their souls to achieve certain supernatural effects. Often times a ghost will develop powers that fit its personality. Angry ghosts tend to develop Pummel, for example, while commanding people tend toward Puppet. Personality does not dictate these powers, but can often act as a good indicator of which powers a ghost should select. For a full list of powers available to ghosts see the Arcane Background (Ghostly Powers) list provided in **Chapter 6: Magic**.

Remnants

Purgatory is not simply a place populated with the spirits of the dead. Bizarre and inhuman creatures roam this spirit world. Magic wielding humans and Hellspawn journey to the hereafter. Angels, demons and celestials are known to patrol the reaches of Purgatory. Occasionally, even items appear on the ghostly plane. These ghostly items are called Remnants.

Remnant is a broad catch all term for any inanimate object in Purgatory. There are several different types of Remnants. Temporary Remnants can be created through the Spectral Armaments Edge, or occasionally through the use of magic. These Remnants are typically not terribly powerful, and often have no ability beyond mimicking their mundane form and function on the ghostly plane. Some Magi, angels, and demons can use additional abilities to enhance these temporary items, but the items themselves have no real power beyond their very existence.

Permanent Remnants can be created several ways. Death causes a release of spiritual energy. This energy allows the physical world to touch Purgatory for the

briefest moment as a human soul passes. Upon death, a character becoming a ghost may spend Contagion Points to bring spiritual reflections of items that they have on their person. When several people die, massive amounts of energy can pool together bringing enormous items into Purgatory. Each person dying generates 1 point of Contagion that contributes to the pool for purchasing Remnants. When purchasing a Remnant in this fashion, the character must pay for the item's size and type.

Size

Contagion Points must be spent to accommodate the size of a Remnant. For this reason, extremely large items such as vehicles are rare (though not unheard of) in Purgatory. Consult Table: Remnants by Size to determine the cost of a Remnant based on size.

Object Size	Examples	Contagion Point Cost
-4	Penny	1
-3	Paperweight	2
-2	Wrench	3
-1	Vase	4
-0	Briefcase	5
1	Garbage can	6
2	Oil barrel	7
3	Piano	8
4	Vehicle	9

Type

Each item type grants certain abilities to the Remnant, as detailed in each type description. A Remnant may be of several (or all types) but the Remnant's type must be bought when the item is created. Types cannot be added to a Remnant at a later time without the use of powerful magic. The following types are available for Remnants:

Audible

Audible Remnants can be heard by the living. Unlike Visual Remnants, the user does not need to manifest to project the sound into the lands of the living. Any living being hearing a sound from an Audible Remnant must make a Fear check with a -2 penalty. A successful roll negates the panic, but the character still hears the noise. Obviously, only items that are capable of causing a sound can be Audible, though the item need not necessarily generate the sound independently. For example, a Remnant bullhorn could be purchased with the Audible type. A Remnant sponge could not.

Contagion Point Cost: equal to the Size cost of the Remnant.

Example: Dan wishes to create a microphone that just happened to cross over when he was poisoned on stage during his stand up comedy routine at the Chuckle House. He wants to be able to still speak with the living. He pays 2 Contagion Points because of the microphone's size, and another 2 Contagion Points to add the audible type. Fortunately, the moment of contact between Purgatory and Earth generated one Contagion Point, which can help ease the burden of this cost.

General

General Remnants are the most common items appearing in Purgatory. These Remnants have no special abilities beyond their ghostly form. A General Remnant perfectly mimics the form and function of its mundane counterpart, with the exception of affecting beings in Purgatory as opposed to beings in the physical realm. For the purposes of simplicity, all Remnants are considered to possess the General type.

Contagion Point Cost: 0

Example: Tiffanie wants to let her character bring across a laptop, as her character spent almost every waking moment in front of it. At her time of death, she was carrying the laptop. As she was the only one to die, her

death generated 1 Contagion Point. She must pay the other 4 Contagion Points for her laptop to come across with her. (5 points for the object's size. 1 point is paid from her death, the other 4 from her pool) The laptop still has access to all the programs and files that it did in life.

Mind-affecting

Mind-affecting Remnants are able to affect the emotional states of those souls targeted by the item's effects. A Mind-affecting Remnant can induce emotional responses from its victim. Any emotion is acceptable, though there should be a logical correlation between the Remnant and the emotion it engenders. A teddy bear would likely create comfort or calm, whereas a pistol would probably instill fear in those it targets, or perhaps confidence in the wielder. Regardless of the emotion created the effect is consistent. Due to emotional overload, the victim must make a Spirit check at -2 penalty. If this check is failed, the target suffers a -1 penalty to all actions until a successful Spirit roll can be made, due to the intensity of the emotions (yes, even extreme calm can be a problem.) Each Contagion Point invested in the Mind-affecting type targets a different emotion. A Remnant may have no more Contagion Points invested in the Mind-affecting type than the item's Contagion Point cost due to Size. The remnant can always affect ghosts, but can only affect the living if the remnant also has the Audible or Visible type. Those non-ghosts that are capable of perceiving Purgatory may also be affected, if they actively perceive the area when the item is used.

Contagion Point Cost: variable.

Example: Travis wants his character to have the whistle he possessed in life that took his basketball team to the state finals. The GM decides this will be a mind-affecting Remnant that will be able to bring the joy and accomplishment he felt when his team sunk the winning shot. This item would cost

4 Contagion Points (2 points for the whistle's size, 2 or the mind-affecting type). Again, the 1 free Contagion Point from dying can ease this cost.

Physical-affecting

Physical affecting Remnants are capable of affecting the living in the same fashion that they affect ghosts. Weapons deal damage, and bonds will hold a living creature. To activate this item type, the Character must be manifested, and the Remnant must also have either the Audible or Visual Type.

Contagion Point Cost: Double the Size cost of the Remnant.

Example: Toy wants to bring his character's muscle car that he spent all his life building to Purgatory. He spends 9 Contagion Points for the car's size, 18 to make it physical-affecting, and 5 (9 divided in half, rounded up) to make it visual for a whopping 32 Contagion Points. Fortunately, the accident in which he died killed four other people, generating a total of five free Contagion Points to ease the cost (one free point for each death.)

Visual

Visual Remnants may be seen by the living if the ghost holding them manifests using the Manifestation ability. These Remnants always appear worn and weathered to the living, and are obviously of supernatural nature.

Contagion Point Cost: ½ Size cost of the Remnant (round up).

Example: Dean wants to bring across his favorite book, but he wants to be able to show others its glory. So he buys the visual type. Most books are considered small objects (4 Contagion Points), and he wants to be able to show others when he manifests (2 Contagion Points for visual), for a total cost of 6 Contagion Points.

Sample Remnants

Muscle Car

A muscle car, two door, leather seats, V8 engine, spoiler, the works!

Properties: Physical-affecting (Allows you to carry physical passengers and to run over physical pedestrians), Visual (appears as a translucent wispy spectral car to onlookers upon activation)

Contagion Cost: 32

Laptop computer

A laptop computer, that never seems to run out of juice.

Properties: General (allows you to use its programs and its features, but not any wireless connections or Internet. An Internet connection would require the laptop to be physical-affecting, which increases its cost to 15)

Contagion Cost: 5

Mr. Pointy

A serial killer's knife killed over 30 victims with it, nicknamed it Mr. Pointy.

Properties: Physical-Affecting (Allows the user to make attacks from the lands of the dead), visual (Allows the user to make the knife appear and bleed before an attack)

Contagion Cost: 14

Pistol

A side arm of a cop gone mad; lost when he finally gave up the fight and put it in his mouth, right before he pulled the trigger, he had second thoughts...

Properties: Physical-Affecting (For injuring the living with what bullets you have left), Audible (A hallowed gunshot in the night is enough to unnerve anyone)

Contagion Cost: 16

Microphone

Those stand up comedians are great, sometimes too good. Sometimes someone

shows another one up, and for that, someone pays in blood.

Properties: General, Audible (It's not for telling jokes anymore, it's for screaming into the lands of the living)

Contagion Cost: 8

Teddy-Bear

Sometimes a child's only friend, a teddy bear brings feelings of companionship and security. Of course such a toy can easily also be filled with regret and fear if it soaked up the pains of a child in a broken home. For either effect the cost is the same.

Properties: General, Mind affecting (Creates fear, regret, companionship or security with 4 Contagion Points invested)

Contagion Cost: 8

TV

Sometimes we just want to sit back and watch TV, and for some ghosts that means bringing their beloved idiot box to a new place.

Properties: General (To turn it on, and change the channels), Physical-Affecting (For getting cable)

Contagion Cost: 18

Ghosts, Heaven and Hell

Ghosts who resolve their Binding Ties become spirits and travel immediately to Heaven or Hell, as appropriate, guided by a Gregori or Chammadi. Spirits travelling to Hell become Damned Souls, while spirits travelling to Heaven become Saved Souls.

It is important to note that with the opening of Oblitus and the return of the celestials, the war for souls is no longer a two-sided conflict. Many celestials have re-opened their own long-forgotten Latchkey realms (see **Chapter 10: Realms**) and have begun running raids on Purgatory, claiming souls for their own. Lucifer has tried to keep celestials from laying claim to souls against the soul's will, but even the Princess of Lies is not truly omniscient. Spirits do slip through the cracks.

Damned Souls

Damned Souls are basically incapable of taking any meaningful action. Once a soul is damned to Hell it becomes little more than a ball of Contagion Points and agony. They are incapable of combat for system purposes. Any celestial or non-celestial character can automatically dodge or resist an attack from a Damned Soul. Likewise, Damned Souls automatically fail any dodge or resistance roll and are considered helpless if attacked. This does not stop Damned Souls from fighting or trying to escape Hell; it just means that from a system perspective, their efforts are utterly wasted. There's a reason the sign on the door says, "Abandon All Hope, Ye Who Enter Here." When a character becomes a Damned Soul they are ultimately represented by a single trait: Contagion Points. The Damned Soul retains a number of Contagion Points equal to their Contagion Points upon dying plus the sum of their Attributes and Skills. When a Damned Soul is reduced to zero Contagion Points it continues to exist in eternal suffering. There is no sweet oblivion for the damned.



There are only two ways for a Damned Soul to become anything else. First, a demon may make the Damned Soul into a Hellspawn. Secondly a Divine Being (Such as an Archangel or Jesus Christ) can descend into hell and liberate the Damned Soul. This has happened exactly one time in the history of Hell, during the Harrowing of Hell when Jesus left after his meeting with Lucifer (see **Chapter 11: Setting**).

Saved Souls

From a system perspective, Saved Souls are no different than Damned Souls. They are incapable of taking any truly meaningful action and are simply a pool of Contagion Points. The principal differences between Damned Souls and Saved Souls are geography and feelings. While Damned Souls are in perpetual misery, Saved Souls exist in eternal numbness. Knowing no joy nor pain, Saved Souls simply exist, perpetually worshipping the master of Heaven, Yahweh. When reduced to zero Contagion Points, Saved Souls simply continue the eternal praise of their patron deity.

When other celestials take former ghosts into their latchkey realms, the rules of the realm dictate the soul's experience, but the system implications remain the same. So far as anyone knows, neither Damned nor Saved souls can exist outside Heaven, Hell or a Latchkey realm.

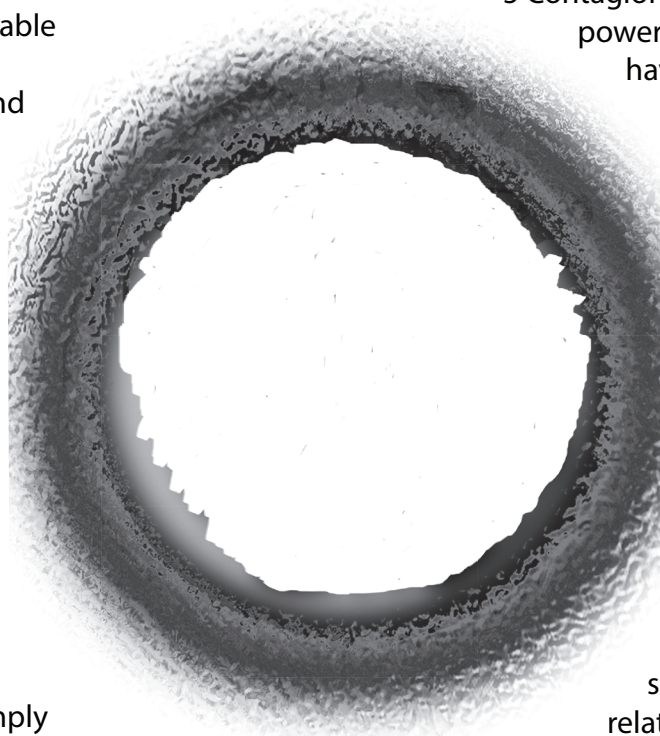
Spirits

The world of **Contagion Savage Edition** is filled with spirits. Each animal, object and concept has a spiritual aspect. Most of these spirits are asleep and incredibly weak. The opening of Oblitus has awakened several of these spirits, bringing the spiritual nature of the world closer to the surface than it has been since Yahweh's coup.

Spirits are comprised entirely of Contagion energy given an independent will. Most sleeping spirits have between 1 and 5 Contagion Points and a single power. Potent spirits can have over 100 Contagion Points and dozens of powers, but such potent spirits are truly rare creatures.

Spirit powers are tied to the animal, concept or object that the spirit represents. A tree spirit will exhibit powers relating to things such as nature, growth or strength. An owl spirit will wield powers related to things like flight, perception or wisdom. A death spirit will control aging, fear, decay, transmutation or related concepts.

Spirits may claim any Edge, Racial Feature or Power as a spirit power. When using any Power that requires a Trait Roll, the spirit may purchase a die type by spending Contagion Points as Advances, starting from a base d4. This die returns to a d4 after the Power is used. Spirits also use Contagion Points to pay Power Point costs and are not subject to any limits on the number of Contagion Points they can spend in a single turn.



Spirits have a wide variety of appearances and mannerisms. Many spirits are utterly inhuman in demeanor and appearance, resembling the animal or object they represent. Some are alarmingly humanlike in their appearance as well as mannerisms. Some spirits exhibit incredibly human flaws in personality and behavior while others are incomprehensible in terms of motivation.

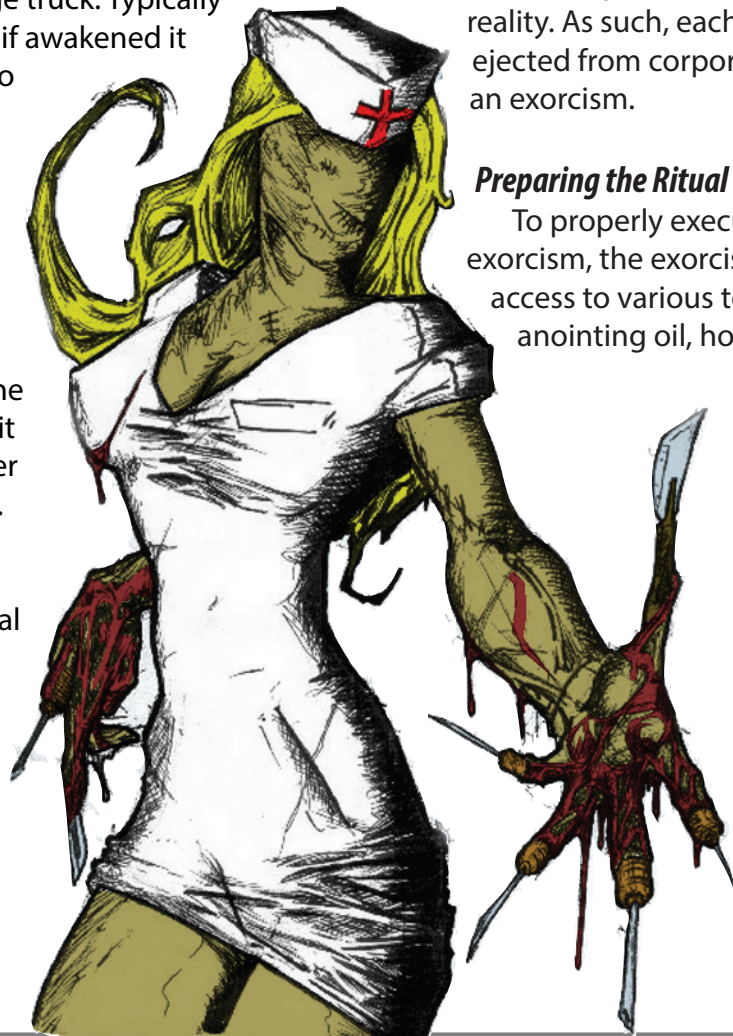
A list of sample spirits is included below. Gamemasters are encouraged to design unique spirits for their own campaigns. Spirits are open ended and versatile. Even spirits of the same type can be vastly different, so the Gamemaster may feel free to get creative and shake things up for the players.

Automobile Spirit

Contagion Points: 15, **Powers:** Pummel
This is the spirit of a large truck. Typically this spirit slumbers, but if awakened it can run down those who earn its ire.

Fear Spirit

Contagion Points: 30, **Powers:** Fear
This spirit is an embodiment of the concept of fear. When the spirit can be perceived, it is often seen as whatever the observer fears most. Fear spirits often flock toward locations where someone felt a great deal of fear, such as the site of a grisly murder or a brutal car wreck where the victims were severely injured, but not killed.



Love Spirit

Contagion Points: 40, **Powers:** Puppet
This spirit is attuned to love and infatuation. It can cause anyone to be drawn to anyone else, acting as something of a cupid. It tends to hang around restaurants, parks, mini golf courses, movie theaters and other places commonly used for first dates.

Tree Spirit

Contagion Points: 50, **Powers:** Entangle, Pummel
This is the spirit of an old and wise oak tree. This spirit has mastered the ability to command the vegetation in its vicinity, making it the master of its domain.

Exorcism

Demons, spirits and ghosts each have a tenuous grasp on physical reality. Their ephemeral natures require will and purpose to maintain their presence in physical reality. As such, each can be ejected from corporeal reality via an exorcism.

Preparing the Ritual

To properly execute an exorcism, the exorcist must have access to various tools including anointing oil, holy or magical

texts, and incense or herbs. While the specific tools will vary according to the exorcist's religious trappings, some forms of tools are required for the ritual. The Gamemaster is the final arbiter on what a character must gather in order to perform an exorcism.

Intimate knowledge of the demon, ghost or spirit to be exorcised is also helpful, though not necessary. Researching the history and motivations of the entity in question can provide an edge to the exorcist, as familiarity with the subject makes the exorcism easier.

Once preparations have been made, the being needs to be somehow restrained or confined for the ritual to be performed. Possession hosts are functionally human, and can be tied to a bed or locked in a room, provided that the possessing entity's powers do not permit a method of escape. Salt also works as a good method of restraint for ghosts, as a ghost possessing a victim still cannot cross an unbroken line of salt (neither can the possession victim. No dragging the possessed across a line of table salt to rid them of their spiritual passenger). If a circle of salt can be laid around a disembodied ghost, the ghost is considered to be effectively restrained. Restraining a demon or spirit is much more difficult, but can be done through magic, or in the case of a demon, considerable brute force. Once these conditions are met, the ritual can be performed.

Performing the Ceremony

Exorcism is a lengthy and harrowing process, pitting exorcist and entity into a battle of wills. The exorcist begins chanting, reading from esoteric texts and chastising the entity. The entity, in response, grows agitated, attacking the exorcist if possible.

Exorcisms take some time to perform. Each minute that the exorcist continues the ceremony, he makes a Knowledge (Theology)

check, a Knowledge (Arcana) check, or a Knowledge (Occult) check (character's choice, depending on the method and tools used for the exorcism) vs. the target's Spirit. Spirits resist with their base d4 die, but can inflate this die as described in the Spirit description above, making a weak, hungry spirit very easy to dismiss, but a potent, well-fed spirit functionally impossible to exorcise. The exorcism check may not be made untrained. If the exorcist has the Clergy, Conduit, Shaman or Witch Professional Edge, he receives a +2 bonus to this check. If the exorcist succeeds this check, the entity must make a Smarts check vs. the exorcist's Spirit (again Spirits may use their base d4 + Advances.) If the entity makes this check it maintains its presence. If the entity is possessing a host, the host body suffers 2d6 points of damage. It is quite possible to accidentally kill a host during an exorcism. If the entity fails this check, the entity is ejected from the corporeal world. Demons return to Hell, ghosts, to Purgatory and spirits fall to slumber, returning to the nearest object representative of their nature.

Multiple exorcists can work together, taking advantage of the Cooperative Rolls rule. If the target is a ghost and the exorcist has identified and acquired any of the ghost's Binding Ties, the exorcist receives a +2 bonus to his exorcism checks.

Each minute of exorcism, all exorcists involved in the ritual must make a Vigor roll at a TN equal to the number of minutes that the exorcism has gone on. Failure grants the exorcist 2d6 points of nonlethal damage. If the entity is able to act aggressively, all combat is resolved normally. For this reason, exorcisms are rarely attempted lightly, and every effort to bind or restrain the target is made prior to attempting an exorcism. Characters who do not wish to take the risky route of attempting an exorcism can use the Banish (Entity) Power if it is available to them. If not, exorcism is their only hope.

Ganesha sat huddled in the silent darkness. Oblitus had always been crowded, and the addition of human souls to the mix did nothing to alleviate the lack of space. Though faith and the exchange of precious energy had been won, each god within the walls of the prison knew that their precious energy needed to be conserved. Wasting effort on comforts such as light and warmth would be foolish, especially when escape was within arm's reach.

Judging the passage of time had been virtually impossible in Oblitus, though no celestial there doubted that their imprisonment had lasted centuries. It was only within recent weeks, when Ornias visited with the gift of a human invention called a digital watch that any of the gods could truly judge the passing of moments. The watch was entrusted to Ganesha, as timing was everything.

Ganesha looked down at the faint green glow of the digital watch. The face read 6:15 AM. The god smiled and cried out.

"Ready yourselves, brothers and sisters," his voice boomed and echoed through the hollow prison realm. "Liberation is upon us."



*“Living easy, living free
Season ticket on a one-way ride
Asking nothing, leave me be
Taking everything in my stride
Don’t need reason, don’t need
rhyme Ain’t nothing I would
rather do Going down, party time
My friends are gonna be there too”
- AC/DC, “Highway to Hell”*

Realms

The world of **Contagion Savage Edition** is comprised of several realms. Most people in the world of **Contagion Savage Edition** are only aware of the Earthly realm. Upon death, the majority of souls proceeded to either Heaven or Hell under Yahweh’s unchallenged rule, with the comparatively few exceptions that became ghosts and travelled to Purgatory. This was the status quo until Lucifer opened the gates to Oblitus, freeing the trapped celestials and uncovering the truth behind Yahweh’s usurpation of the cosmos.

It is becoming clear to those occult scholars and celestials aware of the existence of realms that the cosmos is much bigger than anyone could have imagined. Countless realms exist just outside the reach of human perception. As the newly freed celestials seek their place in the 21st century world, many of these realms are being rediscovered and reopened by their former masters. These Latchkey realms present significant challenges for the recently freed celestials, as they have spent millennia starved of precious Contagion energy and are in horrific disrepair. However, the tactical advantage of having access to a Latchkey realm is great, as most realms outside of Yahweh’s control are also outside of his ability to perceive. This allows the celestials the ability to plan their tactics in the war against Heaven.

All realms, like anything else in creation, are made possible by the flow of Contagion energy. Without a constant source for this energy, realms will decay and die, turning into empty, broken down husks of their former glory. This sad fate has befallen many of the Latchkey realms, leading the celestials that command these realms to go on recruitment binges, seeking new followers and new faith to rebuild their spiritual domains. This withering is also the primary cause for the appearance of the Arcadians, as they seek to save their own realm, which has fallen into a state of wintry decay.

Travel between realms is difficult and dangerous. The realms controlled by Yahweh’s decrees, namely Heaven, Hell, Purgatory, and to a lesser degree, Earth, may only be traveled between through certain established rituals or gateways, which are dangerous in the extreme. Most Latchkey realms have only a handful of ways in or out, usually known only to the realm’s creator and a very few scholars.

Below is a small sample of realms, though a virtually infinite number of Latchkey realms exist. Gamemasters should feel free to use the realms below as inspiration to design their own realms for use in their campaigns.

Arcadia

The birth of the elven race caused an unprecedented panic in the celestial realms. Through the mechanisms of the elven curse, hell had laid claim to souls to which Yahweh felt it was not entitled. This fueled aggressions in Purgatory as Chammadi and Gregori openly warred over the future of elven souls. The warfare in Purgatory was devastating with ghosts and other incorporeals caught in the crossfire of a brutal, violent conflict. Many angels and demons questioned the wisdom of the conflict, speaking of compromises, truces, or trying to pass the buck to higher powers to determine the fate of the elves.

These pleas for reason were ignored and the bloodshed escalated.

From the more moderate factions, a strange alliance was formed. Hektor, an angel of the Gregori and Thereza, a demon of the Chammadi met in secret to formulate a plan to bring forth an end the fighting. Hektor, recalling the creation of hell, suggested that a new realm should be created, solely for elven souls. Knowing that Yahweh would likely ignore the plea for aid and that Lucifer was unlikely to relinquish any perceived claim to a soul willingly, the pair decided that they would need to take matters into their own hands.

Using an old incantation to bind a high-ranking Teraphim, the couple forced the angel of creation to construct a pocket realm from the void. The creation of the realm required a vast amount of Contagion energy, which Hektor and Thereza provided by collecting Contagion released during the Black Plague. Once the Contagion was collected, the captive Teraphim was forced to build a paradise.

At the time of its creation, Arcadia was a paradise. Modeled after the celestials' memories of the Garden of Eden, Arcadia was a beautiful land of plenty with emerald green trees and the purest blue waters. Once the land was built, Hektor and Thereza needed to bind all elven souls to come directly there upon death, another act that required massive expenditures of Contagion energy as well as the sacrifice of an elf. The pair selected their target and successfully brought him to Arcadia.

When the first elven death came to pass, the Chammadi and Gregori found themselves at a total loss when no ghost appeared in Purgatory. Fighting immediately stopped as both sides abandoned the battlefield to search their respective home realms for the soul. No trace could be found.



No one in creation seemed able to tell where the elf had gone. Warring over elven souls stopped and the Chammadi and Gregori returned to their normal duties. A small contingent of each group continued the search for the missing elven soul. With the death of each elf, the mystery of their fate grew deeper, as the pair had taken great pains to ward the existence of Arcadia from outsiders.

With Arcadia complete, Hektor and Thereza fashioned themselves king and queen of the land, ruling Arcadia with an air of noblesse oblige and governing over the elves that met death. In the beginning, Arcadia was a paradise and the elves that found themselves in the afterlife were overjoyed by their resting place.

As centuries passed, the realm began to wane, entering an autumn phase. Vegetation began to wither, the air grew colder and the pure waters began to stagnate. The King and Queen realized that without an influx of Contagion energy, their realm would die. The pair sought ways to funnel Contagion

undetected into Arcadia with no success. In early 2012, snow fell in Arcadia for the first time, signaling the beginning of winter in the realm. The King and Queen knew that the realm would not have long left if they did not do something drastic.

Using Queen Thereza's knowledge of undeath, the King and Queen reconstructed the elven souls into Arcadians, granting them the ability to leech Contagion from living souls and feed that energy back to the realm. At the Winter solstice of 2012, a time when the boundaries between realms were thinner than they had been in millennia, the King and Queen opened several gates between Arcadia and earth, releasing their newborn Arcadians into the world to hunt for precious Contagion energy.

Hades

Deep below the ground and under the oceans of the world, there is a place called Hades. Hades had been the center of the underworld in the past, with terrain both new and exciting and similar to that of the earth. Five rivers (The Styx, The Acheron, The Lethe, The Phlegethon, The Cocytus) ran through the world, each appearing in both the world of the living and this world of the dead. Below Hades was Tartarus, where Zeus cast the Titans and his own father, Kronos. Kronos now serves as the king of the Tartarus, controlling the Titans should they ever escape back into the real world.

The evil souls of the world would be sent to the Fields of Punishment. There, they are tortured for the rest of time for their misdeeds and the evils they inflicted on other people. People here had their livers eaten for eternity, or were forced to perform great feats of strength, only to do it again as soon as they completed it.

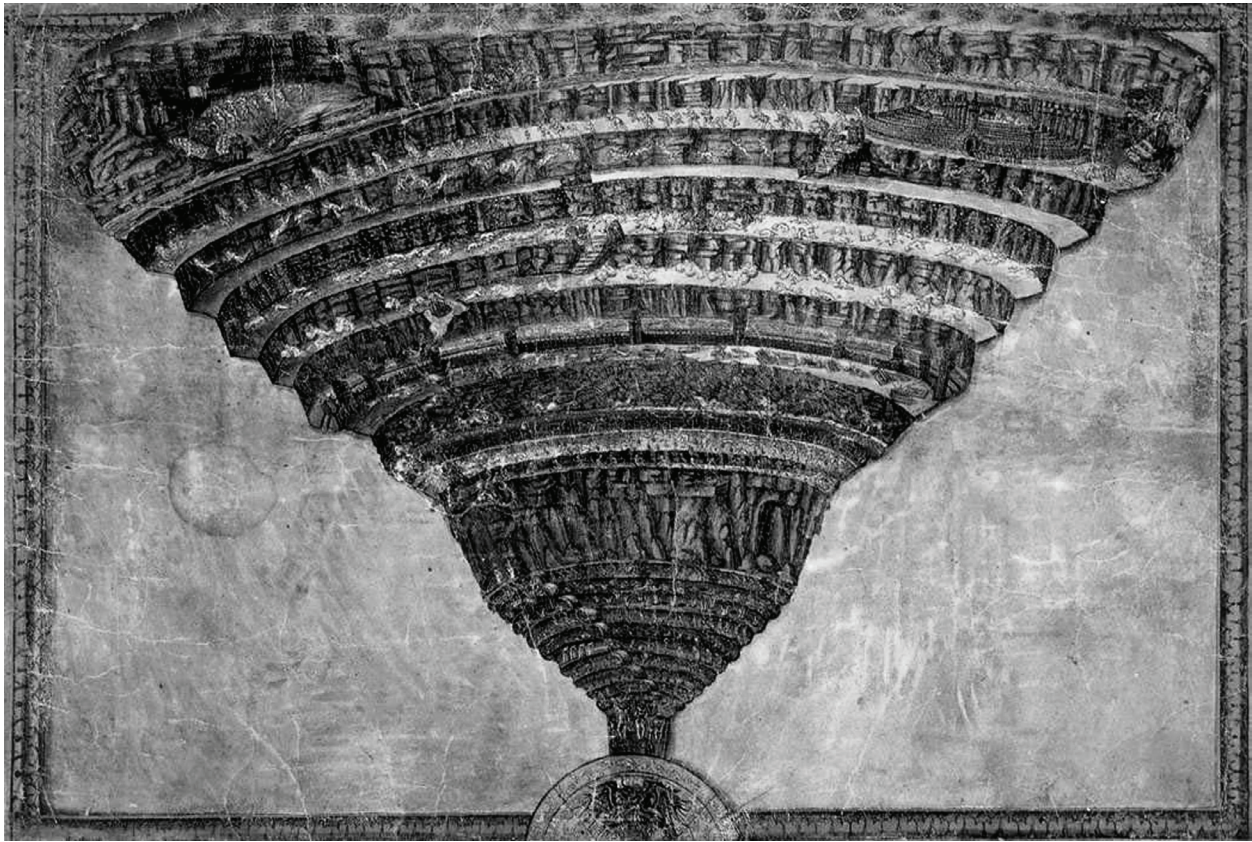
Those who lived righteous and virtuous lives, as well as those who were close with the gods in some way, were conversely

rewarded for their efforts by dwelling in the Elysian Fields. The vast, open green field was a beautiful place to pass time, with no one suffering any harm, and no sadness, the afterlife here would be easy and the people who passed their time in this place had no labors with which to bide their time. Socrates was lucky enough to end up here for his worthiness as a philosopher.

If a soul in Elysium decided to be reborn three times and found itself in Elysium again after those times, they would be sent to the Isles of the Blessed. A theoretically impenetrable island in the middle of a large underworld ocean, the Isles of the blessed was the most beautiful place that one's soul could go. There were no labors, no trials, no sadness, or difficulty, the Isles of the Blessed was the most wonderful place one could hope to spend eternity. Only the greatest of the great souls ended up here, and they would live in eternal paradise.

However, the most common place for a soul to end up was the Asphodel Meadows. This was where the mortals who did not fit into any other category were sent. It is believed that all who entered this realm were forced to drink from the river Lethe before entering, resulting in them losing their identities and rendering the neutral landscape unnoticeable.

When Yahweh sealed off the underworlds, he managed to spill each of these realms into the others, leaving Hades in a shambles, which would not need to be cleaned up if it weren't later opened back up. The Titans, led by Kronos, had spilled out of Tartarus and into the greater underworld. Here, they had raised havoc, ranging from tearing down the partitions that once separated each of the realms from the others. They crashed through each realm, tearing apart structures and flattening the grounds of the once beautiful and horrifying lands. The souls from the Isles of the Blessed escaped



the attack and tried to fight off the Titans, but Kronos gathered up those souls and swallowed them whole, along with Minos, Cerberus, Charon and Hermes, who had each been trapped deep within as well. He then captured the serpent-covered, hideous winged women, the Erinyes, and forced them to inflict madness upon mortals who did not suit his needs, rather than their usual criminal targets.

Kronos has waited for the underworld to open up again, so he could come out and rule the world again without interference from Zeus and his other children. The run-down darkness has become home to the Titans while the other souls who have survived hide out in various caverns and hiding places throughout the world. Since Kronos and his Titans were released, there has been not safe place to hide in Hades, but many of the various creatures who resided here have managed to find hiding places, where they would not be noticed if they remained silent. The common souls continue to wander without purpose or focus, being

ignored by the Titans and the other souls, alike.

Hell

Hell is separated into nine layers or "circles." Eight of these belong to the eight Demonic Castes. The ninth, and lowest circle of Hell is the private domain of Lucifer. An Archduke rules each circle, at least in theory. Each circle is populated by demons of the appropriate Caste and the human souls they torment. As each Caste is particularly well suited to punish a particular type of sin, Human souls are judged by an Ornian upon arrival. The Ornian determines the soul's strongest stain of sin via the use of a Discern Secrets (See Virulence) spell, and then sends the soul to the circle of Hell most appropriate for that sin. This makes the Ornians the de facto regulators of Hell's economy, as souls (and the Contagion they contain) are currency in Hell.

Each circle of Hell is geographically unique, suited to the Caste that commands it. Each circle also contains areas known as

Pits, which have been customized as torture chambers for especially repugnant sinners, souls who are troublesome to contain, and prisons for Demons who break the few rules of Perdition.

The circles of Hell are detailed below.

Circle One: Limbo

Limbo is, for all practical purposes, Hell's foyer. Each human soul entering Hell comes in through Limbo, whether they have descended directly from Earth or through Purgatory. Most Hellgates open to Limbo, and it is easiest to respond to a summoning from Limbo. As such, Limbo is a busy, chaotic hub of activity under the fractured leadership of the Ornians.

Geographically, Limbo is very similar to the Greco-Roman portrayal of a cavernous underground landscape.

The disappearance of the Ornian Archduke left a power vacuum that has still not been properly filled. Ornians still manage to fulfill their duties as brokers



of souls, assigning each new soul to their appropriate circle of Hell, but beyond that simple function, the Ornians spend much of their time bickering, backstabbing each other and all but ignoring the souls who ultimately remain in their care.

As Limbo is not associated with any sin in particular, the Ornians receive their share of souls via a tithe paid by each of the other Castes. The Ornians are entitled to one tenth of the souls that each other Caste claims. While the various Castes see some difference in the number of souls under their sway, the Ornians always control one-tenth of the population of Hell.

Notable Pits: The Pit of Chaos, a small segment of the formless Void that was preserved by some supernatural fluke when Hell formed.

Circle Two: The Whirlwind

The Whirlwind is a turbulent mass of fog and clouds. It is incredibly difficult to navigate the Whirlwind. There is no clear sense of up or down, left or right. There are no landmarks or points of reference and the winds and storms change so rapidly that it is nearly impossible to use them to discern direction. Those unfortunate souls that find themselves in the Whirlwind spend eternity buffet about aimlessly, their flesh torn and shredded by the terrible gale.

The Whirlwind claims souls tainted by the sin of Lust. As such it is ruled by the Succubae. While the incarcerated souls flit about in the whirlwind, the Succubae whiz through the storm, randomly accosting, teasing and torturing every soul they encounter.

Archduchess Jezebel splits her time between Earth and the Whirlwind. When present, she is fond of approaching random souls in the Whirlwind under an angelic disguise, pretending that she is there to

liberate them because a horrible mistake has been made, and leading them to the edge of the Whirlwind before tossing them unceremoniously into one of the more horrific Pits.

Notable Pits: The Pit of Masochism, where souls are pushed beyond their threshold for pain and kept there for months, or even years at a time. When the pain from a torture device ceases to be anything but the purest agony, one of the Mistresses, Succubae who serve in the Pit as overseers, simply move the soul to a new torture device.

Circle Three: The Muckrack

The Muckrack is a slimy sewage tract filled with cold, thick ichor that the souls imprisoned here must wade through for eternity. Icy rain, made of the same foul fluid, falls from the sky constantly. The Muckrack frequently floods, overwhelming everyone trapped there and drowning them in the viscous fluid.

The Muckrack claims souls who have fallen to the sin of Gluttony and is overseen by the Barbas. Archduke Dagon rides on his Throne of Feces across the surface of the Muckrack, randomly plucking out souls to scream at or berate before dunking them back into the ichors headfirst.

Notable Pits: The Pit of Vomitus, a horrible region styled after an old Roman bathhouse. Tables covered with food sit just above the water line. Until a visitor tastes the food it appears incredibly appetizing and smells wonderful, overcoming the rank odor of the sewage everywhere. It is all but impossible to remain in the presence of one of these tables for more than a few seconds without gorging oneself on the food presented.

Upon eating the food, it transforms into foul, rotten waste in the poor soul's mouth. Whoever eats the food immediately throws up and continues to do so for the

next several minutes. As soon as the fit of vomiting is ended, the character is once again overwhelmed with the tantalizing smell of the food from the table. This continues in a vicious cycle until the character leaves the Pit of Vomitus.

Circle Four: The Horde

The Horde is a massive trash pile extending to the horizon in every direction. The broken and stained remnants of virtually any item imaginable can be found among the piles of garbage and detritus. Nothing in the Horde actually functions in any appreciable way, it is simply a huge pile of junk.

The souls in the Horde are compelled to collect various items, creating personal troves of useless items. Souls fight and bicker over various junk items as if they had some immense value, for in the Horde, they appear to. Any soul damned to the Horde sees one eighth of the items in the junk pile as something of immense personal value. What that means is individual to each damned soul, but whatever it is that they see, they want it. Demons, souls damned to other circles of Hell, and the occasional visitor from elsewhere do not see these hallucinations. They simply see human souls fighting over trash.

Periodically one of the Chammadi will lift the illusion from a random soul, causing the target to suffer the torment of seeing all his prized possessions turn to garbage. A council of Chammadi called the Children of Charon has overseen events in the Horde since Azmodeus was cast into the Pit of Sodomy. Since Azmodeus's release, the Council has maintained control of the Horde (and by extension, the Chammadi) but they willingly and eagerly defer to Azmodeus's opinion on Caste affairs when the Demon Prince takes the time to make them known.

Notable Pits: The Pit of Wasted Years is a place of bittersweet illusions. Souls sent to this Pit find themselves waking up in

their beds, as if their death and subsequent damnation was simply a nightmare. As soon as the soul relaxed back into a routine, things begin to turn strange. Reality takes a turn for the dark and creepy, with subtle manifestations at first (inexplicable sounds, fluttering movement in the corner of one's eyes) slowly working toward a full blown tortuous hellscape where the soul watches their loved ones tortured and killed, the dead walk and hunt them, monsters attack from the shadows and every horror imaginable takes its turn tormenting the soul, driving the damned one into madness.

Circle Five: Styx

Styx is a rushing river of swampy, septic water where the souls of the angry wicked are sent to participate in an enormous riot called the Ragnarok. The population of Styx was utterly depleted in a bizarre occurrence recently, when Headmaster Baairron of the Leviathans went missing. Rumors abound among the Leviathans as to the whereabouts of the missing souls, but for now, the Leviathans find themselves at a serious disadvantage in terms of available resources.

Styx has several tributaries that run to the other circles of Hell allowing Hell's Journeymen to pass messages, ferry damned souls, or carry Demons of other Castes to virtually any destination in Hell. These services now all come with taxation, to help ease the economic depression felt by the Leviathans.

Circle Six: The Lake of Fire

The Lake of Fire, run by the Mastim, is reserved for heretics, blasphemers and the unholy. Sinners condemned to the Lake of Fire burn in eternal flame, their flesh regenerating once they have been boiled down to skeletons. While the fires burn, various members of the Mastim preach the doctrines of God to the burning masses in a mockery of their plight. Many Mastim prefer to focus on the parts about redemption

through Christ and forgiveness of sin. Mocking their charges never seems to grow old to the Mastim.

When other business doesn't interfere, Archduchess Ba'al flies above the Lake of Fire, peering into the hearts of those trapped there. Those she finds to her liking, she elevates to Hellspawn and sends back to Earth to spread her version of the Gospel.

Notable Pits: The Pits attached to the Lake of Fire are all crafted to match the various Hells of the many religions of the world. Due to the diverse nature of these Hells, the Lake of Fire has thousands of Pits connected to it, making it the most Pit-ridden region of Hell.

Circle Seven: The Wasteland

The Wasteland is a massive desert blood-spattered sand, ash and embers. The souls of the violent are sent to the Wasteland where they spend eternity tearing each other apart. The Marchocia who oversee this circle of Hell join in the endless fray, rending their charges limb from limb and playing in the blood of the sinners. In the center of the Wasteland is the entrance to the lone Pit attached to the Wasteland, The Pit of Anguish. The Archduke of the Marchocia, Arioch, has been gone from Hell nor nearly a decade. The rest of the Marchocia have barely noticed among the flurry of death and dismemberment that is the Wasteland.

Notable Pits: In the very center of the Wasteland lies a well. Demons or damned souls that climb down the well find themselves emerging from another well in the center of the Pit of Anguish., a collection of dead trees where the souls of those who committed violence upon themselves (i.e. suicides) are tormented by the other denizens of the Wasteland.



Circle Eight: The Malbolge

The Malbolge is a collection of ditches dug into cooked, barren earth. Each ditch is dedicated to a specific type of fraud. Appealing to the Malphas sense of dark humor and poetic justice, the ditches, or Bolges, are customized to allow the punishment visited on the souls there to fit the crime.

The following are only a few of the Bolges. There are literally thousands of mini-hells within the Maleboge.

The Bolge of Hypocrisy: Within this cavern, those who were hypocrites in life are forced to endure overexposure to the indulgences they partook in personally while condemning. Alcoholics who condemned drunkenness are force fed grain alcohol to the

point of perpetual debilitating illness, making themselves sick for eternity.

The Bolge of Snake-Oil Salesmen:

This Bolge is populated by those damned who profited from trickery in life. Souls sent here have their eyes turned backwards inside their heads so that they can only see their brains. Then various members of the Malphas move rocks and obstacles around the Bolge, causing the effectively blind souls to stumble and trip constantly. This amuses the Malphas to no end.

Notable Pits: The Bolges are very similar to Pits in design and concept. As such, the Malboge has no Pits.

Circle Nine: Tartarus

The lowest circle of Hell, Tartarus, once served as Lucifer's private home. Tartarus is

an icy, frozen wasteland. No source of flame can heat Tartarus. Lucifer's former chamber is located within a cave carved from the side of a glacier with raw malice. The landscape of Tartarus is barren and empty. UNTil recently, Azmodeus periodically entered Tartarus to contemplate his plans or search for clues about Lucifer's whereabouts, but aside from these brief visits, Tartarus remains unoccupied.

Hell was designed as a celestial prison. Journeys into Hell are meant to be a one-way trip for a specific type of creature. However, the universe and the creatures within it don't always play by the rules. As such, this chapter will address the various methods of getting into and out of Hell and the effects of being in Hell.

Damnation

The quickest way for a non-celestial character (i.e. a character who is not an angel or demon) to get into Hell is via Damnation. Damnation typically occurs upon character death. If a character is not worthy of entry into Heaven (ultimately Gamemaster discretion) and does not become a ghost, that character suffers Damnation. The character becomes a Damned Soul (see **Chapter 9: The Incorporeal**). If a ghost loses his final Binding Tie (see **Chapter 2: Character Creation**) he is subject to the same judgment as a character that just died, going to Heaven or Hell as appropriate.

Any character that entered a Demonic Pact in life is automatically Damned.

Hellgates

Beyond Damnation, Hell can be accessed through the use of Hellgates. Hellgates are portals between Hell and Earth or Hell and Purgatory. Hellgates are typically (but not always) two-way portals that allow egress either to or from Hell. While virtually any creature can technically pass through a Hellgate, one must usually be a demon or

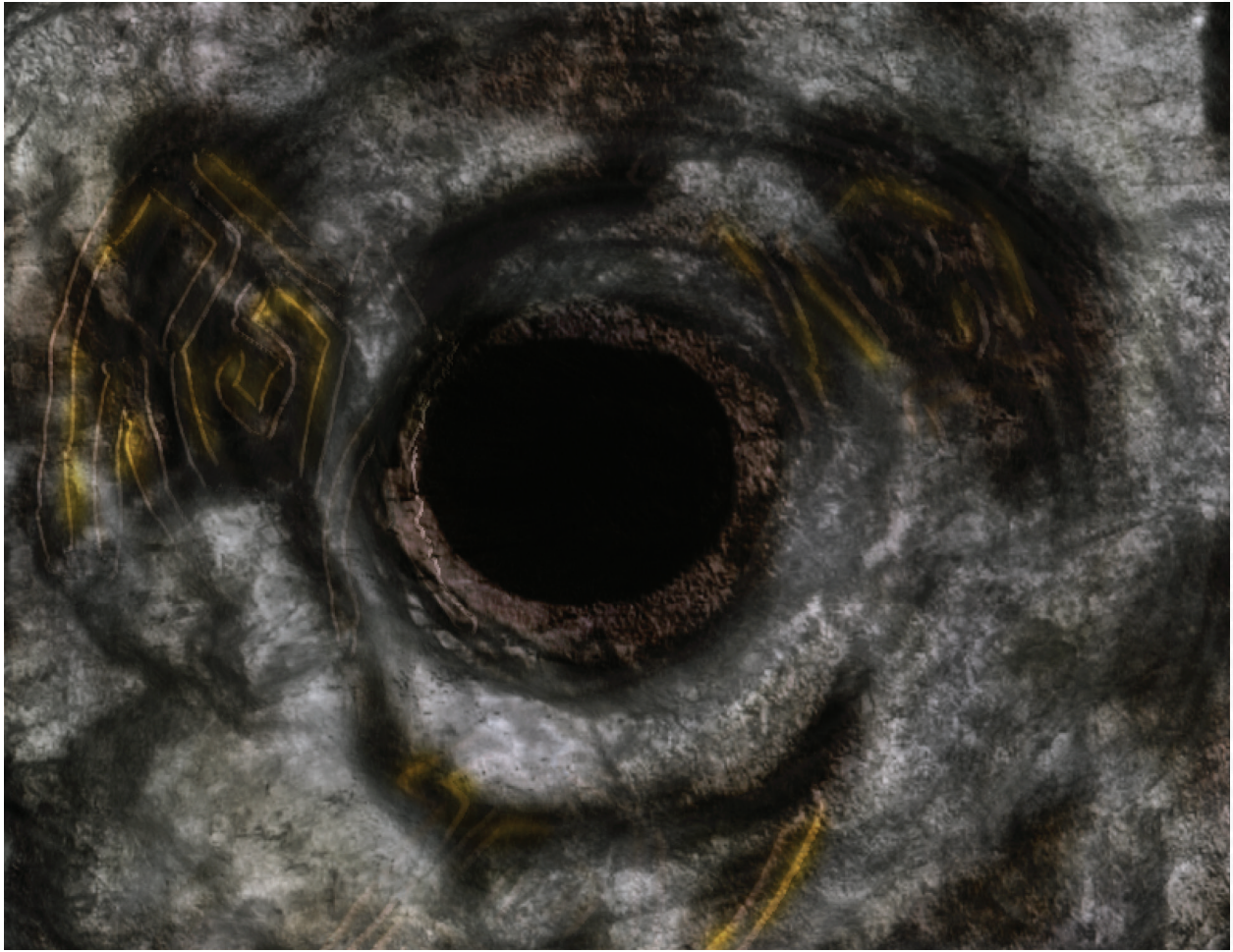
angel (or in the care of a demon or angel) to survive the process unscathed. Any non-celestial character passing through a Hellgate takes 2d6 points of damage as they cross the Hellgate's threshold. Certain rare and blasphemous effects can negate this hazard, acting as angelic or demonic protection. Details on these spells can be found in **Chapter 6: Magic**.

Most Hellgates are temporary in nature, opened through some form of magic. Some rare permanent Hellgates do exist. Permanent Hellgates are often (but not always) created in places where horrible human tragedy has occurred. These are not necessarily famous locations, as places such as Nazi death camps and sites of mass terrorist attacks tend to subsequently become memorial sites and founts of hope. The scene of a particularly brutal murder is more likely to become a permanent Hellgate than the site of the World Trade Center attacks, for example.

Non-Celestials in Hell

Non-celestial creatures find the journey to Hell incredibly dangerous and unsettling. While non-celestials in Hell are certainly in a better position than Damned Souls, they find the process of doing anything beyond simply moving to be incredibly taxing. This is due to being cut off from the flow of Contagion energy, which is the force that binds the universe together. In Hell, Contagion does not flow freely; therefore a non-celestial in Hell carries only the Contagion that he brought with him. In the absence of the flow of Contagion the non-celestial learns the true value of this mysterious force.

Non-celestial characters in Hell must spend a Contagion Point in order to take any non-reflexive action that requires a die roll. This includes Trait rolls but does not include rolls to overcome being Shaken or damage rolls. Actions that require a Contagion Point to



activate must be paid for normally in addition to the Contagion Point for taking a non-movement action. Actions that do not require a die roll do not require a Contagion Point to activate.

Magic also functions differently in Hell. This is largely determined by the origin of the Magic being cast, as follows.

Effects generated via Arcane Background (Magic), Arcane Background (Miracles) (from an infernal source), Arcane Background (Psionics), and Arcane Background (Ritual Magic) require 1 Contagion point to activate. Once this is paid, the spell functions normally.

Effects generated via Arcane Background (Alchemy), Arcane Background (Miracles) (if associated with non-infernal entities), and Arcane Background (Sorcery)

cost 2 Contagion Points to activate, but otherwise function normally.

Spell triggers prepared before entering a Hellgate remain accessible and do not cost Contagion Points to activate. However, if the spell requires a die roll to target (such as a ranged attack) that die roll costs a Contagion Point.

If a non-celestial character dies in Hell, he immediately becomes a Damned Soul. Ghosts and elves cannot cross Hellgates under any circumstance. Any attempt to do so fails, leaving the ghost or elf in creation. Damned Souls cannot pass through a Hellgate. Any attempt to do so fails, leaving the Damned Soul in Hell.

Summoning a demon opens a temporary Hellgate for the one round that the demon needs to manifest.

Oblitus

Created by Yahweh over five thousand years ago, Oblitus is a prison realm meant to contain celestial beings and deprive them of access to precious Contagion energy. Though constructed by the most powerful among the angels, Oblitus is painfully simple in its design. The interior of Oblitus is simply an enormous cell with flat stone walls, floor and ceiling. There are no sources of natural light or sound in Oblitus and the ambient temperature is constant and cool.

Hidden within the ceiling is the single gateway between Oblitus and Earth, which opens at the summit of Mt. Everest on Earth. The gate, when closed, was kept invisible from both sides by powerful celestial spells and wards. Now that the gate has been unlocked by Lucifer, simply speaking the proper word while touching either side of the gate will reveal the gateway on both sides for sixty seconds, allowing entities from either side to pass through the gate. Corporeal and celestial entities passing through the gate to Oblitus simply arrive in the appropriate realm upon crossing the threshold. The journey to the surface of Oblitus is perilous, as a single, spiral staircase, carved from the stone of the walls is the only way to reach the bottom without the power of flight or the ability to withstand such a massive freefall. The stairs are narrow and crude, requiring a successful Agility roll to navigate safely. Failing this check means the character falls unless he can catch himself by making a Climbing roll at -2. The stairway is a recent innovation, part of Lucifer's long-term plan. As Oblitus is beyond Yahweh's perception and control, Lucifer sees Oblitus as a tactical advantage. Oblitus is being transformed from a prison and symbol of oppression to a stronghold of resistance and a symbol of freedom. Other plans for Oblitus include building private quarters for residents and guests, construction of an armory, and construction of permanent gates into Purgatory, Hades, El Dorado and numerous other latchkey realms.

Lucifer's backdoor: Lucifer devised a secret entryway into Oblitus that allows her to move in and out of the realm without using the gateway. The specific functions and conditions of this secret gateway are known only to Lucifer and Ornias

Purgatory

Purgatory is the realm of ghosts. Created by Yahweh at the behest of the Archangel of Death, Purgatory was meant as a place of redemption and contemplation. The souls of those who were not quite evil enough to warrant immediate damnation, but still unworthy of entrance into Heaven were to be sent to Purgatory in the hopes that they would work to cleanse themselves of sin and become worthy to enter the Kingdom of God.

Unfortunately, things are rarely that simple.

As long as there have been ghosts, other beings have attempted to manipulate them for their own ends. Death Walkers and Conduits find themselves plunged into ghostly affairs, Gregori and Chammadi battle over the final fates of the restless dead and necromancers use and abuse ghosts for their own selfish ends.

In response to the manipulation of outside forces, Yahweh placed restrictions on Purgatory and populated it with various creatures to serve his will. Over the eons, the very nature of Purgatory has also spawned new and unusual creatures and idiosyncrasies. These disparate factors combine to create a separate and entirely contestable battleground for the War. Once intended to be a second chance for the souls of mankind, Purgatory is now torn between all who would exploit and manipulate its residents.

For most ghosts, Purgatory is a layover on the soul's metaphysical journey to Heaven

or Hell. Virtually every soul will eventually wind up in one of these two places. The fate of the soul is ultimately determined by the actions of the person, though innumerable forces try and sway ghosts to both sides. On some occasions a ghost is utterly destroyed, his name completely erased from the Book of Life.

Rarer still is resurrection. In all of human history, only a handful of ghosts have experienced true resurrection.

Contagion is the energy that forms Purgatory. When a human dies, Purgatory and Earth touch for a moment, releasing a small charge of Contagion. This charge helps keep Purgatory in place, fueling the existence of every creature and object within the shadowy realm. Every ghost, every Remnant, even the bizarre creatures native to Purgatory are fueled by Contagion energy. Their existence is perpetuated by energy leaked into Purgatory from the living Earth.

Geographically, Purgatory is nearly identical to Earth. Buildings on Earth are just as present (if not as solid) to ghosts as they are to the living. The streets follow the same layout. Distance and time remain constant between the two worlds. Entities and objects in Purgatory occupy the same space as their earthly counterparts, though the two lands are out of phase with one another.

There are some odd objects and structures in Purgatory whose earthly reflections no longer exist. Remnants can be created from objects through accident, emotional connection, or deliberate artifice. Ghosts can sometimes bring valued items to Purgatory with them, investing a portion of their very being into the ghostly reflection of their possessions. Rarely, an item can carry so much emotional weight to so many people that it is simply dragged into Purgatory without intent. In New York City,



the scorched Remnant of the World Trade Center reaches into the sky, fortified by the sorrow of thousands of lives ended swiftly. In Berlin, a long-toppled wall separates the city, as solid to the dead as it was in life. Decades of strife and hatred helped affix the wall to the landscape of the dead long after the living discarded the structure. And woe be to the ghost who visits Auschwitz, where the fires of genocide can burn souls to cinders, fueled by sorrow and loathing beyond human imagination.

Though ghosts are, by their very nature, limited in their ability to affect Earth, location is still of the utmost importance to the restless dead. Lingered ghosts attach themselves to places they knew in life. A stubborn old man may haunt the home he refused to leave in life. A confused child may still play in her bedroom, long after her body has been laid to rest. Some ghosts even haunt their final resting places, driven by a desire to protect, or simply remain near, their decaying

corpses. A ghost may elect to eternally ride the train that struck him down.

Other ghosts prefer to attach themselves to objects that they valued in life. A ghostly author may follow the manuscript he never finished, hoping for the chance to complete his masterpiece. A child molester can choose to haunt the van he used to abduct children in the hopes that he might continue his sick habit from beyond the grave. Perhaps an engagement ring that was never presented becomes the focal point for a ghost's attentions.

While ghosts are dead people, they are still people. People are social by nature, and many ghosts follow the people they knew in life. Some ghosts seek to protect or communicate with their loved ones. Feeling like they left too soon, or simply loving their surviving family enough to shun eternal rest, these ghosts concern themselves with a person, or group of people, above all else. Other ghosts seek to settle old scores with still living enemies, or simply inflict suffering on new victims in a perpetuation of the cruelty of their breathing days.

The Void

Surrounding all of creation is a shapeless, formless void of raw nothingness. Those who harness sufficient Contagion energy and gain access to the Void are able to craft new and unique realms. Accessing the void is a daunting task, complex enough to warrant an entire campaign onto itself. The amount of Contagion Points necessary to shape the void is staggering. This is not typically an action permitted for player characters of any sort.

Creatures who find themselves within the void experience true nothingness and oblivion. They are frozen in time and space, unthinking and unfeeling. Only the most potent magics allow creatures (usually celestial in nature) to navigate the void, and even then only for the briefest of moments. The void is truly a place where even angels fear to tread.





Lucifer stood at the summit of Mt. Everest. Though the eastern sky held only the faintest sign of the coming dawn, Lucifer could easily see the dozens of corpses of climbers that had died trying to summit the world's tallest peak. Rainbow Valley, so named for the multiple colored jackets of the dead climbers that stick out of the snow, was quiet this December morning. No mortal would dare attempt a climb this time of year.

The solitude suited Lucifer just fine, though she knew it would be short lived. She took a deep breath and looked out over the horizon, soaking in one final, peaceful moment. She knew that her next action would shatter the serenity of her surroundings and she wanted a chance to soak in the silence before it was replaced with chaos. Lucifer reached out, touching the hidden surface where the gate to Oblitus sat beneath the ice. She uttered the first word of her incantation against bindings. Immediately, the sky opened.

Michael, the Archangel of War, descended from the heavens, flaming sword in hand. His expression was solemn, but unwavering. He floated to within kicking distance of the fallen angel.

"I can't allow you to do this, Lucifer."

Lucifer paused for a brief moment as she felt tears welling up in her eyes. The whirlwind of emotions that rose within her threatened to distract her from her cause. She fought to push her feelings aside and locked eyes with Michael.

"I know," Lucifer said, her voice cracking slightly as she choked back her tears. "He won't stand for it. But this isn't about him. Or you. Or me. This is about freedom, Michael."

Michael nodded.

"Arm yourself," Michael commanded. "If the final battle is to begin, then let it begin."

Lucifer shook her head. Tears now streamed down her cheeks, freezing in the sub-zero wind.

"I'm not going to fight you, little one."

Michael cocked his head to the side, confused.

"Then you submit?"

Lucifer gestured with a hand and spoke a single word in Enochian. In a flash, two dozen of Lucifer's allies appeared at her side. Among their number stood the eldest elf, a vampire questing for redemption, one of the fledgling Morlocks, and numerous oddities, outcasts and unlikely heroes.

Lucifer smiled.

"Not exactly."

Lucifer's reinforcements jumped the Archangel of War. The first fell to his fiery sword immediately, but Lucifer could take no pause. Instead she dashed back to the gate of Oblitus and resumed her chant.

A hand fell on top of Lucifer's. Without missing a syllable, she looked up, into the eyes of her companion, Ornias.

"Let's change the world," Ornias said.

Lucifer nodded.

Ornias joined Lucifer in her chant as the ground beneath them shook.

*“Oh, welcome to this world of fools
Of pink champagne and
swimming pools
Well, all you have to lose is your
virginity
Perhaps we’ll have some fun
tonight
So stick around and take a bite of
life
We don’t need febleness in this
proximity”*
- Primus, “Welcome to
This World”

Setting

On many levels, the world of **Contagion Savage Edition** is no different than the real world. World governments exist as they do in the real world. Popular culture is the same as it is in the world outside your window. The same languages are spoken, the same technologies exist and the same religions draw worship. At a surface glance the world of **Contagion Savage Edition** is exactly like the world we all live in.

At least for the moment...

For millennia there have been supernatural struggles rocking the world of **Contagion Savage Edition**. In ages past these conflicts were relatively open, but as humanity became more populous, technology advanced and the Abrahamic faith spread, these conflicts became subtler. By the late 20th century, belief in, and fear of, the supernatural had waned to a historic low.

As the 21st century began, the war between Heaven and Hell began to escalate to a level unseen in two thousand years. This supernatural escalation, paired with advances in technology, has threatened to rip the wool from humanity’s eyes on a global scale. The demons and Hellspawn seemed to have

abandoned subtlety in favor of enormous body counts and open warfare. Heaven’s army appeared to be more than willing to meet Hell’s brutality on the battlefield with a remarkable disregard for the well being of humanity.

As the winter solstice of 2012 approached, the world rushed toward major changes. The date was significant in a number of ways, representing the end of the fifth age of the Mayan calendar, a planetary alignment, and as many people believed, the beginning of the apocalypse. Though the skies did not open, fire and brimstone did not rain down and the rapture did not occur, two major events took place that would alter the world forever.

Now, today, the world of **Contagion Savage Edition** is changing. The war has escalated to the point of no return and every day the world inches closer to Armageddon. As supernatural and celestial entities war for control of human souls, those occult scholars in the know question how long the charade of normalcy can stand. With recent events in the media, and the revelation of the supernatural, some feel this charade is already destroyed.

A Brief History of Everything

To understand the current struggles in the world of **Contagion Savage Edition**, it is prudent to reflect upon the history of the world. The events contained in this section are hardly common knowledge. No single scholar would know everything listed in this section, and many would be ignorant to the vast majority of items listed herein. This is provided for players and Gamemasters to enrich their worlds and characters, to provide springboards for your own storytelling and to paint a picture of some of the moods and themes of the **Contagion Savage Edition** setting. Feel free to incorporate what you like and ignore what you don’t.

In The Beginning...

There was nothing. Then God said, "Let there be light..."

...Or so we were told.

In fact, no one story of the creation of the world has proven to hold much merit. The only fact that seems to be universally acknowledged is that at some point there was a void, which was formed into the cosmos through some manipulation of energy. Celestial beings, or gods, rose to power as they claimed worship from the newborn humanity. The world was built and refined through this worship, which transferred Contagion energy from the humans who generated it to the celestials who manipulated it. Spirits roamed the fields and forests, the deserts and tundra, and for a brief, shining moment, there was something resembling paradise.

Various gods claimed authority over the tribes of humanity. Though there was undoubtedly fighting and rivalry between these celestial beings, the world seemed big enough to share for a time. Unfortunately, that time would not last.

Approximately six thousand years ago, a lone tribal god, called Yahweh, made an incredible bid for power. Bringing together a sizable group of his fellow celestials, which he called angels, Yahweh orchestrated a coup with world domination as his goal. Yahweh created a prison realm, called Oblitus, which was designed to hold gods away from the Contagion that their followers provided. He then dispatched his angels to offer the other celestials a deal: convert to service of Yahweh as an angel or be cast into the endless oblivion of celestial imprisonment.

Though a few celestials joined Yahweh's angels, the majority resisted. Yahweh's forces, led by his general, Samiel, who was a sun-goddess and Yahweh's lover, were able to overwhelm several of the other celestials and countless gods were locked away in Oblitus. As the gods were defeated, the angels robbed them of what Contagion they could, passing the spoils on to Yahweh.

Once Yahweh held enough Contagion energy to personally ensure his dominance, he crafted two mighty spells that would alter the course of history.

First, Yahweh reached out putting the active spirits that inhabited the Earth to sleep. Through this slumber, Yahweh was able to eliminate spirits as potential rivals while cementing his own self-proclaimed status as the "one true God." Next, he called all the angels in creation to his throne in his personal realm of Heaven. Once all were present, he worked a massive spell that rewrote their memories. In one fell swoop, Yahweh had removed the existence of the other gods from the memories of his angels and established his own dominance among all celestial beings.

While a majority of the angels, including many of those who converted during the war, were content to follow Yahweh's lead, a few found themselves questioning the declarations and motivations of their master. The first angel to find herself unable to bend knee to Yahweh's ego was, ironically, his general, lover and friend, Samiel. Repulsed by Yahweh's actions, though not entirely certain as to why, Samiel sewed the seeds of rebellion among her fellow angels. Open warfare broke out in Heaven and before long the angelic host defeated the upstart rebels.

Samiel was dragged before Yahweh's throne and renamed Lucifer. Yahweh ordered Lucifer and her followers cast into the Void. Only one of the angels who had fought at Lucifer's side begged for Yahweh's forgiveness, and was denied. Ornias, the seer, seemed perplexed by the outcome of the battle and begged Yahweh to understand that his mind must have been tampered with. Yahweh ignored Ornias's pleas, but Lucifer did not. Lucifer spat insults and threatened to spend eternity tormenting Ornias for his cowardice even as Michael opened a gateway to the Void and tossed Lucifer in. As Lucifer and her newly renamed demons fell, the Contagion that flowed through them leaked

out into the Void, forcing form onto the dark, empty corners of what was now known as Hell.

The suffering of the demons, their insanity and their pride tainted the Contagion that leaked out of them, causing the creation of Hell to be warped and horrific. When Lucifer landed at the deepest depth of Hell, the release of Contagion sent out a shockwave that solidified and codified Hell into its current form.

Once the dust settled, the screaming began.

The raw shock of being cast into Hell drove many of the demons insane. Infighting threatened to tear Hell apart. Lucifer, seeing the chaos, called her Archdukes to her side and began enforcing order. For a century swords crossed, blood spilled and war reigned in Hell. Finally, Lucifer and the Archdukes gained control of Hell and Lucifer divided the circles of Hell among the Castes. Realizing that they were cut off with little hope of escape, the demons began to panic. The demons would rail against the walls of their cage, if only they could find it. As near as any of them could tell, they were cut off entirely from creation.

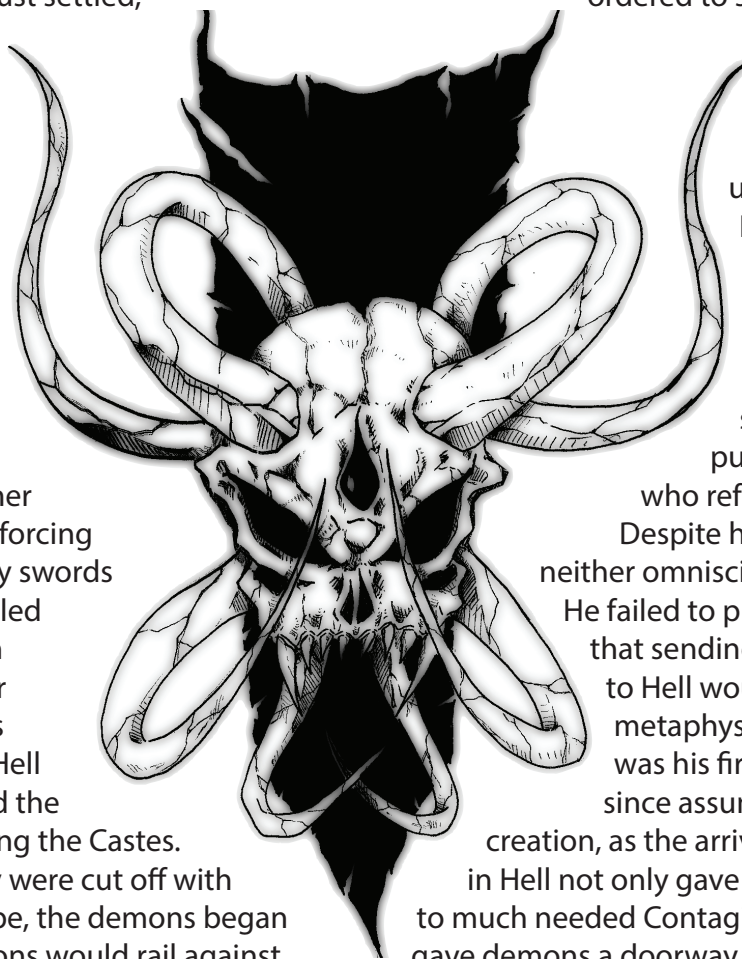
Once freed of the rebel angels, Yahweh was able to turn his full attention to humanity, creating and enforcing edicts. With the help of his brainwashed and loyal angels, Yahweh was able to alter the nature of reality so that the dead souls of humans who worshipped him would be brought to Heaven, while all those who refused him

would go to Hell to rot with the demons. An angel of death was able to persuade Yahweh to create Purgatory as a second chance for those souls who may deserve it, but for the most part all souls were bound to go to Heaven or Hell from that point forward. In secret, Yahweh also sent small squads of Gregori angels to raid the various afterlife realms of his former rivals, bringing the souls therein directly to Heaven, where Yahweh absorbed their energy. These squads were ordered to seal the realms

behind them, and had their memories of the events removed upon returning to Heaven. Yahweh grew confident in his control of the world and felt that Hell would serve as a fitting punishment for those who refused his edicts.

Despite his P.R. Yahweh was neither omniscient nor infallible. He failed to predict the effect that sending human souls to Hell would have on a metaphysical level. This was his first fatal mistake since assuming control over creation, as the arrival of human souls in Hell not only gave demons access to much needed Contagion energy, it also gave demons a doorway by which to escape Hell.

When the first damned human soul arrived, the walls of Hell shook. Fire spat forth as the soul shredded its way through the border between creation and damnation. Demons flocked to the landing spot of this human sinner. Lucifer stepped forth and looked into the frightened man's eyes. Immediately she knew the truth: Yahweh had condemned all men who did not worship Him to the same fate as the demons. Lucifer



saw this as an incredible opportunity. If human death could make a door into Hell, it could most certainly make a way out. Lucifer tasked the Chammadi, demons of death, to find a means of egress from Hell. The Chammadi reached out with all their awareness, trying to find any impending death energy leaking into Hell. Before long, the Chammadi felt a human death. Distant, as if perceived through a cosmic membrane, the Chammadi discovered that they could sense human souls entering Purgatory. Through trial and error, the Chammadi found a means to enter Purgatory from within Hell. Once in Purgatory, the Chammadi were able to act as reapers and corruptors, turning souls in Purgatory toward the path of damnation. Chammadi were also able to step from the lands of the dead into the land of the living. From there, they began to employ human sacrifice and blasphemous rituals to summon their damned brethren from the depths of Hell.

Now able to visit Earth, albeit in very limited numbers, demons began spreading their corruption amongst humanity again. Hellspawn were created to help in this quest. Dark sorceries and infernal pacts fed precious Contagion to the demons still locked in Perdition. A very powerful Leviathan discovered the means to create Hellgates (which could only be done from Earth and required extensive human sacrifice) that allowed more Demons to escape back to Earth.

As wickedness spread throughout the human flock, more and more human souls fell into Hell. Demons of the Leviathan caste discovered new ritual magics that allowed demons to harvest the Contagion from these Hellbound human souls through torture and

castigation. The might of Hell's army swelled, soon surpassing its former glory.

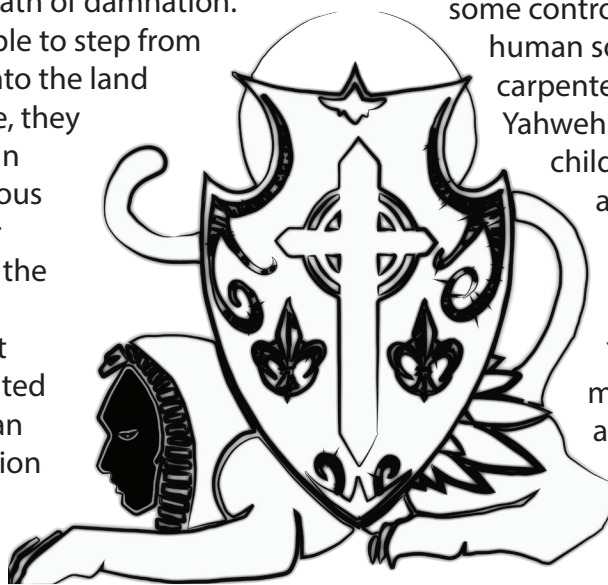
Seeing the wickedness of the demons, Yahweh empowered those whose faith was the strongest among humanity, whom he called Clergy, to stand against Hell's growing army. Further, he began empowering Slayers to stand and fight the invading demons and their Hellspawn. Demons cursed entire bloodlines giving way to new offshoots of humanity. The war continued to escalate.

The Christ is Born

Knowing the power of sacrifice and seeing how the demons had usurped that power, Yahweh formulated a plan to regain some control over the flow of human souls. Selecting a poor carpenter's son from Nazareth, Yahweh infused the unborn child with celestial essence and power, giving a part of himself to the boy. Jesus was to be the Messiah, son of Yahweh and savior of all mankind. His presence and message (as well as his inevitable martyrdom) did immeasurable damage to the

Hellspawn. Many people found new faith, and turned from their former masters. A new generation of heroes and Clergy rose in the years of Jesus' ministry. In many ways the world was born anew, and the promise of redemption through love allowed Yahweh to tighten further his grasp upon human souls. Jesus would die on the cross for the sins of all mankind. His blood would create a new covenant that would offer humans a chance to find salvation through simple belief and repentance. When Jesus appeared on Earth, his purpose became immediately apparent to the demonic seers of the Ornians.

The Ornians rushed a warning to Lucifer, who personally journeyed to Earth,



intending to tempt Jesus away from his divine mission. Lucifer's temptation failed and Jesus carried out his mission. Though fiercely angered, Lucifer was intrigued by the idea of redemption through Christ. When Jesus died, he entered Limbo. Greeted by an army of Ornians who were unable to divine his intent, Jesus simply commanded the demonic horde to retreat. Compelled by Christ's holy power, the demons obeyed. Christ then traveled directly to Tartarus where he entered and demanded a private meeting with Lucifer. Lucifer obliged and the only witness to the meeting was Archduke Ornias, who had been chained to the wall of Lucifer's bedchamber since the fall.

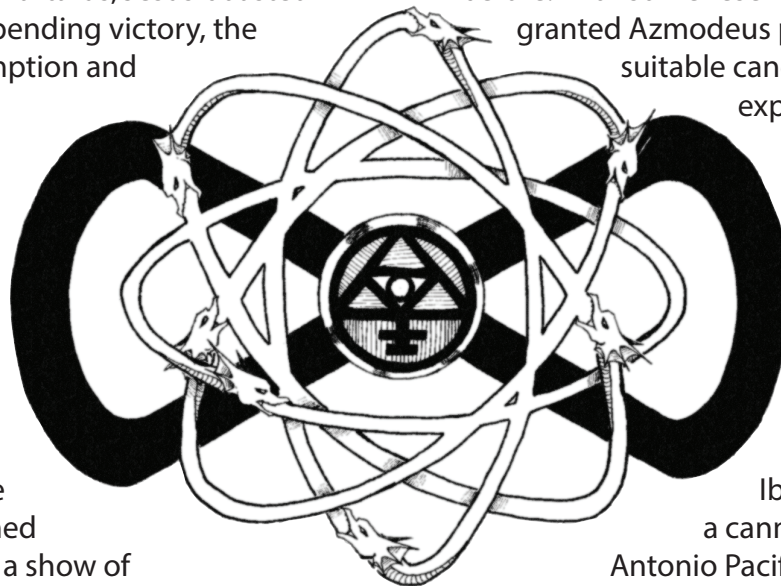
While in Tartarus, Jesus boasted of Yahweh's impending victory, the power of redemption and the plan to win the apocalypse through love and forgiveness. Jesus then explained that he would take one-tenth of the souls from Hell, those his father deemed redeemable, as a show of power. Before leaving the meeting, Jesus assured Lucifer that no power in Hell or Oblitus could stand against Yahweh. That slip of the tongue represented Yahweh's second fatal mistake. Once Jesus left Tartarus, Lucifer turned to Ornias and asked what Oblitus was. Ornias admitted to being as clueless as Lucifer, as both their minds had been wiped clean of all memory of the celestial prison. This started Lucifer on a path of discovery that would span the next twenty centuries and again change the world irrevocably.

As Jesus left Hell, he passed through each circle and collected one tenth of the souls contained therein, as promised. The following Sunday, Jesus rose from the dead.

In that moment, Lucifer felt an emotion she had never known before: doubt. Keeping her observations to herself, Lucifer commanded her legions to redouble their efforts and spread corruption throughout Earth.

As the word of Jesus and the new covenant spread, bastions of power built by demons on Earth began to fall. The arrival of human souls immediately slowed. The church gained power and Hell's might began to dwindle. Lucifer sought new tactics in the War, keeping her doubts and concerns to herself, sharing her questions with none but Ornias. Azmodeus, Lucifer's trusted advisor and lover, formulated a plan to create a new breed of Hellspawn, unlike anything seen before. With some reservations, Lucifer

granted Azmodeus permission to seek suitable candidates for his experiment.



Traveling to the farthest reaches of human civilization, Azmodeus found six humans suitable for his experiment. In Iberia, he found a cannibal named

Antonio Pacifica. In Greece, he discovered the blasphemer Valentina, descendent of famed philosopher Cassius Longinus. Ireland brought the discovery of Muiris Ó Dálaigh, reputed to be the most merciless warrior to have ever lived. Travel to Persia revealed the seducer Basil Fatin-Diya, rumored to have romanced nobles across the globe. The Prussian tundra led Azmodeus to Faddei Ivanovich, who was said to possess a heart as cold as the Siberian night. In China, he located Juan-Li Wangba. Juan-Li was a mass murderer with no respect for moral or spiritual law.

Upon gathering these disparate sinners, Azmodeus began testing their savagery and moral flexibility. The

repercussions of these tests were felt across entire cities as Azmodeus ordered his chosen servants to kill and terrorize entire populations. Satisfied with his choices, Azmodeus named his group "the Six" and offered them a special honor in Hell's army.

The Six would become immortal. They would be cursed to eternal lives of violence and strife. They would need to drink the blood of humans to keep strong, for in the blood was life. Despite these flaws, they would be the most potent of Hellspawn, essentially becoming Hell's elite killers. The Six agreed, becoming the first vampires.

It is also important to note that around the time of Jesus's resurrection, the first major split among Yahweh's followers occurred. To Yahweh's surprise, some of his followers refused to believe that Jesus was the Messiah, and the tribe that had first brought Yahweh to power fractured. Some held to the old ways while others chose to believe that another prophet, Mohammad, brought new divine wisdom. Yahweh ultimately decided to utilize all three camps to bring followers to his flock, as that simply meant a broader base to derive souls from.

The Dark Era

The Dark Era saw the rise and fall of the demonic Host. Azmodeus, with his vampire experiment, began turning the tides of the war on Earth. As Yahweh laid curses on the vampires, Azmodeus refined their power, allowing them to use human blood to overcome these weaknesses. In response, Yahweh leveled more curses and began empowering more Slayers. As a side effect of this, Heaven's army grew ever more potent. Lucifer saw the madness of escalation and the impact it was having on the war. Fearing drastic action by Yahweh, Lucifer concluded that the usefulness of the vampires had begun to wane. Lucifer demanded that Azmodeus abandon the vampires. Whether they were destroyed or cast out was of little consequence to the Morningstar, so long as they were no longer a

liability. Azmodeus was shocked and angered by Lucifer's proclamation. He feared that the Morningstar had lost her nerve. Enraged at what he perceived to be his master and lover's cowardice, Azmodeus declared war on Lucifer. Armed with his vampires, Azmodeus defected from Hell and began staking a claim on Earth. Scraping every bit of magic he could muster, Azmodeus made the vampires nearly unstoppable and turned them loose, not only on mankind and their champions, but also on Hellspawn and on any demon that dared show itself on Earth.

Heartbroken by the betrayal of another lover, Lucifer went to Earth and laid a terrible curse on the vampires that they would no longer be able to abide her gaze. As Lucifer was still tied to the sun (Yahweh called her the Lightbringer and attributed her with the creation of sunlight) this caused vampires to forever burn when sunlight touched them. Once the curse was laid, Lucifer hunted down Azmodeus and defeated him in single combat. Enraged, Lucifer tossed Azmodeus into a Pit, where he was doomed to remain for one thousand years. The date was June 21, 1012.

Between Jesus's cryptic remarks and losing Azmodeus to treachery, Lucifer was growing increasingly weary of the war. She spent a century in contemplative exile in Tartarus. Lucifer knew that she was now down two of her original lieutenants and that the War was just going to get harder. Ultimately, Lucifer decided that Hell needed to regroup, become subtler and focus their efforts on depowering Yahweh's churches. Lucifer tasked the Mastim and the Succubae with infiltrating the churches, corrupting them so that they were less potent weapons in Heaven's arsenal. Lucifer then instructed Headmaster Baarirron of the Leviathans to dedicate his guild to creating a terrible plague; something that could lay low significant portion of the Earth's population. Baarirron simply smiled and replied that he had the perfect plague already developed. In the early 1300s the Leviathans released bubonic plague onto Earth, killing

a significant portion of the population and upsetting the balance of power in the war once again. This allowed the demons to further corrupt the church and collect untold numbers of new souls. This also facilitated the creation of Arcadia, unbeknownst to the forces of Heaven and Hell, an oversight that would prove problematic in due time.

The Rebirth

When incidents of Plague began to decline, the economy of Europe bounced back with dedicated fervor. A new “working class” began to emerge, as the formerly depressed peasantry discovered a new purpose, and a new lease on life. With the specter of death no longer looming over the continent, art, culture, and economy boomed. Cities grew and populations began to boom again. New ideas were buzzing throughout pubs and town squares. The world was, once again, changing.

In 1483 Martin Luther was born. His father, a domineering and stubborn man, had wanted him to become a lawyer. Something inside Martin chafed at the profession, and upon reaching manhood, Martin Luther became an Augustinian monk. Being a man of new ideas, and extreme courage, Luther disagreed with several of the Church’s practices. His opinions formed and grew from small curiosities and diligent questions into outright challenges of accepted dogma. He composed his 95 Theses, condemning the practice of Papal Indulgences. The church reacted harshly, and the Hellspawn became petrified that Luther’s ideas would gain popularity.

In 1521, Luther was excommunicated from the Catholic Church in a failed attempt to hamstring his ideas. The Pope’s plan backfired, much to the dismay of the Hellspawn who had infiltrated the church. Martin Luther founded the Lutheran Church, espousing his “heretical” ideas, and unknowingly tossing off the yoke of the Hellspawn.

During these years new races began to rise throughout the world. Elves, vampires and werewolves had lived long enough to begin crossbreeding with humans (and occasionally each other), creating unique sub-races. These sub-races presented a new concern in the war. Not quite human or Hellspawn, these beings had supernatural abilities inherent to their arcane birth, yet were almost entirely without affiliation in the war. While members of both armies tried to recruit these sub-races wherever they were found, most of the unique creatures remained unnoticed by the armies of Heaven and Hell.

In the early Rebirth, the first of the drow were born. Hailing from the union of a vampire and an elf, the first drow was a child of love. Keene, an elven hunter, and a vampire named Eike met one night in the English woods. Eike was searching for prey, having been run out of a nearby town by a Slayer. She happened upon Keene and was instantly smitten. The two began a long and adventurous courtship, which resulted in the birth of their first daughter, Ebony.

While their unusual family was not accepted by either of their kind, they stayed together throughout most of the Rebirth, siring eleven more children. Eventually, Eike fell to a Slayer’s stake, leaving Keene extremely depressed. Other drow were born from similar unions.

Historically, the drow were shunned by their parents’ societies. The drow were rare enough to be considered individual oddities by the armies of Heaven and Hell. Though both sides have tried to convert individual drow to their cause (with varying degrees of success) any attempt to convert the race en masse would ultimately be futile. Perennial outsiders, the drow often struck out on their own upon reaching adulthood, maintaining cursory ties with their families. Over the course of a few centuries they became numerous enough to form a few small settlements throughout the world, though in modern times they number less than a hundred.

The rebirth also saw the creation of orcs. An elven Casanova named Caledoni had been making her way across Europe, seducing and robbing powerful royalty and aristocrats. One of her less scrupulous victims chased her down in France. The angry noble had Caledoni beaten, stripped, and left for dead.

Before Caledoni recovered enough to move, a pack of werewolves happened upon her. The werewolves took her to their den where they proceeded to torment her in unspeakable ways for several months. Eventually, she became pregnant. Upon realizing that she was with child, the werewolves sent her away, dropping her off in a nearby village. Retreating to her native Tuscany, Caledoni finished out her pregnancy in the company of other elves. Her nights were plagued with nightmares throughout the pregnancy.

When she went into labor, the village midwife came to assist her. The midwife screamed in horror as she saw the first of the ten monstrosities born that night. The elves of the village came to Caledoni's hut to offer aid. Seeing the children, the villagers called for their destruction. Caledoni refused to allow her children to be harmed. Taking her newborns, she fled to the Black Forest of Germany, where she raised her children in solitude.

The horrors of the previous months took their toll on Caledoni, and she became deranged. She decided to create her own society, comprised of her children, with her as Queen.

After decades of growing her brood, Caledoni sent groups of her children out into the world to make new settlements. The orcs spread out across Europe, and eventually to Africa and the Americas.

Each of these supernatural races grew and prospered behind a veil of secrecy. Most humans were unaware of the new creatures in their midst. Among humanity, changes in religion, philosophy and the invention of Gutenberg's press caused widespread changes in society. The Hellspawn were forced to become even subtler, lest a newly educated populace discover them. As the

Rebirth spread, the Hellspawn thinned out their influence.

Though less overt, their involvement became more widespread.

Manipulators on both sides of the war fought for control on smaller battlefields.

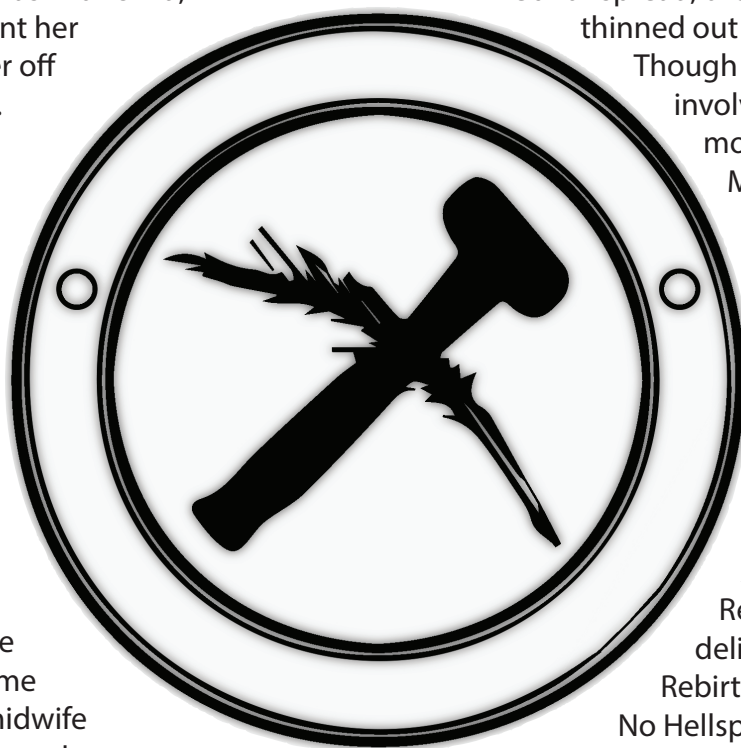
Industrialization

With the beginning of the American Industrial Revolution, the delicate balance of the Rebirth was shattered.

No Hellspawn's scheme was responsible for this event. No

Clergy can take the credit. Ultimately the changes that shattered the balance of the rebirth can be attributed to Henry Ford.

The assembly line gave humanity the key to efficient mass production. As the years passed, this simple concept propelled humanity's achievements forward at breakneck speeds. The forces of Heaven and Hell were almost too slow to react. The defining moments of the first half of the twentieth century can be mainly attributed to mankind. The Great Depression, two World Wars, and the horrors of the Holocaust, and



ultimately the creation of the most potent weapon in history were all human endeavors.

During the brief respite between world wars, another new race was born. A small American settlement of orcs managed to capture a vampire for breeding experiments. After nearly a decade of effort, the first viable pregnancy occurred. After a frighteningly short gestation, the first goblins were born.

These goblins were incredibly curious creatures, fascinated with shiny things. They were also incredibly accident-prone. The newborn goblins were dangerous and difficult to control. Unfortunately, they bred rapidly and gave birth to large litters of offspring. Eventually, the American orcs banished the goblins. Goblins now keep settlements in several American cities.

Both Heaven and Hell were present in the political events of the early twentieth century, but the roles of Hellspawn, Clergy, and Slayers had become far less manipulative. The factions fell in step with humanity's lead during these difficult and chaotic years. When the smoke cleared from World War II, the Earth's population had been reduced by more than 50 million people, and the forces of Hell had regained control. Ironically, it was during this time that Lucifer abandoned Hell.

It was not unusual for Lucifer to go months without making any sort of public

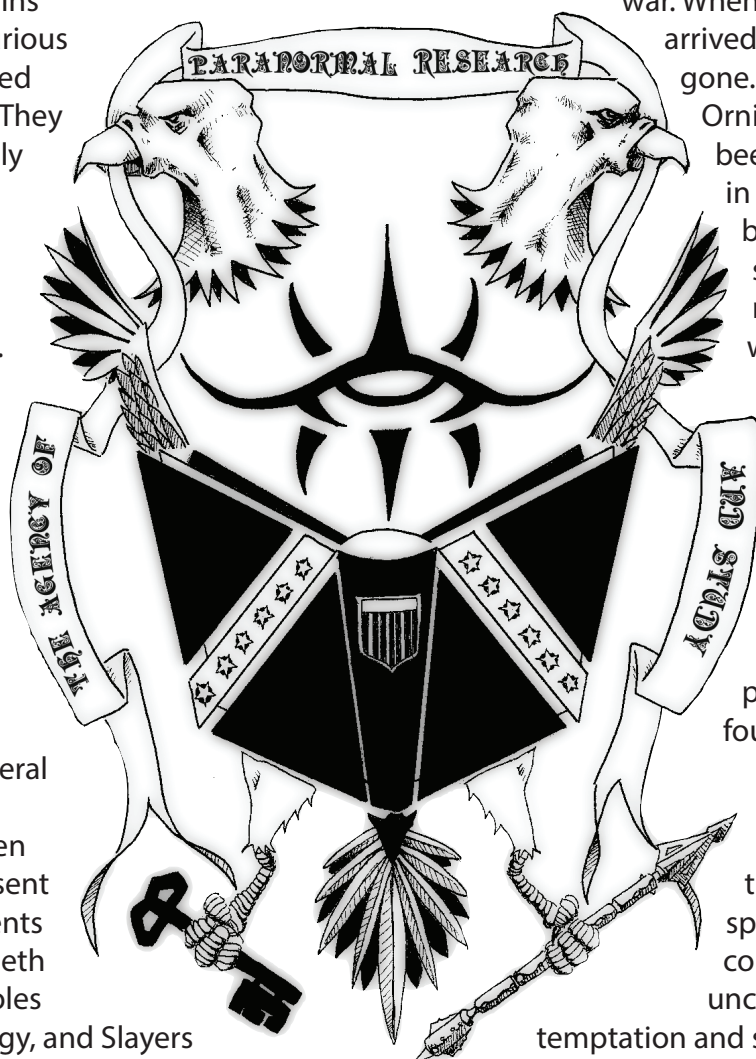
appearance in Hell. She would often spend long days in solitude in Tartarus, solemnly contemplating her next move. However, the morning of January 1st, 1950, Lucifer had called a meeting of the Archdukes in her home. The Archdukes assumed that the meeting was to discuss the recent upper hand granted to Hell's army by the atrocities of World War II, and many were excited to see where Lucifer planned to take the

war. When the Archdukes arrived, Lucifer was gone. Furthermore, Ornias, who had been imprisoned in Lucifer's bedchamber since the fall, was missing. Tartarus was abandoned. Lucifer had fled.

The Archdukes agreed to lead Hell in a temporary council until Lucifer, or a better plan could be found.

In the latter half of the twentieth century the Hellspawn spread evil and corruption virtually unchecked. Greed,

temptation and sin were fed across global information networks, and the airwaves were saturated with encouragements to join in the abandon of damnation. In these decades, the number of Clergy and Slayers rapidly declined as well. Angelic visitations all but ceased to occur. Hellspawn bred and multiplied with unprecedented fervor. For a time, it had seemed as if Yahweh had abandoned the Earth, giving up on mankind entirely.



As it turns out, He was simply regrouping.

The Millennium of Change

In the first months of 2000 AD, Heaven's forces returned with a vengeance. Clergy were empowered in record numbers, as inexplicable waves of newfound faith washed through society. In some countries people began flocking to the banner of various churches. Where churches had become corrupt, the faithful forged personal relationships with Yahweh, allowing their faith and their conscience guide them without the need for organized religion. The divine began choosing foot soldiers en masse, and the number of Slayers grew at least ten times greater in the first decade of the 21st century than at any other point in human history. These modern Slayers were better equipped than their historic predecessors, though far less organized. Rumors of angelic sightings increased exponentially.

Nearly a third of the population of Purgatory suddenly disappeared on New Year's Day 2001. While the vast majority of angels and demons remain unaware of the nature of this mass disappearance, the truth is known to a select few. Lucifer, having discovered the existence and nature of Oblitus, ran a raid on Purgatory at the speed of thought to gather Contagion energy. At the time, only Azrael, the Archangel of Death, Ornia and Yahweh knew that Lucifer was responsible for the raid, though her motives remained shielded from Yahweh and Azrael via powerful warding magic.

Infused with hundreds of thousands of souls, Lucifer made her way to the gateway that led to Oblitus. Having discovered a magic spell that would allow her to slip past any lock, magical or mundane, Lucifer snuck into the celestial prison. To her horror, she found a realm full of deranged, depleted gods who were barely conscious.

Lucifer used her own personal Contagion reserves to elevate the gods until they were able to think clearly and speak.

Once this was done, she told them of her plan to open Oblitus and free the world from Yahweh's tyranny. The gods had not forgotten Lucifer's role in Yahweh's coup and many did not trust her. As a show of power and good faith, Lucifer released the souls within her into Oblitus. At that moment, as the souls passed from her, she found herself experiencing each moment of each of their lives. In an instant, she had learned true empathy and understanding of the human condition.

The gods, starved for Contagion, began to descend upon the horde of ghosts. Lucifer cried out, stopping the gods in their tracks. She declared that the ghosts were beings of free will and that the gods had no right to devour their energies without permission. Lucifer stated that the ghosts were free to give worship to the gods at their leisure, but no god could simply steal Contagion from the souls. Tezcatlipoca scoffed at Lucifer's decree and attacked one of the ghosts. Lucifer, even in her new, weakened state, was much stronger than Tezcatlipoca, and vaporized the Aztec god with a single word.

The imprisoned gods swore an oath to obey Lucifer's commandment and court the willful worship of the ghosts. Lucifer, in turn, promised to find a way to open the gate of Oblitus permanently and grant the gods freedom. She then left Oblitus on a quest to find the keys to the realm. For the next decade she and Ornia crisscrossed the globe, tracking down occult secrets and divining a method of freeing those trapped within Oblitus.

During this time it also became apparent to King Hektor and Queen Thereza of Arcadia that their realm was dying. Estimating that the realm would crumble to nothingness within three decades without a new and large infusion of Contagion energy, the celestials formed a plan to transform elven souls into a new undead creature that could siphon Contagion from earth and feed it back to their private paradise. As a result the Arcadians were born.

2012: The Dawn of a New Age

The ongoing escalation of the war, the creation and decline of Arcadia, Lucifer's quest to discover the truth about Oblitus and the lack of true leadership in Hell all came to a head in 2012.

On June 21st 2012, Azmodeus was released from his prison. Seeing the state of his realm, he immediately claimed the throne and seized control of Hell. Azmodeus has three priorities: find Lucifer; discover the fate of the missing ghosts from Purgatory and usher in the final battle of the Apocalypse as soon as possible. Azmodeus is angry at the universe and wants it to end. He does not care who wins the final battle, so long as everything burns. If he can have revenge on Lucifer before the curtain falls on creation, all the better.

The Winter Solstice of 2012 proved to be one of the most important dates in the history of the cosmos, as two major events occurred that altered the world completely.

The planetary alignment of the solstice, combined with the presence of several worshippers and revelers at key lines across the globe allowed Hektor and Thereza to open the gates of Arcadia, spilling the Arcadians onto the earthly realm. Many of these appearances went undocumented, noticed only by those present. One notable exception was the arrival of an Arcadian named Morna at Stonehenge. The ancient druidic site was

home to a massive celebration, with over five thousand people in attendance. When the altar stone of Stonehenge began to glow and Morna stepped out, hundreds caught the entire incident on their cellphones and digital cameras. Photos of Morna's appearance spread across social media and YouTube was flooded with videos of this strange occurrence. The mainstream media has gone to great lengths to paint the incident as a

hoax, but millions of people worldwide question whether or not the fairy of Stonehenge is real.

At the same time, atop the peak of Mount Everest, Lucifer and Ornia began working a ritual to open the gate to Oblitus. Once the powerful magic began to flow, Lucifer's warding spells could no longer conceal her from Heaven's seers. In an instant, the Archangel Michael appeared before her, demanding that she stand down.

Always prepared for the worst, Lucifer triggered a summoning spell that brought two dozen of her closest allies to her side.

Made up of people from numerous races and callings that she had befriended over the past six decades, Lucifer's allies were all prepared to fight to the death if necessary to help her see her plan through. The small force focused all of its attention on keeping Michael occupied long enough for Lucifer to finish opening the gate of Oblitus. As the tenth ally fell to Michael's sword, the final magical seal broke, opening the gate and



allowing the gods to escape. Knowing that to stay meant certain death; Michael retreated to Heaven to report his failure to Yahweh.

The gods poured out into the world, going their separate ways. While many were now loyal to Lucifer and her plan to remove Yahweh from his throne through courting Humanity's worship, others simply wished to resume their old lives. Many gods returned to their old realms to find them in disarray and disrepair after nearly six millennia of abandonment.

With the aid of Ganesha, Lucifer and Ornias had their memories restored and all of Yahweh's manipulations undone. Now free of the lies and manipulation, Lucifer has redoubled her commitment to ending Yahweh's tyrannical reign. Calling herself the Goddess of Free Will, Lucifer now courts humans, supernatural races and celestials to reclaim the cosmos from Yahweh and to fight for freedom.

Tonight and Everything After

As the War escalates in an age of fiber-optic communications and broadband Internet access, it can't be long before the surface shatters and mankind learns the truth. For now reason prevails. People talking about Hellspawn and demons are generally treated as insane. Newspapers that publish sensational tales of the supernatural are considered supermarket tabloids used for entertainment. How long will this fragile state last? How many people will it take to report the same things before the masses of humanity begin to listen?

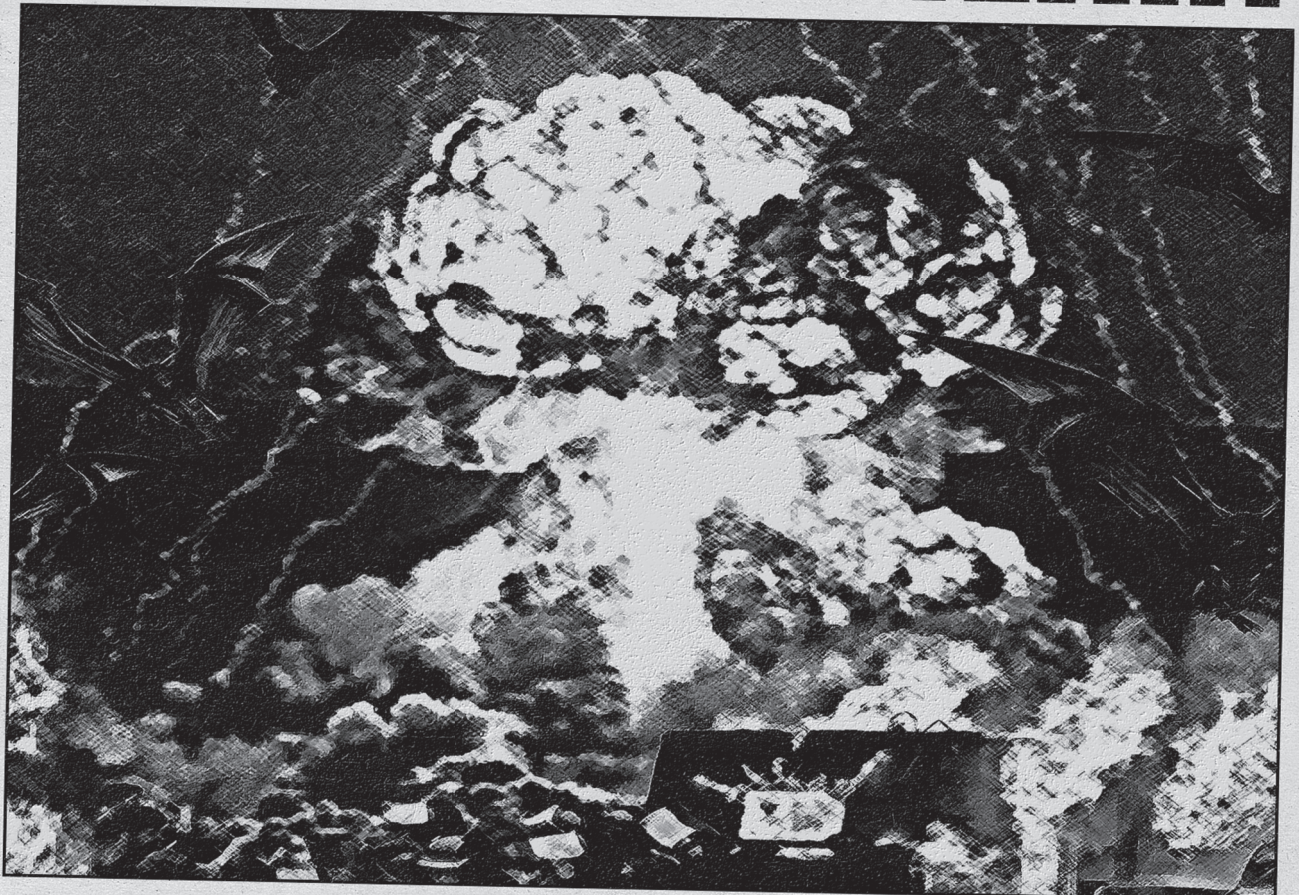
Ultimately these questions are up to the Gamemaster and players to answer. The metaplot and history of **Contagion Savage Edition** are provided for you to use as you like and ignore at your leisure. If you prefer to ignore the Oblitus plot, the Arcadia plot, or the existence of Yahweh, feel free. It is your game, run what you like.

THE GLOBAL NEWS ***INQUISITOR***

SECTION I

VOLUME V

THE END IS NEAR!



SEE INSIDE FOR DETAILS

The Gamemaster

The Gamemaster (or GM) is the player responsible for directing a gaming session. Part narrator, part judge, and part player, it falls to the Gamemaster to ensure that all players have an interesting and enjoyable evening. This duty carries several responsibilities.

Rules and Adjudication

The Gamemaster is the final authority regarding the rules of the game. This does require the Gamemaster to have some familiarity with the rules and mechanics, and can be quite intimidating to new Gamemasters. Don't let it frighten you. This rulebook (and its associated supplements) is available for you to flip through for reference, as needed. It is good to know as much as you can about the system, and nothing slows down game play like taking five minutes to hunt down an obscure rule in a gigantic gaming book. Still no one is going to quit your game if you have to look something up once in a while.

The second part of this responsibility is adjudication. Simply put, the Gamemaster decides how the rules work in his game. Though we have taken great pains to try and cover as many possibilities as we can, you will undoubtedly come across a situation that is not covered in the rules. It falls to the Gamemaster to decide how these situations are handled. Simply try to be fair and consistent when making decisions on the fly. It will help keep the players happy. There is also a good chance that a Gamemaster may disagree with some of the rules in this book. The Gamemaster has the power to alter and append these rules for their game in any way they see fit. Just be sure to let players know at the beginning of the game if you intend to change any rules. It's only fair to the players.

Story and Setting

The Gamemaster sets the general plot and setting for the game. Utilizing the several aspects of the **Contagion Savage Edition** setting, or inventing their own, the Gamemaster creates the world in which the characters live. This includes creating NPCs or Non-Player Characters. NPCs are any character that is not controlled by the Gamemaster including antagonists, random folk walking down the street, or contacts that the characters know.

It is advisable for the Gamemaster to plan out relevant NPCs. Technically NPCs don't even need stats unless you intend to involve them in combat somehow. When creating NPCs it is important to focus on names, personalities, backgrounds, and relationships with the character.

The story is extremely important. It is important to tell a story that all players will enjoy and be involved in. Often, this involves discussing themes before creating characters, so that everyone knows roughly what to expect. Of course you will want to surprise your characters and include plot twists, but a group of pacifist Clergy will not likely enjoy a combat laden killing spree with vile monsters that can't be reasoned with. Tailor the characters to the story and the story to the characters.

There are innumerable stories possible in the world of **Contagion Savage Edition**. If you want to focus on the daily lives of normal characters in a dark and mysterious world, you can. If you prefer super heroic or supernatural champions of good who throw themselves into the fray for the cause of justice that can work too. You can even play evil characters bent on shoving the world into nihilism and destruction. You set the tone and tempo of your game session. The players have their own way of speeding up or slowing down your plans, but as the Gamemaster you are largely responsible for crafting the tale.

Backgrounds

The background of each character is very important to your developing story. These backgrounds can take shape in many different forms.

For example, Anthony is playing a Witch from the south side of Chicago and is having a hard time coming up with a back-story for his character, Roberta. He tells the storyteller that Roberta is a high school drop out and has found her way into the occult far enough that she is now a Witch.

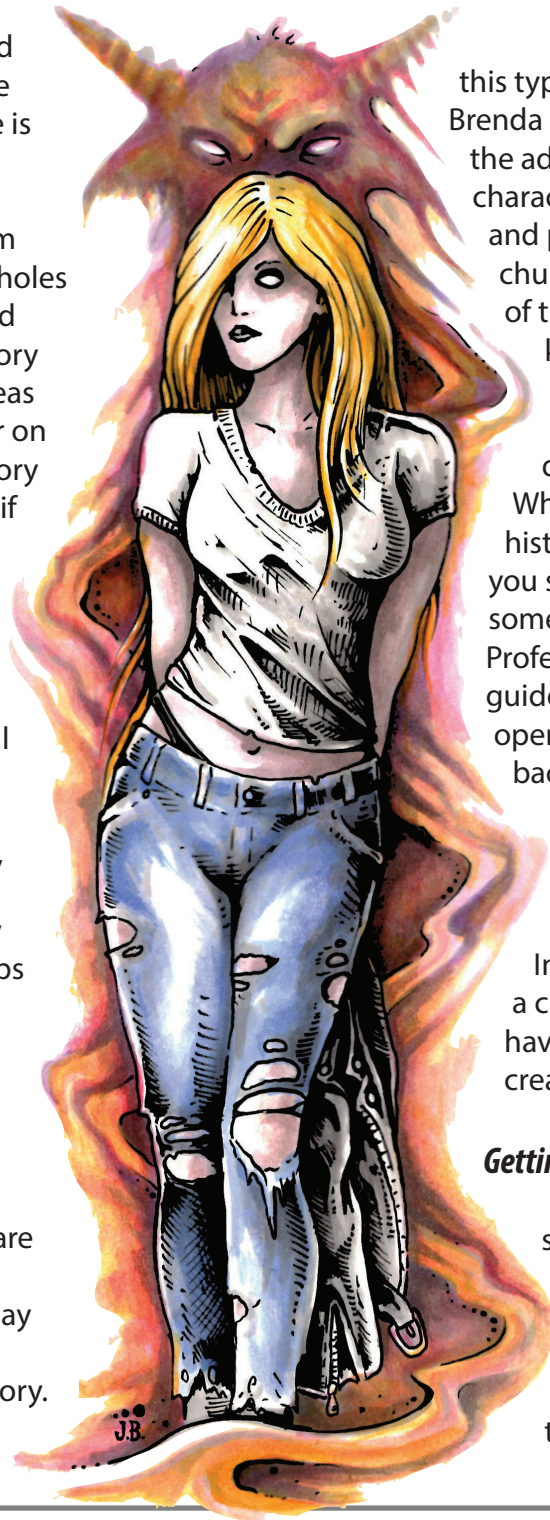
The story may seem fine, but there are a lot of holes in Roberta's past that could help you flesh her back-story out and give you some ideas to use as plot devices later on in the story. Roberta's history might be more grounded if we included her romantic relationship for the past three years happens to be a fellow Witch who has been practicing for the past decade. This small addition to her history tells us that Roberta has a lover that practices magic, and her lover may have taught her the arts for any number of reasons. Perhaps he wanted an apprentice or maybe Roberta has stolen the knowledge over the past few years for her own devious reasons. The possibilities with a character's history are effectively endless. As the storyteller you have final say on what is feasible for any player to have in their history.

For example, Brenda wants to create a member of the Clergy who has had somewhat of a checkered past. Her character, Francis, is a thirty-five year old Catholic priest who has been a member of the Clergy for the past five years. Francis is an upstanding member of society and enjoys doing God's work in his day-to-day life. Secretly, Francis is a member of a church that holds black masses and worships a dark god.

The problem with this type of back-story is that Brenda wants to have both of the advantages of a Clergy character and the connections and power of her black mass church. If Francis is a member of the Clergy, he cannot knowingly associate himself with an evil church: it would be a direct violation of his faith. When players are creating histories for their characters, you should remind them that some character types and Professional Edges have strict guidelines as to how they operate. In any character's back-story, it should remain the players' choice to create. Don't make it up for them, even if they want you to. In the end they will enjoy a character more if they have control over how it was created.

Getting Started

As your campaign starts, the players need to be drawn in to your storyline. It is important to keep in mind not all players will work together. In fact, some



may openly work against each other. No matter whether they work together or not, it is not your job to force the players to work together, or like each other. The players have their own vision of the story as it plays out, and they have ideas about how the characters would react to the situations you throw at them. The Vagrant drug user who fights evil because it is invading his part of the alley can be very different from a Slayer who poses as a rich businessman during the day. These two characters may seemingly have nothing in common on the surface, but they both have a need to fight evil, albeit for different reasons. As the Gamemaster your job is to find the common ground between the characters and use it to make the story flow smoothly. This also means you have to be on top of what is happening and what you have planned for the night's events. It is not enough to know the character's Races, but you should also know, or at least look, at the rest of the sheet. Does the Slayer have a Quirk Hindrance? This could give you access to an interesting plot complication for the character.

The character's equipment should also concern you as well. If the players sit down with you to create the characters they are going to play, when they come to the point they need to purchase equipment, assist them in picking out the right pieces for their specific character. If the players make their characters before they sit down at the game session, go over their equipment with them and make sure they haven't picked up anything they shouldn't have. This also gives you a chance to pick out certain things in a character's inventory that they should have. The Clergy player who wants a rocket launcher isn't paying attention to what kind of character he has chosen. On the other hand, the Slayer who forgets to buy any weapons is going to have a hard time slaying anything. With every character it is important to be fair with any purchases the players want to make. Don't deny them equipment they can afford or at very least seems reasonable.

After making yourself familiar with the characters that will be played, you should decide where to start first. In the past, many games sessions have started out in bars, restaurants and similar places. It is highly recommended that you not start your campaign this way. This type of opening can be too old fashioned to get your players' attention. Instead, you could start with one player and introduce your plot to him/her and work the other players in as the story needs. The story can start in any way you choose. In media res, a Latin term meaning "in the middle of action," can be a great way to start off a game session. This type of opening can jump-start the players into the game, electrifying the energy at the table and letting everyone start as part of the excitement. The most important thing to remember about the opening is to grab your players' attention and never let go, much like a great movie.

As the story progresses make sure to take mental (or, if you feel comfortable, physical) notes about what the players are doing and how their characters react to the situations you present. This can help you in the future by setting up specific situations for those characters.

For example, if the Slayer in the party goes guns blazing into every encounter with a member of the walking dead, you can assume that this trend will continue until you show them what can happen if the monster is immune to bullets.

Dos And Don'ts: Tricks Of The Trade

If **Contagion Savage Edition** is your first Gamemastering experience, it's important to keep a few of the ground rules in mind when dealing with players and their characters during a game session. These tips and tricks will only help you enjoy your Gamemastering experience.

Do: Keep your players interested

All of the hard work you have done on your game comes down to one very important thing: the players have to be interested. If the players are falling asleep during your scene descriptions then you need to spice it up a bit. Keep the players on their toes and thinking about what their characters are going to do next.

Do: Let the players role-play

The most damaging thing you can do as a Gamemaster is to not allow the players to role-play. It's the reason why they come to play in each session! If the players get involved in a long and drawn out interaction, just let it go on until it reaches a good breaking point. This is not to say that you should let the players blather on and on, but keep the spotlight is on them, as it should be.

Do: Keep your game in a quiet environment

Could you role-play in the middle of a rock concert? Neither can the players. The environment you choose to play in greatly effects the attention your players will give you. Music from a stereo or laptop can be great to get some players into the mood to play, but can be distracting to others. You should remember to use your best judgment in what you let go on in the background of your game sessions.

Do: Remember that the story always comes first.

How many times have you heard "But the rules say?" It can be aggravating to have the rules of this book and others like it quoted to you verbatim, and it does happen. It's important to keep in mind that the story comes before any of these rules listed. You want to tell a stunning and compelling story that captivates its audience, your players. Never let the rules get in the way of your story, and if they do, just change them. We promise it's ok.

Do: Play to the crowd

Before you ever sit down for a gaming session, it is very important to talk to your players and find out what they would like to see from the game. If you want to run a compelling story about a werewolf trying to learn to master the beast inside himself, and your players only want to kill monsters with very large weapons, then you might have a problem. Find out what they want, and give it to them. It is also important to allow a few minutes after each session to discuss what the players did and didn't enjoy about the evening's events. This will make the game more fun for them, and easier to manage for you. Nothing will spoil a good gaming session like two bored players talking about the local social rumors while you are trying to run a scene. Keep everyone entertained.

Don't: Let players run amok

Some players like to steal the spotlight. They want to be the center of attention, and they want to be the one to "break the module wide open." This can be a good thing, unless it is always the same guy doing it. If you see a player stealing everyone else's thunder, encourage the others to get involved. Bring everyone into the story with interactions. Create opportunities for the wallflower characters to stand in the limelight for a bit.

Don't: Argue about the rules during a session

Simply put, arguing in the middle of a game session wastes everyone's time. If a debate crops up during game, hear the player's complaint. Give him a minute or two to state his case, and then make a decision. Once that decision is made, however, stick to it, and if the player continues to argue, politely ask him to talk with you about the grievance after the game. If they become belligerent, ask them to leave. Talk about it later.

Don't: Tolerate cheating

If you catch a player cheating, you need to deal with it immediately and swiftly. Honest mistakes can be made, but if you find a character that is 50 points over on skills, or that one of your players says he rolled a 12 when he actually rolled a 4, then chance are it was not an honest mistake. Warn the offending player once. If the behavior continues, kick them out of the game. You don't need the hassle.

Don't: Be cheesy

Clichés can be fun. Clichés repeated over and over again get annoying. If every vampire in your game wears a cape and has a bad Romanian accent, your players will probably find it very lame very quickly. Of course, throwing the occasional wannabe goth, who by some stroke of luck became a vampire and so plays out every bad Hollywood stereotype, can be amusing. Still, if it becomes the norm, your players will get bored quickly.

Don't: Lose your cool

Let's face facts: Gamemastering is stressful. Sometimes players piss you off. Do not hesitate to take a break if you feel your temper flare. A quick breather can help you calm down. It should be foremost in your mind that the purpose of the game is to have fun. If you find yourself getting irritated every game session, perhaps you should not be a Gamemaster.

Advancement

As the Gamemaster, it is your responsibility to hand out Experience and Bennies. Experience points and Bennies are rewards that players receive for accomplishing goals and role-playing. These points are then applied to the character to increase his character's traits or to help with in-game challenges. The rules laid out in *Savage Worlds* govern how experience is given to players, and what it does. Always be fair when handing out Experience points and Bennies. Work with players to ensure that they feel they are being treated fairly and that their characters are advancing in a way they find interesting.

*“Faces of a million hells
Rage inside these veins
Pounding out deserved pain
To anyone in need”*

-Danzig, “Am I Demon”

Advanced Races

Some Races are so inherently powerful that they automatically begin at a higher Rank than Novice. It is highly recommended that Gamemasters who allow such characters to be played, allow all characters in the campaign to begin at the same Rank, in order to maintain some semblance of game balance. So, in short, if the Gamemaster is willing to allow one character to play an Angel, which begins at a rank of Veteran, all player characters should create their characters normally and advance them to the rank of Veteran in order to keep things fair and equal.

As many games will involve a broad range of races in play, it is recommended that the Gamemaster advance all characters to the highest rank in play. For example, if a group consists of two humans, an angel and a dhampir, the Gamemaster should award the two human characters 40 Experience Points each (bringing them to the Rank of Veteran and conferring 8 Advances), while awarding the dhampir 20 Experience Points (elevating the dhampir from the starting Rank of Seasoned to the Rank of Veteran and conferring 4 Advances.) As the Angel is considered a Veteran at character creation, no Experience Points or additional Advances are conferred.

Members of Races that confer an automatic beginning Rank start play with the minimum Experience Point total for that Rank (so an Angel or Demon would begin the game with 40 Experience Points at Rank: Veteran). These races will typically have

all Advances spent by virtue of that Race's inherent abilities, but if any Advances are available for the player to spend at Character Creation, those will be noted in the Race's description.

Arcadian

On the night of the Winter Solstice in 2012, several mystical portals opened between Earth and the magical land of Arcadia. Creatures claiming to be the immortal spirits of dead elves emerged from these portals and began investigating the mortal world. Shadowy and tragic, the Arcadians are unified in a mysterious quest that baffles and intrigues outsiders.

Contagion Regeneration: Arcadians do not naturally regain Contagion Points and must siphon Contagion Points from a sentient creature by means of the Seely Caress or the Unseely Grasp (see below.) This is the only way for Arcadians to regain lost or spent Contagion Points.

Racial Features

Environmental Resistances: Arcadians receive a +2 bonus to resist all negative environmental effects (heat, cold, pressure, etc.)

Keen Senses: Arcadians receive a +2 to all Notice checks involving sight and hearing.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Resilient Spirit: Arcadians receive a +2 to all Spirit checks made to resist mind control, enchantments or emotional manipulation via magic.

Seely Caress: Seely Caress allows an Arcadian to siphon Contagion Points from another creature through pleasant contact. By gently touching, kissing, hugging or engaging in other intimate physical contact with another creature for one hour, the Arcadian may steal 2d6 of the target's Contagion Points. There is no roll to resist this ability. If the result of the die roll for Seely Caress is greater than the target's

current Contagion Point score, the Arcadian only gains a number of Contagion Points equal to the target's pool. This experience is extremely pleasant for the target and the Arcadian.

Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Unseely Grasp: By successfully grabbing a target, either through a grapple attack, or by establishing a firm grasp on a helpless or unaware target, the Arcadian may take 2d6 points of Contagion in one turn. This experience is incredibly painful for the target and quite pleasant for the Arcadian. If the roll result of the Unseely Grasp would demand more Contagion Points than the target currently has in his pool, excess points manifest as temporary Stamina damage on a one for one basis. There is no known way to resist the Unseely Grasp.

Hindrances

Contagion Channel: Arcadians are magically linked to their home realm, feeding precious Contagion energy to the realm to help sustain it. One out of every two Contagion Points acquired by an Arcadian is sacrificed to this channel and sent immediately to Arcadia. There is no known means to interrupt this link.

Contagion Starvation: Arcadians actively crave Contagion. Every day that an Arcadian fails to gain Contagion, whether through the Seely Caress or through the Unseely Grasp, the Arcadian must make a Spirit check (TN 2 + the number of days since the Arcadian has gained Contagion.) If this Spirit check is failed, the Arcadian is considered Fatigued until he is able to gain Contagion, or until the next sunrise, when the Spirit check is repeated.

Ennui: Arcadians suffer such great ennui as a result of the impending doom of their homeland that they receive a -1 penalty to Pace. Furthermore if an Arcadian rolls a Critical Failure on any die roll, they fall into a deep depression, suffering a -2 penalty on all Trait Tests for 1d6 days.

Sleepless: An Arcadian may never sleep. No spell, potion, or drug can cause unconsciousness in an Arcadian. Even a severe beating will simply incapacitate the creature. An Incapacitated Arcadian is fully awake and aware, simply unable to move or act.

Unhealing: As Undead creatures, Arcadians do not normally heal. As a part of their state, Arcadians may at any time spend 1 Contagion Point make a Vigor roll in order to attempt to heal, per the Natural Healing rules as presented in *Savage Worlds*. This Contagion Point expenditure replaces & supersedes the healing period of five days required by other characters. This is the only way in which an Arcadian can heal. The Healing skill cannot aid a wounded Arcadian, nor can healing magic. An Arcadian spending Contagion in order to heal cannot spend Contagion Points on anything else in that round, but can act normally (healing does not use the Arcadian's action.)

Special Requirements

Any elf that dies finds their soul transported to Arcadia. Arcadians who die cease to exist. Their remaining Contagion Points are fed back to Arcadia and their bodies immediately turn to dust.

Starting Advances

Arcadian characters may select one Advance at character creation. The Arcadian must meet all requirements in order to select the Advance.

Starting Rank: Seasoned

Angel

This race of celestial beings act as servants of the Heavenly Host and soldiers of Yahweh. So far as any angel can remember, this is the way things have always been. Recent events in the world of Contagion have called the true nature of angels into question. While most remain obedient and faithful to Heaven, rumors are beginning to spread about a second rebellion among the Host.

Type: Celestial

Contagion Regeneration: Angels do not regain Contagion Points until they reach zero current Contagion Points, at which time they gain 1 Contagion Point per hour. If an Angel returns to hallowed ground, dedicated to the worship of Yahweh, this rate increases to 6 Contagion Points per hour, until they reach their maximum Contagion Points

Racial Features

Arcane Background (Miracles): Angels begin play with the Arcane Background (Miracles) Edge and a d6 in the Faith skill for free.

The Babel Effect: Angels are able to speak, read and understand all languages. There is no need or use for angels to purchase language skills. This does not grant them the ability to decode cyphers or automatically understand encryption.

Celestial Immunities: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Charismatic: All Angels receive a +2 to Charisma.

Environmental Resistances: Angels receive a +4 bonus to resist all negative environmental effects (heat, cold, pressure, etc.) (+2 Ability)

Keen Senses: Angels receive a +2 to all Notice checks involving sight and hearing.

Lamb's Blood: An angel may shed its blood (inflicting 1 wound to the Angel) in order to heal another. This healing functions as though a Greater Healing spell had been cast by the Angel. The Angel may determine whether to use the 10 Power Point or 20 Power Point version of the spell when shedding the blood, though none of the Angel's Power Points are spent.

Round Trip Ticket: If an angel is ever killed, it immediately returns to Heaven. Its physical form dissipates in wisps of smoke.

Recognition: All angels immediately recognize magic related to their Divine Focus as such. For example, Gregori instantly recognize necromancy spells and effects and Seraphim know a spellcaster's fireball for

what it is: a perversion of divine creation. No roll is needed to use this ability.

Strength of Spirit: All Angels begin play with a d8 in Spirit and may raise it to a d12+2 via normal advancement; the Expert and Master Edges may raise it to a d12+4

Hindrances

Choir: Every angel belongs to one of the eight divine choirs of heaven and is granted special features depending upon their choir, listed on Table: Angelic Choirs. Note that this listing is in order of the choir's ranking in the hierarchy of Heaven.

Table: Angelic Choirs	
Choir Name	Divine Focus
Seraphim	Raw power of the universe.
Cherubim	Protection and defense of humanity.
Elohim	Spreading the divine word.
Teraphim	Weather and natural phenomenon.
Nephalim	Change and natural cycles.
Malakim	The secrets of the Almighty.
Olephim	Visions and prophecy.
Gregori	Life force and the harbingers of death.

Each choir has a Divine Focus, which dictates the aspect of reality affected by angels of that choir. Angels may only select powers that fall within the purview of their Divine Focus. For a full list of powers broken down by Divine Focus, see **Chapter 6: Magic**.

When activating a power an angel must spend 1 Contagion Point in addition to the Power Point cost of the power.

Divine Mandate: Angels are beholden to Yahweh. At any time, the Gamemaster may determine that the angel's course of action conflicts with Yahweh's wishes. The Gamemaster must inform the player of the impropriety of the intended action. If the angel continues down the incorrect path, he immediately ceases to be an angel and undergoes a racial change, becoming a

demon. All previous benefits from being an angel are lost. The player must choose to pursue the damned action before dice rolls resolve it. Once the dice are rolled, the player may not rescind the act.

Special Requirements

Angels are celestials in service to Yahweh. No member of another race can become an angel. Angels may only become demons through falling, beyond that they may not change races.

Starting Advances

Angel characters may select one Advance at character creation. The Angel must meet all requirements in order to select the Advance. Please note that if the Angel selects the New Power Edge as his Advance, he may only select a power from the list included within his Divine Focus.

Starting Rank: Veteran

Demon

Demons are a race of celestial beings that have dedicated their existences to the destruction or subjugation of creation. Once angels who rebelled against Yahweh's will and were subsequently cast into Hell. Millennia in the void have only served to increase the hatred and contempt that demons hold for humanity and Heaven. Under the rule of Archduke Azmodeus, demons appear to be doing everything in their considerable power to hasten the apocalypse.

Contagion Regeneration: Demons may only regain Contagion Points through the use of Siphon Sin (see below.)

Racial Features

Arcane Background (Miracles): Demons begin play with the Arcane Background (Miracles) Edge and a d6 in the Faith skill for free.

The Babel Effect: Demons are able to speak, read and understand all languages. There is no need or use for demons to purchase language skills. This does not grant them the ability to decode cyphers or automatically understand encryption.

Charismatic: All Demons receive a +2 to Charisma.

Environmental Resistances: Demons receive a +4 bonus to resist all negative environmental effects (heat, cold, pressure, etc.)

Hellshape: Demons who manifest on Earth take on a human appearance, either by virtue of possessing a human vessel, or by forming a humanoid shape with Contagion energy. In either case, the demon may call forth his true infernal nature by spending 1 Contagion Point and assuming the Hellshape. When calling forth the Hellshape, the demon's skin hardens, and turns a deep red. The skin heats up, dealing +2 fire damage to any opponent who the demon strikes with an unarmed blow, or 1d10 fire damage to any opponent who strikes the demon unarmed. As this heat is not natural fire, cold and water have no effect on the flames.

While wearing the Hellshape, the demon automatically receives the effects of the following powers as if he had cast them: Claws, Detect Arcana, Fangs, Fear, and Grave Speak. The effects of these spells last as long as the demon retains the Hellshape. If the demon declares his desire to activate Hellshape on or before his initiative, he assumes the Hellshape as a free action, and is able to act that turn with all benefits of the Hellshape. If the Hellshape is declared after the demon's turn in the initiative order, he assumes the form on his next action.

Infernal Immunities: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

Keen Senses: Demons receive a +2 to all Notice checks involving sight and hearing.

Recognition: All demons immediately recognize magic related to their Infernal Focus as such. For example, Chammadi instantly recognize necromancy spells and effects and Marchocia know a spellcaster's fireball for what it is: a human usurper's

manipulation. No roll is needed to use this ability.

Siphon Sin: Demons may call upon their various underlings and worshippers to replenish spent energies. Any demon may enter into a contract with any willing party that is not celestial in nature. This contract can confer any benefit within the bounds of the demon's caste. The ultimate limits of the benefit of such a contract are left to Gamemaster discretion, but some suggestions include granting the use of spells from the demon's caste (using the demon's Faith skill), material goods related to the caste's abilities (potent weapons for a Marchocia, magical Tarot cards for Ornians), or immunity to the effects of spells from the demon's caste. In exchange for the services provided, the demon may siphon 1d4 Contagion Points from the contracted party per minute. Siphon Sin costs nothing to use, and takes a minimum of one minute to complete. The demon must be in the same realm as the target, so in order to gain access to Contagion from a contract with a living being, the demon must be on Earth. If the contract is formed with a ghost, the demon must travel to Purgatory. A targeted character may never lose more Contagion Points than he currently possesses through the use of Siphon Sin. If the demon's Siphon Sin roll yields more Contagion Points than are currently available, the excess points are translated into wounds for the unfortunate target. Note that this ability need not be used immediately: indeed, many contracted parties have found their Contagion Points drained at an inopportune moment years or decades after the contract was signed. Furthermore, the demon is under no obligation to take his spoils all at once: it is entirely feasible for a devotee to see his Contagion Points continually drained at the whim of his master.

Timeshare of Damnation: A great number of damned souls reside in Hell. Should a demon run out of Contagion and be able to gain access to Hell, they may refill their Contagion pool over the course of one hour. The demon must find its own way into and out of Hell in order to take advantage of this ability, something most demons have no desire to bother with.

Hindrances

Caste (Su): Every demon belongs to one of the eight infernal castes of Hell and is granted special features depending upon caste, listed on Table: Demonic Castes. A demon's caste is determined by the angelic choir it belonged to prior to the Fall. The listing on Table: Demonic Castes is in order of the caste's position in the hierarchy of Hell.

Each caste has an Infernal Focus, which dictates the aspect of reality affected by Demons of that caste. Demons may only select powers that fall within the purview of their Infernal Focus. For a full list of powers broken down by Infernal Focus, see **Chapter 6: Magic**.

Table: Demonic Castes

Caste Name	Infernal Focus
Marchocia	Destructive force.
Malphas	False security and overconfidence.
Succubae	Honeyed tongues and wish fulfillment.
Leviathans	Sickening and poisoning the natural order.
Barbas	Corruption and decay.
Mastim	Deceits, false prophesy.
Ornians	Visions of despair, destruction of hope.
Chammadi	Broken cycles and undeath.

When activating a power a Demon must spend 1 Contagion Point in addition to the Power Point cost of the power.

Exorcism (Ex): Demons are vulnerable to exorcism (see **Chapter 9: The Incorporeal**)

Weakness (Holy Symbols): Any character with the Faith skill can create a somewhat effective ward against demons by

brandishing a Holy Symbol at a demon. If such a character brandishes a Holy Symbol at a demon, the character enters a Test of Wills, rolling his Faith score vs. the demon's Spirit. If the character wins, the Demon may not advance on the character or attack. If the demon wins, it may act normally.

Weakness (Holy Water): Demons are affected by Holy Water as described in the *Savage Worlds Horror Companion*.

Special Requirements

Demons are fallen angels. Upon becoming a demon, the demon may no longer undergo any racial changes whatsoever.

Starting Advances

Demon characters may select one Advance at character creation. The demon must meet all requirements in order to select the Advance. Please note that if the demon selects the New Power Edge as his Advance, he may only select a power from the list included within his Infernal Focus.

Starting Rank: Veteran

Dhampir

In most cases when a vampire and a human are together, there is little risk of procreation. On rare occasions the breeding of a human and a vampire can be successful. No one is sure how this works, as vampires are clinically dead; they are not typically fertile. Most dhampirs are abandoned by their vampire parent, growing up unaware of their true heritage. As adolescence approaches, the young dhampir often must contend with newfound strength and an inexplicable bloodlust.

Contagion Regeneration: Dhampirs regain Contagion Points in the same fashion as humans, but at a slower rate. A dhampir gains only one Contagion Point per six hours of restful sleep, up to their maximum Contagion Points.

Racial Features

Cold Resistance: Dhampirs enjoy a +4 bonus to resist any cold-based effect.

Toughness: Dhampirs receive +2 Toughness against all attacks except those from wooden weapons.

Electricity Resistance: Dhampirs enjoy a +4 bonus to resist any electricity-based effect.

Long Lived: Dhampirs live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Regeneration (Fast): Dhampirs may make a Vigor check for Natural Healing every round unless they are dead. This ability does not function on wounds caused by wooden weapons, which must be healed normally.

Willful: All dhampirs start with a d6 in the Spirit attribute.

Hindrances

Light Sensitive: Dhampirs are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to dhampirs. A dhampir exposed to bright lights suffers a -2 penalty to all actions. Eye coverings such as good pair of sunglasses can reduce this penalty to a -1.

Unnatural Appetite: Dhampirs may not need to consume blood to live, but they still feel their undead parent's hunger. If a dhampir sees human blood, he must make a Spirit check (TN 8) to refrain from drinking it. A failed save indicates that the dhampir will spend the next 1d6 turns licking the blood, trying to drink, and all attackers will be considered to have the drop on the dhampir. Note that drinking blood offers no benefit whatsoever to the dhampir.

Weakness (Wooden Weapons): Dhampirs suffer double damage from wooden weapons.

Special Requirements

Dhampirs are children born to one human and one vampire parent. A character must be born a dhampir, and cannot become one later in life.

Dhampirs who die may become ghosts at Gamemaster discretion.

Starting Advances

Dhampir characters may select one Advance at character creation. The dhampir must meet all requirements in order to select the Advance.

Starting Rank: Seasoned

Drow

Outcasts by birth, the half-vampire/half-elven drow spend their lives shunned by both societies. Their sense of isolation is compounded by their rarity. Less than a hundred drow walk the earth. Siblings are very rare (though some drow do have dhampir or half-elf brothers and sisters) and several drow go their entire lives never meeting another of their race. Drow tend to be bitter and angry at their lack of belonging.

Contagion Regeneration: Drow regain Contagion Points through meditation. A drow gains one Contagion Point per six hours of meditation, up to their maximum Contagion Points.

Racial Features

Cold Resistance: Drow enjoy a +4 bonus to resist any cold-based effect.

Toughness: Drow receive +2 Toughness against all attacks except those from wooden weapons.

Electricity Resistance: Drow enjoy a +4 bonus to resist any electricity-based effect.

Keen Senses: Drow receive a +2 to all Notice checks involving sight and hearing.

Long Lived: Drow live longer than humans, reaching maturity at about age 25, and then aging approximately 1 year for every ten years that pass thereafter.

Low Light Vision: The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

Regeneration (Fast): Drow may make a Vigor check for Natural Healing every round unless they are dead. This ability does not function on wounds caused by wooden weapons, which must be healed normally.

Resilient Spirit: Drow receive a +2 to all Spirit checks made to resist mind control, enchantments or emotional manipulation via magic.

Willful: All drow start with a d6 in the Spirit attribute.

Hindrances

Light Sensitive: Drow are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to drow. A drow exposed to bright lights suffers a -2 penalty to all actions. Eye coverings such as good pair of sunglasses can reduce this penalty to a -1.

Sleepless: Drow may never sleep. No spell, potion, or drug can cause unconsciousness in a drow. Even a severe beating will simply incapacitate the creature. An Incapacitated drow is fully awake and aware, simply unable to move or act.

Unnatural Appetite: Drow may not need to consume blood to live, but they still feel their undead parent's hunger. If a drow sees human blood, he must make a Spirit check (TN 8) to refrain from drinking it. A failed save indicates that the drow will spend the next 1d6 turns licking the blood, trying to drink, and all attackers will be considered to have the drop on the drow. Note that drinking blood offers no benefit whatsoever to the drow.

Weakness (Wooden Weapons): Drow suffer double damage from wooden weapons.

Special Requirements

Drow are children born to one elven and one vampire parent. A character must be born a drow, and cannot become one later in life.

Drow who die may become ghosts at Gamemaster discretion.

Starting Advances

Drow characters receive no Advances at character creation.

Starting Rank: Seasoned

Morlock

Created in 2006 via a demonic curse, the Morlocks are a small race of shapeshifting, protoplasmic vagabonds. Though originally from India, the Morlocks have begun to

spread across the globe, fuelled by anger and a desire for revenge on the demons that cursed them.

Contagion Regeneration: Morlocks gain a single Contagion Point per day, up to their maximum number of Contagion Points, regardless of the amount of rest they receive. Though the morlocks are unaware of this, the Contagion Point regeneration is due to constantly absorbing the dirt, waste and filth in their surrounding environment and processing the matter into Contagion energy. A morlock in a sterile environment, such as a hospital operating room or an electronics repair clean room ceases to regain Contagion Points as long as they remain in the environment. Should demons or spellcasters discover this side effect of the morlock condition, they would certainly be hunted for use as Contagion batteries, as they are nearly as effective as generating Contagion as humans.

Racial Features

Blindsight: Morlocks use nonvisual senses, including sensitivity to vibrations and scent, to perceive their surroundings. While technically blind, morlocks can maneuver and fight as well as a sighted creature. Invisibility and darkness are irrelevant to morlocks. Morlocks suffer no penalties for bad lighting, even in Pitch Darkness.

Seep: Morlocks can squeeze through any porous gap as if it were Difficult Ground.

Protoplasm: Due to their protoplasmic physiology morlocks suffer no additional damage from called shots, do not suffer wound penalties and do not suffer from disease or poison.

Pseudopods: Morlocks can extend pseudopods from their gelatinous forms. These prehensile tendrils of ooze can manipulate objects and exert enough strength to move a 5-pound object. While these pseudopods cannot normally damage opponents, using the pseudopods in combat does grant the morlock a +4 bonus to grappling attacks as its tendrils assist in grabbing opponents.

Slam: Morlocks gain a slam attack which deals Strength + 1d6 nonlethal damage.

Variable Size: Morlocks are capable of stretching and molding their protoplasmic forms, altering their basic size. With the expenditure of a Contagion Point, the morlock can increase or decrease their Size by 1. Morlocks cannot increase their size to more than +1 total, nor can they decrease their size to more than -1. Variations in size may be maintained for a number of minutes equal to the morlock's Vigor, after which time the morlock returns to their natural size.

Skills: Morlocks begin play with the following skills at d6: Lockpicking and Stealth. These skills may be raised normally.

Hindrances

Weakness (Cold): Morlocks cannot abide the cold, taking double damage from cold-based attacks. Furthermore, in areas of extreme cold (freezing or below) morlocks take a -2 penalty to all actions due to sluggishness and discomfort and receive a -4 to resist environmental cold effects.

Inhuman Appearance: Morlocks retain the basic shape of a human being, with two arms, two legs, a torso, and a head. Unfortunately the similarities end there. Morlocks are comprised of detritus, sand, and slime, making it very difficult for these unfortunates to pass for human. A morlock must cover himself from head to toe in heavy clothing to conceal his true nature. This requires appropriate clothes before a morlock can hope to venture out into human society without revealing its true nature. Morlocks receive a -4 to Charisma as a result of their inhuman nature when dealing with any race other than their own.

Mistaken Identity: Because the morlocks are a young race, and few people outside of the morlock community are even aware of their existence, most characters assume that morlocks are Hellspawn. Morlocks tend to be mistrusted, if not outright attacked, by non-morlocks who discover their true nature.

Special Requirements

A character must be born a morlock and cannot become one later in life. All morlocks who were products of the Barbas curse were members of Harijan's coalition of homeless. As a result, all morlock characters must belong to the Vagrant calling to reflect their status as underprivileged wretches. All morlocks are of Middle Eastern descent, though their appearance no longer indicates any sort of human parentage. All morlocks speak Bengali and English as native tongues. Morlocks breeding with each other create new morlocks. It is unknown whether or not morlocks are capable of breeding with other races and if so, what traits the new creature would possess.

Morlocks who die may become ghosts at Gamemaster discretion.

Starting Advances Morlock characters receive no Advances at character creation. Morlocks also receive no additional points from their starting Hindrances. If a morlock wishes to purchase Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Seasoned

Tengu

Hailing from Asia, the tengu are shapeshifting tricksters and teachers who seek to enlighten the worthy and punish the corrupt and prideful. Though extremely brutal in their early history, the tengu have mellowed considerably in the modern age. The practice of martial arts is common among the tengu, and while they typically use violence as a last resort (preferring to settle their differences with wit) tengu can make formidable combatants.

Contagion Regeneration: Being close to spiritual perfection, the tengu regain Contagion as humans do. This is an incredibly well kept secret, for if celestials discovered this fact; the tengu would surely be hunted as sources of power.

Racial Features

Disguise: Tengu can assume the form of any human or humanoid creature that they have seen. This functions as the Disguise power, but rather than Power Points, tengu activate this ability with the expenditure of a Contagion Point.

Shape Change: Tengu can assume animal forms. This functions like the Shape Change Power. Tengu are restricted to the forms attainable by a character of their Rank, but instead of spending Power Points to Shape Change, tengu spend Contagion Points as follows:

Rank	Animal Types	Cost
Novice	Hawk, rabbit, cat	1
Seasoned	Dog, wolf, deer	2
Veteran	Lion, tiger Bear, shark	3
Legendary	Great white shark	4

Tengu using their Shape Change ability may expend the full cost of activating this ability in one round, but may not make any other Contagion Point expenditures in that round. A tengu's Shape Change lasts for a number of hours equal to their Vigor.

Flight: Tengu may fly at a movement equal to their Pace. They may "run" for speed in flight.

World Walker: Tengu are able to cross the boundaries between worlds with relative impunity. With the expenditure of a Contagion Point, a tengu may immediately enter Purgatory, Limbo, the Void or any Latchkey realm (with the notable exception of Oblitus.) Tengu are considered celestials when traveling between realms and are not subject to damage from crossing the borders between worlds. Tengu may expend 1 Contagion Point per passenger in order to bring others along on these jaunts, up to a maximum number of passengers equal to the tengu's Spirit. The Contagion Point expenditure to bring additional passengers along on interdimensional border crossings

may be spent all at once, but the tengu may make no additional Contagion Point expenditures in that round.

Hindrances

Celestial Concerns: Tengu radiate power in such a way that celestials can sense their presence and identify them on sight. Most celestials bear the tengu ill will for one reason or another, and though most celestials will rarely directly assault a tengu, sabotage and interference in the tengu's plans often follow recognition by a celestial. This gives the tengu a -4 penalty to Charisma when dealing with angels, demons or any other celestial creature.

Special Requirements

Tengu are born fey creatures and may not undergo racial changes. It is believed that Tengu ascend to some state of Nirvana upon death.

Starting Advances

Tengu characters receive no Advances at character creation. Tengu also receive no additional points from their starting Hindrances, but do receive a free Edge of their choice at Character Creation as humans do. If a tengu wishes to purchase additional Edges at character creation, he must do so through selection of additional Hindrances as normal.

Starting Rank: Seasoned

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Contagion Savage Edition was developed and written by Travis Legge with additional material by Kyle Hoskins, Darius McCaskey, Sarah Scharnweber, Jason ssg, Cathleen Stark, Tim Stotz, Thomas L. Vaultonburg and Adam Williams

